

CASTLES CRUSADES

CRUSADER'S COMPANION





**CASTLES[®]
CRUSADES**

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by Peter J. Schroeder

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WELCOME TO THE CRUSADER'S COMPANION

The Crusader's Companion is a collection of fan-made and third-party material for the Castles & Crusades game. Derived from many sources, this book covers a wealth of material not covered in the official books and variants of rules that are contained in the official books.

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The material must be Open Game Content.

The material must not use someone else's product identity.

If the material was converted from another OGL source, the section 15 must also be included.

ATTRIBUTES

ALTERNATE ATTRIBUTE GENERATION

METHOD SEVEN: CONTEMPORARY

Roll 4d6 six times, dropping the lowest number, and assign as the player chooses.

METHOD EIGHT: GENETICS

This method is designed to provide a more “genetic” way of generating a character’s attributes. It is based upon the idea of Punnet square genetics, in which the possible offspring of two parents are determined by a matrix with the possible choices, those choices influencing each other. For our purposes though, we’re only going to have the character attributes influence themselves. Below are the Punnet squares for the six attributes and their possible outcomes.

PUNNET SQUARES FOR ATTRIBUTES

STR			DEX			CON		
S	S	s	D	D	d	C	C	c
S	SS	Ss	D	DD	Dd	C	CC	Cc
s	sS	ss	d	dD	dd	c	cC	cc

INT			WIS			CHA		
I	I	i	W	W	w	K	K	k
I	II	Ii	W	WW	Ww	K	KK	Kk
i	iI	ii	w	wW	ww	k	kK	kk

The Punnet square indicates the likelihood of the character having a given genotype. The possible outcomes for each attribute are as follows: a 25% chance of AA, 50% chance of Aa, and a 25% chance of aa. AA is dominant, Aa is neither dominant or recessive, and aa is recessive. The probability spread can be simulated by rolling 1d4 for each attribute and consulting Table 2 below.

ATTRIBUTE DETERMINATION

d4	STR	DEX	CON	INT	WIS	CHA
1	SS	DD	CC	II	WW	KK
2-3	Ss	Dd	Cc	Ii	Ww	Kk
4	ss	dd	cc	ii	ww	kk

The player may choose the order in which to roll for his attributes. Prime attributes are determined based on the order in which the attributes were rolled, as well as by the die roll. The player will need to decide whether the character is human or demi-human, as this affects primes.

- *Dominant (Die roll of 1):* Attribute score is generated using 1d6+12. Attribute is automatically prime.
- *Average (Die roll of 2 or 3):* Attribute score is generated using 2d6+6. Attribute is prime if there are no Dominant attributes available. In all cases, a die roll of 2 will be made prime before a die roll of 3.
- *Recessive (Die roll of 4):* Attribute score is generated using 3d4. Attribute is prime only if there are no Dominant or Average attributes available.

CHARACTER GENERATION EXAMPLE

David decides to roll up his character’s attributes in the following order: dexterity, intelligence, wisdom, charisma, constitution, and strength. He then rolls 1d4 for each attribute in the order he chose. He gets the following results:

- Dexterity = 2
- Intelligence = 3
- Wisdom = 1
- Charisma = 4

- Constitution = 2
- Strength = 3

Based on the 1d4 rolls above, David will now determine which attributes are prime, and the die roll to generate them. Placing the attributes in order of the die result, lowest to highest, David sees the following:

- Wisdom = 1
- Dexterity = 2
- Constitution = 2
- Intelligence = 3
- Strength = 3
- Charisma = 4

At this point, David needs to decide whether his character is going to be a human or demi-human because his choice will affect the number of attributes he has that will be prime. If he elects to make the character human, he would receive three primes. Looking at the list above, those three attributes would be wisdom, dexterity, and constitution. If David elects to make the character a demi-human, only the wisdom and dexterity would be prime. Constitution in this case would not be prime because David chose to roll for his dexterity before his constitution.

David now determines the actual scores for the attributes based on whether the attribute is dominant, average, or recessive, and ends up with the following:

- *Strength:* 2d6+6, rolls 6, 3 for result of 15
- *Dexterity:* 2d6+6, rolls 6, 5 for result of 17 (Prime)
- *Constitution:* 2d6+6, rolls 4, 3 for result of 13 (Prime if Human)
- *Intelligence:* 2d6+6, rolls 3, 2 for result of 11
- *Wisdom:* 1d6+12, roll 4 for result of 16 (Prime)
- *Charisma:* 3d4, roll 4, 3, 3 for result of 10

METHOD NINE: NEW AGE

Roll 4d4+2 six times and assign as the player chooses.

METHOD TEN: POINTS SYSTEM

Characters have 60 + 4d4 points to assign to their abilities; minimum 3 and maximum 18. Each 10% of exceptional strength costs 1 point.

PERCEPTION

Perception is the measure of one’s awareness, intuition, insight and the ability to discern one’s environment through the use of the five senses. A perceptive character can overhear a conversation behind a closed door or track a fleeing opponent through the wilderness. He can notice a secret door or perilous trap. He can also sniff out the obvious bluff.

Check Modifier: This is the number added or subtracted to a d20 roll to determine how well the character performs a Perception check. Perception checks are frequent and are required when the CK feels a character has a chance to notice or find something not immediately recognizable.

ACTIVITY	CL
Quickly search to find something on a body or among other things within one round.	0
Hear a conversation through a wooden door.	0
Hear noises through stone or a thick wall.	5
Spot something out of place or partially hidden.	5
Find something well-hidden when searching.	5
Spot something well hidden without searching.	10

A successful Perception check also avoids surprise:

ACTIVITY	CL
Avoid being surprised when combat suddenly springs on both sides of the battle.	0
Avoid being surprised by someone actively attempting to sneak.	5

PERCEPTION CHART		
SCORE	MODIFIER	INITIATIVE DIE
1	-9	d12
2	-8	d12
3	-7	d12
4	-6	d12
5	-5	d12
6	-4	d12
7	-3	d10
8	-2	d10
9	-1	d10
10	0	d10
11	+1	d10
12	+2	d10
13	+3	d10
14	+4	d10
15	+5	d10
16	+6	d8
17	+7	d8
18	+8	d8
19	+9	d8
20	+10	d6
21	+11	d6
22	+12	d6
23	+13	d6
24	+14	d6
25	+15	d6

RACES



NATURAL ATTACKS: Some races possess natural weapons or attacks, such as a claw, bite, tailwhip, etc.

NATURAL AC: Some races are highly dexterous or have a tough or scaly hide, which gives them a lower starting armor class.

SPELL RESISTANCE: A special ability possessed by some races that may negate spells cast against them.

HEIGHT AND WEIGHT

The dice roll given in the Height and Weight Modifier columns determines the character's extra height and weight beyond the base height and weight.

HEIGHT AND WEIGHT BY RACE

Race	Height in Inches		Weight in Inches	
	Base*	Modifier	Base*	Modifier
Aasimar	61/60	+2d10	140/90	+5d10
Boggard	58/56	+2d8	210/180	+5d10
Dwarf, Arctic	32/28	+2d4	52/42	+3d10
Dwarf, Half	66/65	+2d6	220/180	+5d20
Dwarf, Mountain	49/47	+1d10	145/115	+5d10
Elf, Aquatic	50/50	+1d8	85/75	+2d12
Giant, Cyclops	82/77	+2d6	294/274	+5d12
Gnome, Forest				
Grimlock	60/58	+2d10	160/110	+6d10
Grippli	25/28	+1d6	23/25	+1d6
Halfling, Deep	32/30	+2d8	52/48	+5d4
Halfling, Tallfellow	48/46	+2d4	30/25	+2d4
Tengu	60/58	+1d6	80/70	+3d10
Tiefling	59/57	+2d10	140/90	+6d10

* The second value is for females, as they are commonly lighter and shorter than males.

MINIMUM STARTING AGE

Race	Race	Adulthood	F/R/A/C/D/B*	Ran/Pal/ Kni
Aasimar	16	+1d6	+2d6	+3d6
Boggard	10	+1d4	+1d6	+2d6
Dwarf, Arctic	40	+3d6	+5d6	+7d6
Dwarf, Half	15	+1d6	+2d6	+3d6
Dwarf, Mountain	50	+6d6	+9d6	+11d6
Elf, Aquatic	130	+5d6	+7d6	+11d6
Giant, Cyclops	20	+2d4	+3d6	+4d6
Gnome, Forest				
Grimlock	17	+1d4	+1d6	+2d6
Grippli	100	+2d20	+3d20	+4d20
Halfling, Deep	20	+3d4	+4d6	+6d6
Halfling, Tallfellow	20	+2d4	+3d6	+4d6
Tengu	15	+1d4	+1d6	+2d6
Tiefling	17	+2d4	+3d6	+4d6

*Fighter, rogue, assassin, cleric, druid, barbarian

AGING

Race	Middle	Old	Venerable	Maximum
Aasimar	62	83	125	+2d20
Boggard	30	40	60	+1d20
Dwarf, Arctic	125	188	250	+2d100
Dwarf, Half	40	53	80	+1d10
Dwarf, Mountain	150	200	300	+2d100
Elf, Aquatic	195	283	300	+3d100
Giant, Cyclops	50	75	100	+5d20
Gnome, Forest				
Grimlock	60	80	120	+1d100
Grippli	300	400	600	+2d100
Halfling, Deep	50	67	100	+1d100
Halfling, Tallfellow	50	75	100	+5d20
Tengu	25	33	50	+2d12
Tiefling	50	67	100	+1d100

RACIAL HIT DIE

Races receive 1 dice higher for each size larger than medium. If the die would be above a d12, than instead add a d4 per die higher. Likewise, a race receives 1 dice lower for each size below small. The die can never be below 1d2.

Example: A yeti barbarian uses 1d12+1d4 for their hit die instead of 1d12. A grippli rogue uses 1d4 for their hit die instead of 1d6.

AASIMAR

Aasimars are usually tall, good-looking, and generally pleasant. Some have a minor physical trait suggesting their heritage, such as silver hair, golden eyes, or an unnaturally intense stare. While an onlooker might not realize why, they often find aasimars to be strangely captivating.

Most aasimars are decidedly good-aligned. They fight against evil causes and attempt to sway others to do the right thing. Occasionally they take on the vengeful, judgmental aspect of their celestial ancestor, but this is rare.

Aasimars usually like a fair, straightforward contest. Against a particularly evil foe, however, they fight with utter conviction and to the death. They dislike deception and most would rather suffer consequences than act dishonorably.

RACIAL TRAITS AND ABILITIES

ACID, COLD, AND ELECTRICITY RESISTANCE: Aasimar receive a +5 bonus to all saving throws against acid, cold, and electric spells and spell-like effects.

DAYLIGHT: An aasimar can use daylight once per day as a 1st-level caster or a caster of his class level, whichever is higher.

STURDY MIND: Aasimar are resistant to mind-affecting spells and spell-like effects. They receive a +2 to any saving throw rolled against such effects.

LANGUAGE: Common, Celestial, Draconic, Dwarf, Elf, Gnome, Halfling, Sylvan

SIZE: Medium

MOVEMENT: 30 feet

TYPICAL CLASSES: Bard, Cleric, Druid, Fighter, Paladin, Ranger, Rogue, Wizard

ATTRIBUTE MODIFIERS: +1 Strength, -2 Constitution, +1 Wisdom

ABILITY MODIFIER: +1 decipher script, +2 find traps, +2 hide, +1 move silent

BOGGARD

Boggards resemble anthropomorphic frogs or toads, complete with webbed hands and feet, large eyes, and overly wide mouths. These creatures make their homes near large rivers or deep in marshes. There they make small villages composed of mud mounds on the banks. Boggards start out life as tadpoles in breeding ponds, eventually growing to a length of 3 feet before sprouting arms and legs and becoming capable of terrestrial living. Acceptance into the clan then depends on the young boggard's successful hunt to kill a sentient humanoid. Those who fail are exiled from the clan. As boggards age, they continue to grow and lose their coloration. Exceptionally old boggards bear completely white skin covering massive corpulent bodies. Some of these boggards rank among the caste of priest-kings and enjoy a life of grotesque pleasures ruling their clans.

RACIAL TRAITS AND ABILITIES

AMBUSH: A boggard's skin color allows them to easily blend in to natural surroundings. When a boggard is in natural surroundings, they may use this ability to ambush an enemy, penalizing them with a -2 (-6 is using hop attack) to their surprise.

DEHYDRATION: Once per day, a boggard must wet their entire bodies with at least a waterskins worth of water. If they are unable to do so, they temporarily lose 3 points of constitution per day. The boggard's constitution is restored when enough water is applied. If their constitution reaches 0, than they die from dehydration.

HOLD BREATH: Whenever exposed to an effect that requires inhalation, such as poisonous vapors, boggard are allowed a **constitution saving throw**. If the save is successful, that individual boggard does not suffer any of the effects.

If the save is unsuccessful, the individual is still entitled to make any other saves allowed to avoid or minimize the effects.

A boggard may also hold its breath underwater. The amount of time the lizardfolk can sustain this is 2/3 their constitution score in rounds (round up). If the boggard does not reach air by 1 round after, the boggard drowns.

HOP ATTACK: Boggards have the ability to employ a hop attack that sends them 30 feet forward and 15 feet upward. When using the hop attack, the boggard gains a +1 to attack and deals double damage if they are using a sharp weapon.

STICKY TONGUE: A creature hit by a boggard's tongue attack cannot move more than 10 feet away from the boggard and takes a -2 penalty to AC as long as the tongue is attached (this penalty does not stack if multiple tongues are attached). The tongue can be removed by making a strength check or by dealing 2 points of slashing damage to the tongue (AC 11, damage does not deplete the boggard's actual hit points). The boggard cannot move more than 10 feet away from the target, but the boggard can release its tongue. Unlike a giant frog, a boggard cannot pull targets toward it with its tongue.

SWAMP STRIDE: A boggard can move through any sort of natural difficult terrain at its normal speed while within a swamp. Magically altered terrain affects a boggard normally.

TERRIFYING CROAK: Once per hour, a boggard can emit a loud and horrifying croak. Any non-boggard creature within 30 feet of the boggard must make a **charisma saving throw** or suffer a -2 on attack rolls, saving throws, and ability checks for 1d4 rounds. Creatures that succeed at this save cannot be affected again by the same boggard's croak for 24 hours. Creatures that are already affected by a fear-based affect must flee if possible.

LANGUAGE: Common, Aquan

SIZE: Medium

MOVEMENT: 20 feet, 30 feet (swim)

TYPICAL CLASSES: Fighter, Shaman Rogue

ATTRIBUTE MODIFIERS: +1 Dexterity, -1 Intelligence, -1 Charisma

ABILITY MODIFIER: -1 decipher script, +1 hide, -1 open lock

NATURAL AC: 14

DWARF, ARCTIC

In the icy wastes, arctic dwarves are the masters of both ice and stone. They build massive, elaborate defenses of ice and rock around the mines where they dig for copper, silver, gold, and iron.

Arctic dwarves are hardier than hill dwarves, and they tend to carry extra weight on their frame even when in exceptional physical condition. Their skin can be any shade from pale white to light blue, and their hair and eyes can be of any color found among hill dwarves.

Arctic dwarves wear many layers of clothing as protection against the intense cold of their homeland. They do not particularly value jewelry or other ornamentation, and they carry only what they need to survive.

Nearly all arctic dwarves are more grim and humorless than hill dwarves. Efficiency in word and deed is crucial to survival in the harsh arctic realms, so arctic dwarves tend to get straight to the point in conversation, and they have little patience for those who speak in riddles or half truths. Because they must struggle for even the most basic existence in the severe climate of the arctic regions, excess of any kind is offensive to them. Thus, they tend to be frugal and to value hard work for the benefit of all over individual accomplishment.

RACIAL TRAITS AND ABILITIES

Arctic dwarves have all the racial traits and abilities of hill dwarves except as follows.

ENMITY (Kobolds): Eternal wars against kobolds have created an undying crucible of hatred for these creatures. When in combat against kobolds, this fury and hatred allows dwarves a +1 bonus to hit these creatures. Dwarves suffer a -4 to charisma checks when interacting with kobolds.

ICECRAFT: Arctic dwarves can apply their stonecraft benefits to structures and natural features made of ice, as well as those made of stone.

ATTRIBUTE MODIFIERS: +1 Strength, +1 Constitution, -2 Dexterity

RACES

DWARF, HALF-

Half-dwarves are characterized by their remarkable toughness and endurance. The interbreeding of human and dwarf magnifies the dwarf's natural robustness, producing offspring of great resilience to physical harm and fatigue. Half-dwarves often take pride in their endurance, sometimes challenging their rivals to tests of stamina. Half-dwarves don't break a sweat at tasks that make most other races fail.

RACIAL TRAITS AND ABILITIES

HEARTINESS: Half-dwarves are heartier than most races. They automatically receive constitution as a bonus prime.

SIZE: Medium

MOVEMENT: 30 feet

ATTRIBUTE MODIFIERS: +2 Constitution, -2 Charisma

DWARF, MOUNTAIN

Mountain dwarves live deeper under the mountains than hill dwarves but generally not as far underground as deep dwarves. They average about 4½ feet tall and have lighter skin and hair than hill dwarves, but the same general appearance.

RACIAL TRAITS AND ABILITIES

Mountain dwarves have all the racial traits and abilities of hill dwarves except as follows.

ATTRIBUTE MODIFIERS: +1 Constitution, -1 Charisma

ABILITY MODIFIER: -2 climb, +3 find traps, +2 open lock

ELF, AQUATIC

The aquatic landscape is dotted with forests of kelp and roofed with sporadic blankets of sargasso weed. Hidden among these watery groves are the ancient settlements of the aquatic elves.

Aquatic elves are taller and thinner than high elves. Their feet and hands are webbed to facilitate swimming and have fins along their limbs that serve the same purpose. An aquatic elf's skin ranges from pale green to dark blue. Their hair usually matches their skin color but may be one or two shades darker.

Aquatic elves wear very little clothing, and what they do wear tends to cling tightly to their bodies. Some favor jewelry made of coral and other undersea treasures.

An aquatic elf usually shares the temperament and interests of the standard race, but they tend to be more serene than their landborn cousins.

RACIAL TRAITS AND ABILITIES

Aquatic elves have all the racial traits and abilities of high elves except as follows.

WATER DEPENDENT: Aquatic elves can breathe underwater, but they cannot breathe air. An aquatic elf can hold their breath outside the water for 2 rounds per point of Constitution. After that, they suffocate.

LANGUAGES: Common, Elf, Dolphin, Dwarf, Gnome, Goblin, Halfling, and Orc

GIANT, CYCLOPS



Many thousands of years ago, the solemn cyclopes ruled vast kingdoms, yet today their glories are long forgotten. What few cyclopes survive seldom aspire higher than protecting their lairs and seeking out their next meals. This latter task occupies a great deal of their focus, for the monstrous appetites and vacuous hunger of the cyclopes control the race's destiny and may have led to their original downfall so long ago.

The average cyclops stands 9 feet tall and weighs 600 pounds. Both males and females are almost completely bald, with stringy patches of dark hair occasionally hanging down from above the ears. A bushy, expressive brow couples with a cyclops's massive eye to make the creature's attitude easily known.

Cyclopean history is a vanishing thing inscribed on the crumbling walls of vine-choked lost cities that fell long before even the rise of the elves, when dragons and giants ruled a landscape unspoiled by the petty ephemeral races that rule today. Because things have fallen so far, a given cyclops is less likely to know the near-mythic triumphs of lost ages than even a semi-educated human.

Ancient records, the oral traditions of other giantish races, and the scattered accounts of tribal natives of the southern jungles speak of much larger, more primal "great cyclopes," imposing titans with shaggy legs and a massive horn above an inquisitive eye. These creatures are thought to have been either the leaders or the war beasts of the ancient race, and modern cyclopes honor them as elusive, destructive living gods.

RACIAL TRAITS AND ABILITIES

DARKVISION: Cyclopes can see in complete darkness for up to 60 feet. Darkvision produces images that are in shades of gray, but it is otherwise like normal sight. Cyclopes can function well with no light at all. Bright lights, such as from a lantern or other light source, spoil darkvision. A cyclops requires one turn to adjust his or her eyes when a light source is extinguished before gaining full use of darkvision.

FLASH OF INSIGHT: Once per day, a cyclops can peer into an occluded visual spectrum of possible futures, gaining insight that allows it to select the exact result of one die roll before the roll is made. This effect can alter an action taken by the cyclopes only, and cannot be applied to the rolls of others.

ROCK THROWING: Cyclopes are accomplished rock throwers and receive a +1 bonus on attack rolls when throwing rocks. A cyclops can hurl rocks weighing 40 to 50 pounds up to 50 feet.

VULNERABILITY TO ELECTRICITY: Cyclopes take one and a half times normal damage from electric type spells and effects.

LANGUAGES: Common, Giant
SIZE: Large
MOVEMENT: 30 feet
TYPICAL CLASSES: Barbarian, Berserker, Fighter
ATTRIBUTE MODIFIERS: +4 Strength, -2 Dexterity, +2 Constitution, -4 Intelligence, -2 Charisma
ABILITY MODIFIER: +13 climb, +4 find traps
NATURAL AC: 19

GNOME, FOREST

Forest gnomes are the smallest of all the gnomes, but look just like rock gnomes except they have bark-colored or gray-green skin, and eyes that can be brown or green as well as blue. A very long-lived people, forest gnomes are more attuned to nature than their more common cousins, a fact that is reflected in their racial traits.

RACIAL TRAITS AND ABILITIES

Forest gnomes have all the racial traits and abilities of rock gnomes except as follows.

ENMITY (Kobolds, Goblinoids, Reptilian Humanoids): Witnessing these creatures destroying the woodlands have created an undying crucible of hatred for them. When in combat with these creatures, this fury and hatred allows forest gnomes a +1 bonus to hit them. Forest gnomes suffer a -4 to charisma checks when interacting with these creatures.

PASS WITHOUT TRACE: A forest gnome has the innate ability to use pass without trace as the spell cast by a druid of the forest gnome's class levels.

LANGUAGE: Common, Gnome, Draconic, Dwarf, Giant, Elf, Goblin, Sylvan
ATTRIBUTE MODIFIERS: -1 Strength, +1 Dexterity, +1 Intelligence, -1 Wisdom
ABILITY MODIFIER: -2 decipher script, +2 hide (+4 in forest), +1 listen, -1 open lock, -1 pick pocket

GRIMLOCK

Lurking before the surface of the earth are the terrifying grimlocks. Ravenous and wild, these creatures come to the surface in search of fresh meat. They are not terribly particular as to what type of meat, but sentient humanoids taste best.

Grimlocks are blind, but their exceptional senses of smell and hearing allow them to notice foes nearby. As a result, they usually shun ranged weapons and rush to the attack, brandishing their stone battleaxes. They are often used as foot soldiers by the more powerful denizens of the underground.

RACIAL TRAITS AND ABILITIES

BLINDSIGHT: Grimlocks can sense all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment.

Grimlocks are susceptible to sound- and scent-based attacks, however, and are affected normally by loud noises and sonic spells (such as ghost sound or silence) and overpowering odors (such as stinking cloud or incense-heavy air). Negating a grimlock's sense of smell or hearing reduces this ability to the effects of a *blindness* spell.

IMMUNITIES: Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

LANGUAGE: Common, Grimlock, Draconic, Dwarven, Gnome, Terran, Undercommon
SIZE: Medium
MOVEMENT: 30 feet
TYPICAL CLASSES: Assassin, Barbarian, Berserker, Fighter
ATTRIBUTE MODIFIERS: +1 Constitution, -1 Wisdom
ABILITY MODIFIER: -2 find traps, +4 listen, +1 move silent, +1 open lock
NATURAL AC: 15
NATURAL ATTACKS: Claw (1d6)

GRIPPLI

Gripplis are short frog-like humanoids that dwell in swamps and marshes. They can move upright or on all fours. They spend most of their time scooting about their community doing many of the same tasks that humans employ in their own communities.

The grippli's eyes are yellow with vertical-slit pupils of black. Gripplis often wear brightly colored or decorated clothes. They are attracted to and love brightly colored items.

RACIAL TRAITS AND ABILITIES

DARKVISION: Gripplis can see in complete darkness for up to 60 feet. Darkvision produces images that are in shades of gray, but it is otherwise like normal sight. Gripplis can function well with no light at all. Bright lights, such as from a lantern or other light source, spoil darkvision. A grippli requires one turn to adjust his or her eyes when a light source is extinguished before gaining full use of darkvision.

ARMOR CONSTRAINT: Due to the psychics of the grippli's body and movement, it is impossible for gripplis to move while wearing any type of armor.

CAMOUFLAGE: When a single or group of gripplis are in their natural surroundings, they are well camouflaged. Any opponent attempting to surprise the gripplis suffer a -3 to their surprise roll.

MARSH MOVE: Gripplis can move across marshlands, swamps, and mud without any penalty to their movement speed.

METAL RARITY: Metal items are rare among the grippli populace, as they do not construct them. Any metal items found upon the grippli, are from trade with other races. During character creation, the grippli can only choose 1 metal item when purchasing equipment.

LANGUAGE: Common, Grippli, Sylvan, Elven, Goblin
SIZE: Small
MOVEMENT: 30 feet, 30 feet (climb)
TYPICAL CLASSES: Fighter, Ranger, Rogue, Shaman
ATTRIBUTE MODIFIERS: +1 Intelligence, -1 Charisma
ABILITY MODIFIER: +12 climb, -3 decipher script, +2 hide, -1 listen, +1 move silent, -2 open lock, +1 pick pocket
NATURAL AC: 11

HALFLING, DEEP

Shorter and stockier than the more common lightfeet, deep halflings dwell below the earth. While more cautious than their cousins due to the many dangers inherent in the deep and dark places, deep halflings are similar in outlook to most other halflings, though their travels are generally limited to the lands of other subterranean peoples such as dwarves and svirfneblin.

RACIAL TRAITS AND ABILITIES

Deep halflings have all the racial traits and abilities of lightfoot halflings except as follows.

DARKVISION: Deep halflings can see in complete darkness for up to 60 feet. Darkvision produces images that are in shades of gray, but it is otherwise like normal sight. Deep halflings can function well with no light at all. Bright lights, such as from a lantern or other light source, spoil darkvision. A deep halfling requires one turn to adjust his or her eyes when a light source is extinguished before gaining full use of darkvision.

This trait replaces the lightfoot halfling's duskvision.

RACES

STONECUNNING (Wisdom): Deep halflings are capable of spotting unusual or unique construction or stonework features including new construction, unfamiliar architecture, sliding walls, stonework traps, unsafe stone surfaces, unstable ceilings and secret or concealed doorways constructed or disguised as stone. A deep halfling passing within 10 feet of one of these features is entitled to a wisdom check at +2 to recognize the feature, as if actively looking for it. Should a deep halfling actively search for these features, the bonus to the wisdom check is +4. When examining a feature, a successful wisdom check reveals other bits of knowledge, such as which race created the feature, its approximate age, and if applicable, the approximate value of a stone or metal object.

ABILITY MODIFIER: +2 conceal, +2 hide

HALFLING, TALLFELLOW

Tallfellows are somewhat rare among halfling folk. Standing about 4 feet tall, they tower above most of their lightfoot cousins, but of course are still quite small compared to most other races. Tallfellows often associate with elves, appreciating their natural grace and beauty.

RACIAL TRAITS AND ABILITIES

Tallfellow halflings have all the racial traits and abilities of lightfoot halflings except as follows.

SPOT HIDDEN DOORS (Wisdom): Tallfellow halfling's vision and keen senses allows them to spot secret, hidden and concealed doorways. A tallfellow halfling merely passing within 5 feet of a secret, hidden or concealed doorway is entitled to a wisdom check to spot the door, as if the tallfellow halfling were actively looking for it. When a tallfellow halfling actively searches for such doorways, the bonus to the wisdom check is +2.

SURPRISE BONUS: +2 (forest or wooden terrain)

MUTANT ANIMAL

Mutant animals are not actually a single race. There are mutant dogs, cats, goats, etc. Depending on the campaign setting, these mutant animals could have been created through genetic experimentation, toxic spills or even natural selection.

RACIAL TRAITS AND ABILITIES

TWILIGHT VISION: Even under starlight, moonlight or torchlight, a mutant animal has exceedingly good vision. They can distinguish color and detail under these conditions for up to one mile but only if they are outside.

RACIAL CUSTOMIZATION: Mutant animals have a certain amount of Mutation Points, or MP. Using those MP they'll have to decide on the following:

Size: Size will determine the weapons a character can wield, attribute modifiers, the standard modifiers. For simplicity, all mutant animals start at base size medium. MP will change if size is changed. A small elephant will get 4 MP, while a huge chicken will lose 12 MP.

- *Tiny:* Tiny creatures are 1-2 feet tall or long, and weigh 1-8 lbs. Modifiers: +2 attack, +2 AC, +8 Hide, -8 Grapple, 1/4th carrying capacity.
- *Small:* Small creatures are 2-4 feet tall or long, and weight 8-60 lbs. Modifiers: +1 to attack, +1 to AC, +4 Hide, -4 Grapple, 3/4th carrying capacity.
- *Medium:* Medium creatures are 4-8 feet tall or long, and weight 60-500 lbs. They do not have any modifiers.
- *Large:* Large creatures are 8-16 feet long or tall, and weight 500-4000 lbs. Modifiers: -1 to attack, -1 to AC, -4 to Hide, +4 to grapple.
- *Huge:* Huge creatures are 16-32 feet long or tall, and weight 2-16 tons. Modifiers: -2 to attack, -2 to AC, -8 to Hide, +8 to Grapple.

EFFECTS OF SIZE

Size	MP	Str	Con	Dex	Init	Move	W1	W2	W3
T	+8	-6	-2	+6	+4	10'	d3	d4	d6
S	+4	-2	0	+4	0	20'	d4	d8	d10
M	-	+2	+2	+2	0	30'	d6	d10	2d6
L	-6	+6	+4	0	-2	40'	d8	2d6	2d8
H	-12	+10	+6	-2	-4	50'	d10	2d8	0

W1, W2, W3: These refer to natural weapons animals have. See individual animal templates to determine what is available.

Human Attributes: This determines how close to human specific attributes of the animal are, hands, speech, bipedal stance and human looks.

- **Hands**
 - None: Cannot pick up or grab objects.
 - Partial: -2 to manual dexterity checks, -2 to attack rolls with weapons.
 - Full: As per usual.
- **Biped**
 - None: Movement +10'.
 - Partial: Can stand, but movement is halved, and jumping/kicking not possible while standing.
 - Full: As per usual.
- **Speech**
 - None: No speech abilities, needs close review by CK.
 - Partial: Obviously abnormal: -4 to bluff, diplomacy, gather information and perform(sing) checks, +2 to intimidation checks.
 - Full: as per usual.
- **Looks**
 - None: Looks like the original animal, social penalties vary by CK decision. Armor/clothes purchase CL +3.
 - Partial: Looks human in poor lighting, easily discernible otherwise, social penalties vary by CK decision.
 - Full: Retains subtle characteristics of animal type, but looks human.

HUMAN ATTRIBUTES MP COST (PARTIAL/FULL)

Animal	Hands	Biped	Speech	Looks
Aardvark	1/2	1/2	1/2	1/2
Alligator/Croc	1/2	1/2	1/2	1/2
Ape	auto/1	2	1/1	auto/1
Armadillo	1/2	1/2	1/2	1/2
Baboon	auto/1	2	1/1	auto/1
Badger	1/2	1/2	1/2	1/2
Bat	1/2/4 +	auto/a uto	1/2	1/2
Beaver	auto/1	1	1/2	1/2
Bear	1/2	1/2	1/2	1/2
Bird (Aquatic)	1/2/4 +	1/2	1/2	1/2
Bird (Foraging)	1/2/4 +	auto/a uto	1/2	1/2
Bird (Fowl)	1/2/4 +	auto/a uto	1/2	1/2
Bird (Hunting)	1/2/4 +	auto/a uto	1/2	1/2
Bird (Owl)	1/2/4 +	auto/a uto	1/2	1/2
Bison	1/2	1/2	1/2	1/2
Boar	1/2	1/2	1/2	1/2
Buffalo	1/2	1/2	1/2	1/2
Camel	1/2	1/2	1/2	1/2
Canine (Wild – Hyena, jackal, wolf)	1/2	1/2	1/2	1/2
Canine (Dog)	1/2	1/2	1/2	1/2
Cow and Bull	1/2	1/2	1/2	1/2
Deer/Elk	1/2	1/2	1/2	1/2
Donkey	2/3	2/3	1/2	2/3
Elephant	1/2	1/2	1/2	1/2
Feline (Great Cat)	1/2	1/2	1/2	1/2
Feline (Cheetah)	1/2	1/2	1/2	1/2
Feline (Mountain)	1/2	1/2	1/2	1/2
Feline (Domestic)	1/2	1/2	1/2	1/2
Frog	1/2	1/2	1/2	1/2
Goat	1/2	1/2	1/2	1/2
Hippopotamus	1/2	1/2	1/2	2/3
Horse	2/3	2/3	1/2	2/3
Martin and Mink	1/2	1/2	1/2	1/2
Mole	1/2	1/2	1/2	1/2
Monkey	auto/1	1	1/2	auto/1
Moose	2/3	2/3	1/2	2/3
Muskrat	auto/1	1/2	1/2	1/2
Opossum	auto/1	1/2	1/2	1/2
Otter	auto/1	1/2	1/2	1/2
Pig	1/2	1/2	1/2	1/2
Pony	2/3	2/3	1/2	2/3
Porcupine	1/2	1/2	1/2	1/2
Rabbit	1/2	1/2	1/2	1/2
Raccoon	auto/1	1/2	1/2	1/2
Rhinoceros	2/3	2/3	1/2	2/3
Rodent	1/2	1/2	1/2	1/2
Sheep	1/2	1/2	1/2	1/2
Skunk	1/2	1/2	1/2	1/2
Squirrel	1/2	1/2	1/2	1/2
Turtle	1/2	1/2	1/2	1/2
Weasel	1/2	1/2	1/2	1/2
Wolverine	1/2	1/2	1/2	1/2

+ Cost for an extra set of fully developed arms and hands

Options: These are attributes from the animal side the character may keep after its mutation. Claws, wings, heightened senses etc.

Natural Weapons

A mutant animal attacking with a natural weapon counts as armed.

- *Antlers/Horns/Tusks:* Designed for charging, get a +2 bonus to damage for a charge attack, but a -1 to hit for a normal attack. Cannot attack with another weapon when using antlers/horns/tusks.

Note: For some species, Antlers and horns are only available on the male of the species.

- *Tongue Whip:* With this attack the animal can attempt to trip an opponent. A successful attack must be made. If the target fails a dexterity check (CL 3) they fall to the ground. The target can get back up, but they lose a round. If the target passes their dexterity check, the damage still applies.

Damage as follows: T 1, S 1d2, M 1d3, L 1d4, H 1d6.

Movement

- *Burrow:* Speed 10 ft.
- *Climb:* Speed equals regular movement.
- *Double Jump Distance:* The animal can jump twice their normal distance.
- *Fly:* The animal is able to fly at the speed stated.
- *Glide:* The animal is able to glide at the speed stated. An animal with glide cannot gain altitude.
- *Sprint:* x10 movement for a charge, 1/hour
- *Swimming:* Speed equals ground movement.

Senses

- *Blindsense:* Blindsense is a lesser ability that lets the creature notice things it cannot see, but without the precision of blindsight, using non-visual senses, such as acute smell or hearing. This abilities range is 10 ft.. Any opponent the creature cannot see still has total concealment (50% miss chance) against the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.
- *Blindsight:* Using non-visual senses, such as sensitivity to vibrations, keen smell, acute hearing, or echolocation, a creature with blindsight maneuvers and fights as well as a sighted creature. Invisibility, darkness, and most kinds of concealment are irrelevant, though the creature must have line of effect to a creature or object to discern that creature or object. The ability's range is 20 ft.. Blindsight is continuous, and the creature need do nothing to use it.

Blindsight never allows a creature to distinguish color or visual contrast. A creature cannot read with blindsight.

Blindsight does not subject a creature to gaze attacks (even though darkvision does).

Blinding attacks do not penalize creatures using blindsight.

Deafening attacks thwart blindsight if it relies on hearing.

Blindsight works underwater but not in a vacuum.

Blindsight negates displacement and blur effects.

- *Darkvision:* The animal can see in complete darkness for up to 60 feet. Darkvision produces images that are in shades of gray, but it is otherwise like normal sight. The animal can function well with no light at all. Bright lights, such as from a lantern or other light sources, spoil darkvision. The animal requires one turn to adjust his or her eyes when a light source is extinguished before gaining full use of darkvision.
- *Heightened Hearing:* +2 Listen, +2 Initiative.
- *Heightened Touch:* +2 remove trap

RACES

- *Heightened Vision:* The animal can see farther than humans in just about every circumstance, including torchlight, and can see clearly enough to read a road sign or spot a shield device that is up to two miles distant when outside during the day.
- *Improved Twilight Vision:* 4x normal human vision in starlight, moonlight, torchlight and similar conditions of poor illumination.
- *Scent:* Scent allows a creature to identify locations, items, and even people by making a successful check. They gain a +2 bonus when using any tracking ability they may possess. Scent functions to a range of 30 feet. These creatures are natural hunters, and are able to “sniff out” singular scents, even when that odor is overpowered by another. Winds, weather conditions, and other situations may render this ability useless or reduce its potency; multiple strong odors will cause confusion, for example. Other effects are at the Castle Keeper’s discretion.
- *Track:* As the ranger’s tracker ability.

Specials

- *Chew Wood:* Grants the ability to cut wood without tools.
- *Feign Death:* The animal can appear as if he is dead. Onlookers make a wisdom check -10, if successful they know the animal is faking it.
- *Hold Breath:* Hold breath 1 minute per Constitution.
- *Natural AC:* Does not stack with base Natural AC.
- *Quill Defense:* +2 Natural Armor, stacks with existing natural AC, any unarmed miss by 2-3 inflicts W1 damage on the attacker. Anyone trying to grapple the character takes W2 damage. A bull charge by the character does W3+strength. Backhand does W1+strength. Can use quills as daggers. Quill defense prevents the character from wearing armor.
- *Spit:* range increment: 5ft, constitution saving throw, failed; blinded 1d4 rounds
- *Musk Spray:* Character rolls an attack against the target. Range increment: 10ft, constitution (CL -2 + Constitution modifier). If the save fails, target is nauseated for 1d6 rounds. Cancels the Scent ability until thoroughly washed. 8 uses/day.
- *Prehensile Feet:* The character is able to use their feet to grab and hold objects.
- *Water Storage:* Store up to .5/2/5/10/20 gallons (depending on size), survive max 20 days.

LANGUAGES: Common, Animal (Characters animal type)

SIZE: Special (see above)

TYPICAL CLASSES: Barbarian, Druid, Fighter, Ranger, Rogue, Ninja

AARDVARK

MOVEMENT: 30 feet

ATTRIBUTE MODIFIERS: -2 Dexterity, +2 Constitution, +2 Wisdom, -2 Charisma

ABILITY MODIFIER: +2 climb, +2 find traps

ABILITIES: +2 to wisdom checks involving spotting and searching

NATURAL AC: 1

MP: 8

OPTIONS: Claws (W1) (1 MP), Burrow (1 MP)

ALLIGATOR/CROC

MOVEMENT: 30 feet

ATTRIBUTE MODIFIERS: +4 Strength, -2 Dexterity, -2 Constitution, -2 Intelligence, +2 Wisdom

NATURAL AC: 2

MP: 8

OPTIONS: Teeth (W2)* (2 MP), Hold Breath (1 MP), Natural Armor +4*/+6* (2/4 MP), Swim (2 MP)

APE

MOVEMENT: 30 feet

ATTRIBUTE MODIFIERS: +2 Strength, -2 Constitution, +2 Intelligence, -2 Wisdom

ABILITY MODIFIER: +4 climb

NATURAL AC: 1

MP: 5

OPTION: Claws (W1) (1 MP), Teeth (W1) (1 MP), Climb (2 MP), Natural Armor +2 (1 MP), Prehensile Feet (1 MP)

ARMADILLO

MOVEMENT: 30 feet

ATTRIBUTE MODIFIERS: +2 Strength, -4 Dexterity, +2 Constitution

NATURAL AC: 2

MP: 8

OPTIONS: Natural Armor +4*/+6* (2/4 MP), Burrow (1 MP)

BABOON

MOVEMENT: 30 feet

ATTRIBUTE MODIFIERS: +2 Dexterity, -2 Constitution, +2 Intelligence, -2 Wisdom

ABILITY MODIFIER: +4 climb

NATURAL AC: 1

MP: 5

OPTIONS: Teeth (W1) (1 MP), Climb (2 MP), Prehensile Feet (1 MP)

BADGER

MOVEMENT: 30 feet

ATTRIBUTE MODIFIERS: -2 Dexterity, +2 Constitution, +2 Intelligence, -2 Wisdom

ABILITY MODIFIER: +2 climb, +2 hide

NATURAL AC: 1

MP: 8

OPTIONS: Claws (W1) (1 MP), Teeth (W1) (1 MP), Burrow (1 MP)

BAT

MOVEMENT: 30 feet

ATTRIBUTE MODIFIERS: +2 Wisdom, -2 Charisma

ABILITY MODIFIER: +4 listen

ABILITIES: +4 to wisdom checks involving spotting

MP: 6

OPTIONS: Teeth (W1) (1 MP), Blindsight (2 MP), Fly (40 ft.)* (4 MP), Glide (40 ft.)* (2 MP)

BEAVER

MOVEMENT: 30 feet, 20 feet (swim)

ATTRIBUTE MODIFIERS: +2 Strength, -2 Dexterity, +2 Intelligence, -2 Wisdom

NATURAL AC: 1

ABILITY MODIFIER: +2 climb

MP: 6

OPTIONS: Tail (W1)* (1 MP), Teeth (W1) (1 MP), Chew Wood (1 MP), Heightened Hearing (1 MP), Hold Breath (1 MP)

BEAR

MOVEMENT: 30 feet, 30 feet (swim)

ATTRIBUTE MODIFIERS: +4 Strength, -6 Dexterity, +2 Constitution

NATURAL AC: 1

MP: 8

OPTIONS: Claws (W1/W2*) (1/2 MP), Teeth (W1/W2*) (1/2 MP), Heightened Hearing (1 MP), Natural Armor +2*/+3* (1/2 MP), Scent (1 MP)

BIRD (AQUATIC)

MOVEMENT: 30 feet, 30 feet (swim)

ATTRIBUTE MODIFIERS: none

NATURAL AC: 1

MP: 8

OPTIONS: Fly (40 ft.)* (3 MP), Glide (40 ft.)* (1 MP), Float (1 MP)

BIRD (FORAGING)

MOVEMENT: 30 feet

ATTRIBUTE MODIFIERS: -4 Strength, +4 Dexterity

ABILITY MODIFIER: +4 listen

ABILITIES: +4 to wisdom checks involving spotting

MP: 6

OPTIONS: Beak (W1) (1 MP), Fly (40 ft.)* (3 MP), Glide (40 ft.)* (1 MP), Heightened Vision (1 MP)

BIRD (FOWL)

MOVEMENT: 30 feet

ATTRIBUTE MODIFIERS: -2 Intelligence, +2 Charisma

MP: 8

OPTIONS: Beak (W1)* (1 MP), Fly (40 ft.)* (3 MP (wild fowl only)), Glide (40 ft.)* (1 MP), Heightened Hearing (1 MP)

BIRD (HUNTING)

MOVEMENT: 30 feet

ATTRIBUTE MODIFIERS: +2 Dexterity, -2 Constitution

MP: 6

OPTIONS: Beak (W2)* (2 MP), Claws (W1) (1 MP), Fly (60 ft.)* (3 MP), Glide (60 ft.)* (1 MP), Heightened Vision (1 MP)

BIRD (OWL)

MOVEMENT: 30 feet

ATTRIBUTE MODIFIERS: -2 Strength, +4 Dexterity, -2 Constitution

ABILITY MODIFIER: +4 move silent

ABILITIES: +4 to wisdom checks involving spotting

MP: 6

OPTIONS: Claws (W2)* (2 MP), Fly (40 ft.)* (3 MP), Glide (40 ft.)* (1 MP), Heightened Hearing (1 MP), Heightened Vision (1 MP), Improved Twilight Vision (1 MP)

BISON

MOVEMENT: 30 feet

ATTRIBUTE MODIFIERS: +2 Strength, -4 Dexterity, +2 Constitution, -2 Intelligence, +2 Charisma

ABILITY MODIFIER: +2 listen

ABILITIES: +2 to wisdom checks involving spotting

NATURAL AC: 1

MP: 8

OPTIONS: Horns (W2)* (2 MP), Natural Armor +2*/+3* (1/2 MP)

BOAR

MOVEMENT: 30 feet

ATTRIBUTE MODIFIERS: +2 Strength, -2 Dexterity

ABILITY MODIFIER: +2 listen

ABILITIES: +2 to wisdom checks involving spotting

NATURAL AC: 1

MP: 8

OPTIONS: Tusks (W2)* (2 MP), Ferocity (1 MP), Scent (1 MP)

BUFFALO

MOVEMENT: 30 feet

ATTRIBUTE MODIFIERS: +2 Strength, -4 Dexterity, +2 Constitution, -2 Intelligence, +2 Charisma

ABILITY MODIFIER: +2 listen

ABILITIES: +4 to wisdom checks involving spotting

NATURAL AC: 1

MP: 8

OPTIONS: Horns (W2)* (2 MP), Heightened Hearing (1 MP), Natural Armor +2*/+3* (1/2 MP)

CAMEL

MOVEMENT: 30 feet

ATTRIBUTE MODIFIERS: -4 Dexterity, +4 Constitution

NATURAL AC: 1

MP: 8

OPTIONS: Teeth (W1) (1 MP), Spit (1 MP), Water Storage* (1 MP)

CANINE (WILD – HYENA, JACKAL, WOLF)

MOVEMENT: 40 feet

ATTRIBUTE MODIFIERS: -2 Strength, +2 Dexterity, +2 Intelligence, -2 Wisdom

NATURAL AC: 1

MP: 8

OPTIONS: Claws (W1) (1 MP), Teeth (W1/W2*) (1/2 MP), Heightened Hearing (1 MP), Scent (1 MP), Natural Armor +2* (1 MP)

CANINE (DOG)

MOVEMENT: 40 feet

ATTRIBUTE MODIFIERS: +2/-2 Physical Stat (Player chooses one physical stat as +2, another as -2, depending on breed), -2 Wisdom, +2 Charisma

ABILITIES: Heightened Hearing

MP: 8

OPTIONS: Teeth (W1/W2*) (1/2 MP), Track (1 MP), Scent (1 MP), Natural Armor +1/+2* (1/2 MP)

COW/BULL

MOVEMENT: 30 feet

ATTRIBUTE MODIFIERS: +2 Strength, -4 Dexterity, +2 Constitution, -2 Intelligence, +2 Charisma

ABILITY MODIFIER: +2 listen

ABILITIES: +2 to wisdom checks involving spotting

NATURAL AC: 1

MP: 8

OPTIONS: Horns (W2)* (2 MP), Heightened Hearing (1 MP), Natural Armor +2*/+3* (1/2 MP)

DEER/ELK

MOVEMENT: 30 feet

ATTRIBUTE MODIFIERS: -2 Strength, +2 Dexterity, -2 Intelligence, +2 Wisdom

ABILITY MODIFIER: +2 listen

ABILITIES: +2 to wisdom checks involving spotting

NATURAL AC: 1

MP: 8

OPTIONS: Antlers (W1*/W2*) (1/2 MP), Heightened Hearing (1 MP)

RACES

DONKEY

MOVEMENT: 30 feet

ATTRIBUTE MODIFIERS: -2 Dexterity, +2 Constitution

ABILITY MODIFIER: +2 listen

ABILITIES: +2 to wisdom checks involving spotting

MP: 8

OPTIONS: Hooves (W1) (1 MP), Heightened Hearing (1 MP)

ELEPHANT

MOVEMENT: 30 feet

ATTRIBUTE MODIFIERS: +4 Strength, -4 Dexterity, -2 Wisdom, +2 Charisma

ABILITY MODIFIER: +4 listen

NATURAL AC: 1

MP: 8

OPTIONS: Tusks (W2)* (2 MP), Prehensile Trunk* (1 MP), Heightened Hearing (1 MP), Natural Armor +2*/+3* (1/2 MP)

FELINE (GREAT CAT)

MOVEMENT: 30 feet

ATTRIBUTE MODIFIERS: +2 Strength, -2 Constitution

ABILITY MODIFIER: +2 hide, +2 move silent

NATURAL AC: 1

MP: 8

OPTIONS: Claws (W1) (1 MP), Teeth (W2)* (2 MP), Improved Grab (1 MP), Natural Armor +2* (1 MP), Pounce (1 MP), Scent (1 MP)

FELINE (CHEETAH)

MOVEMENT: 40 feet

ATTRIBUTE MODIFIERS: +2 Dexterity, -2 Constitution

ABILITY MODIFIER: +2 hide, +2 move silent

MP: 8

OPTIONS: Claws (W1) (1 MP), Teeth (W1) (1 MP), Improved Grab (1 MP), Natural Armor +1* (1 MP), Pounce (1 MP), Sprint (3 MP)

FELINE (MOUNTAIN)

MOVEMENT: 30 feet

ATTRIBUTE MODIFIERS: -2 Strength, +2 Dexterity

ABILITY MODIFIER: +4 climb, +2 hide, +2 move silent

MP: 8

OPTIONS: Claws (W1) (1 MP), Teeth (W2)* (2 MP), Heightened Hearing (1 MP), Improved Grab (1 MP), Natural Armor +1* (1 MP), Pounce (1 MP), Scent (1 MP)

FELINE (DOMESTIC)

MOVEMENT: 30 feet, 40 feet (jump)

ATTRIBUTE MODIFIERS: +2 Dexterity, -2 Constitution, -2 Intelligence, +2 Wisdom

ABILITY MODIFIER: +2 climb, +2 hide, +2 move silent

MP: 8

OPTIONS: Claws (W1) (1 MP), Teeth (W1) (2 MP), Improved Grab (1 MP), Pounce (1 MP)

FROG

MOVEMENT: 30 feet, 30 feet (swim), 50 feet (jump)

ATTRIBUTE MODIFIERS: none

MP: 8

OPTIONS: Tongue Whip (1 MP), Double Jump Distance (1 MP), Hold Breath (1 MP), Swim (2 MP)

GOAT

MOVEMENT: 30 feet

ATTRIBUTE MODIFIERS: -2 Strength, -2 Dexterity, +4 Constitution, +2 Intelligence, -2 Wisdom

ABILITY MODIFIER: +4 climb

CRUSADER'S COMPANION 12

NATURAL AC: 1

MP: 8

OPTIONS: Horns (W1) (1 MP), Heightened Hearing (1 MP), +4 Fort save vs. Poison/Drugs (1 MP)

HIPPOPOTAMUS

MOVEMENT: 30 feet, 30 feet (swim)

ATTRIBUTE MODIFIERS: +2 Strength, -2 Dexterity

NATURAL AC: 1

MP: 8

OPTIONS: Teeth (W2)* (2 MP), Heightened Hearing (1 MP), Hold Breath (1 MP), Natural Body Armor +2*/+3* (1/2 MP)

HORSE

MOVEMENT: 50 feet

ATTRIBUTE MODIFIERS: +2 Strength, -2 Dexterity

MP: 11

OPTIONS: Hooves (W1) (1 MP), Heightened Hearing (1 MP)

MARTEN/MINK

MOVEMENT: 30 feet

ATTRIBUTE MODIFIERS: -2 Strength, +2 Dexterity, +2 Wisdom, -2 Charisma

ABILITY MODIFIER: +2 hide, +2 move silent

MP: 8

OPTIONS: Claws (W1) (1 MP), Teeth (W1) (1 MP), Heightened Hearing (1 MP), Scent (1 MP)

MOLE

MOVEMENT: 30 feet

ATTRIBUTE MODIFIERS: none

ABILITY MODIFIER: +4 climb, +4 listen

MP: 8

OPTIONS: Claws (W1) (1 MP), Digging (1 MP), Burrow (1 MP), Heightened Smell (1 MP)

MONKEY

MOVEMENT: 30 feet

ATTRIBUTE MODIFIERS: +2 Intelligence, -2 Wisdom

ABILITY MODIFIER: +4 climb

NATURAL AC: 1

MP: 5

OPTIONS: Climb (2 MP), Prehensile Tail (1 MP), Prehensile Feet (1 MP)

MOOSE

MOVEMENT: 30 feet

ATTRIBUTE MODIFIERS: +4 Strength, -4 Dexterity

ABILITY MODIFIER: +2 listen

ABILITIES: +2 to wisdom checks involving spotting

NATURAL AC: 1

MP: 11

OPTIONS: Antlers (W2)* (2 MP), Heightened Hearing (1 MP), Natural Armor +2* (1 MP)

MUSKRAT

MOVEMENT: 30 feet, 30 feet (swim)

ATTRIBUTE MODIFIERS: +2 Intelligence, -2 Charisma

ABILITY MODIFIER: +2 listen

ABILITIES: +2 to wisdom checks involving spotting

MP: 7

OPTIONS: Heightened Touch (1 MP), Heightened Hearing (1 MP), Hold Breath (1 MP), Scent (1 MP)

OPOSSUM

MOVEMENT: 30 feet

ATTRIBUTE MODIFIERS: none
ABILITY MODIFIER: +4 climb, +2 listen
ABILITIES: +2 to wisdom checks involving spotting
MP: 7
OPTIONS: Feign Death (1 MP), Prehensile Tail (1 MP), Scent (1 MP)

OTTER

MOVEMENT: 30 feet, 30 feet (swim)
ATTRIBUTE MODIFIERS: -2 Strength, +2 Dexterity, +2 Intelligence, -2 Wisdom
NATURAL AC: 1
MP: 7
OPTIONS: Blindsenses (1 MP), Heightened Hearing (1 MP), Heightened Touch (1 MP), Hold Breath (1 MP), Scent (1 MP), Swim (1 MP)

PIG

MOVEMENT: 30 feet
ATTRIBUTE MODIFIERS: +2 Intelligence, -2 Charisma
ABILITIES: Scent
MP: 8
OPTIONS: Heightened Hearing (1 MP)

PONY

MOVEMENT: 40 feet
ATTRIBUTE MODIFIERS: -2 Dexterity, +2 Constitution
MP: 11
OPTIONS: Hooves (W1) (1 MP), Heightened Hearing (1 MP)

PORCUPINE

MOVEMENT: 30 feet, 40 feet (jump)
ATTRIBUTE MODIFIERS: none
ABILITY MODIFIER: +2 listen
ABILITIES: +2 to wisdom checks involving spotting
NATURAL AC: 1
MP: 8
OPTIONS: Quill Defense# (3 MP), Heightened Hearing (1 MP), Natural Armor +2* (1 MP), Scent (1 MP)

RABBIT

MOVEMENT: 40 feet, 50 feet (jump)
ATTRIBUTE MODIFIERS: none
MP: 8
OPTIONS: Double Jump Distance (1 MP), Heightened Hearing (1 MP), Scent (1 MP)

RACCOON

MOVEMENT: 30 feet, 20 feet (swim)
ATTRIBUTE MODIFIERS: +4 Intelligence, -2 Wisdom, -2 Charisma
ABILITY MODIFIER: +2 climb
NATURAL AC: 1
MP: 7
OPTIONS: Heightened Touch (1 MP), Heightened Hearing (1 MP)

RHINOCEROS

MOVEMENT: 30 feet
ATTRIBUTE MODIFIERS: +4 Strength, -4 Dexterity
NATURAL AC: 2
MP: 11
OPTIONS: Horn (W2)* (2 MP), Natural Armor +4/6 (2/4 MP), Heightened Hearing (1 MP), Scent (1 MP)

RODENT

MOVEMENT: 30 feet
ATTRIBUTE MODIFIERS: +2 Wisdom, -2 Charisma
ABILITY MODIFIER: +2 hide, +2 listen, +2 move silent

ABILITIES: +2 to wisdom checks involving spotting
MP: 8
OPTIONS: Claws (W1) (1 MP), Burrow (1 MP), Heightened Hearing (1 MP)

SHEEP

MOVEMENT: 30 feet
ATTRIBUTE MODIFIERS: -2 Intelligence, +2 Charisma
ABILITY MODIFIER: +2 listen
ABILITIES: +2 to wisdom checks involving spotting
NATURAL AC: 1
MP: 8
OPTIONS: Heightened Hearing (1 MP), Scent (1 MP)

SKUNK

MOVEMENT: 30 feet
ATTRIBUTE MODIFIERS: none
ABILITY MODIFIER: +4 listen
ABILITIES: +4 to wisdom checks involving spotting
MP: 8
OPTIONS: Musk Spray (2 MP)

SQUIRREL

MOVEMENT: 30 feet
ATTRIBUTE MODIFIERS: none
ABILITY MODIFIER: +2 climb, +2 listen
ABILITIES: +2 to wisdom checks involving spotting
MP: 8
OPTIONS: Glide (20 ft.)* (1 MP), Heightened Hearing (1 MP)

TURTLE

MOVEMENT: 30 feet
ATTRIBUTE MODIFIERS: -2 Dexterity, +2 Constitution
NATURAL AC: 2
MP: 8
OPTIONS: Natural Armor +4/6/8 (2/4/6 MP), Hold Breath (1 MP), Swim (2 MP)

WEASEL

MOVEMENT: 30 feet
ATTRIBUTE MODIFIERS: +4 Dexterity, -4 Constitution, +2 Wisdom, -2 Charisma
ABILITY MODIFIER: +2 hide, +2 move silent
MP: 8
OPTIONS: Claws (W1) (1 MP), Teeth (W1) (1 MP)

WOLVERINE

MOVEMENT: 30 feet
ATTRIBUTE MODIFIERS: -2 Strength, -2 Dexterity, +4 Constitution, +2 Wisdom, -2 Charisma
ABILITY MODIFIER: +4 listen
NATURAL AC: 1
MP: 8
OPTIONS: Claws (W1) (1 MP), Teeth (W2)* (2 MP), Burrow (1 MP), Scent (1 MP)

* Option is unavailable with full human appearance.

Option is unavailable with partial human appearance.

TENGU

Tengus are a race of avian humanoids that resemble crows or ravens, and often bear much of the same stigma. Though they frequently choose to live among other races in densely populated cities, their society is tight and closed, and they rarely allow others to see its inner workings. Tengus often band together in small groups to create roosts in vacant warehouses or condemned buildings, and

RACES

these raucous gathering places are generally assumed to be thieves' guilds by outsiders-an assumption that's correct roughly half the time.

Like the crows they share physical traits with, tengus are naturally covetous, especially of shiny or colorful items, and prone to bouts of good-natured kleptomania if they don't carefully keep themselves in check. Vain and prideful creatures, they are easily persuaded with flattery.

RACIAL TRAITS AND ABILITIES

TWILIGHT VISION: Even under starlight, moonlight or torchlight, tengu have exceedingly good vision. They can distinguish color and detail under these conditions for up to one mile but only if they are outside.

GIFTED LINGUIST: Tengus are rather gifted in linguistics. Every 3 levels Tengus learn an additional language. The chosen language must be of a creature that was previously encountered by the Tengu.

WORDTRAINED: Tengus are trained from birth in swordplay, and as a result are able to use any sword-like weapons (including bastard swords, daggers, elven curve blades, falchions, greatswords, kukris, longswords, punching daggers, rapiers, scimitars, short swords, and two-bladed swords).

LANGUAGE: Common, Goblin, Halfling, Tengu

SIZE: Medium **MOVEMENT:** 30 feet, 90 feet (fly)

TYPICAL CLASSES: Fighter, Shaman, Rogue

ATTRIBUTE MODIFIERS: +1 Dexterity, -1 Constitution, +1 Wisdom

ABILITY MODIFIER: -1 decipher script, +3 listen, -2 open lock, -1 move silent

NATURAL AC: 17

NATURAL ATTACKS: 2 talon (1d3 each, or 1d3 plus weapon) or bite (1d3)

TIEFLING

Tieflings are humans with traces of fiendish ancestry. Although a few tieflings manage to overcome their ancestry and remain good and trustworthy individuals, most follow the dark urges tugging at them, becoming selfish, cruel, and evil as they mature. Those that do not must constantly struggle against thoughts of violence and corruption, seldom knowing the peace that many other good-aligned creatures take for granted.

Tieflings are stealthy, deceptive, and often selfish. Trusted by few, they in turn trust no one, knowing that, no matter their behavior, they'll likely be suspected of wrongdoing as soon as any problem arises in the community. Because of such hard lessons in dealing with other races, tieflings are suspicious of kindness and almost never trust that a member of another race will remain loyal or friendly once the tiefling's ancestry is known.

Many tieflings are indistinguishable from humans. Others have small horns, pointed teeth, red eyes, a whiff of brimstone about them, or even cloven feet. No two tieflings are the same. Tieflings are sneaky, subtle, and generally conniving. They prefer to strike from ambush and usually avoid a fair fight if they can.

RACIAL TRAITS AND ABILITIES

DARKVISION: Tieflings can see in complete darkness for up to 60 feet.

Darkvision produces images that are in shades of gray, but it is otherwise like normal sight. Tieflings can function well with no light at all. Bright lights, such as from a lantern or other light source, spoil darkvision. A tiefling requires one turn to adjust his or her eyes when a light source is extinguished before gaining full use of darkvision.

RANDOM STARTING ABILITY: As each tiefling is unique, at character creation an ability is randomly chosen from the table below.

d%	Ability
01-03	<i>blur</i> once per day
04-06	<i>burning hands</i> once per day
07-09	<i>charm person</i> once per day
10-12	<i>comprehend languages</i> once per day
13-15	<i>darkness</i> once per day
16-18	<i>detect evil/chaos/good</i> twice per day
19-21	<i>detect magic</i> thrice per day
22-24	<i>detect thoughts</i> one per day
25-27	<i>invisibility</i> twice per week
28-30	<i>know alignment</i> once per day
31-33	<i>mirror image</i> once per day
34-36	<i>misdirection</i> once per day
37-39	<i>pyrotechnics</i> three times per week
40-42	<i>shocking grasp</i> once per day
43-45	<i>suggestion</i> once per week
46-48	<i>summon swarm</i> once per week
49-51	resistance to fire
52-55	resistance to cold
56-59	resistance to electricity
60-63	resistance to acid
64-67	+2 to strength saving throws
68-75	+2 to dexterity saving throws
76-79	+2 to constitution saving throws
80-83	+2 to intelligence saving throws
84-87	+2 to wisdom saving throws
88-91	+2 to charisma saving throws
92-95	immunity to fire
96	immunity to cold
97	immunity to electricity
98	immunity to acid
99	Roll twice, re-roll results of above 95
00	Roll thrice, re-roll results of above 95

LANGUAGE: Common, Infernal. Bonus Languages: Draconic, Dwarf, Elf, Gnome, Goblin, Halfling

SIZE: Medium

MOVEMENT: 30 feet

TYPICAL CLASSES: Cleric, Fighter, Rogue, Wizard

ATTRIBUTE MODIFIERS: -1 Strength, +1 Intelligence, -1 Wisdom, +1 Charisma

ABILITY MODIFIER: +1 decipher script, +1 find traps. +2 hide, +2 move silent

MONSTERS AS RACES

This section provides rules for converting monsters to races. Only monsters that are suitable as races are covered here, such as humanoids, monstrous humanoids, fey, giants, etc.

Size, movement, abilities, natural AC, and natural attacks are used from the monsters entry as-is. HD is by class but is adjusted depending on the monsters size. For each size larger than medium the monster receives 1 dice higher for each size larger than medium. If the die would be above a d12, than instead add a d4 per die higher. Likewise, the monster receives 1 dice lower for each size below small. The die can never be below 1d2.

Example: A yeti barbarian uses 1d12+1d4 for their hit die instead of 1d12. A gripli rogue uses 1d4 for their hit die instead of 1d6.

All other vital statistics are located in the tables below.

HEIGHT AND WEIGHT BY RACE

Race	Height	Weight
Agathion	5' 2" to 6' 8"	136-190 lbs.
Brownie, Quickling	2' 11" to 3' 4"	29-37 lbs.
Buckawn	1' 9" to 2' 4"	21-32 lbs.
Bugbear	5' 10" to 7' 8"	186-270 lbs.
Centaur	6' 11" to 10' 0"	966-1,120 lbs.
Crabman	8' 0" to 11' 0"	140 to 192 lbs.
Doppleganger	5' 7" to 6' 0"	120-160 lbs.
Dwarf, Deep	3' 8" to 4' 9"	84-140 lbs.
Dwarf, Derro	3' 8" to 4' 4"	95-127 lbs.
Dwarf, Duergar	3' 6" to 4' 5"	80-145 lbs.
Elf, Drow	4' 3" to 5' 5"	83-125 lbs.
Elf, Gray	4' 8" to 6' 0"	78-115 lbs.
Elf, Wild	4' 7" to 6' 6"	96-260 lbs.
Elf, Wood	4' 8" to 6' 0"	83-131 lbs.
Fir bolg	9' 7" to 11' 0"	746-840 lbs.
Giant, Half	10' 8" to 12' 11"	1,453-1,800 lbs.
Giant, Wood	8' 7" to 10' 0"	656-735 lbs.
Gnoll	6' 9" to 8' 0"	164-220 lbs.
Gnoll., Flind	5' 10" to 7' 0"	149-205 lbs.
Goblin	3' 6" to 4' 5"	73-92 lbs.
Gnome, Svirfneblin	3' 0" to 3' 8"	37-48 lbs.
Halfling, Deep	2' 2" to 2' 10"	27-33 lbs.
Halfling, Tallfellow	4' 0" to 4' 8"	27-33 lbs.
Hobgoblin	5' 9" to 6' 8"	135-200 lbs.
Insectus	6' 8" to 7' 0"	450-460 lbs.
Kobold	2' 9" to 3' 8"	53-72 lbs.
Leprechaun	2' 5" to 3' 3"	48-66 lbs.
Lizardfolk	5' 2" to 7' 0"	173-200 lbs.
Locathah	4' 0" to 5' 6"	100-137 lbs.
Merfolk	5' 7" to 7' 8"	120-165 lbs.
Minotaur	6' 10" to 8' 0"	394-530 lbs.
Mongrelman	5' 1" to 7' 0"	109-185 lbs.
Nekora	2' 9" to 3' 5"	32-43 lbs.
Ogre	7' 11" to 10' 0"	283-380 lbs.
Ogre, Half	6' 8" to 8' 0"	226-330 lbs.
Ogre Mage	8' 2" to 10' 6"	784-850 lbs.
Orc	4' 9" to 5' 10"	96-190 lbs.
Pixie	2' 2" to 3' 6"	26-71 lbs.
Sahaugin	4' 10" to 6' 10"	101-280 lbs.
Saurian	4' 10" to 6' 8"	166-260 lbs.
Satyr	4' 8" to 5' 5"	114-150 lbs.
Selkie	2' 11" to 4' 0"	79-119 lbs.
Skulk	4' 10" to 5' 11"	83-146 lbs.
Troglodyte	5' 8" to 6' 6"	156-210 lbs.
Xsayarsa	6' 6" to 8' 0"	674-780 lbs.
Yeti	5' 11" to 8' 6"	258-360 lbs.

MINIMUM STARTING AGE

Race	Base	Adulthood	F/R/A/C/D/B*	Ran/Pal/ Kni
Agathion†	-	-	-	-
Brownie, Quickling	2	+0	+1	+1d2
Buckawn	100	+5d6	+7d6	+11d6
Bugbear	10	+1d6	+2d6	+3d6
Centaur	18	+1d4	+1d6	+2d6
Crabman	3	+1d4	+1d6	+1d8
Doppleganger	15	+1d4	+1d6	+2d6
Dwarf, Deep	45	+3d12	+4d12	+6d12
Derro	25	+2d4	+3d6	+4d6
Dwarf, Duergar	40	+4d6	+6d6	+9d6
Elf, Drow	100	+4d6	+6d6	+8d6
Elf, Gray	60	+4d6	+6d6	+8d6
Elf, Wild	40	+3d6	+5d6	+8d6
Elf, Wood	60	+4d6	+6d6	+8d6
Fir bolg	40	+5d6	+7d6	+11d6
Flind	3	+1d6	+2d6	+3d6
Giant, Half	20	+5d4	+7d4	+11d4
Giant, Wood	75	+5d6	+7d6	+11d6
Gnoll	7	+1d4	+1d6	+2d6
Goblin	12	+1d6	+2d6	+3d6
Gnome, Svirfneblin	20	+2d4	+3d6	+4d6
Halfling, Deep	20	+3d4	+4d6	+6d6
Halfling, Tallfellow	20	+2d4	+3d6	+4d6
Hobgoblin	14	+1d6	+2d6	+3d6
Insectus	6	-	-	-
Kobold	12	+1d4	+1d6	+2d6
Leprechaun	100	+5d6	+7d6	+11d6
Lizardfolk	15	+1d4	+1d6	+2d6
Locathah	15	+1d4	+1d6	+2d6
Merfolk	15	+1d4	+1d6	+2d6
Minotaur	12	+3d6	+5d6	+7d6
Mongrelman	6	+1d4	+1d6	+2d6
Nekora	30	+2d4	+3d6	+4d6
Ogre	15	+1d4	+1d6	+2d6
Ogre, Half	15	+1d4	+1d6	+2d6
Ogre Mage	20	+1d4	+1d6	+2d6
Orc	10	+1d4	+1d6	+2d6
Pixie	106	+5d6	+7d6	+11d6
Sahaugin	15	+1d4	+1d6	+2d6
Saurian	30	+3d6	+5d6	+6d6
Satyr	20	+3d4	+4d6	+6d6
Selkie	15	+1d3	+1d4	+1d6
Skulk	14	+1d4	+1d6	+2d6
Troglodyte	75	+3d6	+5d6	+7d6
Xsayarsa	12	+1d4	+1d6	+2d6
Yeti	12	+1d3	+1d4	+1d6

*Fighter, rogue, assassin, cleric, druid, barbarian

† Doesn't age

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Race	Middle	Old	Venerable	Maximum
Agathion†	-	-	-	-
Brownie, Quickling	6	10	12	+1d4
Buckawn	100	133	200	+2d100
Bugbear	33	44	65	+2d10
Centaur	37	50	75	+2d20
Crabman	7	10	15	+2d4
Doppleganger	35	53	70	+2d20
Dwarf, Deep	140	187	280	+2d100
Dwarf, Derro	85	113	170	+2d20
Dwarf, Duergar	150	200	300	+2d100
Elf, Drow	200	300	400	+2d100
Elf, Gray	150	225	300	+1d100
Elf, Wild	100	150	200	+1d100
Elf, Wood	150	225	300	+1d100
Firbolg	100	133	200	+3d100
Flind	17	23	35	+1d20
Giant, Half	60	80	120	+1d100
Giant, Wood	125	167	250	+2d100
Gnoll	16	22	33	+1d4
Goblin	20	27	40	+1d20
Gnome, Svirfneblin	80	120	160	+2d100
Halfling, Deep	50	67	100	+1d100
Halfling, Tallfellow	50	75	100	+5d20
Hobgoblin	25	33	50	+1d20

Insectus*	-	-	25	+1d10
Kobold	48	62	95	+2d20
Leprechaun	100	133	200	+2d100
Lizardfolk	55	73	110	+2d10
Locathah	25	33	50	+2d12
Merfolk	45	60	90	+2d20
Minotaur	75	100	150	+1d100
Mongrelman	15	20	30	+1d10
Nekora	75	125	175	+1d100
Ogre	45	60	90	+2d20
Ogre, Half	45	60	90	+2d20
Ogre Mage	82	116	175	+2d20
Orc	17	23	35	+1d10
Pixie	100	133	200	+2d100
Sahaugin	40	60	75	+3d20
Satyr	50	67	100	+1d100
Saurian	75	125	175	+2d20
Selkie	45	60	90	+2d20
Skulk	30	40	60	+2d10
Troglodyte	150	200	300	+1d100
Xsayarsa	35	46	70	+2d20
Yeti	30	40	60	+2d10

† Doesn't age

* Insecti suffer no aging penalties until venerable age, when they suffer a -1 to Str and Dex.

Monster	Source	Language	Typical Classes	Attribute Modifiers	Ability Modifiers
Agathion	Classic Monsters	Any (Using telepathy)	Fighter, Paladin, Ranger	+2 Wisdom	-
Brownie, Quickling	Classic Monsters	Common, Sylvan	Fighter, Rogue	-4 Strength, +7 Dexterity, +2 Intelligence, +2 Wisdom, +2 Charisma	+2 find traps, +8 hide (in forested areas), +2 listen +4 hide, +3 listen, +4 move silent, -2 open lock, +1 pick pocket
Buckawn	Classic Monsters	Common, Sylvan	Fighter, Rogue	-1 Strength, +2 Dexterity, -1 Constitution	-1 climb, -2 decipher script, +2 hide, +1 listen, +2 move silent, -1 open lock, -1 pick pocket
Bugbear	Monsters & Treasure	Common, Dragon, Elf, Giant, Gnome, Goblinoid	Cleric, Fighter, Ranger, Rogue, Shaman	+1 Strength, -1 Intelligence, -1 Charisma	-1 pick pocket
Centaur	Monsters & Treasure	Common, Elf, Sylvan	Bard, Fighter, Druid, Ranger, Shaman, Wizard	-2 Dexterity, +1 Constitution, +1 Wisdom	-1 decipher script, -1 hide, -2 move silent
Crabman	Classic Monsters	Aquatic, Common, Crabman, Goblinoid, Sylvan	Fighter, Shaman	+1 Strength, +1 Constitution, -1 Intelligence, -1 Charisma	-
Doppelganger	Monsters & Treasure	Auran, Common, Dwarf, Elf, Giant, Gnome, Halfling, Terran	Fighter, Rogue	+1 Strength, +1 Dexterity, +1 Constitution, +1 Intelligence, +2 Wisdom, +1 Charisma	-
Dwarf, Derro	Classic Monsters	Common, Drow Sign Language, Dwarf, Goblinoid, Undercommon	Fighter, Illusionist, Rogue, Wizard	-1 Strength, +1 Dexterity, +1 Intelligence, -1 Wisdom	-2 climb, -3 decipher script, +1 find traps, -1 hide, +6 listen, +1 open lock, +1 pick pocket
Dwarf, Duergar	Classic Monsters	Common, Dwarf, Dragon, Giant, Goblinoid, Terran, Undercommon	Bard, Barbarian, Cleric, Fighter, Rogue	+1 Constitution, -2 Charisma	-2 climb, +2 find traps, +1 hide, +2 listen, +2 move silent, +1 pick pocket
Elf, Drow	Monsters & Treasure	Deep Dwarf, Drow Elf, Duergar, Elf, Goblinoid, Illithid, Sign language, Svirfneblin, Undercommon	Bard, Druid, Fighter, Knight, Ranger, Rogue, Wizard	+2 Dexterity, -1 Constitution, +1 Intelligence, -2 Charisma	+2 to find traps, +2 move silent
Elf, Gray	Monsters & Treasure	Common, Elf, Dwarf, Gnome, Goblinoid, Halfling	Bard, Druid, Fighter, Knight, Ranger, Rogue, Wizard	+1 Wisdom, +1 Intelligence	+2 listen, +2 move silent, +2 find traps
Elf, Sylvan	Monsters & Treasure	Common, Elf, Dwarf, Gnome, Goblinoid, Halfling	Bard, Druid, Fighter, Knight, Ranger, Rogue, Wizard	-1 Strength, +1 Intelligence	+2 listen, +2 move silent, +2 find traps
Elf, Wild	Monsters & Treasure	Common, Elf, Dwarf, Gnome, Goblinoid, Halfling	Bard, Druid, Fighter, Knight, Ranger, Rogue, Wizard	-1 Strength, +1 Intelligence	+2 listen, +2 move silent, +2 find traps
Firbolg	Classic Monsters	Common, Giant	Barbarian, Fighter, Shaman	+2 Strength, -2 Charisma	-
Gnoll	Monsters & Treasure	Common, Dragon, Elf, Gnoll, Goblinoid	Cleric, Fighter, Ranger, Rogue, Shaman	+1 Strength, -1 Intelligence, -1 Charisma	-2 decipher script, +1 hide, +1 listen, -1 open lock, -1 pick pocket
Gnoll, Flind	Classic Monsters	Common, Dragon, Flind, Gnoll, Goblinoid	Cleric, Fighter, Rogue, Shaman	+2 Strength, -1 Charisma	-1 decipher script
Gnome, Svirfneblin	Classic Monsters	Common, Dwarf, Elf, Giant, Gnome, Goblinoid, Terran	Bard, Druid, Illusionist, Rogue	+1 Dexterity, +1 Wisdom, -1 Intelligence, -2 Charisma	+3 listen
Goblin	Monsters & Treasure	Common, Goblinoid	Cleric, Fighter, Rogue, Shaman	-1 Strength, -1 Charisma	-2 decipher script, +1 find traps, +1 open lock
Hobgoblin	Monsters & Treasure	Common, Goblinoid	Cleric, Fighter, Rogue, Shaman	-1 Charisma	-2 decipher script, +1 find traps, +1 open lock
Insectus	Classic Monsters	Insectus, Halfling	Cleric, Druid, Fighter, Gladiator, Psionicist, Ranger	+2 Dexterity, +1 Wisdom, -1 Intelligence, -2 Charisma	-
Kobold	Monsters & Treasure	Common, Dragon, Undercommon	Cleric, Fighter, Rogue, Shaman	-1 Strength, -1 Constitution	-3 climb, -2 decipher script, +2 hide, +2 listen, +9 move silent, -1 pick pocket
Leprechaun	Of Gods & Monsters	Common, Elf, Gnome, Halfling, Sylvan	Bard, Druid, Rogue, Shaman, Wizard	-2 Strength, +2 Dexterity, -2 Constitution, +2 Charisma	+5 find traps, +5 hide, +8 listen, +7 move silent, +4 pick pocket
Lizardfolk	Monsters & Treasure	Aquatic, Common, Dragon, Gnoll, Goblinoid	Fighter, Rogue, Shaman	-	-1 climb, -1 decipher script, +1 hide, +1 listen, +1 move silent, -1 open lock, -1 pick pocket

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Locathah	Monsters & Treasure	Aquatic, Common	Cleric, Druid, Fighter, Ranger	+1 Constitution, -1 Intelligence	-
Merfolk	Monsters & Treasure	Aquatic, Common	Bard, Cleric, Fighter, Ranger, Shaman	+1 Dexterity, -1 Constitution	-
Minotaur	Monsters & Treasure	Common, Giant, Goblinoid, Terran	Fighter, Ranger, Rogue, Wizard	+2 Strength, +2 Constitution, -2 Wisdom, -2 Charisma	-3 climb, -1 decipher script, +1 hide, +1 listen, -1 open lock, -1 pick pocket
Mongrelman	Classic Monsters	Common, Dragon, Elf, Goblinoid, Mongrelman	Bard, Cleric, Fighter, Rogue, Wizard	+1 Any, -1 Intelligence, -1 Charisma	-1 climb, -1 decipher script, +1 hide, +1 listen, +9 open lock, -1 pick pocket
Ogre	Monsters & Treasure	Common, Dwarf, Giant, Goblinoid, Terran	Barbarian, Fighter, Shaman	+2 Strength, +2 Constitution, -2 Intelligence, -2 Charisma	-
Ogre, Half	DB6 Dwellers in the Darkness	Common, Giant, Goblinoid	Barbarian, Cleric, Fighter, Shaman	+1 Strength, +1 Constitution, -1 Intelligence, -1 Charisma	+1 climb, -2 decipher script, +1 find traps, +1 listen, -9 open lock, -1 pick pocket
Ogre Mage	Monsters & Treasure	Common, Giant, Goblinoid	Fighter, Rogue, Shaman, Wizard	+1 Strength, -2 Wisdom, -1 Constitution, +1 Charisma	-3 climb, +1 decipher script, -1 pick pocket
Pixie	Monsters & Treasure	Common, Sylvan	Fighter, Rogue	+1 Strength, +1 Dexterity, -1 Constitution, +1 Charisma	+2 hide, +1 listen, +1 move silent, -2 open lock, +1 pick pocket
Sahuagin	Monsters & Treasure	Aquatic, Common, Sahuagin	Barbarian, Cleric, Fighter	+2 Strength	-
Satyr	Monsters & Treasure	Common, Elf, Gnome, Sylvan	Fighter, Ranger, Rogue	+1 Dexterity, +1 Constitution, -1 Intelligence, -1 Charisma	-2 climb, -1 decipher script, +1 hide (+18 in foliage), +1 move silent, -1 open lock, +1 pick pocket
Selkie	Classic Monsters	Common, Selkie	Bard, Fighter, Ranger, Shaman, Wizard	-1 Strength, +1 Charisma	-
Skulk	Classic Monsters	Common, Goblinoid, Sylvan	Cleric, Fighter, Illusionist, Rogue, Wizard	-1 Strength, +2 Dexterity, -1 Wisdom, -4 Charisma	+1 find traps, +17 hide, +6 move silent, -4 pick pocket
Troglodyte	Monsters & Treasure	Common, Dragon, Giant, Goblinoid	Fighter, Rogue	-1 Intelligence	+2 hide, +1 find traps, -1 move silent, +1 open lock
Xsayarsa	Classic Monsters	Common, Sylvan	Bard, Fighter, Shaman	+1 strength, -1 Dexterity	-
Yeti	Classic Monsters	Common, Elf, Gnome, Goblinoid, Sylvan	Barbarian, Druid, Fighter, Shaman, Wizard	+2 Strength, -1 Intelligence, -1 Charisma	-1 climb, +10 (in snow), -1 open lock, -1 pick pocket

CLASSES

CLASS REFERENCE TABLE: ARMOR, SHIELDS, HELMS

CLASS	ARMOR	SHIELDS	HELMS
Acrobat	Leather, leather coat, padded (and see class)	Small, medium, pavis	Leather coif, war hat
Alchemist	Leather, studded leather	None	None
Apothecary	Padded, leather jerkin	None	None
Avenger	Any	Any	Any
Chronomancer	None	None	None
Craftsman	Any	Any	Any
Crowner	Leather armor, leather coat, padded, ring mail, studded leather, chain shirt, scale mail, chainmail	Any	None
Dervish	None	None	None
Divine Bard	Leather armor, leather coat, padded ring mail, studded leather, chain shirt	Small shields	None
Executioner	Padded, Leather, Leather Coat, Hide, Studded Leather	None	None
Freebooter	None	None	None
Friar	Leather armor, leather coat and padded		
Gallowglass	Any	Any	Any
Gladiator	Any	Any	Any
Goliard	Leather armor, leather coat, padded, ring mail, studded leather, chain shirts	None	None
Harlequin	Padded, leather or leather coat	None	None
Herald	Leather armor, leather coat, padded, ring mail, studded leather, chain shirt, scale mail, chainmail	Any	None
Horse Warrior	Leather, leather coat, padded, studded leather, hide	Small shield	None
Houri	None	None	None
Jester	Padded, leather, ring mail, studded leather	None	None
Knave	Leather armor, leather coat and padded	None	None
Lore Warden	Leather armor, leather coat, studded leather, ring mail, padded	Any	None

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 Loremaster 	Leather armor, leather coat, padded	None	None
 Marksman 	Leather armor, padded, studded leather, ring mail, chain shirt	Buckler	None
 Merchant 	Leather armor, leather coat, padded, ring mail, studded leather, chain shirt	None	None
 Monster Slayer 	Any	Any	Any
 Mountebank 	Leather armor, leather coat, padded armor, and chain shirt	None	None
 Peasant Hero 	None	None	None
 Priest 	None	None	None
 Puritan 	Any	Any	Any
 Royal Guard 	Any	Any	Any
 Sage 	None	None	None
 Scholar 	Padded, leather jerkin	None	None
 Shaman 	None	None	None
 Sorcerer 	None	None	None
 Spellsword 	Leather, leather coat, padded, studded leather	Buckler, small shield	None
 Trickster 	Leather armor, leather coat, and padded	None	None
 Ultraist 	Any	Any	Any
 Viking 	Padded armor, leather coat, leather armor, ring mail, hide, studded leather, chain shirt, scale mail, chain mail	Any	Any
 Witch 	None	None	None

STRENGTH

AVENGER (VERSION 2)

The avenger is the antithesis of the paladin, a villain of the basest sort, a servant of demons and evil dreadful gods. Avengers are usually found wreaking havoc in battle, leading bandits, killing, and maiming simply because it pleases them and their patron. Alternatively they may serve as champions for evil cults or sects.

ABILITIES

ANTIPATHY: Even if he tries to disguise or hide under some full-plate armor and helmet, an avenger cannot but exude an aura of unpleasantness and sense of dread. People will naturally shun him. As such, the avenger suffers a -1 penalty to all his Charisma checks (i.e.: skill checks, not saving throws) when dealing with living beings and good-aligned extraplanar beings. The penalty increases to -2 at 3rd level, -3 at 6th level, -4 at 10th level, and -5 at 15th level.

DARK AURA: The avengers' aura of evil protects them from good, and repels good outsiders (angels and the like). That is, avengers gain a +2 bonus to their AC and saving throws against good creatures. In addition, all good outsiders and magically summoned creatures of good alignment cannot touch them. This operates as long as the avengers do not attack said creatures, or it disrupts the aura for the duration of the encounter.

DARKSIGHT: Avengers can see perfectly well in total darkness. This vision extends up to 60 feet (and also stacks with any racial ability to see in total dark).

Things are seen in shades of gray rather than color, but it otherwise functions like normal sight.

TURN & CONTROL UNDEAD (Wisdom): At 3rd level, an avenger gains the ability to turn, rebuke, or even control undead monsters as an evil cleric of two levels lower. To turn/rebuke undead, an avenger must declare the attempt as an attack and then make a successful wisdom attribute check. The character must display an unholy symbol toward the undead and order the undead to either flee or remain still. Turn/rebuke undead is considered a special attack and takes one round. Turn/rebuke undead has a maximum range of 60 feet.

Turning/rebuking undead consists of channeling dark energies. The ability to channel such energies is measured by the avenger's own willpower. Accordingly, charisma, not wisdom, affects the number of undead creatures that are turned/rebuked with a successful turn undead check. In most cases, the number of undead turned/rebuked will be 1d12 plus the avenger's charisma modifier. When an avenger is five or more levels higher than the undead being turned/rebuked, the undead may instead be controlled.

FIENDISH MOUNT: At 4th level, an avenger gains a Nightmare (or any other similar fiendish mount at CK's discretion) to serve him. This mount acts as his faithful steed as long as the avenger remains in the good graces of his deity. Should the mount die, he may call for another one after a year and a day.

At 4th level, the nightmare (or other mount) has no supernatural abilities. It gets the ability to fly and become ethereal only when the avenger is 9th level.

DIMNESS STEALTH: At 5th level, in places away from daylight (such as underground, or inside castles without windows, etc.), or at night outdoors, the avenger gets the Hide and Move Silently ability of a rogue of the same level as himself.

AURA OF FEAR: At 6th level, the appearance of the avenger can cause fear in all creatures with 1 HD or less. The avenger can control this power, turning it on and off (as it were) at will. Any characters or creatures who fail a **wisdom saving throw** (vs. 12/18 + avenger level) are struck by fear and flee from the avenger or surrender to him depending on the circumstances. In addition, all creatures within 10 feet of the avenger suffer a -2 penalty to saving throws against fear effects.

SNEAK ATTACK: At 7th level, an avenger has learned to adapt back attack skills to more general situations. When an opponent or victim is aware of the avenger, but unsuspecting of an attack, an avenger can use the sneak attack ability. For example, an avenger could be having a conversation with a potential victim while hiding a poisoned stiletto up his sleeve, intending to strike once a piece of vital information is learned. Or, an avenger could be perched in the shadows of a tree, waiting for the perfect opportunity to fire a crossbow. Unlike the back attack, sneak attack situations do not necessarily require a previously successful hide or move silently check, although the Castle Keeper could require success in one or both, depending upon the circumstances if necessary. The opponent is not allowed to roll for initiative until the round following the attack.

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

This ability is NOT affected by the avenger wearing armor.

DEMONIC STRIKE: At 10th level, the avenger can once per day imbue his weapon (melee weapon or missile) with power of destruction. The weapon gains a dark malevolent radiance (blade is engulfed in black flames, etc.) that lasts for up to 1 round per two levels of the avenger, or until the weapon hits a target. Upon hitting, the malevolent radiance inflicts 1 point per level, of negative energy damage in addition to the weapon's damage. The victim gets a **constitution saving throw** (vs. 12/18 + avenger level) for half damage.

PRIME ATTRIBUTE: Strength

HIT DIE: d10

ALIGNMENT: Chaotic evil

WEAPONS: Any

ARMOR: Any

ABILITIES: Antipathy, dark aura, darksight, turn/control undead, fiendish mount, dimness stealth, aura of fear, sneak attack, demonic attack

Level	HD	BtH	EPP
1	d10	0	0
2	d10	+1	2,701
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	+4	+10	1,000,001
12	+4	+11	1,300,001
13	+4	+12	1,600,001
14	+4	+13	1,900,001
15	+4	+14	2,200,001
16	+4	+15	2,500,001
17	+4	+16	2,800,001
18	+4	+17	3,100,001
19	+4	+18	3,400,001
20	+2	+19	3,700,001
21	+2	+20	4,000,001
22	+2	+20	4,300,001
23	+2	+20	4,600,001
24	+2	+20	4,900,001
25+	300,000 per level		

EXECUTIONER

The Executioner is a part of the castle's paid staff just as the guards, cooks, maids and stable-boys are. The Executioner may not be seen around as often as the others and may fill a role that the rest of the inhabitants would rather not think about, but nevertheless many castles cannot do without him. The Executioner is a gaoler, a torturer, an interrogator and a headsman all in one. He looks after the prisoners, makes sure they stay locked up, questions those that might have information, comes up with ingenious new methods to get answers where they are not forthcoming and dispatches criminals when they have been sentenced to death. Most Executioners prefer the headsman's axe, but others use the hangman's noose, the guillotine or other unsavory methods.

Because of the task he performs, the Executioner tends to be a bit of a loner, preferring the depths of the dungeon to the light of day. This often means that his social skills are not particularly good and his personal hygiene is sadly lacking. Other folk will tend to avoid the Executioner when he comes up to the castle proper, as if his glance means they are next for the chop. Most Executioners love this little bit of power that they have.

He gathers his information by any means possible. Sometimes prisoners talk in their sleep, especially in the delirium brought about by the executioner's cruelest tortures. Sometimes prisoners talk to one another; perhaps just out of a sense of comradeship or even to plot their escape. Because of this, the most experienced executioners train themselves to be adept at lurking around the prison cells, hiding quietly in the shadows, listening out for a whispered word here and there or a muttered bit of dream induced information that might prove useful. In this way, the executioner might also gain some personal knowledge that can be used against his victims or even scotch any escape plans. His skill with locks comes from all of the items and devices that he uses in the course of his daily work.

ABILITIES

WEAPON SPECIALIZATION: As fighter, only the weapon is either a two handed axe or a two-handed sword.

INTIMIDATE: This ability can be used once per day and lasts for a number of rounds equal to the Executioners level. Any person (or humanoid) that the Executioner stares at is subject to a penalty to hit of -1 per three levels of the Executioner. The number of persons that can be affected also increases as the Executioner gains levels, starting at 1 and rising by 1 for each level gained.

INTERROGATION: The Executioner can ask the CK one yes/no question once per day per level and if the victim knows the answer he will give it to him as long as the victim is of a lower level/HD than the Executioner. This only works if the victim is restrained in some way.

TORTURE: The Executioner knows lots of vile and painful ways to extract information from unwilling victims who have not given in to the first round of interrogation. Each day that the Executioner gets to spend on his victim he can strip one level/HD from his victim (representing degeneration, loss of blood, loss of mind and so on, as per the level drain ability of some of the undead). At the end of the day's torture, he can interrogate his victim (as above) and if his victim has been reduced to below the HD of the Executioner, then he gets his answer (if the victim has the answer). The Executioner must state which of his victim's attributes he is attacking with his tortures, (Strength, Dexterity and so on) and the victim gets an appropriate attribute check to resist the torture with a penalty based on the level of the Executioner. He can change the attribute he is working on if the torture goes over to the next day, until he has found his victims weakness. The Executioner only has all options available if he is in his dungeon. If he is 'on adventure' then he will only have portable devices with him (thumbscrews and the like), which will only be useful against certain attributes (thumbscrews would work against Dexterity, for example). If the Executioner is using improvised devices, then the CK might reduce the effective level of the Executioner.

BEHEADING: This works in the same way as the Assassin's death attack, but can only be carried out with the Executioner's specialist weapon. However, not only does the Executioner have to study his victim for 3 rounds, but the target must also be prone and defenseless at the time of the attack.

LISTEN (Wisdom): By 3rd level, executioners have trained themselves to listen carefully both for prisoners who might be escaping or planning to escape, or for extra bits of information that their interrogation didn't get. Generally a success check indicates that the character has heard some sort of noise. This could be soft sounds like a whisper or a thief sneaking up within 30 feet or in the open or behind a door. Exactly what is heard is generally up to the CK. It takes one round to listen and an executioner can retry any time. Penalties might apply, for example -10 through a stone wall.

OPEN LOCKS (Dexterity): Gained at 3rd level, an executioner can use this ability to open any sort of mechanical lock that would normally require a key to open. A successful check indicates that it has been opened. A merchant can only make one attempt per lock. If that attempt fails the merchant cannot try to open the same lock again until the next level of experience is gained. Lock pick tools of some sort are required to use this ability.

MOVE SILENTLY (Dexterity): Gained at 3rd level, this ability allows the executioner to move so quietly that others cannot hear the movement. The executioner can perform this ability indoors at no penalty, but outdoors at -5. The executioner can move up to one-half normal speed at no penalty. At more than half-speed there is a -5 penalty. It is practically impossible (-20) to move silently whilst running or charging.

HIDE (Dexterity): Executioners gain this ability at 3rd level and use it to lurk in the shadows of their gloomy dungeon passages, listening out for tit-bits of information. Outdoors, they are not good at hiding (-5). A successful check means the executioner is so well hidden as to be almost invisible. The executioner can move up to half-speed and remain hidden, but over this suffers a penalty of -5. If running or charging, it is practically impossible to remain hidden (-20). If a character is being observed, he can't normally hide. If an observer is distracted though, the character can attempt to slip into the shadows. This is at -10 however. An executioner cannot hide unless there is something (deep shadows for example) to conceal the character.

PRIME ATTRIBUTE: Strength

HIT DIE: d10

ALIGNMENT: Not good

WEAPONS: Any

ARMOR: Padded, leather, leather coat, hide, studded leather

ABILITIES: Weapon specialization, intimidate, interrogation, torture, beheading, open locks, move silently, hide and listen

CLASSES

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	+10	725,001
12	+4	+11	950,001
13	+4	+12	1,175,000,1
14	+4	+13	1,400,000,1
15	+4	+14	1,625,000,1
16	+4	+15	1,850,000,1
17	+4	+16	2,075,000,1
18	+4	+17	2,300,000,1
19	+4	+18	2,525,000,1
20	+2	+19	2,750,000,1
21	+2	+20	2,975,000,1
22	+2	+20	3,200,000,1
23	+2	+20	3,425,000,1
24	+2	+20	3,650,000,1
25+			225,000 per level

GALLOWGLASS

Every respectable Lord or important merchant is in need of a specialized bodyguard, one that puts the lord's well being before their own. The gallowglass is that person. The gallowglass are members of an elite band or order of mercenaries, gone beyond their original roots of mercenary-for-hire, to form a brotherhood of bodyguards of the highest order. As such they are held in great esteem for their services, which are not cheap.

The Gallowglass is an elite mercenary and bodyguard, skilled in the use of heavy two-handed weapons. He uses a huge 2-handed sword or 2 handed axe as his main weapon, although as a fighter he can use all weapons. The main distinction about a Gallowglass is that he is very loyal to his companions and particularly so to his employer and so the Gallowglass is a highly sought after

warrior indeed, held in great esteem by lords, chieftains, kings and anyone else whose body needs guarding. A Gallowglass will always endeavor to protect his employer to the best of his ability, or his traveling companions when not engaged at the time. This protection extends to testing his employers food and

drink for poisons or even throwing his own body in the way of potentially killing blows aimed at his employer. Basically, once employed the Gallowglass would never be able to show his face again to another Gallowglass if his charge were killed. The gallowglass will sometimes take up quests for his lord, no matter what the difficulty.

Sometimes a gallowglass will lose his master. If this is simply because the master has ceased to employ the gallowglass then he will seek alternative employment; often by wandering from town to town or if nearby; seeking a house of his order where they often post positions in the great hall. If, for whatever reason they were directly responsible for the death of his master then the gallowglass is summoned before his brotherhood for trial. Gallowglass would often prefer to die defending his employer than face a tribunal. However most are of Lawful alignments. Either way they are bound by honor

no matter what alignment they are.

The gallowglass feels most at home with the other warrior-based classes. He feels he shares a common bond when traveling with them. He is especially curious of the Paladins code of honor. The Gallowglass is a close combat-fighting machine. They have a strict code of honor which they must uphold or risk losing their elite status as a gallowglass and the money that comes with being the best. They aren't therefore bothered by things like challenges to combat or some of the things that knights get involved in. They are always covering the backs of their friends and will. If a sworn comrade of the gallowglass were to fall in battle the gallowglass will feel responsible and avenge

his friend, where possible, without putting his employer in danger. This must all be taken into account while running a Gallowglass character.

ABILITIES

WEAPON SPECIALIZATION: At 1st level the Gallowglass can choose any two-handed melee weapon in which to specialize (usually the two-handed sword or axe, but they could choose a pole-arm). Once chosen, the weapon cannot be changed. For a Gallowglass between 1st and 6th level, this specialization imparts a bonus of +1 to hit and +1 to damage when using that weapon. At 7th level and the bonus is +2 to hit and damage and at 12th level and above the attack and damage bonus are +3.

PROTECTOR: The gallowglass gains an attack bonus of +1 and a bonus to all saves of +1 whenever he is fighting to defend his employer from specific harm. This could be from other warriors, an assassin or whatever but must be because the attacker is trying to kill or harm the gallowglass's employer or sworn comrade, not the gallowglass himself or anyone else. The CK is the final arbiter on this ability.

POISON RESISTANCE (Constitution): At 1st level a Gallowglass receives a +2 bonus to all saving throws against the effects of poisons. At 5th level, this bonus goes up to +4. At 10th level, this bonus goes up to +6. This is because they have built up a resistance to the effects of poison because of their practice of testing food and drink that might contain poison.

DEFENDER: At 6th level, the gallowglass becomes more skilled at protecting those around him. This might be by making wide sweeps with his sword (or other specialized weapon) or by positioning himself in such a way that it puts the enemy off its intended target. This effectively confers a +1 bonus to the armor class of any friendly (to the Gallowglass) person currently within 5' of the Gallowglass. At 12th level, this bonus goes up to +2.

SELFLESS SACRIFICE: Once per day a Gallowglass can throw himself bodily into the path of a blow or ranged weapon that has struck his employer (or a trusted companion). The player has to decide to do it before the damage has been rolled and in effect he got in the way; taking the damage himself. He has to be within his own move distance of his companion but it doesn't matter if the Gallowglass has already had his action in that round.

SHRUG OFF DAMAGE: At 8th level the gallowglass can ignore or shrug off some of the effect of wounds that he has received in combat. Effectively, he cushioned the shots or lets the adrenaline take over and it is as if he took less damage than he actually did. This ability means that whenever he takes physical damage, he can ignore 1 hit point of the damage taken. At 12th level, this rises to 2 hit points

SENSE DANGER: Becoming more in tune with his senses by 12th level, the gallowglass can detect danger to his person. He can no longer be subject to a thief or assassins sneak attack or back attack damage and is never caught surprised.

PRIME ATTRIBUTE: Strength

HIT DIE: d10

ALIGNMENT: Any

WEAPONS: Any melee

ARMOR: Any

ABILITIES: Weapon specialization, protector, poison resistance, defender, selfless sacrifice, shrug off damage and sense danger

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	+4	+10	725,001
12	+4	+11	900,001
13	+4	+12	1,075,001
14	+4	+13	1,250,001
15	+4	+14	1,425,001
16	+4	+15	1,600,001
17	+4	+16	1,775,001
18	+4	+17	1,950,001
19	+4	+18	2,125,001
20	+2	+19	2,300,001
21	+2	+20	2,475,001
22	+2	+20	2,650,001
23	+2	+20	2,825,001
24	+2	+20	3,000,001
25+	175,000 per level		

GLADIATOR



The sands of the arena or fighting pit are often stained with blood. The blood of beasts and monsters captured and forced to fight. The blood of condemned criminals killed in nearly hopeless bouts designed to amuse and mollify a populace. The blood of slaves and freemen who fight for freedom, glory, and riches. The blood of gladiators.

Gladiator are highly-trained and skilled warriors, often guided and molded by demanding, even harsh, masters, themselves often former gladiators. A hard physical and martial regimen serves to elevate a gladiator to fighting fitness, as well as bringing great facility with all manner of exotic weapons and techniques. Due to the time spent training and conditioning a true gladiator, they are often considered valuable commodities. Only the wealthiest and most influential individuals can afford the luxury of paying for the spectacle of a fight to the death in the arena.

Despite the fact that few fights involving real gladiators are mortal combats, injury is commonplace, and accidents do occur. Rare is the gladiator or gladiatrix who survives many years in their profession. Even if unwillingly thrust into the role of gladiator by fate, many find themselves growing accustomed to fame and the adulation of the bloodthirsty crowds. Many come to relish the visceral thrill of man-to-man or man-to-beast combat, and even find it quite lucrative to partake of the rampant gambling surrounding their fights. Others loathe every moment, desiring only to live long enough to win their freedom.

Though remarkable combatants, gladiators lack the versatility of other fighters, accustomed as they are to strange weapons and light armors. Despite this, they are more than capable of proving their worth, and few facing peril would refuse a gladiator fighting at their side. The path of adventure is seldom trod by gladiators, though a few, unable to find peace outside the arena, escaped or freed, may find in it the old lure of excitement, glory, and wealth.

ABILITIES

ARMOR OPTIMIZATION: Gladiators learn to compensate for their lack of superior armor, dodging and moving in such a way that opponents are confounded by their armor and shield. Provided the gladiator is wearing the light armor available to his class, his AC is increased by 1. At 5th level this bonus increases to +2, and at 10th level it increases to +3.

BRAWLER: Gladiators are experts in unarmed combat, striking and wrestling with a +1 bonus to hit and +2 bonus to damage when unarmed. A gladiator's unarmed strikes do normal damage rather than subdual damage. However, a gladiator can choose to deal damage as subdual damage

TWO-WEAPON FIGHTING: At 10th level, the gladiator becomes particularly adept at fighting with two weapons, one in each hand, gaining a +3 bonus to each attack (offsetting in part the two weapon fighting penalties) when using appropriate arena weapons available in Weapon Specialization. Bonuses from Weapon Specialization do apply.

WEAPON SPECIALIZATION: At 1st level the gladiator chooses to specialize in a single weapon. This must be one of the weapons common to the arenas, as decided by the CK, typically Cestus, Dagger, Net, Scimitar, Short Sword, Spear, or Trident. Specialization imparts a +1 bonus to hit and damage at 1st-5th level. At 6th level and above, the bonus increases to +2. At 7th level the gladiator chooses to specialize in a second arena weapon, gaining the usual +1 bonus to hit and damage. At 12th level this bonus becomes +2.

PRIME ATTRIBUTES: Strength

HIT DIE: d10

ALIGNMENT: Any

WEAPONS: Any melee and thrown weapons

ARMOR: Breastplate, leather, padded, ringmail, studded leather, and chain shirt

ABILITIES: Armor optimization, brawler, two-weapon fighting, weapon specialization

CLASSES

Level	HD	BtH	EPP
1	d10	+1	0
2	d10	+2	2,001
3	d10	+3	4,001
4	d10	+4	8,501
5	d10	+5	17,001
6	d10	+6	34,001
7	d10	+7	68,001
8	d10	+8	136,001
9	d10	+9	272,001
10	d10	+10	500,001
11	+4	+11	750,001
12	+4	+12	1,000,001
13	+4	+13	1,250,001
14	+4	+14	1,500,001
15	+4	+15	1,750,001
16	+4	+16	2,000,001
17	+4	+17	2,250,001
18	+4	+18	2,500,001
19	+4	+19	2,750,001
20	+2	+20	3,000,001
21	+2	+20	3,250,001
22	+2	+20	3,500,001
23	+2	+20	3,750,001
24	+2	+20	4,000,001
25+	250,000 per level		

MONSTER SLAYER



Giant-killer, dragon-slayer, troll-bane, all are examples of epithets given to heroes known for killing such tremendous and deadly foes. Any hero may acquire such a name by virtue of their deeds, there are those heroes who dedicate their lives to the eradication of such monsters. For these few souls, the monster slayers, the destruction of a single chosen prey is a driving, even consuming, passion.

Many monster slayers are the product of tragedy, individuals fiercely

devoted to avenging the deaths of loved ones at the hands of certain creatures. Others seek glory and fame in focusing their efforts on combating entities known to be fearsome foes, studying their chosen opponents intently the better to overcome them. Yet others seek out certain monsters to prove their abilities to themselves or others, or to act as defenders of communities often beleaguered by such beasts.

By necessity, monster slayers of any kind are tough, independent, and resourceful individuals. Any significant weaknesses can only lead to a short

career and untimely death. Though some slayers may start their careers brash, few remain that way for long if they survive, as they quickly learn that unthinking aggressive action is tantamount to suicide when facing a powerful enemy.

Due to the focus of their activities, be that killing vampires or felling demons, monsters slayers are invariably drawn to adventure, especially those likely to lead them to their favored prey.

Truly formidable when facing their chosen targets, monster slayers are still strong and capable warriors in other regards, making them welcome members of any adventuring party.

ABILITIES

COMBAT PREY: Monster slayers train and study intensely to better combat a single type of opponent, such as dragons, giants, or trolls. When fighting their chosen opponents, monster slayers inflict +1 extra damage per class level.

FAVORED PREY: At 4th level, a monster slayer's training, study, and experience in fighting their chosen prey confers even greater ability in combating them. The monster slayer gains a +2 bonus to hit, AC, and all saves against the opponent type they selected in Combat Prey.

PRIME ATTRIBUTE: Strength

HIT DIE: d12

ALIGNMENT: Any

WEAPONS: Any

ARMOR: Any

ABILITIES: Combat prey, extra attack (as Fighter), favored prey

Level	HD	BtH	EPP
1	d12	0	0
2	d12	+1	2,101
3	d12	+2	4,201
4	d12	+3	9,001
5	d12	+4	18,001
6	d12	+5	36,001
7	d12	+6	72,001
8	d12	+7	144,001
9	d12	+8	288,001
10	d12	+9	525,001
11	+5	+10	775,001
12	+5	+11	1,250,001
13	+5	+12	1,500,001
14	+5	+13	1,750,001
15	+5	+14	2,000,001
16	+5	+15	2,250,001
17	+5	+16	2,500,001
18	+5	+17	2,750,001
19	+5	+18	3,000,001
20	+3	+19	3,250,001
21	+3	+20	3,500,001
22	+3	+20	3,750,001
23	+3	+20	4,000,001
24	+3	+20	4,250,001
25+	250,000 per level		

PEASANT HERO



A peasant's life is often brutal, famine-stricken and, above all, short. Far-flung villages must weather constant attacks from raiders and magical creatures, whilst those closer to civilization are often kept under the heel of a noble lord who cares little for the welfare of his subjects. Once in a while, a hero will arise from the ranks of the underclass, daring to fight tremendous odds in the defense of his home, family and people. Though not necessarily a great warrior, the peasant hero has the love of the people on his side and possesses a great deal of bravery. However, such men and women are often identified by the ruling nobility as little more than troublemakers and so many are forced to become outlaws, despite their good hearts and tremendous wills.

ABILITIES

PEASANT WEAPON: Every time a peasant hero gains a new class level, he may select one of the following weapons: carpenter's axe, dagger, quarter staff, scythe, shortspear, short sword, or war-rake. He gains a +1 bonus to all attack rolls made with this weapon

INSPIRE COMMONERS: At 2nd level, the peasant hero can readily grab the attention of his people and rally them to face a common enemy. By spending an hour making rousing speeches in the village square and making a successful Charisma check, the peasant hero can call forward 4d10 able-bodied 1st level commoners who will willingly follow him into battle against a threat that endangers their entire village. They have no armor, are armed with shortspears and will follow the peasant hero for a single day before heading back to their homes.

HARMLESS BLUFF: The peasant hero soon learns that many mighty warriors and warlords are all too ready to underestimate his abilities, or even dismiss him altogether. At 3rd level, the peasant hero may play on this prejudice before he attacks. He makes a Bluff check, adding his class level as a bonus. If he wins, he will automatically catch his enemy as if he were flat-footed in the first round of combat.

IMPROVISE WEAPON: Driven by desperation in the midst of battle against powerful enemies, the peasant hero can use virtually any portable object as a weapon. The Games Master should adjudicate the damage and critical ranges of the improvised weapon, basing it on a club or great club.

UNCONVENTIONAL SKILL: At 5th level, the peasant hero becomes adept at using his weapon in an unconventional manner that confounds and confuses those with more formal weapons training. The peasant hero gains a +2 bonus to all attack and damage rolls made with one of his Peasant Weapons, as detailed above.

PRIME ATTRIBUTE: Strength

HIT DIE: d8

ALIGNMENT: Any

WEAPONS: All simple weapons

ARMOR: None

ABILITIES: Peasant weapon, inspire commoners, harmless bluff, improvise weapon, unconventional skill

Level	HD	BtH	EPP
1	d8	+1	0
2	d8	+2	2,001
3	d8	+3	4,001
4	d8	+4	8,501
5	d8	+5	17,001
6	d8	+6	34,001
7	d8	+7	68,001
8	d8	+8	136,001
9	d8	+9	272,001
10	d8	+10	500,001
11	+3	+11	750,001
12	+3	+12	1,000,001
13	+3	+13	1,250,001
14	+3	+14	1,500,001
15	+3	+15	1,750,001
16	+3	+16	2,000,001
17	+3	+17	2,250,001
18	+3	+18	2,500,001
19	+3	+19	2,750,001
20	+3	+20	3,000,001
21	+1	+20	3,250,001
22	+1	+20	3,500,001
23	+1	+20	3,750,001
24	+1	+20	4,000,001
25+	250,000 per level		

VIKING



Vikings are mariners, explorers, raiders, and Norsemen, though not all northerners are Vikings. Most other people fear the Vikings, who are generally seen as bloodthirsty brutes, notorious for brutality, rape and pillage. Yet, these wild seafarers also retain positive aspects, such as being known for their courage and honor.

CLASSES

ABILITIES

NORTH LORE: Vikings come from northern lands of cold and snow, and are thus used to frigid climates and hazards. They are able, with a successful Wisdom check (+ level and Wis modifier), to predict weather (in arctic climates or cold mountains) a couple of days in advance, to recognize the different types of ice and snow and not fall into crevices, to best protect and shelter from cold, etc.

RAIDER: Vikings are before all raiders interested in looting. As such, whenever they attack some target for the express purpose of looting it, they gain a +1 bonus to their attack and damage rolls, as well as any attribute check related to that looting. This ability applies when fighting people carrying wealth, creatures guarding a treasure, etc. It doesn't apply when merely defending from attack (unless the attacker appears to be carrying wealth), or against animals, even if their pelt or other body parts could be sold. This bonus increases to +2 at **7th level**, and +3 at **12th level**. In any case, the Raider ability cannot be combined with the Fearless ability, as the viking must have a clear head and keep his purpose in mind, which is not the case when fighting enraged.

SAILOR SKILLS: Vikings are a type of pirates and are thus competent mariners. As such, they know how to maneuver their own northern longships (knarr and drakkar), and remain sure-footed (balance) on moving or slippery ship decks. Both require a Dexterity check (+ level and Dex modifier) in difficult circumstances. Vikings otherwise know navigation and orienteering by the stars and other like methods, plus have basic knowledge of the tides, creatures that live in the sea, etc. This requires an Intelligence check (+ level and Int modifier) in difficult circumstances.

ENDURE COLD: At **3rd level**, vikings become inured to cold as if they were continuously protected by an *Endure Elements* spell.

FEARLESS: At **3rd level**, vikings become not only immune to fear, but at times even get spirited by things that would terrorize others. Vikings are fatalistic and firmly believe in an already written destiny, so "shouldn't bother about when their death will come"; then, vikings are used to continuously brave the dangers and mysteries of unknown lands, thus have learned to tame their fears; lastly, they are obsessed with honor and courage at war, the only way for them to be granted access to the Valhalla in the afterlife. As such, vikings are immune to all fear spells and effects. Furthermore, when a viking is subject to a fear spell or effect, he still rolls a saving throw as normal. If the save is failed, the viking is simply not subject to the fear. However, if he succeeds the save, he becomes keenly aware of the impending danger and gives all he has to overcome it. The bolstered viking gains a +1 bonus to attack and damage rolls against the creature at the origin of the fear for the remainder of the combat against it. This bonus increases to +2 at **7th level**, and +3 at **12th level**. This bonus is not cumulative with that granted by the Raider ability.

EXPLORER: At **5th level**, vikings are used to travel extensively and have learned how to find their way in unknown lands. As such, they can once per day guess the correct direction that will lead them to an outdoor place. This requires some clue, map, information, etc., about the place sought, and then a successful Wisdom check (+ level and Wis modifier).

FRIGHTENING REPUTATION: At **7th level**, the appearance of the viking can cause fear in all creatures with 1 HD or less. The viking can control this power, turning it on and off at will. Any characters or creatures who fail a wisdom saving throw (vs. 12/18 + viking's level) are struck by fear and flee from the viking or surrender to him depending on the circumstances. In addition, all creatures enemy of the viking, and who are within 10 feet of him, suffer a -2 penalty to saves against fear effects.

PRIME ATTRIBUTE: Strength

HIT DIE: d10

ALIGNMENT: Any non-good

WEAPONS: Axes (all types), bow (long, short), club, dagger, flails (all types), hammers (all types), maces (all types), morningstar, spears (all types), staff, swords (bastard, broad, long, short, and two-handed).

ARMOR: Padded armor, leather coat, leather armor, ring mail, hide, studded leather, chain shirt, scale mail, chain mail

ABILITIES: North lore, raider, sailor skills, endure cold, fearless, explorer, frightening reputation.

Level	HD	BtH	EPP
1	d10	0	0
2	d10	+1	2,001
3	d10	+2	4,001
4	d10	+3	8,501
5	d10	+4	17,001
6	d10	+5	38,001
7	d10	+6	75,001
8	d10	+7	150,001
9	d10	+8	300,001
10	d10	+9	500,001
11	+4	+10	725,001
12	+4	+11	950,001
13	+4	+12	1,175,001
14	+4	+13	1,400,001
15	+4	+14	1,625,001
16	+4	+15	1,850,001
17	+4	+16	2,075,001
18	+4	+17	2,300,001
19	+4	+18	2,525,001
20	+2	+19	2,750,001
21	+2	+20	2,975,001
22	+2	+20	3,200,001
23	+2	+20	3,425,001
24	+2	+20	3,650,001
25+			225,000 per level

DEXTERITY

ACROBAT

Acrobats typically learn their skills as circus performers though some are self-taught as street sideshows. Regardless of their origins, acrobats excel in flexibility, balance, and of course tumbling. Though most acrobats are entertainers, many find that they can earn more by applying their skills to adventuring.

ABILITIES

SPECIAL: Acrobats favor light armor, as it allows them to better ply their stealth abilities. Acrobats may wear leather armor, a leather coat, or padded armor, and can employ small shields without any penalty to the use of their abilities. They may also wear leather helmets. An acrobat may wear any other type of armor, but the character may suffer a penalty when using class abilities and wearing these armors as noted in the ability description.

The penalty is equal to -1 for each point above armor class 12 that the armor confers. Restricted helmets and shields cause the acrobat to suffer a -1 penalty to all abilities. All penalties are cumulative.

Example: An acrobat wearing chainmail, which confers a 15 armor class, suffers a -3 penalty to all ability checks (15-12=3). The same acrobat using a large shield suffers a -4 penalty to all ability checks. If the same acrobat used a metal great helm as well, the total penalty would be -5.

BACK ATTACK: An acrobat normally avoids face-to-face combat if possible, preferring instead to use stealth to catch an opponent unaware. An acrobat able to attack an opponent from the rear and who is unaware of the acrobat's presence, gains a bonus to hit and to damage. To catch an opponent unaware, an acrobat must make a successful move silently check to sneak up behind the foe, or make a successful hide check while behind the opponent.

An acrobat that succeeds in one or the other of these can make a back attack at a +4 bonus to hit. A successful hit inflicts double the normal damage.

When making a back attack, an acrobat must use a close-quarters melee weapon. This weapon must be shorter than the character's arm. An acrobat can only back attack living creatures that have a discernible anatomy. The acrobat must be able to see the target well enough to pick out a vital spot, and then must be able to reach it.

As the acrobat gains experience, the damage inflicted increases. At **5th level**, a back attack deals triple damage, and at **9th level** a back attack inflicts quadruple damage. A back attack cannot be combined with the sneak attack ability.

This ability is affected by wearing armor not on the armor list for the acrobat.

CLIMB (Dexterity): This extraordinary ability allows an acrobat to climb up, down, or across a slope, wall, steep incline (even a ceiling with handholds), or unusually angled natural or man made slope or incline that others would find impossible to climb. When doing so, the acrobat 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. Acrobat's can not carry anything in their hands while climbing. When climbing typical natural slopes and man made inclines, such as a cliff faces or steep steps, an acrobat does not need to make an attribute check to climb the surface.

This ability is affected by wearing armor not on the armor list for the acrobat.

DECIPHER SCRIPT (Intelligence): This ability allows an acrobat 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 turns to decipher each page of a script. The attempt may be made only once per writing.

An acrobat may use this ability to decipher arcane script if a successful check is made at a penalty of -10. This ability may not be used to decipher divine scrolls.

HIDE (Dexterity): Acrobat's use this ability to conceal themselves from others. A successful check means that the acrobat is hidden so well as to be almost invisible. The acrobat 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, though, the character can attempt to hide. While the observer averts its attention from the character, the character can attempt to get to a hiding place. This check, however, is at a -10 penalty because the character has to move quickly to the hiding place. An acrobat cannot hide if there is nothing to hide behind or conceal oneself with.

Deep shadows can count as concealment at the Castle Keeper's discretion.

Acrobat's cannot hide and move silently at the same time until they reach 3rd level. At this level and beyond, an acrobat can attempt both but must make a successful conceal and move silent check at -5. In this case, movement is reduced to one quarter the normal movement rate.

This ability is affected by wearing armor not on the armor list for the acrobat.

HIGH JUMP (Dexterity): An acrobat can use this ability to make a vertical leap to reach a ledge high above or to grasp something overhead. The CL is equal to 4 times the distance to be cleared.

If the acrobat jumped up to grab something, a successful check indicates that they reached the desired height. If the acrobat wishes to pull themselves up, they can do so with a move action and a Dexterity check. If the acrobat fails the Dexterity check, they do not reach the height, and they land on their feet in the same spot from which they jumped. As with a long jump, the CL is doubled if they do not get a running start of at least 20 feet.

Obviously, the difficulty of reaching a given height varies according to the size of the character or creature. The maximum vertical reach (height the creature can reach without jumping) for an average creature of a given size is shown on the table below. (As a Medium creature, a typical human can reach 8 feet without jumping.)

Creature Size	Vertical Reach
Colossal	128 ft.
Gargantuan	64 ft.
Huge	32 ft.
Large	16 ft.
Medium	8 ft.
Small	4 ft.
Tiny	2 ft.
Diminutive	1 ft.
Fine	½ ft.

Quadrupedal creatures don't have the same vertical reach as a bipedal creature; treat them as being one size category smaller.

HIGH JUMP CLS

Vertical Reach*	Jump CL**
1 foot	4
2 feet	8
3 feet	12
4 feet	16
5 feet	20
6 feet	24
7 feet	28
8 feet	32

* Not including vertical reach; see below.

** Requires a 20-foot running start. Without a running start, double the CL.

This ability is affected by wearing armor not on the armor list for the acrobat.

LISTEN (Wisdom): An acrobat can use this ability to listen intently and hear noises that others might not detect, even through an obstacle such as a door. Generally, a successful check indicates that the acrobat has detected some sort of noise. Success indicates the acrobat 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 acrobat is listening for sounds on the other side of a door, but the acrobat 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 acrobat suffers a -10 penalty to the check. For other materials, vary the penalty as appropriate. An acrobat can retry this ability once a round.

Only wearing a metal or large helmet affects this ability negatively.

LONG JUMP (Dexterity): An acrobat can use this ability to make a horizontal jump, made across a gap like a chasm or stream. At the midpoint of the jump, they attain a vertical height equal to one-quarter of the horizontal distance. The CL for the long jump is equal to the distance jumped (in feet).

If the acrobat's check succeeds, they land on their feet at the far end. If the acrobat fails the check by less than 5, they don't clear the distance, but they can make a **dexterity saving throw** to grab the far edge of the gap. The acrobat ends their movement grasping the far edge. If that leaves them dangling over a chasm or gap, getting up requires a move action and a Climb check.

LONG JUMP CLS

Vertical Reach	Jump CL*
5 feet	5
10 feet	10
15 feet	15
20 feet	20
25 feet	25
30 feet	30

* Requires a 20-foot running start. Without a running start, double the CL.

This ability is affected by wearing armor not on the armor list for the acrobat.

MOVE SILENTLY (Dexterity): This ability allows an acrobat to move so silently that others cannot hear the movement. The acrobat can use this ability both indoors and outdoors. An acrobat 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.

To move silently and hide, see the hide ability. This ability is affected by wearing armor not on the armor list for the acrobat.

POLE VAULT (Dexterity): If the acrobat possesses a pole-like item, they can use it to jump horizontally or vertically. The distance is the same as high jump, but doubled.

CLASSES

This ability is affected by wearing armor not on the armor list for the acrobat.

SNEAK ATTACK: At 4th level, an acrobat has learned to adapt back attack skills to more general situations. When an opponent or victim is aware of the acrobat, but unsuspecting of an attack, an acrobat can use the sneak attack ability. For example, an acrobat could be having a conversation with a potential victim while hiding a poisoned stiletto up his sleeve, intending to strike once a piece of vital information is learned. Or, an acrobat could be perched in the shadows of a tree, waiting for the perfect opportunity to fire a crossbow. Unlike the back attack, sneak attack situations do not necessarily require a previously successful hide or move silently check, although the Castle Keeper could require success in one or both, depending upon the circumstances if necessary. The opponent is not allowed to roll for initiative until the round following the attack.

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

This ability is affected by wearing armor not on the armor list for the acrobat.

TIGHTROPE WALKING (Dexterity): With this ability, the acrobat can walk across a rope or a beam of about a 45° angle or descend at a slightly steep angle. Tightrope walking is accomplished while standing upright and with the acrobat's hands free. While tightrope walking, the acrobat's movement becomes half their normal rate. At every 15 feet, another dexterity check must be made.

The dexterity check for tightrope walking is adjusted by the following conditions.

Condition	Adjustment
Moderate winds	-2
Strong Winds	-4
Strong Gusty Winds	-1
No Winds	+2

A failed check causes the character fall, taking damage accordingly.

This ability is affected by wearing armor not on the armor list for the acrobat.

TUMBLE (Dexterity): With this ability, the acrobat can use maneuvers to confuse his enemies and make him harder to hit. While dodging, an acrobat gains a +8 to their AC. Obstructed or otherwise treacherous surfaces, such as natural cavern floors or undergrowth, are tough to tumble through. The CL for the dexterity check in these conditions are indicated below.

Surface	CL
Lightly obstructed (scree, light rubble, shallow bog ¹ , undergrowth)	2
Severely obstructed (natural cavern floor, dense rubble, dense undergrowth)	5
Lightly slippery (wet floor)	2
Severely slippery (ice sheet)	5
Sloped or angled	2

¹ Tumbling is impossible in a deep bog.

Furthermore, the acrobat can use this ability to reduce the damage from falls. By making a Dexterity, the fall is treated as if it were 10 feet shorter than it really is when determining damage.

This ability is affected by wearing armor not on the armor list for the acrobat.

PRIME ATTRIBUTE: Dexterity

HIT DIE: d6

ALIGNMENT: Any

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

ARMOR: Leather armor, leather coat, and padded (see special rule above)

ABILITIES: Back attack, cant, climb, decipher script, hide, listen, move silently, open lock, pick pockets, traps, sneak attack

Level	HD	BtH	EPP
1	d6	0	0
2	d6	+1	1,251
3	d6	+1	2,501
4	d6	+1	6,001
5	d6	+2	12,001
6	d6	+2	24,001
7	d6	+2	48,001
8	d6	+3	80,001
9	d6	+3	120,001
10	d6	+3	175,001
11	+2	+4	325,001
12	+2	+4	450,001
13	+2	+4	575,001
14	+2	+4	700,001
15	+2	+5	825,001
16	+2	+5	950,001
17	+2	+5	1,075,001
18	+2	+5	1,200,001
19	+2	+6	1,325,001
20	+1	+6	1,450,001
21	+1	+6	1,575,001
22	+1	+6	1,700,001
23	+1	+7	1,825,001
24	+1	+7	1,950,001
25+	125,000 per level		

HORSE WARRIOR

The horse warrior represents nomadic tribal horseman, that live in clans on the plains or steppes of the world. At times, these clans might merge into

tribes or small nations, brought about by a variety of causes. Sometimes a chief or warlord would be instrumental in gathering together a number of clans. Sometimes one strong clan would absorb several smaller clans. The horse warriors are 'born to the saddle', so are expert riders and they live in easily transported camps, moving from one site to another as seasons and hunting grounds change. As hunters, their horses tend to be small, fast and agile, enabling the horse warrior to make swift in-and-out attacks, rather than getting too heavily engrossed in a slugging match, in the way a Knight would. They usually ride lightly armored into battle, hurling spears and firing their bows from the backs of their horse. The men at all times are ready for war. Each warrior makes sure his weapons are repaired and ready for immediate use. His bow-strings must be taut and his quivers full of good straight arrows. The chieftains, in periods of peace, organize hunts for further training, for their men had to be prepared at all times to take their weapons and horses and ride off to battle.

To release the men for war, the women are responsible for everything the family owns. In addition to this, the women have to make sure their husband's war equipment is ready. They have to see that his cloak and his riding boots are always ready for use. The women also have to make sure the warrior's saddle bags are filled with dried foodstuffs with which a horse warrior could travel for days without taking time from his military objective to seek food. Having said that, some clans allow their unmarried women to go to war too and these women tend to fight just as tenaciously as their male counterparts.

Horse Warriors share some similarities with barbarian cultures and certainly more civilized types tend to look down upon them. They fashion most of their armor and weapons from stuff that is readily available to them, so leather, bone, stone and wood is used a lot. They value traded (or looted) metal weapons highly.

Whist they are warlike, they are also very spiritual peoples and tend to live at one with nature, rather than plunder nature, like civilized peoples do. Born-to-the-saddle: Similar to the knight, in addition to their starting money, horse warriors begin play with a fully outfitted riding horse, with saddle (if the culture uses them, often horse warriors ride bare back), saddle blankets, saddlebags, bit & bridle, harness. The mounts are faster than most moving at 70'. The mounts are used to being used at the fringes of combat, so there are no penalties to the horse warrior for firing bows or hurling weapons from them.

ABILITIES

HORSEMANSHIP (Dexterity): As per the knight ability

SURVIVAL (Wisdom): As per the ranger ability

TRACK (Wisdom): The horse warrior can successfully track any creature that leaves a discernible trace and determine characteristics about that creature as well. With a successful wisdom check a horse warrior can find and follow a creature's tracks or trail for 5 hours. The horse warrior can also hide tracks at the same level of ability. The CK may apply bonuses or penalties for varying conditions, such as the length of time elapsed since the tracks were made, weather conditions, the number of creatures tracked and so on.

WEAPON SPECIALIZATION: Like a fighter, a horse warrior can specialize in one weapon at 1st level. This weapon must be a ranged or hurled weapon (spear, javelin, throwing axe, short bow etc), but the ability is otherwise exactly the same as the fighter ability.

SIMPLE WEAPON/ARMOR MAKING (Dexterity): Horse Warriors can fashion perfectly serviceable weaponry and armor from the hides and bones of creatures that they hunt. Obviously, they need to have killed the right type of creature or have the right materials (wood, stone, feathers, leather, sinew and so on) available to them in the first place and they need the time to do it too. About a day is needed to fashion a serviceable bow and a dozen arrows. Maybe half a day for a good spear or hand axe, or a couple of hours for a solid club. With a failed roll, the weapon could be at -1 to attacks and damage, or will break in combat on a roll of 1 (as a CK you get to choose).

PRIME ATTRIBUTE: Dexterity

HIT DIE: d10

ALIGNMENT: Any

WEAPONS: Hand axe, throwing axe, club, dagger, light lance, light mace, spear, short sword, scimitar, long sword, blowpipe, bolas, short bow, composite short bow, dart, javelin, sling

ARMOR: Leather, leather coat, padded, studded leather, hide

ABILITIES: Borne-to-the-saddle, survival, track, weapon specialization, simple weapon/armor making

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	+4	+10	725,001
12	+4	+11	900,001
13	+4	+12	1,075,001
14	+4	+13	1,250,001
15	+4	+14	1,425,001
16	+4	+15	1,600,001
17	+4	+16	1,775,001
18	+4	+17	1,950,001
19	+4	+18	2,125,001
20	+2	+19	2,300,001
21	+2	+20	2,475,001
22	+2	+20	2,650,001
23	+2	+20	2,825,001
24	+2	+20	3,000,001
25+			175,000 per level

MARKSMAN



The marksman is a fighting man who specializes in missile weapons to the detriment of his close combat training. More specifically, he will choose one weapon in which to specialize almost at the cost of all the other weapons.

Most marksmen will choose some sort of bow but some will choose a crossbow or sling (the latter is especially true of halflings). Others might even select a thrown weapon.

Marksmen are highly trained from the very earliest age in their weapon of choice. Virtually as soon as they can walk, they have a weapon placed in their hands. In some cases this is enforced by some local military statute and in others by parents or by necessity. Only occasionally does a child elect to go into the rigorous regime that is required of this highly specialized class. Every single

day, often for hours a day, the child has to practice, practice, practice, loading and reloading on the move or still, prone or kneeling in wind, rain, sun or storm.

CLASSES

He is taught how to look after his weapon and even, if needed, to repair it or fashion a new one. It is this dedication that ultimately produces a fighting man that is highly sought after by warlords and kings to fill a specialist role in their armies. With this comes high rewards.

The marksman doesn't wear heavy armor. He doesn't tend to get too involved in melee combat if he can help it and heavy armor tends to hamper his precision with the bow and slow him down, making him useless as a skirmisher or sniper. Likewise his melee weapon choice is more restricted than for a regular fighter. He tends to stick to lighter one-handed weapons and at best a buckler if necessary.

ABILITIES

COMBAT: Marksmen are as skilled as fighters with their weapon of choice and so use the same BtH as fighters. However, with other weapons they are far less skilled and so use the same BtH as clerics.

Weapon proficiency: With their weapon of choice and only a missile weapon, the marksman can gain a +1 bonus on attacks and damage. This bonus increases to +2 to hit and damage at 5th level and +3 to hit and damage at 10th level.

AIMED SHOT: If the Marksman aims at his target for two combat rounds and doesn't move or do anything else in that time and then shoots at and successfully hits his target, he can double the damage caused. This is before modifiers are added. He must take the shot at the end of the three rounds or lose concentration and would have to start again after at least a round of rest. This ability can be combined with extra attack. At 6th level, he needs aim only for one combat round and at 12th level the damage is tripled.

CONCEAL (Dexterity): Marksmen are by nature snipers and skirmishers. They can conceal themselves extremely well in wilderness areas, like rangers.

TRICK SHOT: Once per day (twice at 3rd level, three times at 6th level, four times at 12th level) the marksman can pull out a stunt with his specialized weapon. It is a non-combat stunt and would normally require aiming for up to two combat rounds beforehand. What it does is something like break an apple on a little boys' head, split an arrow that is already stuck in the center of the target or shear the executioner's noose from around a friend's neck. This ability requires a little intervention from the CK to ensure that the trick tried is in keeping with the above and may require a dexterity check or saving throws as applicable. It is not meant to be used in combat at all as any distraction is likely to put the marksman off and it is not designed as an attack; use aimed shot for that. More of a device to 'show-off', earn some money or get friends out of trouble and so on.

EXTRA ATTACK: At 8th level the marksman gains one additional attack each round with his chosen missile weapon. He can attack the same target or a different target.

SHOT-ON-THE-RUN: At 10th level a marksman can make a full move and attack, with his chosen weapon only. He cannot combine this with extra attack.

PRIME ATTRIBUTE: Dexterity

HIT DIE: d10

ALIGNMENT: Any

WEAPONS: Any ranged weapon, hand axe, club, dagger, light hammer, war hammer, light mace, heavy mace, broad sword, falchion, long sword, rapier, scimitar, short sword

ARMOR: Leather armor, padded, studded leather, ring mail, chain shirt

ABILITIES: Weapon proficiency, aimed shot, conceal, trick shot, extra attack, shot-on-the-run

Level	HD	BtH(1)	BtH(2)	EPP
1	d10	+1	0	0
2	d10	+2	1	2,001
3	d10	+3	1	4,001
4	d10	+4	2	8,501
5	d10	+5	2	17,001
6	d10	+6	3	34,001
7	d10	+7	3	68,001
8	d10	+8	4	136,001
9	d10	+9	4	272,001
10	d10	+10	5	500,001
11	+4	+11	5	750,001
12	+4	+12	6	1,000,001
13	+4	+13	6	1,250,001
14	+4	+14	7	1,500,001
15	+4	+15	7	1,750,001
16	+4	+16	8	2,000,001
17	+4	+17	8	2,250,001
18	+4	+18	9	2,500,001
19	+4	+19	9	2,750,001
20	+2	+20	10	3,000,001
21	+2	+20	10	3,250,001
22	+2	+20	11	3,500,001
23	+2	+20	11	3,750,001
24	+2	+20	12	4,000,001
25+				250,000 per level

TRICKSTER

Many rogues and other charlatans profess themselves to be 'tricksters', believing that their sleight of hand is adequate to the task. There exist a few, however, that take the mantra to an entirely new level- weaving subtle magic into their artful performances. Tricksters delight equally in amusing crowds with their fantastic feats of dexterity, and in confounding enemies with the same performances. There are no schools or seminaries to learn the art- those few with the inclination towards being a true Trickster must seek out the few living practitioners of the art.

Tricksters combine something of the magical abilities of an illusionist or a wizard with many of the key skills of a rogue or thief. They wield no spells that inflict direct hit point damage, nor are they skilful warriors in any sense. In practice, a Trickster should have both a high Dexterity and Intelligence score, to maximize their limited spellcasting.

ABILITIES

SPECIAL: Tricksters favor light armor, as it allows them to better ply their stealth abilities. Tricksters may wear leather armor, a leather coat, or padded armor, and can employ small shields without any penalty to the use of their abilities. They may also wear leather helmets. A trickster may wear any other type of armor, but the character may suffer a penalty when using class abilities and wearing these armors as noted in the ability description. The penalty is equal to -1 for each point above armor class 12 that the armor confers. Restricted helmets and shields cause the trickster to suffer a -1 penalty to all abilities. All penalties are cumulative.

Example: A trickster wearing chainmail, which confers a 15 armor class, suffers a -3 penalty to all ability checks (15-12=3). The same trickster using a large shield suffers a -4 penalty to all ability checks. If the same trickster used a metal great helm as well, the total penalty would be -5.

CANT: Tricksters 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. The cant can be used 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.

This ability is affected by wearing armor not on the armor list for the trickster.

DISGUISE (Charisma): With a successful check in this ability, tricksters can disguise themselves or impersonate people. The ability allows the trickster to impersonate general types of people, as well as individuals. For example, a human trickster might impersonate a taller elf mage, or perhaps a traveler, even though the trickster is a local.

For a general impersonation such as a beggar or merchant, the effort requires a few props, makeup, and 1d3×10 minutes of work to complete. Where specific individuals are being impersonated, at least one month's preparation time is required to avoid detection. A disguise can include an apparent change of height or weight of no more than one-tenth the original height or weight of the trickster. The Castle Keeper makes the character's disguise check secretly so that the character is not sure of its success. The following penalties are applied to a disguise check when appropriate: sex difference -2, race difference -2, and a -2 for an age difference of more than ten years.

A successful disguise does not fool an observer in all instances. Success indicates that the trickster is disguised well enough to fool normal, non-suspicious observers. If a suspicious individual observes the trickster, the

Castle Keeper may allow the observer an intelligence check to see through the disguise. If a trickster is impersonating a particular individual, all who know that individual are permitted to make an intelligence check to detect the disguise. If the observer would recognize the impersonated individual on sight, the check is made at -4. If the observer is a friend or close associate, the check is made at -8 and if intimate, the check is at -12.

ESCAPE ARTIST: The Trickster has an uncanny ability to escape any bonds that hold them, possessing the ability to contort their body in unusual ways, and to manipulate fingers and toes with far greater dexterity than is their norm. Tricksters can add their full class level whenever attempting to escape from being tied by ropes, or chains, and are capable of doing so in mere minutes, while even a Trickster might take a few hours.

HIDE (Dexterity): Tricksters use this ability to conceal themselves from others. A successful check means that the trickster is hidden so well as to be almost invisible. The trickster 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. This penalty is reduced to -4 at **17th level**, -3 at **19th level**, -2 at **21st level**, -1 at **22nd level**, and 0 at **24th level**. 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, though, the character can attempt to hide. While the observer averts its attention from the character, the character can attempt to get to a hiding place. This check, however, is at a -10 penalty because the character has to move quickly to the hiding place. A trickster cannot hide if there is nothing to hide behind or conceal oneself with.

Deep shadows can count as concealment at the Castle Keeper's discretion.

Tricksters cannot hide and move silently at the same time until they reach **3rd level**. At this level and beyond, a trickster can attempt both but must make a successful conceal and move silent check at -5. In this case, movement is reduced to one quarter the normal movement rate.

This ability is affected by wearing armor not on the armor list for the trickster.

LISTEN (Wisdom): A trickster can use this ability to listen intently and hear noises that others might not detect, even through an obstacle such as a door. Generally, a successful check indicates that the trickster has detected some sort of noise. Success indicates the trickster 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 trickster is listening for sounds on the other side of a door, but the trickster 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 trickster suffers a -10 penalty to the check. For other materials, vary the penalty as appropriate. A trickster can retry this ability once a round.

Only wearing a metal or large helmet affects this ability negatively.

OPEN LOCK (Dexterity): A trickster 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 rogue's tools, including picks, blank keys, wires or other appropriate tools. A trickster may only make one attempt per lock. If that attempt fails, the trickster cannot try to open the same lock again until gaining one more level as it is beyond the current ability of the trickster to pick it.

Only wearing metal or large gloves affects this ability negatively.

PICK POCKET (Dexterity): A trickster can use this ability, on a successful dexterity check, to remove the contents of a pocket or pouch (or otherwise take something from a person) without being noticed. Success may require the trickster to cut the purse or pouch from the target. A penalty to check is equal to the level or hit dice of the targeted victim.

This ability also allows the trickster to perform "sleight of hand" maneuvers. A successful dexterity check indicates the trickster 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 that is determined to note where an item is moved. This penalty is equal to the wisdom attribute bonus for the observer.

This ability is affected by wearing armor not on the armor list for the trickster.

MAGIC TRICKS (Intelligence): At **2nd level**, the Trickster gains the ability to perform cantrips from the wizard and illusionist list, picking 2+Int modifier cantrips. They can perform these at will, at a caster level equal to their character level. At **7th level**, the Trickster can add 1+Int modifier 1st level spells, which can be cast a total of three times per day from the following list: *change self*, *charm person*, *daze*, *feather fall*, *hypnotism*, *jump*, *obscuring mist*, *see invisibility*, *silent image*, *sleep*, *spider climb* and *ventriloquist*. At **12th level**, the Trickster can add 1+Int modifier 2nd level spells, which can be cast twice per day from the following list: *detect thoughts*, *enhance attribute*, *hypnotic pattern*, *invisibility*, *knock*, *locate object*, *magic mouth*, *misdirection* and *pyrotechnics*. At **17th level**, the Trickster can add 1+Int modifier 3rd level spells, which can be cast once per day from the following list: *clairaudience/clairvoyance*, *dispel magic*, *dispel illusion*, *haste*, *hold person*, *major image*, *non-detection* and *suggestion*.

STRENGTH OF WILL: At **3rd level**, the Trickster gains a +2 bonus to saving throws against illusions and mind-altering magic, which increases by +1 at **7th level**, **11th level**, **15th level**, **19th level** and **23rd level**.

EVASION: At **6th level**, the Trickster gains the ability to automatically evade a single attack or trap that inflicts hit point damage or requires a **dexterity saving throw** per day. This must be announced after an attack is successful, but before the damage from the attack is announced. At **13th level**, the Trickster can avoid two such attacks in this manner, and at **19th level**, they can avoid three attacks made in this fashion.

PRIME ATTRIBUTE: Dexterity

HIT DIE: d6

ALIGNMENT: Any

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

ARMOR: Leather armor, leather coat, and padded (see special rule above)

ABILITIES: Cant, disguise, escape artist, hide, open locks, pick pocket, magic tricks, strength of will, evasion

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Level	HD	BtH	EPP
1	d6	0	0
2	d6	+1	1,501
3	d6	+1	3,251
4	d6	+1	7,501
5	d6	+2	15,001
6	d6	+2	30,001
7	d6	+2	60,001
8	d6	+3	120,001
9	d6	+3	240,001
10	d6	+3	450,001
11	+2	+4	625,001
12	+2	+4	800,001
13	+2	+4	975,001
14	+2	+4	1,150,001
15	+2	+5	1,325,001
16	+2	+5	1,500,001
17	+2	+5	1,675,001
18	+2	+5	1,850,001
19	+2	+6	2,025,001
20	+1	+6	2,200,001
21	+1	+6	2,375,001
22	+1	+6	2,550,001
23	+1	+7	2,725,001
24	+1	+7	2,900,001
25+	175,000 per level		

CONSTITUTION

DERVISH

The dervish is a desert warrior-mystic, who specializes in stylized dances designed to invoke spiritual guidance and divine blessing. These dance movements have become a part of the dervishes fighting style and whilst still referred to as dances, they are essentially highly effective combat maneuvers, but still seem to inspire some divine intervention. The dervish is primarily

nomadic fighting-man but also a spiritual leader of his people and therefore has some clerical powers too.

The dervish wears no armor for it interferes with the complex movements that he must make in order to draw upon the spiritual powers at his disposal. He uses only a limited selection of weapons, preferring weapons that have a sharp edge that he can use to deftly slice his enemies up.

ABILITIES

DANCES: The dervish has a selection of different 'dance' moves that can improve his capabilities in combat. Every dance lasts 10 combat rounds. The dervish must continue for a full 10 rounds, even if the combat has finished. He doesn't necessarily go on attacking, but he must complete the full dance. At the end of the dance, the dervish falls prone and defenseless for one complete round (1minute), physically, emotionally and spiritually drained. At the end of one round of recovery, he is fine and ready to carry on doing stuff. Except where noted, dances can each be used once per day at 1st level, rising to twice at 4th level, three times at 8th level and four times at 12th level.

Dances can be combined. At 4th level, a dervish can combine two dances. At 8th level, he can combine three and at 12th level he can combine four dances. They still last 10 combat rounds. However, he is exhausted for one round per dance in the combination at the end (so if combining 3 dances, he must rest for 3 minutes afterwards).

Weaving Dance: This dance makes the dervish very difficult to hit adding +1 to his armor class at every 'odd' level he has attained. So, at 3rd level his armor class will improve by +2, for the full 10 combat rounds of the dance.

Dance of the Cutting Blade: This can only be used with an edged weapon, preferably a scimitar. It adds a bonus of +1 to attacks at every odd level the dervish has attained (so +2 at 3rd level).

Dance of the Nimble Feet: This allows the dervish to move at twice his normal rate for as long as the dance lasts.

Dance of the Whirling Blade: This dance enables the dervish to attack twice in a round. He can attack the same target twice or two different targets. At 12th level he can attack three times in a round.

Dance of Death: This dance is gained at 4th level. The dervish can carry on dancing after falling to 0 hit points or less, even if sustaining more damage whilst dancing. He has to decide to perform this dance immediately upon

sustaining the damage that drops him to zero or below. This dance can only be used once per day, whatever the dervishes level. At the end of the 10 combat rounds, he falls to the ground and suffers exhaustion as well as the wound effects of whatever damage he has suffered.

Dance of the Maiming Stroke: This dance enables the dervish to put much more power into the blow. At 1st level it doubles the damage caused. At 8th level it trebles the damage caused. At 12th level it quadruples the damage caused. of course, the dervish still has to hit his target. This dance can only be used once per day.

TURN UNDEAD: At 3rd level, as cleric

DIVINE SPELLS: As cleric but fewer spells per level. They do get bonus spells for a high wisdom.

PRIME ATTRIBUTE: Constitution

HIT DIE: d12

ALIGNMENT: Chaotic/Good

WEAPONS: Dagger, spear, short sword, scimitar, long sword, short bow, composite short bow, dart, javelin.

ARMOR: None

ABILITIES: Dances, turn undead as cleric, cleric spells

Level	HD	BtH	EPP
1	d12	0	0
2	d12	+1	2,251
3	d12	+2	4,501
4	d12	+3	9,001
5	d12	+4	18,001
6	d12	+5	40,001
7	d12	+6	75,001
8	d12	+7	180,001
9	d12	+8	275,001
10	d12	+9	500,001
11	+5	+10	750,001
12	+5	+11	900,001
13	+5	+12	1,100,001
14	+5	+13	1,300,001
15	+5	+14	1,500,001
16	+5	+15	1,700,001
17	+5	+16	1,900,001
18	+5	+17	2,100,001
19	+5	+18	2,300,001
20	+3	+19	2,500,001
21	+3	+20	2,700,001
22	+3	+20	2,900,001
23	+3	+20	3,100,001
24	+3	+20	3,300,001
25+	200,000 per level		

DERVISH SPELLS PER DAY

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

FREEBOOTER

Freebooters are warriors and rogues of the sea. They plunder and pillage their way across the oceans, attacking merchant vessels and making raids on coastal towns. They live for loot and will rarely refuse an adventure, preferably at sea but if treasure is involved the land is as good as anywhere. At low levels a freebooter will sign on board a pirate (or privateer) ship for a share of the prizes they take, but at higher levels might own a ship of their own.

The life of a freebooter is not easy, for they live in cramped conditions and are often hunted by the authorities as criminals, pirates, murderers and outlaws. With their stinking attire, scarred weather-worn faces, coarse language and rough manners, freebooters are always recognized for what they are. Their lives could just as easily end at the end of a rope or in a dank prison cell as it could on the point of a sword. However, it is the freedom of the seas and the promise of treasure that they might win that keeps them going when others might give up. Freebooters reject the authority and order of civilization and therefore they rarely abide by any code of conduct or law, other than the hierarchy of ship-board life. Even then, they constantly test the structure of rank, by constant fights for booty or position. Freebooters rarely adhere to any organized religion but might occasionally mutter an oath or curse to an appropriate god of the sea. They tend to get on fine with other fighters and rogues but most other classes bear the stink of authority and are therefore to be avoided or robbed. This is a useful class where sea travel will feature highly in the campaign.

ABILITIES

PATOIS: Pirates and freebooters have their own language, similar to the Rogues Cant.

SEA LORE (Wisdom): This covers all aspects of a typical seaman's knowledge and training, such as ship-handling, basic navigation skills, knowledge of the tides, the creatures that live in the sea and so on. This ability also provides a +1 bonus to hit and damage any time they are fighting in ship-board actions.

CAROUSE (Constitution): Freebooter cannot resist a bit of drinking, wenching, gambling and generally enjoying themselves when they get home to port. This is a double-edged sword, because sometimes when they should be doing something else, the pull of the tavern is far too much for them. Have them make a Wisdom check when they go within sight of a tavern with a penalty of -1 for every day they have been without a drink. The good news is that they have a +2 tolerance to alcohol (rising to +4 at 6th level and +6 at 12th level). They are also excellent tavern brawlers, gaining +1 to attack rolls during tavern brawls, where only fists, daggers and improvised weapons are being used.

CLIMB (Dexterity): Daily life at sea requires lots of clambering around in the rigging and so on, often in all weathers. This gives freebooters superb climbing skills as well as an excellent sense of balance. They can literally run along slippery narrow beams almost as if their feet were firmly upon the deck. Penalties will apply where the freebooter is wearing heavier armor than armor class 12, like a rogue.

SWIM (Strength): Most sailors can't swim because they are landlubbers who have been press-ganged into it. Freebooters are professional seamen and so learn very quickly how to keep their heads above water. Penalties apply to swim checks for wearing armor heavier than armor class 12 (as per a rogue).

GOLD LUST: When a Freebooter knows that he is fighting for treasure or a share of the booty, he gains a bonus on his attack rolls. It adds +1 to attack and damage and any saving rolls vs. magic that is designed to prevent the Freebooter reaching the treasure. At 6th level it adds +2 and at 12th level it adds +3.

PRIME ATTRIBUTE: Constitution

HIT DIE: d12

ALIGNMENT: Chaotic

WEAPONS: Any

ARMOR: Leather, leather coat, padded, studded leather. (Special, see rogue)

ABILITIES: Patois, sea lore, carouse, climb, swim, gold lust

Level	HD	BtH	EPP
1	d12	0	0
2	d12	+1	2,251
3	d12	+2	4,501
4	d12	+3	9,001
5	d12	+4	18,001
6	d12	+5	36,001
7	d12	+6	72,001
8	d12	+7	150,001
9	d12	+8	300,001
10	d12	+9	600,001
11	+5	+10	725,001
12	+5	+11	900,001
13	+5	+12	1,075,001
14	+5	+13	1,250,001
15	+5	+14	1,425,001
16	+5	+15	1,600,001
17	+5	+16	1,775,001
18	+5	+17	1,950,001
19	+5	+18	2,125,001
20	+3	+19	2,300,001
21	+3	+20	2,475,001
22	+3	+20	2,650,001
23	+3	+20	2,825,001
24	+3	+20	3,000,001
25+			175,000 per level

INTELLIGENCE

APOTHECARY

The apothecary is a dispenser of medicines and remedies and most extend these skills into those of physician and doctor too. Medicine wasn't a very scientific technique in the middle ages.

Many physicians and apothecaries still considered that illnesses depended on the phases of the moon, the humors and so on. Bleeding was a commonly practiced method to cure most ailments.

This class really represents the few, more enlightened of the apothecaries and doctors of the time; those who believe that clean water, a good diet and so on are vital to good health. They combine sensible advice with some of the most effective techniques of the day and, combined with some of the herbal remedies that actually work, make these physicians highly sought after.

Apothecaries are intelligent, educated men, often having learned their arts in the minor clerical orders (or, later in the period, at university) before taking a more secular path. An apothecary character is automatically able both to read and write. Apothecaries can get a bad press, because of the charlatans and rogues who travel from village to village selling colored water and proposing ridiculous treatments as the next 'great cure' for all ailments.

Most operate apothecary shops in cities and towns but others practice the trade but do not operate out of a shop. In addition to dispensing medicines, they provided some surgical, midwifery, dental, and general medical services.

ABILITIES

LITERATE (Intelligence): Apothecaries are educated men and need to be able to read & write. Any character of this class is automatically considered literate in any language he or she can speak. An attribute check would normally

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be required to read works of a very complicated nature, badly written work or old and faded writing.

MEDICINES & POTIONS (Intelligence): Provided an apothecary has access to the raw materials and equipment necessary to mix the substance, he can create a number of different types of salve, potion and remedy for various ailments and injuries. Apothecaries need ceramic containers and phials by the hundreds in which to store simple ingredients and compounds for sale. The ingredients that he used would include plant, animal, chemical and mineral materials. He would break them up and mix them with a mortar and pestle. The medicines and their uses are as follows:

Herbals: The apothecary knows how to make lotions and herbal remedies for any number of minor illnesses of the day that people may contract. Any character given one of the herbals receives a +2 bonus to his save against a disease or illness that he has contracted. This bonus increases to +3 if the Physician is 4th level, +4 at 8th level and +5 at 12th level.

Sleeping Draught: An apothecary can make a potion that, when drunk, will knock a person out for up to 12 hours (the apothecary can determine the efficacy of the draught, up to his own level in hours). If given to a person against his wishes, the recipient gets a **constitution saving throw** to avoid the full effects of the draught, which has a modifier equal to the level of the apothecary. Even if the recipient does save, he will still feel drowsy and less effective (-1 on attribute checks, attack rolls and armor class).

Poisons: An apothecary can identify poisons on a successful attribute check and can make both poisons and antitoxins. The poison's strength is equal to the level of the apothecary, plus his Intelligence modifier. This is the challenge modifier to the recipient's **constitution saving throw** to avoid the full effects of the poison. For an antitoxin to be effective the physician needs to make a successful Int attribute check, once he has identified the poison that he is trying to negate.

CARE & ATTENTION: If the apothecary spends at least an hour a day with a recovering patient (changing the bandages, checking for infection and cleaning the wound, making the patient comfortable and getting him to take food and water), he can add a hit point to the hit points that the patient will recover naturally from bed rest.

Example: In the first 7 days a patient will recover 1 hit point per full day of bed rest. An apothecary will improve this recovery rate to 2 points per day, as long as he spends an hour a day with the patient.

At 4th level, this increases to 2 hit points, at 8th level 3 hit points and at 12th level the recovery rate is increased by 4 hit points.

PERFORM MINOR SURGERY (Intelligence): This ability, gained at 8th level, enables the apothecary to perform minor surgery and repair small wounds. Large gashes can be sewn shut, broken bones can be set and sprains treated. This sort of work takes some time to perform (including preparation, sterilizing tools and equipment, cleaning up the wound and so on) and the ability can be used only once per day. At 10th level, the apothecary is sufficiently skilled and speedy to perform 2 such procedures each day. A successful check results in 2d6 points of damage being restored to the patient after completion. If the check is not successful, only 1d6 hit points are recovered.

PRIME ATTRIBUTE: Intelligence

ALIGNMENT: Any

HIT DIE: d6

WEAPONS: Club, dagger, staff, light crossbow

ARMOUR: Padded, leather jerkin

ABILITIES: Literate, medicines & potions, care & attention, perform minor surgery.

Level	HD	BtH	EPP
1	d6	+0	0
2	d6	+1	900
3	d6	+1	2,701
4	d6	+1	5,401
5	+1	+1	9,001
6	+1	+2	13,501
7	+1	+2	18,901
8	+1	+2	25,201
9	+1	+2	32,401
10	+1	+3	40,501
11	+1	+3	49,501
12	+1	+3	59,401
13	+1	+3	158,401
14	+1	+4	257,401
15	+1	+4	356,401
16	+1	+4	455,401
17	+1	+4	554,401
18	+1	+4	653,401
19	+1	+4	752,401
20	+1	+4	851,401
21	+1	+4	950,401
22	+1	+5	1,049,401
23	+1	+5	1,148,401
24	+1	+5	1,247,401
25+			99,000 per level

CHRONOMANCER

Chronomancers are arcane spellcasters who are fascinated by the prospect of bending time to their will. They try to study time from a more scientific perspective, and generally do not care about history, and about the ethical problems that arise from modifying past events. Chronomancers are rarely interested in the philosophical questions pertaining to the passing of time. In fact, the chronomancer is usually an opportunist motivated by the power he expects to gain from becoming able to manipulate time with greater efficiency than normal.

ABILITIES

SPELLS: A chronomancer casts arcane spells, though chronomantic magic is inherently different from the wizard's requiring a unique spell list. Like a wizard though, a chronomancer is limited to a certain number of spells of each spell level per day. The *Wizard and Illusionist Spells Per Day Table* shows the number of spells per day a chronomancer may cast. A chronomancer must prepare spells before casting them. This is done by studying spells from a spell book. While studying, the chronomancer decides which spells to prepare. Spell memorization and descriptions are covered in detail in the Magic section.

BONUS SPELLS: With a high intelligence score, a chronomancer gains bonus spells. If the character has an intelligence of between 13-15, they receive an extra 1st level spell. If the intelligence score is 16 or 17, they receive an extra 2nd level spell and if 18 or 19, they receive an extra 3rd level spell. The bonus spells can only be acquired if the chronomancer is at a high enough level to cast that spell level. Bonus spells are cumulative.

Example: A 4th level chronomancer with an 18 intelligence receives four 0 level spells, four 1st level spells, and three 2nd level spells. No bonus 3rd level spell is acquired until the chronomancer reaches 5th level.

PRIME ATTRIBUTE: Intelligence

ALIGNMENT: Any

HIT DIE: d4

WEAPONS: Club, dagger, dart, staff

ARMOR: None

ABILITIES: Spell casting

Level	HD	BtH	EPP
1	d4	0	0
2	d4	+1	2,601
3	d4	+1	5,201
4	d4	+1	10,401
5	d4	+1	20,801
6	d4	+2	42,501
7	d4	+2	85,001
8	d4	+2	170,001
9	d4	+2	340,001
10	d4	+3	500,001
11	+1	+3	750,001
12	+1	+3	900,001
13	+1	+3	1,050,001
14	+1	+4	1,200,001
15	+1	+4	1,350,001
16	+1	+4	1,500,001
17	+1	+4	1,650,001
18	+1	+4	1,800,001
19	+1	+4	1,950,001
20	+1	+4	2,100,001
21	+1	+4	2,250,001
22	+1	+5	2,400,001
23	+1	+5	2,550,001
24	+1	+5	2,700,001
25+	150,000 per level		

KNAVE

The Knave is a rascal or a varlet of a similar sort to the rogue. Whilst knaves tend to be found in the same sort of haunts as a rogue, they also look upon themselves as slightly higher in status than their more common brethren. They consider themselves as slightly superior, as reflected in their weapon selection. This is by virtue of the fact that Knaves have come from more educated backgrounds and in all cases started out as Wizards (or at least students) but couldn't stand the course, slipping into slightly easier ways. However, they have clung on to their early training and whilst not as diligent as Wizards, they nevertheless use some of what they have learned to make their thievery a bit less difficult. Knaves, as Wizards are lazy and as Rogues are less skilled, but still make a useful combination of the two. Knaves acquire bonus spells due to high Intelligence as a Wizard does.

ABILITIES

ROGUE SKILLS: Knaves are more limited than rogues in their skills. At 1st level, knaves can choose any four of the following rogue abilities and will use those exactly the same as a rogue. At 2nd level, knaves can choose another ability from the list and so on at each level until they have selected all of the rogue abilities. Each time a new ability is selected, that ability is treated as if the knave is 1st level, rather than at the level he is at when he selected it.

Climb (Dexterity)

Hide (Dexterity)

Listen (Wisdom): Hide (Dexterity)

Move Silently (Dexterity)

Open lock (Dexterity)

Pick Pocket (Dexterity)

Traps (Dexterity)

SPECIAL: Knaves favor light armor as a rogue does. In addition, a knave cannot cast spells at all if wearing heavier armor than a leather coat as this interferes with the intricate arm movements required for casting spells.

BACK ATTACK: At 4th level, a knave gains this rogue ability. However, it is as if he is only first level, needing to get to 8th level before he deals out triple damage and 12th level before he deals out quadruple damage from a successful back attack.

THIEVES CANT: Knaves tend to have difficulty in being accepted into the 'underworld' community and therefore cannot learn thieves cant until 5th level.

PRIME ATTRIBUTE: Intelligence

ALIGNMENT: Any

HIT DIE: d6

WEAPONS: Dagger, hand crossbow, knife, long sword, rapier, short bow, short sword

ARMOR: Leather armor, leather coat and padded (see special rule)

ABILITIES: Climb, open lock, hide, move silently, listen, pick pocket, traps, thieves cant, back attack, wizard or illusionist spells

Level	HD	BtH	EPP
1	d6	0	0
2	d6	+1	2,001
3	d6	+1	4,251
4	d6	+1	8,501
5	d6	+2	17,001
6	d6	+2	35,001
7	d6	+2	70,001
8	d6	+3	180,001
9	d6	+3	275,001
10	d6	+3	400,001
11	+2	+4	525,001
12	+2	+4	650,001
13	+2	+4	825,001
14	+2	+4	1,000,001
15	+2	+5	1,175,001
16	+2	+5	1,350,001
17	+2	+5	1,525,001
18	+2	+5	1,700,001
19	+2	+6	1,875,001
20	+1	+6	2,050,001
21	+1	+6	2,225,001
22	+1	+6	2,400,001
23	+1	+7	2,575,001
24	+1	+7	2,750,001
25+	175,000 per level		

KNAVE SPELLS PER DAY

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

CLASSES

LOREMASTER



The loremaster is both a seer and savant gifted with an extraordinary intuition and second sight, as well as a great memory. A loremaster seeks knowledge not only in libraries, but all across the world, exploring forgotten ruins and ancient mythical places. He is able read and perceive hidden meanings in the pattern of mundane things, and has a knack for gathering information from outside conventional means.

ABILITIES

DECIPHER SCRIPT (Intelligence): This is as per the rogue ability. Loremasters can decipher writings in an unfamiliar language or a message written in an incomplete or archaic form. Simple messages require an Intelligence check (plus loremaster level), but more complicated, exotic, or very old texts are at a -5 or -10 penalty, and deciphering arcane writings (to use wizard scrolls for instance) is at a -10 penalty. (Note by the way that divine scrolls may be easily understood, but using its magic requires to be a priest, not understanding it.)

If the check succeeds, the loremaster understands the general content of a text about one page long. If the check fails, the loremaster must make a Wisdom check to see if he avoids drawing a false conclusion about the text. (Success means that you do not draw a false conclusion; failure means that you do.) Checks are made secretly, so that the player can't tell whether the conclusion he draws is true or false. Deciphering the equivalent of a single page of script takes 2d4 turns (2d4 minutes).

SAGE KNOWLEDGE (Intelligence): Loremasters can make an Intelligence check (+ level and Intelligence modifier) to see whether they know some relevant information about notable people, legendary items, noteworthy places, or any field of academic knowledge They are expert in (see below). This check will not reveal the powers of a magic item but may give a hint as to its general function. The CK may use the table below to determine the challenge of the check:

Mod.	Type of Knowledge
	Common, known by at least a substantial minority of the local population.
+5	Uncommon but available, known by only a few people in the area
-5	Obscure, known by few, hard to come by.
-10	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.
-15	

Loremasters get one field of academic knowledge per level. These are:

Arcana: Ancient mysteries, magic traditions, arcane symbols, cryptic phrases, constructs, dragons, magical beasts

Architecture and Engineering: Buildings, aqueducts, bridges, fortifications

Dungeoneering: Aberrations, caverns, oozes, spelunking

Geography: Lands, terrain, climate, people

History: Royalty, wars, colonies, migrations, founding of cities

Local: Legends, personalities, inhabitants, laws, customs, traditions, humanoids

Nature: Animals, fey, giants, monstrous humanoids, plants, seasons and cycles, weather, vermin

Nobility and Royalty: Lineages, heraldry, family trees, mottoes, personalities

Religion: Gods and goddesses, mythic history, ecclesiastic tradition, holy symbols, undead

The Planes: The Inner Planes, the Outer Planes, the Astral Plane, the Ethereal Plane, outsiders, elementals, magic related to the planes

LORESIGHT: At **2nd level**, loremasters gain the ability to learn something significant about a creature (living or dead) or object that he touches, or an area (30 foot radius) in which he stands. Go through the relevant list, in order; the first bit of lore the character doesn't know, he learns through this ability. Multiple uses allow the loremaster to gain multiple bits of information. If the loremaster knows them all, this ability teaches him nothing. The loremaster can use this ability once per day. At **5th level**, **8th level**, and **11th level**, the loremaster gain one additional use per day.

Use the relevant following list for the info learned:

Creature Loresight

- 1 Creature's race or type
- 2 Creature's name (if none, then skip)
- 3 Creature's class (if none, then skip)
- 4 How the creature died (skip if not applicable)
- 5 Creature's most recent basic goal (food, sleep...)
- 6 Creature's attitude towards you
- 7 Creature that this creature interacted with most recently (other than yourself)
- 8 Creature's most valuable possession (if any)
- 9 Location of the creature's home / lair (if any)
- 10 Creature's current thoughts

Object Loresight

- 1 Age of object
- 2 Name (if any) of last creature (but you) to touch it.
- 3 Race of last creature (but you) to touch it.
- 4 Name of the object's creator (if natural object: nature)
- 5 Race of the object's creator
- 6 Object's purpose
- 7 Material(s) that make up the object
- 8 Location of the object's creation
- 9 Name (if any) of the most recent owner of the object
- 10 Magical ability (if any) of the object

Location Loresight

- 1 When the location was created (if man made, or skip)
- 2 Name (if any) of the last creature (but you) to pass through location
- 3 Race of the last creature (but you) to pass through
- 4 Name of the location's creator (if natural: nature)
- 5 Race of the location's creator
- 6 Name (if any) of the location's longest occupant
- 7 Race of the location's longest occupant
- 8 Name and race of current location's owner (if any)
- 9 Brief description of the most significant event to have happened in the location
- 10 Magical ability (if any) of the location

LESSER PERSONAL PRESCIENCE: At 3rd level, the loremaster can once per day accurately predict the beliefs and knowledge of one creature within 25 feet, in examining its physical expressions, reading its aura, etc. The loremaster mentally forms a question that the creature could answer with a single word. No shared language is needed, nor does it matter whether the creature is conscious or aware. The creature can make a **wisdom saving throw**. If the creature fails its save, the loremaster gains the answer as if the creature answered the question as truthfully as possible. In any event, the creature doesn't know the spiritualist made the attempt.

LANGUAGE BONUS: At 4th level, 7th level, and 10th level, the loremaster automatically learns a new language of his choice. As he comes across many common, exotic, or ancient tongues during the course of his adventures and studies, he eventually gets to know one of them fluently at 4th level, 7th level, and 10th level. This is in addition to languages bonus for Intelligence modifier.

CLAIRVOYANT RECOLLECTION: At 6th level, in any kind of situation the loremaster can once per day "remember" how some important hero of the past or whoever, acted or resolved a similar problem. This is a vision during which the loremaster sees how Kalten the Thief would have climbed such a smooth wall, or how Thorald the Hunter would have hit such a foe, etc. This vision enables the loremaster to use any class ability of any class once, as if he were of the class considered at his loremaster level. For example, a 6th level loremaster could open a lock like a 6th level rogue, or a 10th level loremaster could attack foes for one round like a specialized 10th level fighter would. However, while this ability may impart the aptitude to cast a spell, it does not impart actual spell knowledge. As such the loremaster would have to use a scroll with an appropriate arcane or divine spell to cast it as if he were a wizard / illusionist or cleric / druid.

GREATER PERSONAL PRESCIENCE: At 9th level, the loremaster can once per day accurately predict the beliefs and knowledge of one creature within 25 feet, in examining its physical expressions, reading its aura, etc. The loremaster mentally forms a question that the creature could answer with up to one word per spiritualist level in length. No shared language is needed, nor does it matter whether the creature is conscious or aware. The creature can make a **wisdom saving throw**. If the creature fails its save, the loremaster gains the answer as if the creature answered the question as truthfully as possible. In any event, the creature doesn't know the spiritualist made the attempt.

TRUE LORE: At 10th level, loremasters can once per day use their knowledge to gain the effect of a *legend lore* spell or an *analyze dweomer* spell.

PRIME ATTRIBUTE: Intelligence

HIT DIE: d6

ALIGNMENT: Any neutral

WEAPONS: Club, dagger, dart, light hammer, hand axe, hand crossbow, javelin, knife, light crossbow, longsword, mace, main gauche, quarterstaff, rapier, sap, shortbow, short sword, sickle, sling

ARMOR: Leather armor, leather coat, and padded

ABILITIES: Decipher script, sage knowledge, loresight, lesser personal prescience, language bonus, clairvoyant recollection, greater personal prescience, true lore

Level	HD	BtH	EPP
1	d6	0	0
2	d6	+1	1,251
3	d6	+1	2,501
4	d6	+1	6,001
5	d6	+2	12,001
6	d6	+2	24,001
7	d6	+2	48,001
8	d6	+3	80,001
9	d6	+3	120,001
10	d6	+3	175,001
11	+2	+4	325,001
12	+2	+4	450,001
13	+2	+4	575,001
14	+2	+4	700,001
15	+2	+5	825,001
16	+2	+5	950,001
17	+2	+5	1,075,001
18	+2	+5	1,200,001
19	+2	+6	1,325,001
20	+1	+6	1,450,001
21	+1	+6	1,575,001
22	+1	+6	1,700,001
23	+1	+7	1,825,001
24	+1	+7	1,950,001
25+	125,000 per level		

SCHOLAR

Scholars are skilled and knowledgeable scribes, clerks, archivists or teachers. They study the nature of the world, the mysteries of theology and the nuances of the law. They are most at home among books, or disputing with one another

over obscure points of philosophical interpretation, but their knowledge sometimes has a wider application, and they can find themselves involved in one side or another of a political debate or testing the finer points of law in an awkward criminal case.

While all characters can, in theory, study, none match the scholar for depth and breadth of knowledge. The scholar is always learning, and forgets little of what he knows. Most scholars obtained their education in the church which, in the middle ages was virtually the only place where there are any books to learn from. Therefore they still often have some ties to the church, even if they parted ways on differences of opinion on theological or economic matters.

ABILITIES

LITERATE (Intelligence): Scholars are educated men and need to be able to read & write. Any character of this class is automatically considered literate in any language he or she can speak. An attribute check would normally be required to read works of a very complicated nature, badly written work or old and faded writing.

RESEARCH (Intelligence): Even if a scholar knows nothing about a subject, as long as he has access to a library and 1d4 hours to study, he can dredge up some useful information and receives a check. Where he does have the knowledge already (but failed his initial check), he only needs half an hour to research the topic, after which time he can receive between +2 and +6 to his check, depending on the size and quality of the library, and gets to roll again, for specific information that he missed originally.

CLASSES

SCRIBING (Intelligence): Like monks and nuns, scholars can copy text exactly. This means that they can gain a bonus of +4 on any forgery check, whether to spot a fake or to make one.

TRAINED MEMORY (Intelligence): If a scholar takes the time to memorize something, he or she can recite it perfectly at any later date with a successful check. The time taken depends on the thing to be memorized, but as a rule of thumb it takes three times as long to memorize a piece of text as it takes to simply look over it.

CLEAR EXPLANATION (Int): From 4th level a scholar can explain what he knows with such clarity and enthusiasm that even the ignorant can follow it and make use of the ability. In game terms, the scholar may explain any of his skills (not just his Knowledge skills) to someone with whom he shares a language, and that person may use the skill as if he had it at half the level as the scholar. He may use the skill at any point up to one round per level of the scholar, plus his own Int modifier after the scholar has finished explaining how to use the skill.

Example: If the scholar is 4th level and the character has an Int bonus of +1, he can use the skill any time up to 5 rounds after he received instruction and does so as if he were 2nd level. Unless he later trains in the skill, he soon forgets how to use it.

PRIME ATTRIBUTE: Intelligence

ALIGNMENT: Any

HIT DIE: d6

WEAPONS: Club, dagger, staff, light crossbow

ARMOR: Padded, leather jerkin

ABILITIES: Literate, research, scribing, trained memory, clear explanation

Level	HD	BtH	EPP
1	d6	0	0
2	d6	+1	901
3	d6	+1	2,701
4	d6	+1	5,401
5	+1	+2	9,001
6	+1	+2	13,501
7	+1	+2	18,901
8	+1	+2	25,201
9	+1	+3	32,401
10	+1	+3	40,501
11	+1	+3	49,501
12	+1	+4	59,401
13	+1	+4	69,301
14	+1	+4	79,201
15	+1	+4	89,101
16	+1	+4	99,001
17	+1	+5	108,901
18	+1	+5	118,801
19	+1	+5	128,701
20	+1	+6	138,601
21	+1	+6	148,501
22	+1	+6	158,401
23	+1	+6	168,301
24	+1	+7	178,201
25+	9,900 per level		

SPELLSWORD

Any ex-soldier or trained fighting man can grab himself a sword, helmet and shield and go out and sell his sword- arm to the highest bidder when there is a war on. Such mercenaries are ten-a-penny. Specialist mercenaries like marksmen, the gallowglass and spellswords are always harder to find. Kings, lords and war leaders are prepared to offer a premium when they do find them.

Spellswords are usually fighting men who realize that here is a niche on the battlefield for a warrior who can also cast spells. Whereas wizards tend to stand behind the fighting men (usually far behind, mainly due to their lack of weapons and armor) on the battlefield, the spellsword is able to get right in there where the fighting is at. This enables him to react to battlefield situations and use his magic where necessary far more quickly than wizards can from their rear positions. He can also create an element of surprise, because whilst the enemy wizards are often trying their best to negate the effects of the magic of the

opposing wizards, the spellsword goes unnoticed amongst the fighting men (that is, until he has done the damage and it's too late).

Spellswords then are a unique mixture of a wizard and a warrior and this mix makes them very fine adventurers too, often sought by parties of treasure hunters and so forth. Spellswords are individuals. There is no specialist school of spellswords, like there might be colleges for wizards. So they usually become soldiers and learn their trade in battle and then join a wizards college to learn the basics of magic. Sometimes it is the other way around, but less often. Once they have learned what they can, they practice using magic in their armor. This takes hours of daily training and many give up this exacting regime, going back to being just a fighter or just a wizard. But some dedicated types manage to combine the two disciplines reasonably successfully.

ABILITIES

Wearing the heaviest type of armor has always proved too much for even the most capable spellsword and because of the need to maintain their regime of combat training they never gain access to the most potent spells. However, somewhere in there is a balance and spellswords make the most of this.

WEAPON SPECIALIZATION: Spellswords do have a favored weapon, pretty much as fighters, in which they receive a +1 bonus to attack and to damage. At 7th level this increases to +2 attack and damage.

WIZARD SPELLS: Spellswords can choose from the wizard spell list (illusionist for gnomes). They get a bonus 1st level spell if Intelligence is 13-15, and a 2nd level spell with intelligence of 16-17 and 3rd level with intelligence 18.

PRIME ATTRIBUTE: Intelligence

ALIGNMENT: Any

HIT DIE: d8

WEAPONS: Any

ARMOR: Leather, leather coat, padded, studded leather

ABILITIES: Weapon specialization as fighter. Wizard spells as below

Level	HD	BtH	EPP
1	d8	0	0
2	d8	+1	2,601
3	d8	+2	5,201
4	d8	+2	10,401
5	d8	+3	20,801
6	d8	+4	42,501
7	d8	+4	85,001
8	d8	+5	170,001
9	d8	+6	340,001
10	d8	+6	500,001
11	+3	+7	750,001
12	+3	+8	1,000,001
13	+3	+8	1,250,001
14	+3	+9	1,500,001
15	+3	+10	1,750,001
16	+3	+10	2,000,001
17	+3	+11	2,250,001
18	+3	+12	2,500,001
19	+3	+12	2,750,001
20	+1	+13	3,000,001
21	+1	+14	3,250,001
22	+1	+14	3,500,001
23	+1	+15	3,750,001
24	+1	+16	4,000,001
25+	250,000 per level		

SPELLSWORD SPELLS PER DAY

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

WISDOM

ALCHEMIST



The alchemist studies the magic inherent in the natural world, especially the elements of air, earth, fire and water. These elements are the building blocks of everything in nature and by learning everything about them the alchemist slowly unlocks the greatest secret of all: the knowledge that the universe is present in the smallest particle of every object, that all things are one.

ABILITIES

IDENTIFY POTIONS/OILS/POISONS (Wisdom): At 1st level, the alchemist can identify potions, poisons or oils. The alchemist can do this in complete safety, identifying the characteristics of an unknown substance using smell and the way a few drops affects various substances, changing color and so forth.

MIXOLOGY (Wisdom): The alchemist is a skilled transmuter and nowhere is this talent better displayed than his ability to mix potions effectively. By mixing two potions, the alchemist can change them into a single new potion of his choice. If this check fails, the alchemist rolls on the potion admixture table.

Note however that the alchemist has not actually *drunk* the potions, which renders some results on the admixture table moot. Most of the results should be applied whenever possible however. For example, if the roll on the potion admixture table results in both potions working normally, then they might not mix at all, but separate like oil and water in the beaker.

This ability is more art than science and because potions can be brewed in a variety of ways for the same effects, the alchemist must roll every time. Combining two potions of healing successfully into a potion heroism does not mean the alchemist will get this result every time.

FORMULAE: At 1st level, the alchemist has gained a working familiarity with basic chemistry and can create one of the following types of substances: acids, poisons or medicines. Formulae can only be prepared under proper conditions.

At low levels this means in a laboratory, typically only found in cities, though the characters might come across a usable laboratory anywhere during their adventures.

At 7th level and above, the alchemist is skilled enough to create formulae anywhere as long as he has access to fire and a pot to brew his creation in.

Brewing formulae takes 1 hour plus 10 minutes per dose the character wishes to create. It requires special components that can either be purchased (the costs are detailed below) or scrounged. Scrounging components can be done anywhere, as alchemists are notoriously resourceful and inventive but it requires a good deal of time, typically one hour per sp cost of the formulae's components.

At 3rd level and then at 6th level, the alchemist learns a new branch of formulae meaning he will eventually be able to make acids, poisons and medicines.

Acids: Acids cost 10 sp per vial to prepare and come in three varieties:

flesh-eating, metal-eating and stone-eating. Each of these acids is described below.

Flesh-eating: A single dose of flesh-eating acid can damage leather armor, worsening its armor class by 1 until the armor is repaired (requiring 30 minutes and costing 20 sp). Alternately, it can damage a living target, inflicting 1d6 damage + 1 per level of the alchemist. The alchemist can choose either of these effects on a successful attack roll.

Outside of combat a dose of flesh-eating acid can dissolve 1 inch of organic matter per round for a number of rounds equal to the acid's maximum damage potential (so 7 rounds at 1st level and so on).

Magical armor is immune to the effects of this acid.

Metal-eating: A single dose of metal-eating acid can damage metal armor, worsening its armor class by 1 until the armor is repaired (requiring 30 minutes and costing 20 sp). Against a creature composed primarily of metal this acid can inflict 1d6 damage + 1 per level of the alchemist.

Outside of combat a dose of metal-eating acid can dissolve ¼ inch of metallic matter per round for a number of rounds equal to the acid's maximum damage potential (so 7 rounds at 1st level and so on).

Magical armor is immune to the effects of this acid.

Stone-eating: A single dose of stone-eating acid can inflict 1d6 damage + 1 per level of the alchemist to a creature primarily made of stone.

Outside of combat a dose of stone-eating acid can dissolve ½ inch of stone per round for a number of rounds equal to the acid's maximum damage potential (so 7 rounds at 1st level and so on).

Poisons: Poisons cost 10 sp per vial to prepare. There are two types of poisons: ingested and injected. Ingested poisons inflict more damage but over time, whereas injected poisons tend to affect the target immediately.

Whether or not poison has any alignment implications will be determined by the dungeon master so discuss the views of poison with him before practicing this branch of alchemy.

It might also be prudent to discuss implications with other party members. Certainly rangers and druids would not have a problem with use of poisons, but a Paladin or good Cleric might.

Ingested poisons: The victim of an ingested poison must succeed at a **constitution saving throw** or suffer severe cramps and muscle pain for 1-6 hours. The victim can take no actions during this time and suffers damage equal to the alchemist's level each hour.

If this saving throw is successful, the victim suffers damage once during a 10-minute bout of nausea but is otherwise not affected.

CLASSES

Injected poisons: Must be applied to a bladed or piercing weapon (including an arrow). On a successful attack roll the target must make a **constitution saving throw** or suffer an additional 1d6+1 damage per level of the alchemist who made the poison. A poisoned weapon will remain poisoned until either 24 hours has passed or until the wielder makes a successful attack roll, delivering the poison.

Medicines: Medicines cost 10 sp per dose to prepare and come in three varieties: balm, ipecac, and poultice.

Balms: Are curative oils or butters specifically tailored to help against specific ailments. For example an alchemist might make a soothing balm to aid burns for victims of fire damage.

They require a full round to apply, usually by rubbing onto any exposed skin surfaces.

If applied before a type of damage is suffered, a balm will remain effective for 1 hour. If the victim suffers the appropriate type of damage during that hour, she gains a +4 bonus to any saving throw to resist and has damage reduced by one-half. So continuing the previous example, a warrior entering the lair of a red dragon might apply a balm against fire damage before going inside.

A character can only have one balm applied at a time, though she can remove a previously applied one (which is ruined) in order to apply a new balm. A balm will only protect from a single attack

If applied after the appropriate type of damage is suffered, the victim is healed 1d6 hit points + 1 per level of the alchemist. So if the warrior had suffered damage from fire, she could apply a fire balm and heal some damage.

Ipecac: Are a special concoction designed to aid against ingested poisons or to remove the effects of an unwanted potion. If a character has ingested something harmful, he can down an ipecac and trade 1-4 minutes of nausea for whatever effects the ingested substance would normally cause. Note that an ipecac does nothing to heal past damage caused by an ingested substance, so if a companion falls over dead as a result of a poison, it's too late for an ipecac to do any good.

Poultice: A poultice might best be described as a medicated bandage. Applied to an injured comrade, it can help him recover much faster than normal, though not as fast as by divine magic.

A poultice is applied before a character plans to rest for 8 hours or more. If the character rests undisturbed for a full 8 hours, she is healed 1d6 points+ 1 per level of the alchemist. If the character is only able to rest for an hour she is healed only 1-6 hit points. If a character's rest is interrupted less than an hour after applying a poultice the character heals only 1 hit point of damage.

POTION CRAFT: At 5th level, the alchemist can brew potions. This process should be overseen by the CK, who must take care to ensure that it is not too easy! A long list of ingredients will always be required, some of which should be expensive, and others of which should be a challenge to acquire.

ADVANCED FORMULAE: At 7th level, the alchemist learns advanced formulae of one of the basic varieties he mastered during his lower levels.

Advanced Acids: Inflict an additional 1d6 points of damage (so 2d6 damage +1 per alchemist level). They can also reduce the armor class of +1 magical armor.

Advanced Poisons: Can inflict instant death on a target of a lower level (or with fewer hit dice) than the alchemist on a failed Poison saving throw.

Advanced Medicines: Heal an additional 1d6 hit points of damage (so 2d6 hit points +1 per alchemist level).

COURT ALCHEMIST: At 10th level, a wealthy noble will offer the alchemist a position in his castle, complete with a fully stocked laboratory for the alchemist's use. This position will usually come with a minimum amount of time the alchemist is expected to make himself available to his patron, crafting potions according to his specifications.

A court alchemist will also attract 1-6 1st level alchemists who seek to learn from an accomplished master of their craft.

MASTER FORMULAE: At 14th level, the alchemist learns the most advanced formulae of one of the advanced varieties he mastered during his mid-levels.

Master Acids: Inflict an additional 1d6 points of damage over advanced acids (so 3d6 damage +1 per alchemist level). They can also reduce the armor class of +3 magical armor or less.

Master Poisons: Can inflict instant death on a target that fails a **constitution saving throw**.

Master Medicines: Heal an additional 1d6 hit points of damage over advanced medicines (so 3d6 damage +1 per alchemist level).

PHILOSOPHER'S STONE: At 20th level, the alchemist has mastered the ability to transmute one item into another. This ability is left intentionally vague because the alchemist is capable of amazing things, provided he is willing to invest the time and money into achieving them. Immortality, restoring youth to the old, turning a beautiful girl into an ugly crone, transforming lead to gold and even more amazing feats are possible, though not easy, for an alchemist with this ability. The greater the goal, the more time and money it will take to achieve but all things are possible for the supremely talented alchemist.

PRIME ATTRIBUTE: Wisdom

HIT DIE: d6

ALIGNMENT: Any

WEAPONS: Club, dagger, dart, oil, sling

ARMOR: Leather, studded leather

ABILITIES: Identify potions/oils/poisons, mixology, formulae, potion craft, advanced formulae, court alchemist, master formulae, philosopher's stone

Level	HD	BtH	EPP
1	d6	0	0
2	d6	+1	1,301
3	d6	+1	2,601
4	d6	+1	5,401
5	d6	+2	11,001
6	d6	+2	22,001
7	d6	+2	55,001
8	d6	+3	93,501
9	d6	+3	250,001
10	d6	+3	500,001
11	+2	+4	750,001
12	+2	+4	1,000,001
13	+2	+4	1,250,001
14	+2	+4	1,500,001
15	+2	+5	1,750,001
16	+2	+5	2,000,001
17	+2	+5	2,250,001
18	+2	+5	2,500,001
19	+2	+6	2,750,001
20	+1	+6	3,000,001
21	+1	+6	3,250,001
22	+1	+6	3,500,001
23	+1	+7	3,750,001
24	+1	+7	4,000,001
25+	250,000 per level		

CROWNER

The crowner is usually a minor noble or at the very least comes from a wealthy background and is a person of a reasonable social standing. He is appointed by the king as a recorder of serious crimes, murders and deaths and has the dubious honor of investigating them and pronouncing a verdict once he has made his inquiries. His role is therefore one of an investigator, coroner and judge all in one. Because of this he wields considerable power in the city where he holds office.

ABILITIES

FIND TRUTH (Wisdom): The crowner is very skilled in distinguishing truth from untruth. When he asks a question and receives a reply, he can tell, with an appropriate Wisdom check, whether that person has lied to him or not.

CASE SUSPECT (Wisdom): Using this ability, the crowner is able to find information about a specific person, by detailed observation, and deductive reasoning. A crowner must spend 1d3×10 minutes observing his suspect before

a check is allowed. A successful check results in knowledge of the approximate level of the person, distinguishing habits and mannerisms, approximate wealth, whether he seems nervous or is acting suspiciously and other details that the CK might see fit to provide.

SEARCH (Wisdom): The crowner is very good at finding clues and evidence from a thorough search of a body or an area, like a room or the crime scene. Whenever the crowner is actively searching, he gains an additional +2

bonus. This bonus goes up to +3 at 4th level and, +4 at 8th level and +5 at 12th level.

BROW-BEAT: Crowners can use their power and station to intimidate peasants and other lower classes. 0-level characters will be uneasy in the presence of the crowner who uses this ability, shuffling from foot to foot,

wringing their hands nervously and generally being submissive. They feel compelled to do as the crowner says, within reason, will answer his questions and undertake to assist where they are able to, even if it means taking time off their own work to do so. It affects one 0-level character per level of the crowner and can be used once per day. At 4th level the ability can be used twice per day, at 8th level it can be used three times, and at 12th level it can be used four times per day. Also, it can be used on higher level npc's at higher levels, so by 5th level it can be used on up to 1st level npc's, and thereafter on npc's of at least 4 levels below that of the crowner.

HUE AND CRY: At 4th level, a crowner is able to raise the hue and cry. What this means is that the crowner can declare anyone as being a murderer, thief or traitor call upon the local population to form a posse to help to seek the accused and restrain him or her when caught. Once the cry goes out, within an hour, the crowner will have a mob of 3d6 + the crowner's charisma bonus (if any) 0-level characters, bearing staffs, pitchforks, cudgels and similar 'weapons'. In each of the next three hours 1d6 further 0-level characters will join the posse each hour.

After 5 hours from the start of the hue & cry, if the accused hasn't been found, the mob will begin to dissipate, losing 2d6 of their number per hour until they

have all returned to their homes. The Hue & Cry can only

be raised once in a day.

DISPENSE JUSTICE: The crowner is an appointed legal representative. At 6th level, the character is authorized to administer justice, arbitrate disputes, perform legal functions and so on. The crowner's decisions are legally binding on all but members of the clergy or paladins and knights of a higher level.

HUNCH: At 8th level, the crowner is so skilled at his investigations that he gains an almost psychic insight into what happened. Once per day, the player can ask the CK for a clue or a lead that will aid his investigation in some

way, if he is stuck. He can ask two such questions at 12th level.

PRIME ATTRIBUTE: Wisdom

HIT DIE: d8

ALIGNMENT: Lawful

WEAPONS: Broadsword, bows, club, dagger, hand axe, hammer, long sword, mace, rapier, short sword, scimitar, staff

ARMOR: Leather armor, leather coat, padded, ring mail, studded leather, chain shirt, scale mail, chainmail

ABILITIES: Find truth, case suspect, search, brow beat, hue and cry, dispense justice, hunch

Level	HD	BtH	EPP
1	d8	0	0
2	d8	+1	1,501
3	d8	+1	3,250
4	d8	+2	7,501
5	d8	+2	15,001
6	d8	+3	30,001
7	d8	+3	60,001
8	d8	+4	120,001
9	d8	+4	240,001
10	d8	+5	450,001
11	+3	+5	625,001
12	+3	+6	800,001
13	+3	+6	975,001
14	+3	+6	1,150,001
15	+3	+6	1,325,001
16	+3	+7	1,500,001
17	+3	+7	1,675,001
18	+3	+7	1,850,001
19	+3	+7	2,025,001
20	+1	+8	2,200,001
21	+1	+8	2,375,001
22	+1	+8	2,550,001
23	+1	+8	2,725,001
24	+1	+9	2,900,001
25+			175,000 per level

FRIAR

Friars are Clerics who are committed to a life of poverty and are 'mendicant' nature that is to say that they rely in on the charity of others to support them. They are very worldly and travel around the countryside spreading their teachings and bringing succor to ordinary people. This means they often find themselves in the company of other travelers on the road, such as goliards, merchants, adventurers, harlequins, knaves and rogues.

Friars often beg for the food they need, but are not above using the skills that they might pick up along the way from their traveling companions. Good aligned Friars often seek to right injustices that they come up against

and are not above 'robbing from the rich to give to the poor' - Friar Tuck being a very good example of this type of Cleric.

ABILITIES

Friars are more limited than rogues in their skills. They gain the following rogue skills at 1st level.

Listen (Wis)

Hide (Dex)

Move Silently (Dex)

Open lock (Dex)

Pick Pocket (Dex)

SPECIAL: Friars favor light armor as a rogue does.

SPELLS: Friars acquire bonus spells in the same way as a standard cleric does, based on their wisdom, that is to say they gain an extra 1st level spell with a wisdom of 13-15, a 2nd level spell with a wisdom of 16-17 and a 3rd level spell with a wisdom of 18.

TURN UNDEAD: At 3rd level, friars gain this clerical ability, as if they were a cleric of 2 levels below their actual level (like a paladin does).

BACK ATTACK: At 4th level, a friar gains this rogue ability. However, it is as if he is only first level, needing to get to 8th level before he deals out triple damage and 12th level before he deals out quadruple damage from a successful back attack.

CLASSES

PRIME ATTRIBUTES: Wisdom

HIT DIE: d8

ALIGNMENT: Any

WEAPONS: Club, dagger, light hammer, light or heavy mace, morningstar, quarterstaff, war hammer

ARMOR: Leather armor, leather coat and padded (see special rule)

ABILITIES: Open lock, hide, move silently, listen, pick pocket, back attack, turn undead and cleric spells as below

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	+2	35,001
7	d8	+3	70,001
8	d8	+3	140,001
9	d8	+4	300,001
10	d8	+4	425,001
11	+3	+4	650,001
12	+3	+5	900,001
13	+3	+5	1,075,001
14	+3	+6	1,250,001
15	+3	+6	1,425,001
16	+3	+6	1,600,001
17	+3	+7	1,775,001
18	+3	+7	1,950,001
19	+3	+8	2,125,001
20	+3	+8	2,300,001
21	+1	+8	2,475,001
22	+1	+9	2,650,001
23	+1	+9	2,825,001
24	+1	+10	3,000,001
25+	175,000 per level		

FRIAR SPELLS PER DAY

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

LORE WARDEN

Lore Wardens are Clerics who also dabble in the arcane arts as a result of their particular penchant for old tomes, scrolls, books and grimoires. They often bury themselves in libraries, researching old knowledge and as a result Lore Wardens learn a large amount about history, legends, faraway lands and so on. They will often go on long quests in order to uncover more esoteric knowledge. Lore Wardens are often attached to the Church who find their researches invaluable, but many clerical orders despise them because of their affinity with magic. Lore

Wardens consider that in order to learn more about the 'enemy' it is valuable to be able to use their arts to defend against it.

Lore Wardens spend so much of their time in their books and looking after the church library that they tend to neglect some of their other skills and so are less capable as fighters than regular clerics. They also have fewer clerical spells, but this is made up for by the fact that they also have access to wizard spells. Lore Wardens get bonus cleric spells based upon their wisdom and bonus wizard spells based upon their intelligence. The table shows how many of each type of

spell a Lore Warden can cast, which must be kept separate from each other and follow the rules for each different type of spell, arcane and divine.

Example: A 1st level Lore Warden will have access to 2 '0' level cleric spells each day and 2 '0' level wizard spells each day, making 4 in all.

ABILITIES

DECIPHER SCRIPT: As a bard of equal level

LEGEND LORE: As a bard of equal level

TURN UNDEAD: As a cleric of equal level

LANGUAGES: At 3rd level, 6th level, 9th level and 12th level, the Lore Warden can learn an additional language (spoken and written).

PRIME ATTRIBUTES: Wisdom

HIT DIE: d6

ALIGNMENT: Any

WEAPONS: As cleric

ARMOR: Leather armor, leather coat, studded leather, ring mail, padded

ABILITIES: Decipher script, legend lore, turn undead, cleric spells and wizard spells

Level	HD	BtH	EPP
1	d6	0	0
2	d6	+1	2,601
3	d6	+1	5,201
4	d6	+2	10,401
5	d6	+2	20,801
6	d6	+2	42,501
7	d6	+3	85,001
8	d6	+3	170,001
9	d6	+4	340,001
10	d6	+4	500,001
11	+2	+4	750,001
12	+2	+5	1,000,001
13	+2	+5	1,250,001
14	+2	+6	1,500,001
15	+2	+6	1,750,001
16	+2	+6	2,000,001
17	+2	+7	2,250,001
18	+2	+7	2,500,001
19	+2	+8	2,750,001
20	+1	+8	3,000,001
21	+1	+8	3,250,001
22	+1	+9	3,500,001
23	+1	+9	3,750,001
24	+1	+10	4,000,001
25+	250,000 per level		

LORE WARDEN SPELLS PER DAY

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

PRIEST



The cleric walks a definite path in the world, the path of the warrior-priest, a path beset by physical trials as well as trials of faith. Shielded and armed with more than just faith, the cleric is well charged with dangerous tasks and guardianship. Yet for every cleric that strides forth into the world or guards a temple, there are many more clergy that do not. These holy men and women follow a more sedentary path; they are the priests.

Priests are the main clergy of their religion, those possessed of every bit as much faith and divine favor as clerics, but for whom martial training is not a calling or necessity. Rather, these individuals tend the churches and temples. They serve the spiritual and ritualistic needs of local worshipers, leading them in ceremonies and prayers on days held sacred. They perform the regular rites and blessings of the faith. It is the priests who almost invariably fill most positions in a religion's hierarchy, and indeed usually dominate the leadership of such.

Among some faiths, especially those lacking in any sort of militaristic outlook or appreciation, priests alone form the ranks of the clergy. Such faiths are extremely unlikely to produce the warrior-like clerics. Priests seldom venture out into the open world on the path of adventure, though they prove able companions in those rare cases they do. Though they lack the skill-at-arms the cleric enjoys, their faith is strong, and their magic not to be underestimated.

PRIME ATTRIBUTE: Wisdom

HIT DIE: d4

ALIGNMENT: Any

WEAPONS: Special, club, dagger, staff

ARMOR: None

ABILITIES: Spells (as Cleric), turn undead

Level	HD	BtH	EPP
1	d4	0	0
2	d4	+1	1,451
3	d4	+1	3,001
4	d4	+1	5,001
5	d4	+1	10,001
6	d4	+2	20,001
7	d4	+2	40,001
8	d4	+2	80,001
9	d4	+2	160,001
10	d4	+3	250,001
11	+1	+3	375,001
12	+1	+3	575,001
13	+1	+3	775,001
14	+1	+4	975,001
15	+1	+4	1,175,001
16	+1	+4	1,375,001
17	+1	+4	1,575,001
18	+1	+4	1,775,001
19	+1	+4	1,975,001
20	+1	+4	2,175,001
21	+1	+4	2,375,001
22	+1	+5	2,575,001
23	+1	+5	2,775,001
24	+1	+5	2,975,001
25+			200,000 per level

SAGE

The sage is a master of learning. He knows that knowledge is the most powerful force in the universe and he uses that knowledge to aid himself and his allies. Most sages are not adventurers and live in quiet locales where they can carry out their research in peace. Despite the out of the way locations where they live, sages are often sought out for information on lost treasures or to determine the weakness of some foul creature they have studied. Some sages are not content to master old knowledge hidden away in exotic texts. These intrepid souls join adventuring parties, chronicling their travels into lost cities, discovering unknown creatures and (hopefully) discovering lost caches of knowledge.

ABILITIES

SAGE'S LORE (Wisdom): At every odd numbered level (1st, 3rd, 5th and so forth) the sage selects an area of study. With a successful Wisdom check the sage is able to answer questions in this field of study. Fields of study can be as broad or as narrow as the sage wishes. However, broad fields of study yield only general knowledge, with narrow fields granting increasingly specific information.

READ LANGUAGES (Wisdom): All sages specialize in obscure and dead languages. With a successful Wisdom check the sage is able to read any language she encounters.

ILLUMINATE MANUSCRIPT: There are many short-sighted individuals who wish to restrict knowledge for their own narrow-minded purposes. Sages, on the other hand, believe that knowledge is its own reward.

To get around any political or religious taboo, sages will often "illuminate" their manuscripts with drawings in the background or along the borders of pages. To the untrained eye, these appear only to enhance the aesthetic value of an otherwise dry text. To the enlightened however, secret information is revealed in these drawings, literally illuminating the true meaning of the text they accompany.

A sage can transmit any sort of information secretly in illuminated manuscripts. This information will be correctly understood on a successful Decipher script check.

KNOWLEDGE IS POWER: The sage uses her intellect to defend herself in dangerous situations. When attacked, the sage receives a +4 bonus to Armor Class and all saving throws, provided the attacker has a lower Intelligence score.

LANGUAGE OF MAGIC: At 5th level, the sage's understanding of languages extends to the base language of spells. This allows the sage to understand any scroll with a successful Wisdom check. This allows the sage to cast spells from any scroll she possesses.

CLASSES

DETECT WEAKNESS (Wisdom): At 9th level, the sage learns the ability that causes so many annoying adventurers to seek her out and disturb her studies: the ability to find a critical weakness in a monster.

With a successful Wisdom check the sage is able to detect a weakness in a specific monster type. Finding a weakness requires 1-4 hours of study.

The properly equipped sage can increase this time voluntarily, gaining an additional +1 for each additional hour of research. A sage can only gain a bonus to this check for additional research if she has a fully stocked library at her disposal (sages accompanying adventurers in the field cannot receive this bonus unless they are somehow able to bring a library with them- such as in a Portable Hole or perhaps a very large wagon loaded down with books).

If a sage successfully finds a weakness, attacks against that weakness gain a +4 bonus to attack rolls and inflict bonus damage equal to the sage's level. Once a weakness has been exploited (through a successful attack), it cannot be exploited again. In other words, while many members of an adventuring group might attack and gain the attack bonus, once one of them succeeds in inflicting damage (and gains the benefit of the special damage bonus), this benefit no longer applies.

PCs can seek out NPC sages to gain access to this ability. Sages charge 100 gp for the attempt, and demand an additional 100 gp per level if they successfully find a weakness.

WRITE TREATISE: Once they have advanced sufficiently in their studies, sages consider it an almost solemn duty to pass on what they have learned. They begin to write treatises for the next generation of sages, so that each generation can build on the learning of those who came before and advance knowledge through the centuries to come.

Writing a treatise on one of the sage's areas of knowledge requires 13-24 (12+1d12) months of full time work, double this if the sage has another job, such as advising a king or adventuring. Once written, a treatise can be consulted by another sage, granting a +5 bonus to a sage's Lore check in that area of expertise.

Sages can also write ecologies of various monsters, granting a +5 chance to find a weakness in that monster type and increasing the damage bonus by +4. Should a treatise reach the open market for whatever reason, it commands a value of 1,000 gp per level of the sage that wrote it.

MASTER SAGE: At 11th level, the sage's erudition is well-known throughout the lands. The sage will be offered a variety of jobs, from court adviser to research fellow, to grand librarian. These jobs pay 100 gp times the level of the sage each month and grant the sage access to a fully stocked library, free of charge.

Sages who wish to take breaks from these mundane (though profitable) duties to focus on other endeavors, such as writing a treatise or adventuring, can take a sabbatical of up to 6 months without pay, then return to their duties. If the sage is away longer than 6 months she will find someone else has been hired in her place.

Master sages are also sought out by 1-6 "research assistants", sages of 1st to 4th level.

PRIME ATTRIBUTE: Wisdom

HIT DIE: d6

ALIGNMENT: Any

WEAPONS: Dagger, dart, oil and staff

ARMOR: None

ABILITIES: Sage's lore, read languages, illuminate manuscript, knowledge is power, language of magic, detect weakness, write treatise, master sage

Level	HD	BtH	EPP
1	d6	0	0
2	d6	+1	1,251
3	d6	+1	2,501
4	d6	+1	5,251
5	d6	+2	11,001
6	d6	+2	22,001
7	d6	+2	55,001
8	d6	+3	93,501
9	d6	+3	250,001
10	d6	+3	500,001
11	+2	+4	750,001
12	+2	+4	1,000,001
13	+2	+4	1,250,001
14	+2	+5	1,500,001
15	+2	+5	1,750,001
16	+2	+5	2,000,001
17	+2	+6	2,250,001
18	+2	+6	2,500,001
19	+2	+6	2,750,001
20	+1	+7	3,000,001
21	+1	+7	3,250,001
22	+1	+7	3,500,001
23	+1	+8	3,750,001
24	+1	+8	4,000,001
25+			250,000 per level

CHARISMA

AVENGER (VERSION 1)



Every bit as vile as paladins are heroic, the avenger is the dark twin of those champions of light. Devout, even fanatical followers of the wickedest gods, avengers are capable of any atrocity, any villainy, in service of their divine patrons, furthering the spread of evil and corruption. Unlike paladins, beholden to a code of conduct, anti-paladins are far from being so constrained, their only true inviolate tenets being unwavering faith in their unholy master or mistress, and the drive to spread their patron's particular brand of evil by whatever means necessary. Cunning, treachery, and deception, all are considered worthy tools in the avenger's arsenal, weapons every bit as valuable as the most savage blade.

Within their faith, avengers may serve as guards to cult leaders and temples, or leaders of evil warbands in service to the faith. Although avengers hold good characters in contempt, they are not above associating with such individuals, if

only to mislead, betray, and corrupt them. Destroying hope, kindness, and other elements of benevolence is considered a laudable goal, one just as important as spreading evil itself.

Given their diabolical personality, outlook, and fervor, avengers are rightly regarded with hatred and fear, even among many of those serving the same evils; not for nothing do these blackguards have a reputation for brutality, violence, betrayal, and a love of torture. Like paladins, avengers select weapons reflecting those favored by their unholy lords, but unlike paladins they have no compunctions about employing weapons used by thieves, assassins, or at range. Should an avenger betray his dark god, or fall from the pursuit of wickedness, he will suffer greatly. Not only will his powers and mount be stripped from him, but the vengeful god will often arrange for other of their agents to exact a final, excruciating revenge.

ABILITIES

CAUSE DISEASE: At 1st level, the avenger can inflict a random disease (Con save negates), once per week. This ability can be used twice per week at 6th level, and thrice per week at 12th level.

DETECT GOOD: Beginning at 1st level, avengers have the ability to detect good in the same manner as the spell. However, this ability is innate and no spell casting is involved. An avenger simply concentrates for one round on an area or individual within 60 feet to perform the ability. The avenger must face toward the area or individual being examined. The avenger can do this as often as desired, but must be able to concentrate for at least one round to do so.

UNHOLY AURA: Avengers emanate an unholy aura that wards against attacks from good, summoned, or conjured creatures. It creates a magical barrier around the avenger that conveys a +2 bonus to armor class and a +2 bonus on all saving throws against good creatures.

The unholy aura also prevents bodily contact by summoned or conjured creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Evil elementals and outsiders are immune.

UNHOLY VIGOR: The avenger is immune to all diseases, whatever their origin. Blighted Touch: An avenger can inflict 2 hit points of damage per avenger level, once per day, simply by touch.

TURN UNDEAD (Wisdom): At 3rd level, the avenger gains the ability to turn or control undead as an evil cleric of 1st level. When making a turn or control check, an avenger adds his "turning level" to the roll, not the character's actual level. This ability improves with each level.

UNHOLY MOUNT: At 4th level, the avenger gains the ability to call an unholy warhorse or other mount. An avenger's deity confers this grace upon the avenger as a reward for faithful service. The unholy mount is unusually intelligent, strong, loyal, and vicious, ready to serve the avenger in pursuit of his villainy. The mount is usually a heavy warhorse. Should the avenger's mount die, a year and a day must pass before another can be called. The Castle Keeper provides information about the mount that responds to the avenger's call.

AURA OF FEAR: At 6th level, an avenger is immune to fear (magical or otherwise). The avenger may also exude fear in a 10 feet radius around them, the effects the same as those of the Remove Fear spell cast in reverse.

SMITE GOOD: Once per day, an avenger of 9th level or higher may attempt to smite good with one normal melee attack. Smite good adds the avenger's charisma modifier (if positive) to the attack roll, and deals 1 extra hit point of damage per level of the avenger. This ability can be used once per day, and only on creatures of good alignment.

UNHOLY WORD: At 12th level, an avenger may channel the unholy voice of his foul patron through him, invoking the effects of the reverse of the Holy Word spell. This ability may only be used once per month.

PRIME ATTRIBUTE: Charisma

HIT DIE: d10

ALIGNMENT: Chaotic evil

WEAPONS: Any

ARMOR: Any

ABILITIES: Cause, disease, detect good, unholy aura, unholy vigor, blighted touch, turn undead, unholy mount, aura of fear, smite good, unholy word (see below for details)

Level	HD	BtH	EPP
1	d10	0	0
2	d10	+1	2,701
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	+4	+10	1,000,001
12	+4	+11	1,300,001
13	+4	+12	1,600,001
14	+4	+13	1,900,001
15	+4	+14	2,200,001
16	+4	+15	2,500,001
17	+4	+16	2,800,001
18	+4	+17	3,100,001
19	+4	+18	3,400,001
20	+2	+19	3,700,001
21	+2	+20	4,000,001
22	+2	+20	4,300,001
23	+2	+20	4,600,001
24	+2	+20	4,900,001
25+			300,000 per level

DIVINE BARD

Divine bards are singers with a religious function. With their songs they both praise their faith and mock those untrue to its principles. There is in fact two types of divine bards, depending on the type of faith followed: the *goliard* belongs to the same religions as clerics, and like them casts cleric spells; the *fili* (plural *filiidh*) belongs to the same faith as druids, and like them casts druid spells.

Goliards are sorts of wandering friars who before all denounce the abuses of the Church, yet slander the enemies of the faith all the same. Their ribald songs are often seen as a praise to debauchery, but really are satirical verses aimed at hypocritical priests who do in private what they condemn during the mass. As such, goliards tend to be shunned by the clergy even if they normally only mock unfaithful priests. Goliards are often former religious students who became disgusted by the Church's austerity and hypocrisies. As a result, they rejected being ordained as true priests, instead taking a life of wanderers on the road and practicing their own idea of the religion.

Filiidh are before all the keepers of oral traditions and lore in traditional societies. They are blessed with a strong memory and an even stronger voice, and are honored and respected members of their cultures.

Poems are the form in which they honor others, and perpetuate the oral history of their clans. For a host mistreating a bard is a great shame and to risk ending up being the target and victim of the bard's satire that can greatly slander a reputation and cause harm to their social standing and credibility.

ABILITIES

SPELLS: Divine bards cast divine spells, and may prepare and cast any spell on the cleric (for goliards) or druid (for filiidh) spell list. They prepare and cast spells the same way a cleric / druid does (by praying for them).

BONUS SPELLS: Divine bards gain bonus spells per day if they have a high Wisdom score. With a 13-15 they gain an extra 1st level spell per day; with a 16-17 they also gain an extra 2nd level spell; and with an 18-19 also a 3rd level

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spell. These spells are gained only when the divine bard is of high enough level to cast them (respectively at 3rd level, 6th level, and 9th level).

BARD ABILITIES: Divine bards have the following:

DECIPHER SCRIPT (Intelligence). This is as per the rogue ability. Divine bards can decipher writings in an unfamiliar language or a message written in an incomplete or archaic form. Simple messages require an Intelligence check (+ level and Int mod.), but more complicated, exotic, or very old texts are at a -5 or -10 penalty, and deciphering arcane writings (to use wizard scrolls for instance) is at a -10 penalty. (Note by the way that divine scrolls may be easily understood, and thus divine bards don't require a Decipher Script check to use them.)

If the check succeeds, the divine bard understands the general content of a text about one page long. If the check fails, the divine bard must make a Wisdom check to see if he avoids drawing a false conclusion about the text. (Success means that he doesn't draw a false conclusion; failure means that he does.) Checks are made secretly, so that the player can't tell whether the conclusion he draws is true or false. Deciphering the equivalent of a single page of script takes 2d4 turns (minutes).

LEGEND LORE (Charisma). Divine bards can make a Charisma check (+ level and Charisma mod.) to see whether they know any relevant information about notable people, legendary items, noteworthy places, history, etc. This check will not reveal the powers of a magic item but may give a hint as to its general function. The CK may use the table below to determine the challenge of the check:

Mod.	Type of Knowledge
+5	Common, known by at least a substantial minority of the local population.
-5	Uncommon but available, known by only a few people in the area
-10	Obscure, known by few, hard to come by.
-15	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.

PRAISE (Charisma): Divine bards can create a poem or song praising a creature. Creating such a praise generally takes one hour, and performing it usually takes 5 to 10 minutes. A divine bard can use this ability up to once per day per level. With a successful Charisma check, the divine bard will suitably praise a person, whose honor will be thus enhanced among the listeners. It has two effects: First, the subject of the praise is bolstered by the praise, giving him a +2 bonus to attribute checks, saving throws, and attacks rolls (but not damage) for a number of rounds equal to the divine bard's level. Then, the subject of the praise gains a +2 bonus to all his reaction rolls for 1 hour, from all people who listened to the bard's praise. As the divine bard rises in levels, the bonus imparted increases as well: +3 at 6th level and +4 at 12th level. Traditionally, the divine bard is paid a few gold pieces for this service, as well as being given hospitality on the night he performs the praise. Some divine bards find permanent employment in the service of a clan's lord (filidh) or a monastery (goliards) as religious musicians.

FAITH ABILITY: At 3rd level, divine bards get either the following cleric or druidic ability depending on their faith:

Turn Undead (Goliard): Goliards can turn undead as a cleric of two levels lower (so a 3rd level goliard turns undead as a 1st level cleric).

Nature Lore (Fili): Filidh can identify animals and plants, determine if water is safe to drink, or find food and shelter as druids do. They derive this ability both from basic druidic training and extensive knowledge.

SATIRE (Charisma): At 6th level, divine bards can create a satire as a sort of curse. Creating such a satire generally takes one hour, and performing it usually takes 5 to 10 minutes. Note that the magical effect of a satire only occurs if the target deserves to be thus mocked. Furthermore, when a divine bard knowingly tries to inflict such a satire against one who doesn't deserve it*, he could lose his class abilities (satire and spells) until atonement is made. There are three sorts of satires, that divine bards get as they rise in level:

- *Curse of Shame:* At 6th level, divine bards can thrice per day thoroughly demoralize a target. The divine bard aims this satire at his target, forcing him to make a **wisdom saving throw** against the divine bard's Charisma check (+ level and Charisma modifier). If failed, the victim suffers a -2 penalty to all attribute checks, saving throws, and attacks rolls (but not damage) for 1d4 hours.
- *Enduring Nickname:* At 9th level, divine bards can once per day hang a derisive nickname on a target, that the victim is unable to escape. The divine bard aims this satire at his target, forcing him to make a **wisdom saving throw** against the divine bard's Charisma check (+ level and Charisma modifier). If failed, the victim thereafter suffers a permanent -4 penalty to Charisma checks with people aware of the nickname. It also has the side effect of irritating the victim whenever the nickname is uttered in his presence. Normally, the social life of the victim will be badly affected from that point on. Spells like Remove Curse, Limited Wish or Wish are required to dispel the effects of this satire (and make people eventually forget the nickname).
- *Killing Insult:* At 12th level, divine bards can once per week kill another person with satire. The divine bard aims this powerful satire at his target, forcing the fortunate to make a **wisdom saving throw** against the divine bard's Charisma check (+ level and Charisma modifier). If the save is failed, the target dies instantly, shamed to death by the power of the insulting parody of himself.

(*: note that who deserves a satire or not is heavily dependent upon circumstances and also on the divine bard's faith, and as such is left to the CK's discretion.)

PRIME ATTRIBUTE: Charisma.

HIT DIE: d8

ALIGNMENT: Any allowed by their faith, but also goliards must be non-lawful, and filidh part neutral

WEAPONS: Goliards as clerics (i.e.: club, hammers, maces, morningstar, staff); Filidh as druids (i.e.: club, dagger, dart, hand axe, hammers, scimitar, sling, sickle, spears, swords, and staff)

ARMOR: Leather armor, leather coat, padded ring mail, studded leather, chain shirt

ABILITIES: Bard abilities, decipher script, faith ability, legend lore, praise, satire

Level	HD	BtH	EPP
1	d8	0	0
2	d8	+1	1,501
3	d8	+1	3,501
4	d8	+2	7,501
5	d8	+3	16,001
6	d8	+3	34,001
7	d8	+4	68,001
8	d8	+5	136,001
9	d8	+5	272,001
10	d8	+6	450,001
11	+3	+7	650,001
12	+3	+7	850,001
13	+3	+8	1,050,001
14	+3	+9	1,250,001
15	+3	+9	1,450,001
16	+3	+10	1,650,001
17	+3	+11	1,850,001
18	+3	+11	2,050,001
19	+3	+12	2,250,001
20	+1	+13	2,450,001
21	+1	+13	2,650,001
22	+1	+14	2,850,001
23	+1	+15	3,050,001
24	+1	+15	3,250,001
25+	200,000 per level		

DIVINE BARD SPELLS PER DAY

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

GOLIARD

Wandering students and clerics in medieval England, France, and Germany, remembered for their satirical verses and poems in praise of drinking and debauchery. The goliards described themselves as followers of the legendary Bishop Goliard: renegade clerics of no fixed abode who had more interest in rioting and gambling than in the life of a responsible clergyman.

Goliards like to lead a life on the road, often joining up with other entertainers or adventurers of a like mind. They are often despised by other Clerics, who do not approve of their antics or, more particularly being the butt of their bawdy songs and rhymes. However, as Clerics they often demand the hospitality of the

monasteries, churches and castles that they travel by, paying for their stay with songs and poems about wine, women, nature, pious hymns of enthusiasm for crusades or coarse lampoons on the clergy.

Goliards don't tend to be as strong fighters as bards but, by the same token, are less learned than clerics because of their lifestyle.

ABILITIES

SPELLS: Goliards cast divine spells. The spells available are listed on the cleric spell list. A goliard is limited to a certain number of spells of each spell level per day. The table shows the number of spells per day the character may cast.

Goliards must prepare spells each day through prayer to their deity or deities, followed by contemplation and study. Goliards do get bonus cleric spells for a high wisdom, that is with a wisdom of 13-15, +1 1st level spell, 16-17, +1 2nd level spell and wisdom 18, +1 3rd level spell.

DECIPHER SCRIPT (Intelligence): Goliards are actually learned men, scholars and students. Accordingly they often need to decipher and interpret legends and secret writings to acquire more knowledge of their subjects, their lands, their people and so on. This ability allows the goliard 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 the piece of writing. It takes ten turns to decipher each page of script. A goliard can use this ability to decipher and then use an arcane or a divine scroll as a wizard, cleric or illusionist would, if a successful check is made at a penalty of -10.

EXALT (Charisma): Gained at 1st level, as the bard ability.

LEGEND LORE (Charisma): Gained at 1st level, as the bard ability.

SATIRE (Charisma): At 6th level, goliards can create a satire as a sort of curse. This takes an hour to compose and then will take 5 minutes to perform. These satires basically mock an individual causing one of three selected effects:

- *Curse of shame:* At 6th level, goliards can demoralize a target. The goliard aims his satire at the target and makes a charisma check (with a modifier based on the level of the target). If the satire succeeds the

target suffers -2 to all of his attribute checks, attack rolls and saves for d4 hours.

- *Enduring nickname:* At 9th level, the goliard can give a target a derisive nickname, which will stick. The satire is aimed at the target and a successful charisma check (with a modifier based on the target's level) means that the target receives a -4 charisma modifier to all checks with people aware of the nickname. It also has the effect of irritating the person whenever his nickname is muttered in earshot. The social life of the victim will be affected as if cursed from that point on and it will require a remove curse spell to dispel the effects.
- *Killing insult:* At 12th level, goliards can, once per week, kill another person with satire. The goliard aims this powerful satire at his target forcing the unfortunate to die, shamed by the power of the parody of himself. of course, this requires a charisma check, with a modifier based on the target's level.

TURN UNDEAD: At 3rd level, goliards gain this clerical ability, as if they were a cleric of 2 levels below their actual level (like a paladin does).

PRIME ATTRIBUTE: Charisma.

HIT DIE: d8

ALIGNMENT: Not Lawful

WEAPONS: Club, dagger, light hammer, light or heavy mace, morningstar, quarterstaff, war hammer

ARMOR: Leather armor, leather coat, padded, ring mail, studded leather, chain shirts

ABILITIES: Decipher script, exalt, legend lore and satire cleric spells (see below), turn undead

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	+2	35,001
7	d8	+3	70,001
8	d8	+3	140,001
9	d8	+4	300,001
10	d8	+4	425,001
11	+3	+4	650,001
12	+3	+5	900,001
13	+3	+5	1,075,001
14	+3	+6	1,250,001
15	+3	+6	1,425,001
16	+3	+6	1,600,001
17	+3	+7	1,775,001
18	+3	+7	1,950,001
19	+3	+8	2,125,001
20	+1	+8	2,300,001
21	+1	+8	2,475,001
22	+1	+9	2,650,001
23	+1	+9	2,825,001
24	+1	+10	3,000,001
25+	175,000 per level		

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GOLIARD SPELLS PER DAY

Level	0	1 st	2 nd	3 rd	4 th
1	2	-	-	-	-
2	2	1	-	-	-
3	3	1	-	-	-
4	3	2	-	-	-
5	3	2	1	-	-
6	4	3	1	-	-
7	4	3	2	-	-
8	4	3	2	1	-
9	5	4	3	1	-
10	5	4	3	2	-
11	5	4	3	2	1
12	5	4	4	3	1

HARLEQUIN

Harlequins are two-faced masters of deception, subterfuge, trickery, lies and malicious gossip. Wherever they go, their snake-tongues spread spiteful rumors and blatant innuendo designed to divide their victims and spread fear and discord across the land. Their purposes are usually their own, but in times of war often they will seek the employment of knights, lords, kings and war leaders, who will use their services to create friction and internal squabbles designed to weaken the resolve of the enemy, especially in city sieges, where the harlequin can get at both the city populace as well as its defending soldiers.

Harlequins actually appear quite inoffensive or even happy-go-lucky, often wearing their multicolored garb as they travel the roads from village to town or castle to city, spreading their particular brand of spiteful gossip wherever they go. Because of their jester-like facades, they are usually taken for wandering entertainers, poets, bards and minstrels. Others dress more conservatively, like merchants, aides or envoys. However, these guises are deliberate and intended to win over their audiences and specific individuals. It serves their purposes to appear as innocuous wandering players or peddlers as this way they can insinuate their way into the confidence of their victims. Sometimes the harlequin will seek a wide audience and at other times he has just one victim in mind, but either way the harlequin is usually confident of his ability to bend and manipulate people to his will.

The harlequin is not much of a warrior and usually wears none, or little in the way of armor. His weapons of choice tend to be smaller easily concealed ones so as not to appear too threatening to his victims.

ABILITIES

SHARP SENSES (Wisdom): A harlequin's innate ability to perceive the real from unreal imparts a +1 bonus to all illusion saving throws. The bonus increases to +2 at 4th level, +3 at 7th level and +4 at 10th level.

CASE TARGET (Wisdom): Using this ability, the harlequin is able to find information about a specific person, by detailed observation, and deductive reasoning. A harlequin must spend 1d3×10 minutes observing his victim before a check is allowed. A successful check results in knowledge of the approximate level of the person, distinguishing habits and mannerisms, approximate wealth and other details that the CK might see fit to provide.

DISGUISE (Charisma): The harlequin is an expert at impersonating other individuals or characteristics of general types of people, pretty much as an assassin is able to do. This effort usually requires a few props, a little make up and 1d3×10 minutes of preparation for a general impersonation, if the harlequin is to pass inspection from reasonably close. From a distance, a harlequin can simply alter his gait, his general stance and pull up a hood to appear pretty much someone else, to all intents and purposes. Where specific individuals are

being impersonated, at least 1 month's preparation time must occur to avoid being detected. A disguise can include an apparent change of height and weight of no more than one-tenth of the original build and size of the harlequin. The following penalties are applied to a disguise check, where appropriate: sex difference -2, race difference -2, age difference (per ten years) -2. The CK makes the check secretly, so the harlequin is uncertain of his success.

HIDE (Dexterity): Harlequin's use this ability to lurk in the shadows watching their victims and listening out for tit-bits of information. Outdoors, they are not so good at hiding (-5). A successful check means the harlequin is so well hidden as to be almost invisible. The character can move up to half-speed and remain hidden, but over this suffers a penalty of -5. If running or charging, it is practically impossible to remain hidden (-20). If a character is being observed, he can't normally hide. If an observer is distracted though, the character can attempt to slip into the shadows. This is at -10 however. A harlequin cannot hide unless there is something (deep shadows for example) to conceal the character.

LISTEN (Wisdom): Harlequin's are the masters of the spoken word and therefore it is as important for them to listen as well as to speak. Generally a success check indicates that the character has heard some sort of noise. This could be soft sounds like a whisper or a thief sneaking up within 30 feet or in the open or behind a door. Exactly what is heard is generally up to the CK. It takes one round to listen and a harlequin can retry any time. Penalties might apply, for example -10 through a stone wall.

MOVE SILENTLY (Dexterity): This ability allows the harlequin to move so quietly that others cannot hear the movement. The harlequin can perform this ability indoors at no penalty, but outdoors at -5. The harlequin can move up to one-half normal speed at no penalty. At more than half-speed there is a -5 penalty. It is practically impossible (-20) to move silently whilst running or charging.

DECIPHER SCRIPT (Intelligence): Harlequins often need to decipher and interpret legends and secret writings to acquire more knowledge of their subjects, their lands, their people and so on. This ability allows the harlequin 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 the piece of writing. It takes ten turns to decipher each page of script. A harlequin can use this ability to decipher and then use an arcane scroll as a wizard or illusionist would, if a successful check is made at a penalty of -10. This ability may not be used by the harlequin to decipher and use divine scrolls.

LEGEND LORD: As per the bard ability

SILVERTONGUE (Charisma): The harlequin can lie to anybody in a highly convincing manner. Even if the subject of an interrogation by an Executioner, as long as the Harlequin succeeds has roll, he can give a lie as an answer to the question. At 4th level and higher, discern lies spells never work against a harlequin who has succeeded his silvertongue roll.

DISHARMONY: The anti-thesis of the knight's inspire ability, this alters the mood of entire cities or armies and can change the tide of an entire battle. This ability affects up to 12 creatures at 1st level, 25 at 3rd level, 50 at 5th level, 250 at 7th level, 1,000 at 9th level and up to 5,000 at 12th level. The persons so affected have a penalty to hit equaling the harlequin's charisma modifier. This ability can be used once per day and lasts a number of rounds equal to the harlequin's level.

DISAFFECT: Gained at 10th level, this is the anti-thesis of the knight's Call-to-arms. This ability causes soldiers to lose their morale and leave their army or citizens to leave their homes. Every month, 2d10 soldiers will leave the enemy army or 3d10 townsfolk will flee a city or alternatively (characters choice) form mobs and go out onto the streets burning, looting and causing general mayhem, whilst making impossible demands of the city authorities.

DOMINANCE: At 12th level, if the harlequin has contact for at least a minute or two each day, he can begin to dominate the life of that person and begin to bend him or her completely to his own will. That person will begin to become listless and lifeless, only perking up in the presence of the harlequin (whom he will defend to his last breath, unless somehow the dominance is

broken). After one week, the harlequin becomes that persons very best friend and will be granted a position at his right hand (even if he is the king for example) and after a month the harlequin could even command that person to kill himself with every chance of success.

PRIME ATTRIBUTE: Charisma

HIT DIE: d6

ALIGNMENT: Any evil

WEAPONS: Dagger, knife, dart, staff, club, light mace, sap, short sword, sling

ARMOR: Padded, leather or leather coat

ABILITIES: Disguise, sharp senses, case target, decipher script, hide, listen, move silently, legend lore, silver-tongue, disharmony, disaffect, dominance

Level	HD	BtH	EPP
1	d6	0	0
2	d6	+1	1,501
3	d6	+1	3,251
4	d6	+1	7,501
5	d6	+2	15,001
6	d6	+2	30,001
7	d6	+2	60,001
8	d6	+3	120,001
9	d6	+3	240,001
10	d6	+3	450,001
11	+2	+4	625,001
12	+2	+4	800,001
13	+2	+4	1,000,001
14	+2	+4	1,200,001
15	+2	+5	1,400,001
16	+2	+5	1,600,001
17	+2	+5	1,800,001
18	+2	+5	2,000,001
19	+2	+6	2,200,001
20	+1	+6	2,400,001
21	+1	+6	2,600,001
22	+1	+6	2,800,001
23	+1	+7	3,000,001
24	+1	+7	3,200,001
25+	200,000 per level		

HERALD

The College of Heraldry is closely associated with the Nobility. Most young nobles learn the fundamentals of heraldry, and those unlikely to inherit form the majority of college entrants. Most young heralds are employed by noble households, where they are responsible for keeping family genealogies and heraldic arms, and teaching clan history. Heraldry also play an important role as

ambassadors, skilled in the etiquette of diplomacy and war. They are given a high degree of political neutrality. When a battle is to be joined, heralds from the opposing camps generally meet to exchange formalities, conduct last-minute negotiations, discuss terms of surrender, etc. If they cannot resolve a dispute by negotiation, rival heralds often watch the battle from the same hill, free of harm. The class of a Herald involves players in the halls of power, acting as councilors and diplomats for kings and feudal lords. The opportunities for intrigue and high adventure are obvious. Heraldry undergo much of the same training as knights, although they do not have the same opportunities to improve weapon skills. Most of their time and energies are focused on politics, diplomacy, and intrigue.

ABILITIES

INTRIGUE (Charisma): The Herald has a knowledge of current events, gossip, rumor and politics, which gives him some advantage in any situation that involves talking, negotiation, bargaining, haggling, etiquette, acquiring information and even to determine the motives of those with whom he is talking. Make an attribute check in any of these situations with a +2 additional bonus to his charisma check, rising to +3 at 6th level and +4 at 12th level.

AURA OF PEACE (Charisma): In a situation where two opposing forces have requested the Herald to parlay, the Herald can increase the chances of friendly parlay using his skills of diplomacy. If a successful attribute check is made, the Herald's Aura of Peace has spell-like effects. Effectively, the leaders and individuals involved in the parlay are all under the effect of a sanctuary spell requiring charisma checks to take any aggressive action against one another once parlay has been engaged. A saving throw can be made by either side if any

provocation requires it (CK discretion). This is a non-magical compulsion created by the Herald's experience mediating discussions.

LEADERSHIP (Charisma): At 2nd level, the Herald is able to begin to get the best out of soldiers and warriors. In a combat situation, provided the Herald himself is not engaged in fighting, soldiers who are on the side of the Herald will gain a bonus to their attacks equal to the charisma of the Herald. The number of soldiers so affected is two per level and the effect will last for one round per level. This ability can be used once per day at 2nd level, twice at 5th level, three times at 8th level and four times at 12th level.

SOOTHING VOICE (Charisma): At 3rd level, the Herald is able to avert violence by calming heated and tense situations that have erupted to the point of violence. The Herald gets three attempts; each successive attempt reduces his bonus. When using Soothing Voice, the Herald receives a +4 bonus to his attribute check for the first attempt, a +2 bonus for the second attempt, and no bonus for the third attempt. This ability can only be used when all other options have failed.

TRUSTED (Charisma): At 5th level the Herald can attempt to finagle secret information by using flattery, charm, and deception. The Herald makes an attribute check in order to obtain intelligence that would normally be unavailable, with a challenge rating equal to the level of the target. If the Herald is successful, the individual will, by means direct or indirect, provide heretofore unavailable information, or confirm or deny information.

FRIENDSHIP (Charisma): At 10th level the Herald can attempt to win trust and favor by using flattery and charm. To do so, the Herald makes an attribute check, with a challenge rating based on the level of the target. If the check succeeds, the target regards the Herald as a trusted ally or friend and will heed most suggestions made by the Herald. The ability to make suggestions to the target will fade after a week's time, although the target's opinion of the Herald will remain high. If the Herald wishes to make other suggestions after this time has elapsed, he must make another attribute check.

PEACE BOND: At 12th level the Herald may enter a combative situation where all the combatants are humanoid and, as long as he remains nonthreatening, will not be engaged by any combatant. Traditionally, Heraldry will act as a neutral party during the battle and this allows them to do so without the threat of injury.

PRIME ATTRIBUTE: Charisma

HIT DIE: d8

ALIGNMENT: Lawful

WEAPONS: Broadsword, bows, club, dagger, hand axe, hammer, long sword, mace, rapier, short sword, scimitar, staff.

ARMOR: Leather armor, leather coat, padded, ring mail, studded leather, chain shirt, scale mail, chainmail

ABILITIES: Intrigue, aura of peace, soothing voice, trusted, friendship, peace bond

CLASSES

Level	HD	BtH	EPP
1	d8	0	0
2	d8	+1	1,501
3	d8	+1	3,251
4	d8	+2	7,501
5	+2	+2	15,001
6	+2	+3	30,001
7	+2	+3	60,001
8	+2	+4	120,001
9	+2	+4	240,001
10	+2	+5	450,001
11	+2	+5	625,001
12	+2	+6	800,001
13	+2	+6	1,000,001
14	+1	+7	1,200,001
15	+1	+7	1,400,001
16	+1	+8	1,600,001
17	+1	+8	1,800,001
18	+1	+9	2,000,001
19	+1	+9	2,200,001
20	+1	+10	2,400,001
21	+1	+10	2,600,001
22	+1	+11	2,800,001
23	+1	+11	3,000,001
24	+1	+12	3,200,001
25+	200,000 per level		

HOURI

The houri is a temple maiden, from the same sort of desert regions that the dervish is from. She has a strange place in society. She is a young girl of ravishing beauty whose role is to provide comfort and succor to those who might visit her temple. Her abilities come from divine and spiritual sources and, similar to the dervish she can perform dances whose moves create a mystical, almost spell-like power. In addition to this, she has kisses, which can bestow blessings upon the recipient and massage, which can heal, in a similar way to the lay on hands ability of a paladin.

The houri is not a martial class at all and does not wear armor as it would interfere with her dance movements, which require extremely subtle and suggestive movements that just couldn't work in cumbersome clothing, let alone heavy armor. Similarly, weapons are very restricted. The houri will probably use only daggers and maybe darts and slings for self-defense that can be easily concealed.

ABILITIES

MOVE SILENTLY: The houri's supple body and graceful movements enable her to move so that she is undetected in the same way as a thief does.

HIDE: The houri is also adept at keeping to shadows and concealing herself in a similar way to a thief. Graceful movement: Because of her skill over her own body movement, the houri gets a +2 on saving throws against spells and spell-like effects designed to inhibit her freedom of movement. This rises to +4 at 6th level and +6 at 10th level.

DECIPHER SCRIPT: The houri can read arcane or divine scrolls.

MASSAGES

Massage 1: At 1st level, the Houri can lay on her hands to heal wounds. This works in much the same way as the paladin ability except that it can heal 3 hit points per level of the houri per day and it can be divided amongst recipients. However, massaging isn't immediate and requires at least 1 full round of massage on the individual to be healed.

Massage 2: At 2nd level the houri can perform a massage that will remove paralyzing effects upon a person. This requires two full rounds to take effect and can be done once per day.

Massage 3: At 3rd level, this requires three full rounds. It removes any diseases on the person it is performed on. This ability can be used once per day.

Massage 4: At 7th level, the massage restores drained level and attribute reducing effects. Again it can only be used once per day and has to be performed for four full rounds before it is effective.

Massage 5: At 10th level, the houri can massage life back into the limbs of a recently dead body. This takes five full rounds and works like the cleric's 'raise dead' spell.

DANCES: The houri has a selection of different 'dance' moves that can have spell-like effects. Every dance lasts up to 10 combat rounds. At the end of the dance, the houri falls prone and defenseless for one complete round (1minute), physically, emotionally and spiritually drained. At the end of one round of recovery, she is fine and ready to carry on doing stuff. Except where noted, dances can each be used once per day at 1st level, rising to twice at 3rd level, three times at 6th level and four times at 10th level.

Dance of Fascination: A houri can cause a single individual to become fascinated with her. The person must be able to see the houri clearly and be capable of paying attention. Distractions (such as nearby fighting) may prevent this dance from working. The fascinated character will just stare at her unable to do anything else in the meantime.

Dance of Inspiration: A houri can help her friends in battle. While maintaining the dance, her allies gain +1 bonus to their attack rolls.

Dance of Sanctuary: While maintaining this dance, the houri and one designated person within 5' of her are protected as if a sanctuary spell has been cast.

Dance of Nimble Feet: Like the dervish dance, this dance enables the houri to move at double her normal move rate for the duration of the dance.

Dance of the Damned: Gained at 5th level. The Houri must dance for the full 10 combat rounds uninterrupted. At the end of the dance, she must then stop within 5' of her victim and point her finger at him. Once the accusation has been made, all humans and demihumans within 40' who witness the whole thing must make saves vs. charm opposed by the houri's charisma check or immediately attack the victim, with intent to kill. The effects last 3 combat rounds plus one round per point of the houri's charisma bonus.

Dance of Passion: Gained at 3rd level, this dance makes one person her thrall through the sensual use of her body and sexual attraction. The houri must complete a full dance and then beckon the victim to her embrace. At this point the houri makes a charisma check to succeed and the victim gets to make a will save. Once in her thrall, the victim will follow the houri around like a puppy and do exactly as he is told. He is also at -4 on any saves against her other abilities where saves are required. The thrall will defend her if she is in danger and gets +2 to his attacks and damage rolls whilst doing so. The houri can hold one person in thrall per three levels.

KISSES: Gained at 1st level, kisses are spells that are cast with the somantic component of a kiss. They affect only the single recipient of the kiss but otherwise act as the spell (drawn from all spell lists). No other ingredients are needed and they are divine (like a cleric) rather than arcane. A houri has bonus kisses based upon charisma (13-15 +1 1st level, 16-17 +1 2nd level and 18 +1 3rd level kiss). At higher levels, the houri can blow her kisses, giving them a range of 30,. These are marked with an asterisk on the table below.

Houri Kisses (Divine)

0-Level Houri kisses

Influence, Luck (+1 on next action only), Cure/Cause

Minor Wound (cures 1 hit point)

1st level Houri kisses

Bless/Curse, Command, Cure/Cause Light Wounds,

Remove Fear, Charm Person, Sleep, Daze.

2nd Level Houri kisses

Aid, Hold Person, Lesser Restoration, Remove Paralysis,

Detect Thoughts, Enfeeblement, Scare

3rd level Houri kisses

Remove Blindness/Deafness, Remove Curse, Remove

Disease, Haste, Suggestion, Tongues

4th level Houri kisses

Discern Lies, Neutralize Poison, Restoration, Cure

Serious Wounds, Freedom of Movement, Confusion,

Emotion

5th level Houri kisses

Atonement, Death Ward, Feeblemind, Dream, Nightmare

6th Level Houri Kisses

Geas, Cure Critical Wounds, Raise Dead.

PRIME ATTRIBUTE: Charisma

HIT DIE: d4

ALIGNMENT: Any

WEAPONS: Daggers, darts, slings

ARMOR: None

ABILITIES: Move silently, hide, graceful movement, decipher script, massage, dances, kisses

Level	HD	BtH	EPP
1	d4	0	0
2	d4	+1	1,501
3	d4	+1	3,251
4	d4	+1	7,501
5	d4	+1	15,001
6	d4	+2	30,001
7	d4	+2	60,001
8	d4	+2	120,001
9	d4	+2	240,001
10	d4	+3	450,001
11	+1	+3	625,001
12	+1	+3	800,001
13	+1	+3	1,000,001
14	+1	+4	1,200,001
15	+1	+4	1,400,001
16	+1	+4	1,600,001
17	+1	+4	1,800,001
18	+1	+5	2,000,001
19	+1	+5	2,200,001
20	+1	+5	2,400,001
21	+1	+5	2,600,001
22	+1	+6	2,800,001
23	+1	+6	3,000,001
24	+1	+6	3,200,001
25+	200,000 per level		

HOURI KISSES PER DAY

Level	0	1 st	2 nd	3 rd	4 th	5 th	6 th
1	3	1	-	-	-	-	-
2	4	2	-	-	-	-	-
3	4*	2	1	-	-	-	-
4	4*	3	2	-	-	-	-
5	4*	3	2	1	-	-	-
6	5*	3	3	2	-	-	-
7	5*	4	3	2	1	-	-
8	5*	4*	3	3	2	-	-
9	5*	4*	4	3	2	1	-
10	5*	4*	4*	3	3	2	-
11	6*	5*	4*	4	3	2	1
12	6*	5*	4*	4*	3	3	2

JESTER

Masters of the absurd, jesters are comics, fools, and provokers of thought. Whether roaming from place to place, or serving in the employ of the wealthy and powerful, jesters are entertaining, infuriating, and baffling.

With razor keen wit, an equally sharp tongue, and a healthy disrespect for pomposity and pretension, jesters also serve to deflate those egos over inflated. Their jests and practical jokes lay bear the ludicrousness of life, reminding others, sometimes painfully, that humor always has its place, and that it is entirely possible to take things too seriously. Jesters weave tales, often highlighting the inadequacies of the self-important, while finding much to praise in the truly humble. A jester's words, tales, and jokes have much influence, for with them they can sting, humiliate, and anger, or encourage confidence and appropriate pride.

Their status as fools grants jesters some leeway in their actions. Few civilized individuals of any note will allow a jester's barbed jokes and pranks, even those at their expense, to drive them to harm the jester, especially in public or the sight of their peers. Such a reaction would only lend credence to the jester's points, and humiliate the individual more in the eyes of those around them. Revenge enacted quietly and privately, however, is always a possibility, as some jesters have found to their cost.

Furthermore, many jesters have found that it always pays to be a little canny, if only because some victims of their japes care not what others think, and will only too happily enact revenge on the spur of the moment. Master jugglers and acrobats, displaying outrageous antics and costume, jesters are also superlative physical performers; anyone can play the fool, but only the jester is the master of his craft.

ABILITIES

HUMILIATE (Charisma): Making use of barbed jests, mocking mimicry, and appropriate gestures, the jester can humiliate and infuriate a victim, causing them to lose their composure and act in a far less considered way. With a successful attribute check, a jester can cause a victim capable of understanding him, to suffer a -2 penalty on any action requiring an attribute check, including class ability checks, saving throws, and standard attribute checks. This ability does not affect attack rolls. The victim must be able to see and hear the jester, and must be within 60 feet. The victim may make a Wisdom check (CL equal to the jester's class level) to resist the effects of this ability. The jester can use this ability once per day per level, and maintain the effect for a number of rounds equal to the character's level. As the jester rises in levels, the penalty inflicted increases as well: -3 at 6th level and -4 at 12th level.

MASTER JUGGLER: A jester's ability to juggle becomes so deft that, starting at 3rd level, they gain a +1 bonus to attack and damage when throwing small objects such as clubs, daggers, rocks, and bottles. At 10th level these bonuses both increase to +2. At 4th level, this mastery of juggling also grants the jester the ability to deflect small thrown missiles as per the Monk ability, Deflect Missiles. However, this ability does only work for such small items as clubs, daggers, bottles, balls, and rocks; it can not be used against projectiles such as arrows or bolts, nor against such large missiles as spears, javelins, or harpoons. This ability can be used once per round at levels 4-8, and twice at levels 9-12.

PRATFALL (Dexterity): See Monk: Slow Fall, but is gained at 1st level, and takes damage as if the fall were only 5 feet shorter, and has no effect on falls greater than 20 feet.

TUMBLING EVASION: If presented with enough space, the character may use his acrobatic prowess to help evade attack, gaining a +4 AC bonus for using the Dodge combat maneuver rather than +2.

PRIME ATTRIBUTE: Charisma

HIT DIE: d6

ALIGNMENT: Any non-Lawful

WEAPONS: Club, dagger, light mace, rock, staff

ARMOR: Padded, leather, ring mail, studded leather

ABILITIES: Humiliate, master juggler, pratfall, tumbling evasion

CLASSES

Level	HD	BtH	EPP
1	d6	0	0
2	d6	+1	1,001
3	d6	+1	2,201
4	d6	+1	4,501
5	d6	+2	9,001
6	d6	+2	18,001
7	d6	+2	35,001
8	d6	+3	70,001
9	d6	+3	100,001
10	d6	+3	150,001
11	+2	+4	275,001
12	+2	+4	400,001
13	+2	+4	52,0001
14	+2	+4	640,001
15	+2	+5	760,001
16	+2	+5	880,001
17	+2	+5	1,000,001
18	+2	+5	1,120,001
19	+2	+6	1,240,001
20	+1	+6	1,360,001
21	+1	+6	1,480,001
22	+1	+6	1,600,001
23	+1	+7	1,720,001
24	+1	+7	1,840,001
25+	120,000 per level		

MERCHANT

Merchants (or more properly Merchant-Adventurers) are not shopkeepers, market traders or peddlers. They have far loftier aims and although they might settle down a bit later in life to one of these positions it is more likely that they'll end up knighted and/or very rich with lands and estates of their own. Merchants are generally wealthy gentlemen with the means and ability to raise money to fund expeditions to distant places, with a view to establishing viable trade and trade routes. This might be by way of an overland trek with wagons and pack mules or it could be by sea and all that entails. Because of this merchants often need to hire and associate with sea captains, guards, guides and so on. In their travels, they often join up with other adventurous individuals on the road, from goliards and friars making their way from town to town to earn their keep, to knights and paladins out questing. Merchants tend to get on with most adventurers, but have a keener eye out when rogues are about and when at sea are ever anxious not to cross the path of a freebooter ship.

Merchants are quite capable at defending themselves given their adventurous tendencies but often seek the presence of a fighter or two in their entourage and the wealthier ones will pay for the services of a gallowglass. Their primary skill is in negotiation and trade, though they are explorers and, to a degree rogues and fighters as well. As such they have some skills from several other classes and a fair range of weapons and armor to choose from.

ABILITIES

BARGAIN (Charisma): This is the skill of negotiation for a price – whether that is by barter (exchange of goods) or simply haggling on a price to lower (or increase if selling) it. With a successful roll, at 1st level they can reduce the price of standard equipment and weapons from the list by 3/4 of the listed price. At 4th level, they can buy equipment for 2/3 of the listed price and by 8th level they can bargain the costs down to 1/2 the listed price of goods. Finally at 12th level, merchants can get standard goods for a third of the list price. For other

items like rare and magical items and artifacts, the CK will have to make his own judgment as to what would seem reasonable.

DECIPHER SCRIPT (Intelligence): Merchants often need to decipher and interpret legends and secret writings to acquire more knowledge of the lands and potential trade partners and so on. This ability allows the merchant 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 the piece of writing. It takes ten turns to decipher each page of script. A merchant can use this ability to decipher and then use an arcane scroll as a wizard or illusionist would, if a

successful check is made at a penalty of -10. This ability may not be used by the merchant to decipher and use divine scrolls.

FELLOWSHIP (Charisma): The skill of the merchant to strike up friendships with almost anyone, even if they do not speak the same language – tribal chieftains, bandit leaders, lowly farmers or high ranking nobles. They are all susceptible to the Merchants silver tongue and easy attitude. If the merchant has some cheap gems, jewelry, ale, wine, clothing or some other items of little value, he can add up to +2 to his roll, with the CK's approval. The merchant always has such items available to him when going to distant parts for purposes of trade. With a successful roll, fellowship works exactly like a charm person spell and can be used against one person or humanoid at 1st level and one extra person or humanoid for each additional level.

MAP LORE (Wisdom): Merchant adventurers are, in part, explorers as they often tread ground that few civilized people have been. They therefore study maps very closely and try to gather as much information about the world (especially the places they are traveling through and to). This ability allows merchants to recall some local knowledge, myths and legends about places. It also provides information about the best roads or trails to use, where towns, cities and ports are, places to avoid and so on. The Merchant is also a skilled cartographer and is able to make maps from places he has been, or even places described to him (the latter might need a more difficult roll though, but that is up to the CK).

MONEY WISE (Wisdom): You cannot fool a canny merchant. They can spot shaved coins, forged notes (if your campaign has notes), separate real silver and gold coins from fake metals and can also tell how many coins are in a purse without needing to open it and sometimes even just by looking at it.

OPEN LOCK (Dexterity): A merchant likes to know about locks, because he tends to be a bit insecure about his money. He always has chests here and there and understands the locking mechanisms very well. He can use this ability to open any sort of mechanical lock that would normally require a key to open. A successful check indicates that it has been opened. A merchant can only make one attempt per lock. If that attempt fails the merchant cannot try to open the same lock again until the next level of experience is gained. Lock pick tools of some sort are required to use this ability.

LISTEN (Wisdom): Merchants train themselves to listen carefully both for thieves trying to get at their goods and to pick up on subtle nuances when striking a deal. Generally a success check indicates that the merchant has heard some sort of noise. This could be soft sounds like a whisper or a thief sneaking up within 30 feet or in the open or behind a door. Exactly what is heard is generally up to the CK. It takes one round to listen and a merchant can retry any time. Penalties might apply, for example -10 through a stone wall.

PRIME ATTRIBUTE: Charisma

HIT DIE: d8

ALIGNMENT: Any

WEAPONS: Broadsword, bow, club, dagger, dart, hand axe, hammer, long sword, rapier, scimitar, short sword, sling, spear and staff

ARMOR: Leather armor, leather coat, padded, ring mail, studded leather, chain shirt

ABILITIES: Decipher script, open lock, listen, bargain, fellowship, money-wise and map lore

Level	HD	BtH	EPP
1	d8	0	0
2	d8	+1	1,501
3	d8	+1	3,251
4	d8	+2	7,501
5	d8	+2	15,001
6	d8	+3	30,001
7	d8	+3	60,001
8	d8	+4	120,001
9	d8	+4	240,001
10	d8	+5	450,001
11	+3	+5	625,001
12	+3	+6	800,001
13	+3	+6	1,000,001
14	+3	+7	1,200,001
15	+3	+7	1,400,001
16	+3	+8	1,600,001
17	+3	+8	1,800,001
18	+3	+9	2,000,001
19	+3	+9	2,200,001
20	+1	+10	2,400,001
21	+1	+10	2,600,001
22	+1	+11	2,800,001
23	+1	+11	3,000,001
24	+1	+12	3,200,001
25+	200,000 per level		

MOUNTEBANK

Mountebanks are jack-of-all trades, master performers and rogues with many abilities at their disposal to get by in life. Some of them pose as bards, since they generally are expert communicators and trained in artistic skills, among all of what they do. They could however be adventurers, courtiers and schemers among the nobility, as much as they could be minstrels and entertainers.

ABILITIES

CLIMB (Dexterity): This extraordinary ability allows a mountebank to climb up, down, or across a slope, wall, steep incline (even a ceiling with handholds), or unusually angled natural or man made slope or incline that others would find impossible to climb. When doing so, the mountebank 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. Mountebanks can not carry anything in their hands while climbing. When climbing typical natural slopes and man made inclines, such as a cliff faces or steep steps, a mountebank does not need to make an attribute check to climb the surface.

This ability is affected by wearing armor not on the armor list for the mountebank.

COUNTERSONG (Charisma): The mountebank can negate magic or abilities that rely on sound or vocal effects. The mountebank makes a **charisma saving throw** for all characters affected by vocal abilities within 30 feet. Success means the spell or ability is negated within the area of effect. The mountebank can walk ¼ his speed while using countersong but is interrupted if he takes damage or fails a saving throw. Countersong can be used once per encounter and lasts as long as the mountebank continues speaking. Countersong does not interrupt verbal components or command words but does negate verbal aspects of a spell's description such as speaking a person's name or giving orders to a charmed monster.

DECIPHER SCRIPT (Intelligence): This ability allows a mountebank 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 turns to decipher each page of a script. The attempt may be made only once per writing.

A mountebank may use this ability to decipher arcane script if a successful check is made at a penalty of -10. This ability may not be used to decipher divine scrolls.

INCITE EMOTION (Charisma): Mountebanks can perform to inspire the emotions of individuals or groups. When playing before a crowd, every targeted listener makes a **charisma saving throw**. If the crowd fails, the mountebank may shift their reaction by one level positively or negatively.

A crowd must be non-hostile and focused on the mountebank. The saving throw for large groups should be the average of every creature's hit dice. The method of this ability must reflect the creature it's used against and the mountebank must be proficient in that method. A bear could be calmed with music but a joke spoken in common would have no effect on an unintelligent ogre.

INSPIRE COURAGE (Charisma): The mountebank can inspire courage into allies granting bonuses to their abilities. The mountebank can imply a +1 bonus to attack rolls, a +1 bonus to saving throws, or a +2 bonus to morale for all those that hear him within 10 feet per mountebank level. The mountebank must perform for three full rounds, doing nothing else besides performing, and the bonuses are added at the end of the third round. This effect lasts 1 round per level. This ability can only be used once per combat encounter.

LEGEND LORE (Charisma): Mountebanks are lore masters of myth and archaic knowledge. With a successful attribute check, a mountebank gains or remembers some relevant information about local notables, a legendary item, a noteworthy place or any other relevant bit of information. Gaining the information may entail speaking to local inhabitants and/ or doing research. The information might prove useful in diplomacy, entertaining, or otherwise influencing others. The ability also might impart a full or partial understanding of local or secret languages, including rogue's cant, the secret druidic language or ranger signs.

The check will not reveal the powers of a magic item, but may give a hint to its history, general function or activation. The Castle Keeper gauges the challenge level of the check based on whether the knowledge is: 1. Common known by at least a substantial minority of the local population; 2. Uncommon but available, known by only a few people in the area; 3. Obscure, known by few, and hard to come by; 4. Extremely Obscure, known by very few scholars and sages, possibly forgotten by most who once knew it, or possibly known only by those who don't understand the significance of the knowledge.

LISTEN (Wisdom): A mountebank can use this ability to listen intently and hear noises that others might not detect, even through an obstacle such as a door. Generally, a successful check indicates that the mountebank has detected some sort of noise. Success indicates the mountebank 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 mountebank is listening for sounds on the other side of a door, but the mountebank 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 mountebank suffers a -10 penalty to the check. For other materials, vary the penalty as appropriate. A mountebank can retry this ability once a round.

Only wearing a metal or large helmet affects this ability negatively.

PICK POCKET (Dexterity): A mountebank can use this ability, on a successful dexterity check, to remove the contents of a pocket or pouch (or otherwise take something from a person) without being noticed. Success may require the mountebank to cut the purse or pouch from the target. A penalty to check is equal to the level or hit dice of the targeted victim.

This ability also allows the mountebank to perform "sleight of hand" maneuvers. A successful dexterity check indicates the mountebank 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 that is determined to note where an item is moved. This penalty is equal to the wisdom attribute bonus for the observer.

This ability is affected by wearing armor not on the armor list for the mountebank.

PLAY INSTRUMENT (Charisma): Mountebanks are proficient singers, musicians, and chanters. A mountebank is an expert at one type of oratory or instrumental performance of the player's choice.

SPELLS: A mountebank casts arcane spells, the same as wizards. Like a wizard, a mountebank is limited to a certain number of spells of each spell level per day.

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The *Mountebank Spells Per Day Table* shows the number of spells per day a mountebank may cast. A mountebank must prepare spells before casting them. This is done by studying spells from a spell book. While studying, the mountebank decides which spells to prepare. Spell memorization and descriptions are covered in detail in the Magic section.

BONUS SPELLS: With a high intelligence score, a mountebank gains bonus spells. If the character has an intelligence of between 13-15, he receives an extra 1st level spell. If the intelligence score is 16 or 17, he receives an extra 2nd level spell and if 18 or 19, he receives an extra 3rd level spell. The bonus spells can only be acquired if the mountebank is at a high enough level to cast that spell level. Bonus spells are cumulative.

PRIME ATTRIBUTE: Charisma

HIT DIE: d6

ALIGNMENT: Any non-lawful.

WEAPONS: Any except heavy weapons such as great swords, battle-axes and polearm

ARMOR: Leather armor, leather coat, padded armor (See special), and chain shirt

ABILITIES: Climb, countersong, decipher script, incite emotions, inspire courage, legend lore, listen, pick-pockets, play instrument

Level	HD	BtH	EPP
1	d6	0	0
2	d6	+1	1,751
3	d6	+1	3,501
4	d6	+1	7,001
5	d6	+2	14,001
6	d6	+2	25,001
7	d6	+2	50,001
8	d6	+3	90,001
9	d6	+3	15,0001
10	d6	+3	200,001
11	+2	+4	350,001
12	+2	+4	500,001
13	+2	+4	675,001
14	+2	+4	850,001
15	+2	+5	1,025,001
16	+2	+5	1,200,001
17	+2	+5	1,375,001
18	+2	+5	1,550,001
19	+2	+6	1,725,001
20	+1	+6	1,900,001
21	+1	+6	2,075,001
22	+1	+6	2,250,001
23	+1	+7	2,425,001
24	+1	+7	2,600,001
25+	175,000 per level		

SPELL BOOK: The number of spells that a mountebank has in his spell book at the beginning of play is equal to the number of spells he can cast at xxx level.

Example: A 1st level wizard or illusionist with 14 Intelligence can cast four 0 level spells and three 1st level spells (2 + 1 bonus). So, the character would begin play with a spellbook containing four 0 level and three 1st level spells.

The spells in the spell book can either be chosen by the Castle Keeper, the player, agreement between the two or randomly (*use the Spell List Charts starting on page 54 for wizards and page 57 for illusionists*).

MOUNTEBANK SPELLS PER DAY

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

PURITAN

Puritans are stern zealots who strive to lead pure lives according to their religious dogma; they are expected to spend their time working, not having fun. However, the main characteristic of puritans, is their absolute rejection of magic, which they abhor and see as the primary source of evil in the world.

ABILITIES

FORBIDDEN MAGIC-USE: Puritans are strictly forbidden to use any sort of arcane magic. Doing so results in the loss of their special abilities, and inability to progress further in levels of Puritan. On the other hand, Puritans will tolerate divine magic when wielded by priests of their own society. They do not see it as evil, but as a crutch for the weak of soul, a stopgap remedy for those who lack the true Puritan's strength of will. Puritans may tolerate (with contempt) a benign use of magic for others, but wholly refuse it for themselves. They see it as the utmost corruption from which they should stay afar to preserve their identity and protect the integrity of their faith. In fact, their own abilities to resist and fight magic come from an inflexible commitment to this belief. Hence, transgressing this taboo results in loosing these special abilities.

(Remember, this penalty is incurred only for willful misconduct. If a Puritan knows that a magical item is activated by touch, she must not touch it; but if she never saw it before and is unaware of its properties, her magic-resistance will hopefully protect her. A Puritan affected by magic because of failure of her magic-resistance does not necessarily require punishment-only if she willingly desires and accepts the use of magic.)

A Puritan's will is often tested. Examples include: being near death with only a cleric's magical healing to keep him alive; being trapped in a room with a door that only opens with a command word; or falling off a cliff with a gold dragon nearby your only hope of rescue. In such cases, the Puritan will lose XP, plus a temporary loss of magic-resistance. The loss of XP is up to the CK, but should typically be 100 XP per spell level (of spell or magical effect) or per HD of the magical creature. Magic resistance is lost for one day per 100 XP lost.

However, willingly using magic to benefit from an obvious advantage in any situation is clearly a betrayal of the Puritan ethic. If using a specific magic item is required to save the world, perhaps the world does not deserve to exist, according to the Puritan ethic. Violating his magic taboo cannot be justified by a good deed.

MAGIC RESISTANCE: Puritans are resistant against all spells and magical effects. It operates continuously and puritans cannot lower it at will. It can also render magical items inert, when held by the puritan (that is, the item does not function magically while held by the Puritan). Puritans have a Magic Resistance equal to 8 + their Puritan level; they reach their maximum magic resistance of 20 at 12th level.

SENSE MAGIC: Puritans can detect magic at will, but this special ability doesn't work like the spell. The puritan must instead concentrate for a full round, then will sense if something is magical (he does not see magical auras as

per the *Detect magic* spell). Range is 5 feet per puritan level, in the direction the character is facing. The puritan's level determines how precise this perception is:

- **1st level (basic):** the Puritan can sense that some magic lurks before him, but cannot distinguish what it is exactly. This ability reveals magic as generated by active spells or magical items, but the puritan doesn't know what radiates magic, unless directly touching it with his hands. The Puritan will sense the relative strength of that magic. Multiple sources of magic in the same place will blend as one emanation.
- **3rd level (magic items, active spells):** the Puritan can now determine the source of the magic: item (and which one) or active spell.
- **5th level (magic-users, magic beings):** the Puritan can sense that a person (or creature) is a magic user, even if no spells are active, and no magical items worn. Likewise, he can sense if a creature is of a magical nature.
- **7th level (hidden magic):** the Puritan can sense magical things of a hidden nature (such as non-detection spells or items).
- **9th level (anything magic precisely):** the puritan can sense anything magical in nature, and what it is. However, this knowledge remains basic: this ability cannot determine the school of magic, and or what effects it produces.

RIGHTEOUS STRIKE: Puritans cannot use magical items, including magic weapons. Yet, their magical resistance and hate of magical creatures gives them the ability to hit any creature immune to non-magical weapons, as if they were wielding a magical weapon. As such, at 2nd level, any normal weapon they wield functions normally against normal creatures, but then, due to their hate and faithful will, they make it work as a +1 weapon against all creatures that are immune to non-magical weapons. This ability confers a bonus to hit and damage, as well as the penetration quality of a magical weapon. This bonus increases to +2 at 5th level, +3 at 8th level, and +4 at 11th level.

FAITH HEALING: Puritans cannot benefit from any form of magic including divine healing. However, at 3rd level, the strength of their indomitable faith gives them regenerative powers. As such, they can once per day heal themselves of 3d4 hit-points. However, this requires to pray uninterrupted for 15 minutes, and to have accomplished something to further their puritan ethic that day (at CK's discretion, but this typically include the slaying of evil magic-users or magical creatures).

CANCEL MAGIC: At 6th level, puritans gain the ability to cancel magic. This ability works exactly as the arcane spell *Dispel magic*, except the dispel check is 1d20 + Charisma modifier + Puritan level. Puritans may use it once per day at 4th level, twice at 6th level, and three times at 8th level.

DISABLE SPELLCASTING: At 9th level, puritans gain the ability to sever the bond between a spellcaster, or magic-using or magical creature, and the source of its magic. The target must succeed a **constitution saving throw** against 12/18 + the puritan's magic resistance. If the save is failed, the target suffers the following effects for 10 minutes per level of the puritan.

- Creatures normally immune to non-magical weapons lose their immunity.
- Spellcasters cannot cast spells or use spell-like powers. (Ability to use magical items is not affected by this disabling power.)
- The disabling effect may be canceled with the following spells: Limited wish, Greater restoration, and Wish.

GREATER CANCEL MAGIC: this ability works exactly as the arcane spell *Disjunction*. Puritans may use it once per day.

PRIME ATTRIBUTE: Charisma

HIT DIE: d8

ALIGNMENT: Lawful neutral

WEAPONS: Any

ARMOR: Any

ABILITIES: Magic is forbidden, magic resistance, sense magic, righteous strike, faith healing, cancel magic, disable spellcasting, greater cancel magic

Level	HD	BtH	EPP
1	d8	0	0
2	d8	+1	2,501
3	d8	+2	5,001
4	d8	+2	10,001
5	d8	+3	18,001
6	d8	+4	32,001
7	d8	+4	60,001
8	d8	+5	120,001
9	d8	+6	240,001
10	d8	+6	450,001
11	+3	+7	625,001
12	+3	+8	800,001
13	+3	+9	975,001
14	+3	+10	1,150,001
15	+3	+11	1,325,001
16	+3	+12	1,500,001
17	+3	+13	1,675,001
18	+3	+14	1,850,001
19	+3	+15	2,025,001
20	+1	+16	2,200,001
21	+1	+17	2,375,001
22	+1	+18	2,550,001
23	+1	+19	2,725,001
24	+1	+20	2,900,001
25+	175,000 per level		

SHAMAN



The Shaman is a mixture of holistic priest, druid, and medium found in most remote regions. They cherish the solitude of these areas in which they can commune with the spirits of the world. It is through this communion and the spirits that the Shaman gains the power to guide and change the world around them. When the shaman is part of a community, they provide guidance to the people of their village to avoid angering the spirits and ensure peace and prosperity. The spirits do not provide their boons freely however. It is the shaman's responsibility to sometimes perform tasks to appease the spirits, administer the spirits justice, and to protect the world and spirits themselves. Shamans found as part of adventuring groups are most often there because

CLASSES

they have been tasked by the spirits to destroy or prevent great evils.

How clearly the shaman can communicate with the spirits and how much of their power the shaman may channel is directly related to the Shaman's strength

of will and body (Charisma). The Shaman spends time purifying and strengthening their body and mind for this reason. Shaman shun armor since it

muffles the voice of the spirits. Instead they place their trust in the spirits to protect them. Shaman are skilled in few weapons. Those they are skilled in are

typical of barbaric hunters. At an early point of their journey, the Shaman undertakes a spirit quest to discover their totem. The Shaman begins to take on

aspects of their totem in both form, dress, and ability. When the spirits wish to speak to the Shaman, the totem animal is the most likely form to be chosen.

The killing of a totem animal is a thing not taken lightly by the Shaman, even when in self defense. Unlike other classes, the shaman may not dual or multi-class without losing the greater of their abilities.

ABILITIES

VITALITY: The Shaman's practice of strengthening and purifying their body and mind has given them a strong connection to the world and its spirits granting them a greater than normal vitality (d10 HD).

LESSER BOON: The Shaman starts their journey by listening to the spirits of the world and learning to listen and trust in them. Much time is spent communing with the spirits to better understand their ways and desires. A Shaman that is successful in this may seek the aid of the appropriate spirits for what is desired though care must be made not to ask for so much assistance that the spirits are angered.

The shaman may seek the aid of the spirits a number of times equal to one plus their charisma modifier (1+ Charisma)+1 every other level per day.

Example: A 1st level shaman with a Charisma of 16 may use Lesser Boon 4 times per day. An 8th level shaman with a Charisma of 16 may use Lesser Boon 7 times per day).

Lesser boon may affect either the shaman or a single target. For boons affecting target creatures, they may make saving throws as might normally apply. The range of the boon is 10-feet + 10-feet per Charisma bonus of the shaman. The duration of any aid is a number of rounds equal to (1+ Charisma). Should the shaman not give the answering spirits proper appreciation, the spirits may become angered and their boon become a curse (reversed effect).

Spirit Type	Granted Boon (affects self)	Granted Boon (affects single target creature)
Earth	Skin of the Earth (+2 AC)	Weight of Stone (slow, speed reduced 1/2)
	Whispered Secrets (+1 INT)	Slashing Gust (temporarily blinded)
Fire	Dancing Flame (+1 DEX)	Purity of Fire (heals 1 hit point each round)
Water	Still Reflection (+1 WIS)	Frozen Pond (paralysis, max HD equal to CHA mod +1)
Plant	Bending Reed (+1 CON)	Nature's Hunger (acid spit, 2 damage each round)
Animal	Heart of the Beast (+1 STR)	Heart of Prey (flees away in terror)

TOTEM ANIMAL: At 3rd level, the connection to the spirit realm has become strong enough that the greater spirits have noticed the Shaman. The Shaman must go alone into the wilds upon a ritual journey. This journey usually lasts for up to a month. At some point during the journey, the greater spirits seek out the shaman and inspect his/her soul. Whichever of the greater spirits that finds the shaman worthy will appear in animal form either physically or as a dream vision. This animal form becomes the Totem Animal of the shaman. The Shaman begins to emulate the qualities and aspects of their totem animal. As long as the Shaman continues along the path of their totem animal and honors its spirit, the shaman will be granted the use of greater powers by the spirits. Should the shaman stray from the path or dishonor its spirit, then all of the benefits and gifts of the totem animal are lost along with all other shaman abilities gained

after 3rd level until the shaman either atones or is killed. A list of typical totem animals and granted abilities is provided below;

Totem Animal	Granted Abilities	Totem Path
Ant	+1 to CON and CHA attribute check rolls	Honor, sacrifice, perseverance, patience, teamwork, loyalty
Bear	+1 to STR and WIS attribute check rolls	Strength, Wisdom, remaining balanced amid challenge, and introspection
Buffalo	+1 to all saving throw rolls	Sacrifice, community, strength in adversity, gratitude, and treating all life as sacred
Coyote	+2 to search and spot checks	Loyalty in relationships, cunning, caution, patience, protection of family
Dragonfly	+2 to all saves vs. illusion, confusion, fear, and emotionally based attacks +1 to save vs. Fear effects; to INT attribute check rolls; and listen check rolls	Compassion, seeing past appearances, able to change as life transforms around
Eagle	+1 to DEX attribute check rolls; surprise check rolls; and listen check rolls	Courage, understanding, strength, and endurance
Fox	+1 to saves vs. movement restricting effects and +2 to EV base	Harmony with surroundings, alertness, nimble in mind and body, listening, keen sight
Horse	+2 to search and identify checks	Independence, well grounded, power of freedom and movement, dignity, gentleness
Otter	+1 to INT and WIS attribute checks	Self reliant, playful, curious, relaxed, nurturing, gregarious
Puma (Lynx)	+2 to Hide and Move Silently checks	Enigmatic, stealth, poise, guiding, seeker of meanings
Raven (Crow)	+1 bonus lesser boon use per day	Stealth, cunning, observation, decisive action, grace, serenity
Snake	+1 to all heal checks; +1 hp bonus to healing power effects	Integrity, transformation, guardian of secrets and magic, healing, and teaching
Turtle	+2 to bonus to hit point total (one time only)	Balanced in nature, continuous growth of self, listen to the heart of all, guidance
Weasel	+2 to DEX attribute check rolls	Wisdom, perception the relationships of time, survival, steadiness, adaptable to the world around
Wolf	+1 to STR and CHA attribute check rolls	Intuitive, relentless, stealthy, reckless at times, wasteful, merciful
		Lawful, loyal, confident, strength, violence only as necessary, ritualistic, defensively territorial, cooperative

Note: The choice of the Totem Animal should be a CK reward based on how the player has developed their character or it may be left up to the player with CK approval. This also presents an opportunity for a short solo adventure in which the shaman may be tested by the spirits to discover the shaman's true heart.

TURN OR REBUKE UNDEAD: At 4th level, the Shaman's connection to the spirits of nature and life are so strong that they gain some power over the twisted spirits of the undead. The Shaman is able to turn or rebuke undead creatures in the same manner as a cleric of three levels lower than the shaman.

Example: A 4th level shaman turns as a 1st level cleric. An 8th level shaman would turn as a 5th level cleric. And so forth.) This ability is lost should the shaman break with their totem animal.

VESSEL OF THE SPIRITS: At 5th level the shaman has gained sufficient insight and knowledge of the spirits that they have learned to channel the power of the spirits directly. This is very taxing to the shaman's mind and body however preventing the shaman from maintaining such a connection for very long or often without adequate rest. The shaman may endure such close contact with the spirits for a number of rounds equal to two times their Charisma bonus (2x Charisma mod. +1).

The amount of the spirits power a shaman may channel is related to their vitality and willpower (benefit bonus of 1+ Charisma mod.). A shaman may act as a vessel for the spirits a number of times per day equal to their level plus one plus their charisma modifier (Level +1 +Charisma mod). Only one manifestation may be in effect at a time. This ability is lost should the shaman break with their totem animal.

The time the shaman must wait between uses is equal to four minus their Charisma modifier (4 -Charisma mod.) in rounds. Such power manifests in different ways depending upon which type of spirit the shaman is channeling.

Spirit Type	Manifestation
Earth	Strength of Stone ('bonus' to hit and damage)
Sky	Wings of the Wind (may fly at speed equal to 10 feet per 'bonus' point)
	Flame of Rage (shaman's attackers suffer d4 fire damage per 'bonus' point)
Water	Unstoppable Current (shaman gains SR equal to 1+ 'bonus')
Plant	Spring Growth (shaman may regenerate 'bonus' of hit points in target touched each round)
	Stalking Beast (shaman may track by scent and sight, 'bonus' to check rolls)
Animal	Kindle the Soul (shaman may restore up to 'bonus' worth of level drain effects)
Great Spirit	

SUMMON ELEMENTAL SPIRIT: At 8th level, the Shaman may command a minor elemental spirit of earth, fire, water, or air to appear and aid the shaman in whatever task or tasks are asked of them if within their power. The element from which the spirit is to be summoned must be present in order for the shaman to make the summons. The shaman may only attempt to summon an elemental spirit a number of times per day equal to their Charisma modifier (ie. A Shaman with a Charisma of 14 would have a +1 modifier, thus being able to make a single summons per day, while a shaman with a Charisma of 18 and a modifier of +3 would be able to make three such summons per day). Summoned elemental spirits are able to be turned or rebuked by clerics and shaman the same as if they were undead.

After the task set by the shaman is completed or a number of rounds equal to the shaman's level pass, whichever comes first, the elemental spirit will return from whence it was summoned. Summoned elemental spirits have the same appearance, abilities, and stats as an elemental of their type, though their hit dice are equal to half of the summoning shaman's level. (ie. An 8th level shaman summoning an elemental spirit of earth would get a 4 HD earth elemental for 8 rounds duration.) This ability is lost should the shaman break with their totem animal.

TOTEMIC FORM: At 10th level, the Shaman is able to assume the shape of their totem animal once per day. Changing shape takes a single round and magically heals the shaman of 10% of any physical damage suffered while in

human form but does not heal any disease, energy drain, or such effects. While in animal form the shaman has all of the natural abilities of an animal of that type plus the use of their shamanic abilities, speech, and hit points. When the shaman changes back to human form from animal, they only magically heal 10% of damage suffered while as an animal. The shaman in animal form should be considered a magical beast for purposes of type. This ability is lost should the shaman break with their totem spirit.

There is no duration to how long a shaman may remain an animal, though at the end of each week the shaman remains in animal form, the shaman needs to make a Wisdom check to avoid losing a point of intelligence. Should the shaman's Intelligence score drop to 2, then they are considered to have forgotten their life as human and all of their stats immediately revert to those of a normal animal of their totem type. Should the shaman change back to human form at any time before their Intelligence score reaches 2, then they will gain back the lost attribute points at a rate of 1 per every two days they remain as human. This recovery stops immediately should the shaman revert to animal form and a

Intelligence check rolled to see if the points left to be recovered are lost permanently. Points permanently lost in this fashion may be recovered by magical means such as restoration, or wish.

PRIME ATTRIBUTE: Charisma

HIT DICE: d10

ALIGNMENT: Any

WEAPONS: Staff, sling, spear, dagger, club, hand axe, cestus, knife, dart, blow pipe, bolas

ARMOR: None

ABILITIES: Vitality, lesser boon, totem animal, turn or rebuke undead, vessel of the spirits, summon elemental spirit, totemic form

Level	HD	BtH	EPP
1	d10	+0	0
2	d10	+0	2,401
3	d10	+1	4,801
4	d10	+1	9,601
5	d10	+1	19,201
6	d10	+2	38,401
7	d10	+2	76,801
8	d10	+2	153,601
9	d10	+3	307,201
10	d10	+3	500,501
11	+3	+3	700,501
12	+3	+4	900,501
13	+3	+4	1,100,501
14	+3	+4	1,300,501
15	+3	+5	1,500,501
16	+3	+5	1,700,501
17	+3	+5	1,900,501
18	+3	+6	2,100,501
19	+3	+6	2,300,501
20	+1	+6	2,500,501
21	+1	+7	2,700,501
22	+1	+7	2,900,501
23	+1	+7	3,100,501
24	+1	+8	3,300,501
25+			+200,000 per level

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SORCERER



Magic is a powerful force, an essence permeating all forms of existence, infinitely varied, evidenced in myriad ways, from the subtlest of divine orisons to the most earth-shattering of arcane spells, from the energies of supernatural creatures to the runes carved in magical blades. Small wonder then that there are those who devote their lives to it. Such individuals pour much time, energy, and intellect into the study of magic in an attempt to harness this potent tool, great efforts expended to learn of magic and bring it to bear with magecraft. To the sorcerer, such efforts are pointless, for sorcerers are those rare individuals born to magic. Magic is, quite literally, a part of them.

Due to peculiar birthright, sorcerers have magical essence running within them, essence that can be summoned, channeled, and controlled through sheer force of personality. This birthright can be varied indeed, from those sorcerers long descended from dragons or other-planar entities fair or foul, to those with traces of fae blood. Even more rarely, sorcery is born of unexpected conjunctions, inexplicable occurrences, or magical mishap.

A sorcerer's magic reflects its source. One of draconic heritage may manifest spells indicating the power of dragons, spells providing the power of flight, strong armor, majesty, and natural weapons, for example. A fae-blooded sorcerer's spells could reflect light, illusion, and charm. In any case, the sorcerer has little true control over which powers grow from within.

The life of a sorcerer is seldom an easy one, for being born with inherent magic can cause many problems. Sorcerers are often physically marked with small, or not so small, traces of their magical heritage. One of demonic heritage may possess small horns, while one born of fae blood may possess eyes of an unnatural hue. One accidentally infused with forces of elemental air may have hair that waves forever in a non-existent wind, while one involved in an alchemical accident involving green flame may have one eye a glowing green orb.

The sorcerer's magical blood also has a minor impact on their psychology. Those whose powers may be infernal in origin may occasionally suffer from unnatural urges, for example, while those with faerie blood may experience capricious

mood swings. Although these urges and personality changes are typically easy to resist, they sometimes become more difficult to resist as the sorcerer gains in magical power.

Beyond the physical and mental traces of magic, strange happenstance often surrounds the growing sorcerer. The magic coursing through them can erupt uncontrollably, manifesting itself in their surrounding environment, especially in times of great physical or emotional stress. Depending on their heritage, such things as small fires may start, glowing lights may appear, and in severe cases, even more dangerous events may occur. Until the sorcerer has experimented enough to effectively control these surges, this can make their lives, and the lives of those around them, potentially dangerous. No few young sorcerers have been banished or slain by their own fearful or superstitious communities, or worse, by their own uncontrolled magics. Even more tragically, some sorcerers take their own lives, unable to live with their magic, or the harm they might have caused. Some sorcerers never learn to control the magic within them, assuming they even know its source.

Given these common factors, it is unsurprising that few sorcerers have a normal upbringing, and this also colors their outlook as much as their magic. Some seek seclusion, living like hermits, distrustful of others. Others seek revenge or power, using their powers to hurt those who persecuted them when they were vulnerable and in need, or to gain control in adult life they never had when younger. A few seek to use their powers to aid others, to desperately prove their worth to themselves if not others.

ABILITIES

SPELLS: The Player must select the single spell list (Illusionist or Wizard) that best fits their character's magical concept, and thereafter their character may only manifest spells from that list.

Sorcerers do not learn spells as such; they manifest spell-like powers through practice and experimentation (see the Spells Known table). Because the spells known must reflect their heritage, and because they have no ability to select the powers they are born to, the CK should select all or some of the spells a sorcerer's manifests as their innate powers reveal themselves.

Sorcerers are limited to a certain number of spells of each spell level per day. A table shows the number of spells per day the sorcerer may cast. A sorcerer need not prepare spells ahead of time, unlike a wizard. Instead, the sorcerer simply selects a spell of the appropriate, or lower, level from the spells they know, and casts it. Sorcerers do not gain Bonus Spells like the Wizard, nor do they require Spellbooks. They usually cast their spells by gesturing, so their spells always require a Somatic component. Many also utter phrases or curses to aid them, giving most of their spells the Verbal component as well. However, given that their magic is innate, they need never use the Material, Focus, or Divine Focus needed for a spell.

PRIME ATTRIBUTE: Charisma

HIT DICE: d4

ALIGNMENT: Any

WEAPONS: Club, dagger, heavy crossbow, heavy mace, light crossbow, light mace, morningstar, sickle, sling, spear, staff

ARMOR: None

ABILITIES: Spells

WITCH (VERSION 1)

Level	HD	BtH	EPP
1	d4	0	0
2	d4	+1	2,701
3	d4	+1	5,401
4	d4	+1	10,801
5	d4	+1	21,601
6	d4	+2	43,201
7	d4	+2	86,401
8	d4	+2	172,801
9	d4	+2	345,601
10	d4	+3	600,001
11	+1	+3	800,001
12	+1	+3	1,000,001
13	+1	+3	1,250,001
14	+1	+4	1,500,001
15	+1	+4	1,750,001
16	+1	+4	2,000,001
17	+1	+4	2,250,001
18	+1	+4	2,500,001
19	+1	+4	2,750,001
20	+1	+4	3,000,001
21	+1	+4	3,250,001
22	+1	+5	3,500,001
23	+1	+5	3,750,001
24	+1	+5	4,000,001
25+	200,000 per level		



Level	SPELL PER DAY							SPELLS KNOWN						
	0	1	2	3	4	5	6	0	1	2	3	4	5	6
1	5	3	-	-	-	-	-	4	2	-	-	-	-	-
2	5	4	-	-	-	-	-	5	2	-	-	-	-	-
3	5	4	-	-	-	-	-	5	3	-	-	-	-	-
4	5	4	1	-	-	-	-	6	3	1	-	-	-	-
5	6	4	2	-	-	-	-	6	4	2	-	-	-	-
6	6	5	2	1	-	-	-	7	4	2	1	-	-	-
7	6	5	3	2	-	-	-	7	5	3	2	-	-	-
8	6	5	3	2	1	-	-	8	5	3	2	1	-	-
9	6	5	3	3	2	-	-	8	6	4	3	2	-	-
10	6	5	4	3	2	1	-	9	6	4	3	2	1	-
11	7	6	4	4	3	2	-	9	7	5	4	3	2	-
12	7	6	4	4	3	2	1	10	7	5	4	3	2	1

Witches are the most peculiar of spellcasters, who get their spells from association with supernatural powers and the help of their familiar. Witches are renown for hexing and beguiling people, usually for foul purposes; yet not all witches are evil. They are also known to provide magical potions and services to those in need (and could afford them).

ABILITIES

A THOUSAND FACES: At 11th level, the witch gains the supernatural ability to change her appearance at will, as if using the spell *Alter Self*.

BEGUILE: At 7th level, the witch gets a spell-like ability similar to *Charm person* / *Charm monster* spells that can affect a single creature of no more HD than the witch has levels. The witch adds her Charisma modifier to this spell-like ability's CL. At 7th level to 11th level the witch can use this ability once per day; at 12th level and thereafter she can use this ability twice per day.

BREW POTION (Intelligence): At 3rd level, the witch gets the ability to brew one magical potion each day, with herbs and compounds found in the environment. Brewing such a potion costs almost nothing, but takes one hour and a successful Intelligence check (CL=3, increasing by one +2 for any additional potion made that same day). Such potion remains potent for 1 day per three levels of the witch (rounded down). At 3rd level, 6th level, 9th level, 12th level, 15th level, and 18th level, the witch learns one potion formula from the following: Aid, Clairaudience/clairvoyance, Cure light wounds, Fly, Invisibility, Love, Neutralize poison, and Remove disease.

FAMILIAR: A witch's familiar is a magical creature in the shape of a common animal (typically a cat, raven, or big toad). It is more powerful than the familiar given to wizards by the Find Familiar spell.

A 1st level witch's familiar has 1d4 HD. For every two levels the witch gains thereafter, the familiar gains 1d4 HD. The familiar's BtH = its HD, and does 1d3 points of damage per attack; however in only fight in self defense, or to defend its mistress from a certain death. A familiar has AC=12 + HD. It has "M" saving throws.

A familiar first (and foremost) gets spells for its mistress. As such, it can enter (and exit) the ethereal plane at will. (By default, a familiar is safe when it is in the ethereal plane.) A familiar then grants special abilities to its mistress, as given on the table below. These special abilities apply only when the witch and familiar are within 1 mile of each other.

CLASSES

FAMILIAR	SPECIAL
Bat	Witch gains a +3 bonus on Listen checks
Cat	Witch gains a +3 bonus on Move Silently checks
Hawk	Witch gains a +3 bonus on Spot checks in bright light
Lizard	Witch gains a +3 bonus on Climb checks
Owl	Witch gains a +3 bonus on Spot checks in shadows
Rat	Witch gains a +2 bonus on constitution saving throws
Raven ¹	Witch gains a +3 bonus on Appraise checks
Snake	Witch gains a +3 bonus on Bluff checks
Toad	Witch gains +3 hit points
Weasel	Witch gains a +2 bonus on dexterity saving throws

¹ A raven familiar can speak one language of its mistress' choice

A familiar then gains (or imparts on the witch) additional abilities, as its mistress gains levels, as shown on the table below:

WITCH LEVEL	SPECIAL
1st-2nd	Alertness, improved evasion, share spells, empathic link
3rd-4th	Deliver touch spells
5th-6th	Speak with master
7th-8th	Speak with animals of its kind
9th-10th	-
11th-12th	Spell resistance
13th-14th	Scry on familiar
15th-16th	-
17th-18th	-
19th-20th	-

Alertness: While a familiar is within arm's reach, the witch gains a +4 bonus to detect ambushes or people trying to sneak on her.

Improved Evasion: When subjected to an attack that normally allows a **dexterity saving throw** for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Spells: At the witch's option, she may have any spell (but not any spell-like ability) she casts on herself also affect her familiar. The familiar must be within 5 feet at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the familiar if it moves farther than 5 feet away and will not affect the familiar again even if it returns to the witch before the duration expires. Additionally, the witch may cast a spell with a target of "You" on her familiar (as a touch range spell) instead of on herself. A witch and her familiar can share spells even if the spells normally do not affect creatures of the familiar's type (magical beast).

Empathic Link: The witch has an empathic link with her familiar out to a distance of up to 1 mile. The witch cannot see through the familiar's eyes, but they can communicate emphatically. Because of the limited nature of the link, only general emotional content can be communicated. Because of this empathic link, the witch has the same connection to an item or place that her familiar does.

Deliver Touch Spells: If the witch is 3rd level or higher, a familiar can deliver touch spells for her. If the witch and the familiar are in contact at the time the witch casts a touch spell, she can designate her familiar as the "toucher." The familiar can then deliver the touch spell just as the witch could.

Speak with Witch: If the witch is 5th level or higher, a familiar and the witch can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Speak with Animals of Its Kind: If the witch is 7th level or higher, a familiar can communicate with animals of approximately the same kind as itself (including dire varieties): bats with bats, rats with rodents, cats with felines, hawks and owls and ravens with birds, lizards and snakes with reptiles, toads with amphibians, weasels with similar creatures (weasels, minks, polecats, ermines, skunks, wolverines, and badgers). Such communication is limited by the intelligence of the conversing creatures.

Spell Resistance: If the witch is 11th level or higher, a familiar gains spell resistance equal to the witch's level + 5. To affect the familiar with a spell, another spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the familiar's spell resistance.

Scry on Familiar: If the witch is 13th level or higher, she may scry on her familiar (as if casting the *Scrying* spell) once per day.

When her familiar dies, the witch is stunned for 1d6 rounds and loses 1 point of Charisma. To get another familiar, she must perform a one-full day ritual costing 1d6×50 gp. The familiar arrives within 2d4 days, with the full capacities appropriate to the witch's level.

SPELLS: Witches can cast spells, and they have access to both arcane and divine magic. However, witches are much different from other spellcasters who can prepare several spells in advance, and then cast them when the need arises. Instead, a witch must rely on her familiar; it works as follows:

Requesting a spell: The witch asks her familiar the spell she wants. (For purposes of simplification, the player determines with the book what spell she wants; it is assumed that the witch asked for a particular magical effect, and the familiar searches for the most appropriate spell). As such, the familiar disappears into the ethereal plane, taking several rounds, or even turns, to find that spell. (It is assumed that the familiar gathers magical energies in a way similar to a wizard who prepares his spells). When the familiar comes back, the witch makes a Charisma check to determine if the familiar successfully found a spell. The CL = 2 x spell's level; or 4 x spell's level if it is a spell level a cleric or wizard of the same level as the witch would not have access to (like a 6th level witch requesting a 4th level spell). Any previous spell request during that day that failed, adds +1 to CL. The witch adds her level to the check, and a +2 bonus to the roll for a druid spell. Search time = 1d6 rounds + 1 per spell level for a divine spell; 2d4 rounds + 1 per spell level for an arcane spell. When the check is successful, the familiar returns with the spell that is immediately implanted into the witch's mind, as much as if it was a prepared spell for a regular spellcaster. The witch has up to one hour to cast the spell, which is cast at her level. A witch doesn't need material components to cast such spells, and automatically know how to cast them.

SUMMONING EXPERT: At 9th level, the witch gets double her Charisma bonus (if any) when dealing with summoned creatures and extraplanar entities. When making pacts with such creatures, she makes them at half the usual cost. Lastly, all conjuration/summoning spells that the witch casts have their duration doubled.

WITCH'S CURSE: At 5th level, the witch gets a spell-like ability similar to *Bestow Curse* spell that can affect a single creature of no more HD than the witch has levels. The witch adds her Charisma modifier to this spell-like ability's CL. At 5th level to 11th level the witch can use this ability once per day; at 12th level and thereafter she can use this ability twice per day.

PRIME ATTRIBUTE: Charisma

ALIGNMENT: Any

HIT DICE: d4

WEAPONS: Club, dagger, dart, staff

ARMOR: None

ABILITIES: Familiar, spells, brew potion, witch's curse, beguile, summoning expert, a thousands faces

Level	HD	BtH	EPP
1	d4	0	0
2	d4	+1	1,501
3	d4	+1	3,251
4	d4	+1	7,501
5	d4	+1	15,001
6	d4	+2	30,001
7	d4	+2	60,001
8	d4	+2	120,001
9	d4	+2	240,001
10	d4	+3	450,001
11	+1	+3	625,001
12	+1	+3	800,001
13	+1	+3	1,000,001
14	+1	+4	1,200,001
15	+1	+4	1,400,001
16	+1	+4	1,600,001
17	+1	+4	1,800,001
18	+1	+4	2,000,001
19	+1	+4	2,200,001
20	+1	+4	2,400,001
21	+1	+4	2,600,001
22	+1	+5	2,800,001
23	+1	+5	3,000,001
24	+1	+5	3,200,001
25+	200,000 per level		

WITCH (VERSION 2)

Secretive, isolated, and often subjected to superstition and fear, witches often work alone, living hermit-like existences on the fringes of civilization. Others work in secret covens with others of like mind and spirituality, proving themselves either a bane or boon to those dwelling within reach of their influence. Although most covens and individual witches avoid forming too many associations with others, a few have some associations with local druids.

Like clerics and druids, witches draw their mystical power from otherworldly sources, be they the untamed spirits of nature, or the dark powers of demons and devils. Indeed, a sizable number of witches are wicked, willingly serving supernatural evils in exchange for power, and it is these that have led to the fear, deserved or otherwise, surrounding nearly all witches. For every witch quietly living in seclusion, or serving an isolated village as a wise woman or healer, there is a dark witch, all too willing to curse, control, and bring ruin to others.

The magics of witches are generally quite subtle, those of influence and divination, as well as powers to bless, curse, heal, harm, or control the natural world. Though these magics lack much of the raw power employed by clerics and druids, they are not to be underestimated, especially given the witch's command of sympathetic magic. With access to a victim's possessions, or even a fragment of a victim, and a little time to prepare, a witch can cast spells that are more difficult for the victim to resist, and can range far indeed.

The vast majority of witches are women, few males finding themselves drawn to witchcraft. The athame, the ritual dagger used by all witches, is the only means of mundane defense witches employ, and it also serves them as the divine focus of their magics as well. Rare is the witch that seeks adventure, though the lure of the natural world, or the machinations of a rival witch, may draw one forth upon occasion.

ABILITIES

SYMPATHETIC MAGIC: If the witch has an item belonging to an intended target (such as the victim's cherished dagger), or a part of the target (such as a lock of their hair, or an ounce of their blood), she may use sympathetic magic on the individual. If the item or substance is used as an additional Material component when casting a spell at that target, the CL of the victim's saving throw is also increased by the witch's Wisdom modifier. If the witch takes the time to add the item or substance to a small representation of the target (such as a woven corn or wax doll), the CL of the victim's saving throw against the spell is increased as before, plus the range of the spell is measured in miles rather than feet. Ritually preparing a doll for this purpose requires at least an hour, as well as

the necessary materials to craft the crude effigy. To be useful for these sympathetic purposes, the item must have been in the target's possession for at least a week.

PRIME ATTRIBUTE: Wisdom

HIT DICE: d4

ALIGNMENT: Any non-lawful

WEAPONS: Dagger (athame)

ARMOR: None

ABILITIES: Poisons (as Assassin), spells (as Cleric – including Bonus Spells; Spells per Day as Druid), sympathetic Magic

Level	HD	BtH	EPP
1	d4	0	0
2	d4	+1	1,601
3	d4	+1	3,501
4	d4	+1	7,001
5	d4	+1	14,001
6	d4	+2	28,001
7	d4	+2	55,001
8	d4	+2	110,001
9	d4	+2	165,001
10	d4	+3	250,001
11	+1	+3	350,001
12	+1	+3	500,001
13	+1	+3	650,001
14	+1	+4	800,001
15	+1	+4	950,001
16	+1	+4	1,100,001
17	+1	+4	1,250,001
18	+1	+4	1,400,001
19	+1	+4	1,550,001
20	+1	+4	1,700,001
21	+1	+4	1,850,001
22	+1	+5	2,000,001
23	+1	+5	2,150,001
24	+1	+5	2,300,001
25+	150,000 per level		

MULTIPLE

ULTRAIST

Ultraists are ultra uber fighter-cleric-wizard-monk-rouge's. They are the cream of the crop, the pick up the litter, the cat's meow. Ultraists were born rich, and were naturally blessed with many traits and skills. Due to this, the ultraist suffers no penalties and they progress rather easily.

ABILITIES

ENHANCED ATTRIBUTES: Ultraists receive a +4 to strength, +2 to dexterity, +4 to constitution, +4 to wisdom (if under 16, raise to 16), +4 to intelligence (if under 16, raise to 16), and a +4 to charisma.

MONK ABILITIES: Ultraists can use all the monk's abilities. At 4th level, treat the ultraist's right hand as a sword of sharpness. At 9th level treat as a vorpal sword. The Ultraist can use the monk's attacks with their left-hand while attacking with a weapon in their right-hand.

ROGUE ABILITIES: Ultraists can use all rogue's abilities. To open locks, the ultraist doesn't require thief's tools, as his fingernails are carefully shaped for use as lockpicks.

SPELL POINTS: Ultraists can cast arcane and divine spells. Ultraists do not memorize spells, they receive spell points instead (100 per level). The cost of casting a spell is 1 point per spell level. Spell points regenerate in a day.

STARTING EQUIPMENT: Ultraists start with the following equipment: bag of holding (type 4), sword of life stealing, cloak of displacement, ring of protection +4, boots of speed, ring of feather falling, and a wand of their choice.

CLASSES

TWO-WEAPON FIGHTING: Ultraists are adept at fighting with two weapons, one in each hand, gaining a +3 bonus to each attack (offsetting in part the two weapon fighting penalties) when using any weapons. Bonuses from Weapon Specialization do apply.

WEAPON SPECIALIZATION: The ultraist is specialized in all weapons. For ultraists between 1st level and 6th level, this specialization imparts a +1 bonus to hit and a +1 bonus to damage when being used. At 7th level and above, the bonuses increase to a +2 to hit and +2 to damage.

PRIME ATTRIBUTE: Strength, Dexterity, Constitution, Wisdom, Intelligence, and Charisma

ALIGNMENT: Any

HIT DICE: d10

WEAPONS: Any

ARMOR: Any

ABILITIES: Enhanced attributes, monk abilities, rogue abilities, spell points, starting equipment, two-weapon fighting, weapon specialization

Level	HD	BtH	EPP
1	d10	+1	0
2	d10	+2	1,251
3	d10	+3	2,501
4	d10	+4	6,001
5	d10	+5	12,001
6	d10	+6	24,001
7	d10	+7	48,001
8	d10	+8	80,001
9	d10	+9	120,001
10	d10	+10	175,001
11	+4	+11	325,001
12	+4	+12	450,001
13	+4	+13	575,001
14	+4	+14	700,001
15	+4	+15	825,001
16	+4	+16	950,001
17	+4	+17	1,075,001
18	+4	+18	1,200,001
19	+4	+19	1,325,001
20	+2	+20	1,450,001
21	+2	+20	1,575,001
22	+2	+20	1,700,001
23	+2	+20	1,825,001
24	+2	+20	1,950,001
25+	125,000 per level		

CLASS CONSTRUCTION

BASE XP

This base XP is the amount of XP that is required to reach 2nd level. To calculate the base XP, go through each table in this section and total the XP.

HIT DICE	XP
d4	100
d6	200
d8	300
d10	400
d12	500

BtH	XP
As Fighter	600
As Ranger, Barbarian, Monk, Paladin, Knight, or Bard	500
As Cleric or Druid	300
As Rogue or Assassin	200
As Wizard or Illusionist	100

CRUSADER'S COMPANION 64

ALIGNMENT	XP
Any	00
Prohibited	-50
Exclusive	-100

WEAPONS	XP
All	250
All Simple	100
Per individual	+10

ARMOR	XP
Light	100
Medium	100
Heavy	100
Shields	50
Special*	100

* Armor restrictions such as natural materials (Druid) or progressive Armor Class (Monk).

ABILITIES	XP	EXAMPLES/NOTES
Standard Ability	50	Rogue ability, Level 1-3 spell or a +1 to +2 bonus.
Moderate Ability	100	Level 4-6 spell or a +3 to +4 bonus.
Excellent Ability	150	Level 7-9 spell or a +5 or higher bonus.
Outstanding Ability	200	A very powerful ability that gives the class a distinct superiority.
Code of Conduct	-150	Class must follow a Code of Conduct.
Spell Capability	100	All spellcasters.
Divine Spells	Total of All Spells per Day that can be cast at 20 th level times 20.	Spells from the Cleric or Druid spell list.
Arcane Spells	Total of All Spells per Day that can be cast at 20 th level multiplied by 40.	Spells from the Wizard or Illusionist spell list.
Delayed Spell Capability	-100 per level.	Spell Capability is not gained till a later level.

XP PER LEVEL

To calculate the XP per level, first start with the base XP that was calculated in the previous section. Each level's XP from 3 to 10 is double the previous level's XP.

If an ability is acquired or boosted at a level, then the XP for that level is modified by the cost of the ability.

After level 10, the XP for further levels is the classes' base XP times 140.

CLASS RECONSTRUCTION

This section uses the rules from the previous section to reconstruct the core classes.

STARTING ABILITIES

CLASS	ABILITIES	XP	EQUIVALENT
Fighter	Weapon Specialization	50	Standard Ability
Ranger	Combat Marauder	50	Standard Ability
	Conceal	50	Standard Ability
	Delay/ Neutralize Poison	50	Standard Ability
	Move Silently	50	Standard Ability
	Scale	50	Standard Ability
	Traps	50	Standard Ability
	Survival	50	Standard Ability
	Track	200	Outstanding Ability
Rogue	Back Attack	200	Outstanding Ability
	Cant	50	Standard Ability
	Climb	50	Standard Ability
	Decipher Script	50	Standard Ability
	Hide	50	Standard Ability
	Listen	50	Standard Ability
	Move Silently	50	Standard Ability
	Open Lock	50	Standard Ability
	Pick Pocket	50	Standard Ability
	Traps	50	Standard Ability
Assassin	Case Target	50	Standard Ability
	Climb	50	Standard Ability
	Death Attack	200	Outstanding Ability
	Disguise	50	Standard Ability
	Hide	50	Standard Ability
	Listen	50	Standard Ability
	Move Silently	50	Standard Ability
	Poisons	50	Standard Ability
	Sneak Attack	200	Outstanding Ability
	Traps	50	Standard Ability
Barbarian	Combat Sense	50	Standard Ability
	Deerstalker	50	Standard Ability
	Intimidate	100	Moderate Ability
	Primeval Instincts	100	Moderate Ability
Monk	Mind Over Body	50	Standard Ability
	Stunning Attack	200	Outstanding Ability
	Unarmed Attack	100	Moderate Ability
	Unarmored Defense	100	Moderate Ability
Wizard	Spell Capability	100	Spell Capability
	Arcane Spells	2,000	Arcane Spells
Illusionist	Spell Capability	100	Spell Capability
	Arcane Spells	2,000	Arcane Spells
	Sharp Senses	50	Standard Ability
	Disguise	50	Standard Ability
Cleric	Spell Capability	100	Spell Capability
	Divine Spells	980	Divine Spells
	Turn Undead	100	Moderate Ability
Druid	Bonus Languages	50	Standard Ability
	Nature Lore	50	Standard Ability
	Spell Capability	100	Spell Capability
	Divine Spells	980	Divine Spells
Knight	Birthright Mount	50	Standard Ability
	Horsemanship	200	Outstanding Ability
	Inspire	150	Excellent Ability
Paladin	Code of Honor	-150	Strict Code
	Cure Disease	50	Standard Ability
	Detect Evil	50	Standard Ability
	Divine Aura	150	Excellent Ability
	Divine Health	200	Outstanding Ability
	Lay On Hands	200	Outstanding Ability
Bard	Decipher Script	50	Standard Ability
	Exalt	50	Standard Ability
	Legend Lore	100	Moderate Ability

BASE XP

	HD	WEAP	ARMOR	ALIGN	BtH	ABILS	TOTAL
Fighter	400	250	350	0	600	50	1,650
Ranger	400	250	250	0	500	350	1,750
Rogue	200	100	150	0	200	600	1,250
Assassin	200	250	150	-50	200	800	1,550
Barbarian	500	250	250	0	500	300	1,800
Monk	500	100	100	0	500	450	1,650
Wizard	100	40	0	0	100	2,100	2,340
Illusionist	100	40	0	0	100	2,200	2,440
Cleric	300	90	350	0	300	1,180	2,220
Druid	300	130	150	-50	300	1,180	2,010
Knight	400	250	350	0	500	400	1,900
Paladin	400	250	350	-100	500	500	1,900
Bard	400	100	250	0	500	200	1,450

ACQUIRED ABILITIES

CLASS	ABILITIES	LVL	XP	EQUIVALENT
Fighter	Combat Dominance	4	200	Outstanding Ability
	Extra Attack	10	200	Outstanding Ability
Ranger	Favored Enemy	6	200	Outstanding Ability
Rogue	Sneak Attack	4	200	Outstanding Ability
Barbarian	Whirlwind Attack	4	200	Outstanding Ability
	Primeval Will	6	200	Outstanding Ability
	Ancestral Calling	10	200	Outstanding Ability
Monk	Deflect Missiles	2	200	Outstanding Ability
	Fast Movement	3	200	Outstanding Ability
	Ki Strike	3	100	Moderate Ability
	Slow Fall	4	50	Moderate Ability
	Purity of Body	5	50	Standard Ability
	Still Body	6	50	Moderate Ability
	Fast Healing	7	150	Excellent Ability
	Still Mind	9	50	Standard Ability
Druid	Resist Elements	2	50	Standard Ability
	Woodland Stride	3	50	Standard Ability
	Totem Shape	6	200	Outstanding Ability
Knight	Embolden	3	100	Moderate Ability
	Demoralize	5	150	Excellent Ability
	Battlefield Dominance	8	200	Outstanding Ability
	Call-to-Arms	10	200	Outstanding Ability
Paladin	Turn Undead	3	100	Moderate Ability
	Divine Mount	4	100	Moderate Ability
	Aura of Courage	6	200	Outstanding Ability
	Smite Evil	9	200	Outstanding Ability
Bard	Fascinate	4	50	Standard Ability
	Exhort Greatness	9	200	Outstanding Ability

BOOSTED ABILITIES

Fighter: Weapon Specialization (Level 7), Combat Dominance (Level 8)

Ranger: Combat Marauder (Levels 3-10), Conceal (Level 5), Track (Level 3 and 5)

Rogue: Back Attack (Level 5 and 9), Hide (Level 3)

Assassin: Hide (Level 3), Poisons (Level 3)

Barbarian: Intimidate (Levels 3 and 6), Whirlwind Attack (Level 6)

Monk: Mind Over Body (Levels 3 and 6), Unarmed Attack (Level 6), Deflect Missiles (Level 7), Ki Strike (Levels 5 and 8), Purity of Body (Level 9)

Illusionist: Sharp Senses (Levels 4 and 7)

Druid: Totem Shape (Levels 7 and 8)

Knight: Inspire (Levels 3, 5, 7, and 9), Demoralize (Levels 7 and 9)

Paladin: Cure Disease (Level 6), Turn Undead (Levels 4-10)

Bard: Exhalt (Level 6), Fascinate (Levels 5 and 8)

CLASSES

EXPERIENCE POINT PROGRESSION

FIGHTER

Level	EPP
1	0
2	1,650
3	3,300
4	6,800
5	13,600
6	27,200
7	54,450
8	109,100
9	218,200
10	436,600
11+	231,000 per level

RANGER

Level	EPP
1	0
2	1,750
3	3,750
4	7,550
5	15,310
6	30,870
7	61,790
8	123,630
9	247,310
10	494,670
11+	245,000 per level

ROGUE

Level	EPP
1	0
2	1,250
3	2,550
4	5,300
5	10,800
6	21,600
7	43,200
8	86,400
9	173,000
10	346,000
11+	175,000 per level

ASSASSIN

Level	EPP
1	0
2	1,550
3	3,200
4	6,400
5	12,800
6	25,600
7	51,200
8	102,400
9	204,800
10	409,600
11+	217,000 per level

BARBARIAN

Level	EPP
1	0
2	1,800
3	3,700
4	7,600
5	15,200
6	30,900
7	61,800
8	123,600
9	247,200
10	494,600
11+	252,000 per level

MONK

Level	EPP
1	0
2	1,850
3	4,050
4	8,150
5	16,450
6	33,100
7	66,550
8	133,200
9	266,500
10	533,000
11+	259,000 per level

WIZARD

Level	EPP
1	0
2	2,340
3	4,680
4	9,360
5	18,720
6	37,440
7	74,880
8	149,760
9	299,520
10	599,040
11+	327,600 per level

ILLUSIONIST

Level	EPP
1	0
2	2,440
3	4,880
4	9,810
5	19,620
6	39,240
7	76,530
8	157,060
9	314,120
10	628,240
11+	341,600 per level

CLERIC

Level	EPP
1	0
2	2,220
3	4,440
4	8,880
5	17,760
6	35,520
7	71,040
8	142,080
9	284,160
10	568,320
11+	310,800 per level

DRUID

Level	EPP
1	0
2	2,060
3	4,170
4	8,340
5	16,680
6	33,560
7	67,320
8	134,840
9	269,680
10	539,360
11+	281,400 per level

KNIGHT

Level	EPP
1	0
2	1,900
3	4,050
4	8,100
5	16,500
6	33,000
7	66,300
8	132,800
9	265,900
10	532,000
11+	266,000 per level

PALADIN

Level	EPP
1	0
2	1,900
3	3,900
4	8,000
5	16,100
6	32,550
7	65,200
8	130,500
9	261,300
10	522,700
11+	266,000 per level

BARD

Level	EPP
1	0
2	1,450
3	2,900
4	5,850
5	11,750
6	23,550
7	47,100
8	94,250
9	188,700
10	377,400
11+	203,000 per level

CLASS DECONSTRUCTION

This is an attempt to deconstruct the classes in the core rules, according to the xp listed therein.

INITIAL XP

The initial XP for a class is the listed value for Hit Dice + BtH + Weapons + Armor + Skills.

HIT DICE	XP
d4	150
d6	350
d8	550
d10	750
d12	950

BtH	XP
As Wizard or Illusionist	150
As Rogue or Assassin	250
As Cleric or Druid	350
As Ranger, Barbarian, Monk, Paladin, Knight, or Bard	450
As Fighter	500

WEAPONS	XP
Limited	100
All	250

ARMOR	XP
None	0
Limited	100
All	250

CLASSES

STARTING & LEVEL 2 ABILITIES

CLASS	ABILITIES	XP
Fighter	Weapon Specialization	250
Ranger	Combat Marauder	200
	Conceal	50
	Delay/ Neutralize Poison	50
	Move Silently	50
	Scale	50
	Traps	50
	Survival	50
	Track	200
Rogue	Back Attack	50
	Cant	25
	Climb	50
	Decipher Script	25
	Hide	50
	Listen	50
	Move Silently	50
	Open Lock	50
	Pick Pocket	50
	Traps	50
Assassin	Case Target	50
	Climb	50
	Death Attack	300
	Disguise	50
	Hide	50
	Listen	50
	Move Silently	50
	Poisons	100
	Sneak Attack	50
	Traps	50
Barbarian	Combat Sense	50
	Deerstalker	50
	Intimidate	100
	Primeval Instincts	150
Monk	Mind Over Body	50
	Stunning Attack	100
	Unarmed Attack	50
	Unarmored Defense	50
Wizard	Spells (Arcane)	300 * Starting Spells
	Bonus Spells (Arcane)	400
Illusionist	Spells (Arcane)	300 * Starting Spells
	Bonus Spells (Arcane)	400
	Sharp Senses	0
	Disguise	0
Cleric	Spells (Divine)	150 * Starting Spells
	Bonus Spells (Divine)	200
	Turn Undead	200
Druid	Spells (Divine)	150 * Starting Spells
	Bonus Spells (Divine)	200
	Bonus Languages	50
	Nature Lore	50
Knight	Birthright Mount	100
	Horsemanship	500
	Inspire	100
Paladin	Cure Disease	200
	Detect Evil	100
	Divine Aura	200
	Divine Health	200
	Lay On Hands	300
Bard	Decipher Script	25
	Exalt	50

Legend Lore

25

BASE XP

Class	HD	WEAP	ARMOR	BtH	ABILS	TOTAL
Fighter	750	250	250	500	250	2,000
Ranger	750	250	100	450	700	2,250
Rogue	350	100	100	250	450	1,250
Assassin	350	250	100	250	800	1,750
Barbarian	950	250	100	450	350	2,100
Monk	950	100	0	450	250	1,750
Wizard	150	100	0	150	2,200	2,600
Illusionist	150	100	0	150	2,200	2,600
Cleric	550	100	250	350	1,000	2,250
Druid	550	100	100	350	900	2,000
Knight	750	100	250	450	700	2,250
Paladin	750	250	250	450	1,000	2,700
Bard	750	100	100	450	100	1,500

XP PER LEVEL

XP is doubled every level, usually till 10.

If an ability is acquired at a level, than the XP for that level is modified by the cost of the ability.

Levels 12+ XP sometimes equals the classes level 2 XP times 10.

ACQUIRED ABILITIES

CLASS	ABILITIES	LEVEL	XP
Fighter	Combat Dominance	4	500
Ranger	Favored Enemy	6	4,000
Rogue	Sneak Attack	4	1,000
Barbarian	Whirlwind Attack	4	
	Primeval Will	6	
	Ancestral Calling	10	
Monk	Fast Movement	3	250
	Ki Strike	3	250
	Slow Fall	4	500
	Purity of Body	5	3,000
	Still Body	6	0
	Fast Healing	7	0
	Still Mind	9	5,000
Wizard	????	6	900
Illusionist	????	6	900
Cleric	????	9	20,000
Druid	Woodland Stride	3	250
	Totem Shape	6	1,000
	????	8	40,000
Knight	Embolden	3	0
	Demoralize	5	0
	Battlefield Dominance	8	6,000
	Call-to-Arms	10	0
Paladin	Turn Undead	3	1,000
	Divine Mount	4	1,000
	Aura of Courage	6	0
	Smite Evil	9	0
Bard	????	3	250
	Fascinate	4	1,000
	Exhort Greatness	9	0

PERSONALIZATION

NAMES

Names matter. A character's name is their single most obvious identifying mark. Names evoke a sense of culture or place; you expect certain things when you hear a character is named 'Takhara Morimoto' and other things when you hear he is named 'Ragnar Vorkaag'. This section is designed to enable the rapid generation of names falling into broad cultural and regional patterns. This method is entirely optional, as the player may choose his or her own name.

NAMES BY CULTURE/REGION

These names can be used for human names or for non-human names when the non-humans have a culture similar to that of humans, or just naming patterns along the same lines. For example, Celtic or Irish names often work for elves, while Scottish and Scandinavian names are often used for dwarves. Halfings in the traditional vein do well with English names.

ARTHURIAN NAMES

These names can evoke Arthurian legend and have a nice, old-English feel to them.

d100	Female	Male						
01-02	Ada	Aballach	35-36	Floree	Cath	69-70	Lyonet	Launcelot
03-04	Albione	Accalon	37-38	Florete	Che	71-72	Maledysaune	Lohengrin
05-06	Angharat	Agravain	39-40	Galiene	Daguenet	73-74	Matilda	Maris
07-08	Anglides	Alixandre	41-42	Ganieda	Domingart	75-76	Melissa	Marrok
09-10	Anna	Arthur	43-44	Grisandole	Ector	77-78	Modrona	Meliadus
11-12	Argante	Bladud	45-46	Guinevere	Elidure	79-80	Morcales	Meliodas
13-14	Bedegrayne	Bohort	47-48	Gwendolen	Emyr	81-82	Morgana	Melwas
15-16	Branwen	Brandelis	49-50	Gwendoloena	Escanor	83-84	Morguase	Mordrayans
17-18	Chelinde	Branor	51-52	Igraine	Evrawg	85-86	Nimiane	Mordred
19-20	Clarine	Brehus	53-54	Isabella	Galahad	87-88	Nimue	Osla
21-22	Clarissant	Bryan	55-56	Isolde	Gawain	89-90	Nyneve	Pellinore
23-24	Dummonia	Cabal	57-58	Kundry	Griffith	91-92	Sebille	Percival
25-26	Elaine	Cador	59-60	Laudine	Gringalet	93-94	Sigune	Peredur
27-28	Elizabeth	Caerleon	61-62	Lausanne	Guerehes	95-96	Viviane	Petrus
29-30	Elsa	Caliborne	63-64	Lidoine	Guivret	97-98	Vivien	Rhydderch
31-32	Enygeus	Caliburn	65-66	Lynet	Kadyriath	99-00	Yserone	Uwaine
33-34	Fenice	Caradawc	67-68	Lyonesse	Lancelot			

CELTIC/IRISH NAMES

A good choice for elves, bards, warriors, druids and so on. The last names are a more modern invention and should not be used with more 'primitive' groups of people. They work well for 'rustic' or 'backwoods' characters however.

d100	Male Names (1-3, use first column, 4-6, use second)		Female Names (1-3, use first column, 4-6, use second)		Surnames (1-3, use first column, 4-6, use second)	
1	Achaius	Fercetnriu	Agata	Gormlaith	Archdeacon	Manning
2	Adair	Finnegan	Ághaistín	Gráinne	Athy	Miley
3	Aedan	Flannery	Aghna	Grania	Barron	Morrissey
4	Ailbe	Flynn	Aideen	Guennola	Barry	Mullen
5	Alan	Gair	Aifric	Hilde	Blake	Mulrooney
6	Alaois	Gale	Aignéis	Honorah	Bourke	Nagle
7	Albany	Gallagher	Aileen	Ide	Boyland	Neylan
8	Albert	Gannon	Ailionora	Ina	Buckley	O'beirne
9	Allister	Gaynor	Ailíse	Isibéal	Butler	O'boylan
10	Amargein	Gilvarry	Áine	Ite	Carey	O'boyle
11	Amhlaoibh	Glen	Aingéal	Jilleen	Carrigan	O'brennan
12	Aodh	Gofraidh	Ainsley	Kassidy	Cohalan	O'brien
13	Aonghus	Goibniu	Aisling	Kelly	Collins	O'buhilly
14	Arlen	Gordon	Aithne	Kenna	Commons	O'byrne
15	Austin	Greagoir	Alby	Kerry	Conlan	O'cahan
16	Bain	Heremon	Allsún	Kiley	Conroy	O'cahill
17	Bainbridge	Irving	Alma	Kinnat	Coyne	O'callaghan
18	Baird	Jarlath	Alva	Labhaoise	Cregan	O'cassidy
19	Barry	Jonathan	Alvy	Lasair	Crowe	O'colman
20	Bartel	Kearney	Annstás	Leary	Cusack	O'concannon
21	Bartley	Keary	Anu	Liadan	De burgh	O'connellan
22	Beacán	Keegan	Areinh	Luisseach	Delane	O'connolly
23	Bearach	Keeley	Arlana	Máda	Dillane	O'crowley
24	Belenus	Keenan	Attracta	Madailéin	Dillon	O'cullane
25	Blathmac	Keene	Báb	Maeve	Donlon	O'cullen
26	Bodhb	Kellen	Baibín	Maille	Dorrian	O'cunigan
27	Bran	Kennedy	Báirbre	Máire	Dowda	O'dargan
28	Breasal	Kennet.	Banba	Máiréad	Dowey	O'devlin
29	Bress	Kevin	Beare	Mairin	Doyle	O'donnellan

30	Brian	Kieran	Benvy	Marsali	Dunn	O'donoghue
31	Bricriu	Korey	Bidelia	Maureen	Farley	O'donovan
32	Brogan	Leachlainn	Binne	Mavelle	Fitzgerald	O'driscoll
33	Cahan	Lennan	Blaithin	Meadghbh	Fitzhenry	O'duffy
34	Caoimhin	Léon	Blayne	Meagan	Fitzpatrick	O'duggan
35	Carlin	Lir	Blinne	Medb	Forde	O'dwyer
36	Cass	Lochlainn	Boann	Mell	Gaffney	O'fahy
37	Cathal	Lúcás	Brazil	Melva	Geary	O'ferrall
38	Cathaoir	Mackenzie	Breck	Melvina	Gilmore	O'foley
39	Ceallachan	Macklin	Breena	Michaela	Gilshenan	O'gara
40	Cedric	Máirtín	Brenna	Mide	Giltenan	O'gorman
41	Cian	Maitiú	Bretta	Moina	Glanchy	O'gormley
42	Ciarrai	Malvin	Brianna	Mór	Griffin	O'grady
43	Cleary	Manannanmaclair	Brina	Moriath	Gunning	O'griffy
44	Coinneach	Mannix	Brit	Morna	Harrington	O'hanlon
45	Coireall	Mayo	Bronagh	Muireann	Hayes	O'hannon
46	Colm	Meilseoir	Bryg	Muirgheal	Hearne	O'hara
47	Colman	Mel	Cahan	Murphey	Holland	O'harraughton
48	Conaire	Mellan	Caireach	Nainsi	Hone	O'hart
49	Conall	Melvin	Cait	Narbflaith	Hughes	O'healy
50	Conán	Merril	Caitriona	Nevina	Hussey	O'heyne
51	Conary	Merritt	Caolinn	Nia	Jennings	O'hickey
52	Conchobhar	Micheal	Caoimhe	Nila	Joyce	O'hoey
53	Connor	Morann	Carmel	Nora	Kavanagh	O'hogan
54	Conor	Morgan	Casidhe	Oona	Keegan	O'keenan
55	Conri	Morven	Ceara	Ornice	Kehoe	O'keily
56	Conway	Moss	Cecily	Padraigin	Kermode	O'kelleher
57	Corrigan	Murtagh	Cliona	Philomena	Kerrisk	O'kenedy
58	Cosgrove	Nechtan	Clodagh	Quincy	Kilpatrick	O'lalor
59	Cowan	Nemhglan	Cochrann	Regina	Kindellan	O'leary
60	Cúmheá	Nevan	Cordelia	Renny	Laverty	O'lennon
61	Cunningham	Niall	Creidne	Rigruroisclethan	Leavy	O'lorcan
62	Curry	Nyle	Dallas	Riley	Linehan	O'loughlin
63	Cúladh	Odhrán	Dana	Ríognach	Macatilla	O'mahony
64	Daibhéid	Oisín	Darcy	Róise	Macavaddy	O'mannis
65	Daigh	O'neil	Dealla	Ros	Macbreen	O'mara
66	Dearg	Owain	Delaney	Rosemary	Macbride	O'meara
67	Delaney	Padraig	Delbchaem	Sadhbh	Maccafferky	O'monahan
68	Demne	Parlan	Doneele	Saorla	Maccannon	O'mooney
69	Desmond	Parthalán	Donnfhlaidh	Sarah	Maccarroll	O'moran
70	Devlin	Raegan	Druantia	Sceambh	Maccarthy	O'moroney
71	Diancecht	Réamonn	Duana	Seana	Maccasey	O'mulally
72	Digby	Reilly	Dubheasa	Seara	Maccloskey	O'mullan
73	Dominic	Renny	Eabha	Seosaimhthín	Maccoghan	O'mulligan
74	Donald	Roibeárd	Eachna	Shannon	Maccolgan	O'mulvihill
75	Donnchadh	Ronat	Eavan	Sílbhe	Maccostello	O'murhila
76	Donnelly	Ross	Edana	Sile	Maccunigan	O'murphy
77	Dow	Ruarc	Eileánóir	Síne	Maccunneen	O'nolan
78	Doyle	Scully	Eileen	Sinéad	Macdonogh	O'phelan
79	Drummond	Séafra	Eimíle	Siofra	Macegan	O'quigley
80	Duane	Seán	Eithne	Siomha	Macevinney	O'quinn
81	Dubaltach	Seanán	Elatha	Sive	Macgee	O'rahilly
82	Dubhghlas	Semias	Emer	Sláine	Macgeoghegan	O'scanlan
83	Duer	Seosamh	Ena	Sorcha	Macgeraghty	O'shanahan
84	Duff	Setanta	Erin	Steise	Macgilloway	O'shannon
85	Dugan	Sioda	Erlina	Súsanna	Macgorman	O'shaughnessy
86	Dunham	Siómón	Etain	Taillte	Macgovern	Owens
87	Dwayne	Skelly	Evelyn	Teamhair	Macgowan	Powell
88	Eachan	Strahan	Fainche	Theneva	Macgrath	Quinlevan
89	Earnán	Struthers	Fand	Tierney	Macguane	Raftery
90	Eion	Sualtam	Fedelm	Tipper	Machale	Redmond
91	Eirnin	Teagan	Fethnaid	Treasa	Macinerney	Roarty
92	Énán	Torin	Finnsech	Troya	Mackeogh	Sarsfield
93	Éocho	Torn	Fiona	Tuiren	Mackeown	Shee
94	Eoghan	Treasach	Fionnabhair	Tullia	Macmanus	Shields
95	Eóin	Tremain	Fionnuala	Uathach	Macmurrough	Taaffe
96	Erin	Uinseann	Flann	Úna	Macsharry	Terry
97	Eveny	Úistean	Flannery	Ursula	Mactiernan	Traynor
98	Farrell	Uscias	Fuamnach	Vanessa	Magennis	Vaughan
99	Felix	Vailintín	Gemma	Vevina	Maloughney	Wall
100	Feoras	Zephan	Glenna	Wony	Mangan	Whelan

PERSONALIZATION

ENGLISH SURNAMES

The following is a large batch of surnames with an appropriate 'fantasy England' feel. Combine with either Norman or Saxon first names and damn historical accuracy! Roll 1d6 to determine the column and then roll 1d100 to determine the name.

d100	1	2	3	4	5	6
1	Agnew	Challenger	Gard	Martyr	Ramage	Stocker
2	Aguilar	Chant	Gardiner	Masters	Ramson	Stott
3	Ankers	Chaplin	Gardner	Maufe	Rank	Stretch
4	Argent	Charity	Garlicke	Mauleverer	Raper	Strongitharm
5	Arlott	Chase	Garnett	Mawditt	Rathbone	Stutter
6	Armstrong	Chaundler	Garnon	Meek	Ratter	Suckling
7	Ashman	Chin	Gaylord	Meeke	Raven	Sumner
8	Ault	Clapp	Giddy	Mercer	Reader	Supple
9	Aurifaber	Clark	Grile	Messenger	Redwood	Sutler
10	Ayer	Cleaver	Glass	Mew	Reeve	Swart
11	Balmer	Clerk	Goacher	Midwinter	Rich	Sweetlove
12	Banister	Cockbill	Goldsmith	Mildmay	Ringer	Sweetman
13	Bannerman	Coke	Golightly	Minchin	Roller	Swingler
14	Barber	Collier	Goodbody	Minet	Root	Tabard
15	Barrat	Constable	Goode	Monger	Rouse	Taberer
16	Barrell	Cooke	Goodheart	Monk	Rower	Tait
17	Barrett	Coot	Goodlad	Morehen	Rowsell	Tallemach
18	Bastard	Copestake	Goodspeed	Morrell	Rudd	Tanner
19	Baxter	Corker	Gosling	Mort	Rump	Tapper
20	Bayliss	Corpe	Gossard	Mower	Russ	Tasker
21	Beamer	Coucher	Gotobed	Mudge	Rust	Taylor
22	Beard	Courtauld	Grealey	Mutter	Sacker	Tector
23	Beauclerk	Courtiour	Greathead	Mutton	Sadd	Tepest
24	Becket	Crane	Grieve	Nares	Sadler	Thaxter
25	Beckett	Crass	Grout	Naylor	Saffron	Theaker
26	Belch	Crawcour	Grubb	Neame	Sailer	Thew
27	Belgian	Craze	Grunsell	Nears	Sapper	Thick
28	Belham	Crisp	Guest	Neate	Sargent	Tiller
29	Bellamy	Crocker	Guild	Neave	Scaife	Tisser
30	Belt	Cropper	Hacker	Neck	Scammell	Tisserand
31	Belt	Crozier	Hallmark	Neighbour	Scragg	Tod
32	Bew	Cruse	Hansard	New	Scrimgeour	Tolman
33	Bezzant	Curtin	Hardy	Newman	Scrimshaw	Tooth
34	Bighead	Cypher	Haresign	Newson	Senior	Trant
35	Black	Damson	Hawk	Nott	Service	Trenchard
36	Blacklock	Darke	Hewer	Odam	Sewer	Tricker
37	Blanchard	Darling	Hine	Orpet	Sex	Tricker
38	Blank	Day	Hogg	Osler	Seyler	Trickett
39	Blaxter	Daymond	Hollier	Ostler	Shakeshaft	Tripe
40	Bleakman	Dearman	Hooper	Ostridge	Sharman	Trist
41	Blecher	Debney	Hornblower	Packer	Sharp	Trott
42	Blondell	Dent	Hornor	Paige	Sheepshanks	Trouncer
43	Blood	Diver	Hucker	Pakeman	Shere	Truelove
44	Bloom	Dodd	Hunter	Pallister	Sheriff	Trueman
45	Blunden	Dolittle	Hussey	Palmer	Shilling	Tuckerman
46	Bold	Dove	Idle	Palmer	Shingler	Tulk
47	Bonamy	Dowsett	Iremonger	Pape	Shinn	Tumman
48	Bonner	Drake	Jagger	Papigay	Ship	Tupper
49	Boon	Drane	Jenner	Pardey	Shipman	Turk
50	Boorman	Draper	Jucker	Pardey	Shipwright	Turtle
51	Boot	Dray	Keat	Pardner	Shopper	Tyler
52	Boote	Drinkall	Keech	Parker	Shorthose	Tyson
53	Bossey	Driver	Kellogg	Parson	Shortman	Ulman
54	Boucher	Dunn	Kempster	Partridge	Shotbolt	Usher
55	Bourchier	Dyer	Kew	Paternoster	Shoulder	Veal
56	Boutflour	Earl	Kippen	Pear	Shrapnel	Veale
57	Bowie	Earle	Ladell	Pearman	Shrimp	Vender
58	Bowyer	Eld	Lappin	Peart	Shuker	Venner
59	Bradfer	Elder	Large	Peay	Silburn	Vickers
60	Bragge	Evershed	Larter	Pelly	Silk	Virgoe
61	Brasher	Faber	Latimer	Pennyfather	Singer	Wager
62	Brewer	Fair	Lawless	Pennyfeather	Sixsmith	Wagstaff
63	Brewster	Fairbrother	Le Mare	Peregrine	Skinner	Wainwright
64	Bridgeman	Fairhead	Leach	Pester	Skipp	Wakeman
65	Bridger	Falkner	Leadbetter	Petchey	Skipper	Walker
66	Bridle	Fane	Leaf	Pettifer	Slater	Want

67	Brisbane	Farman	Leafe	Physick	Slipper	Waple
68	Brockless	Fauchon	Leal	Pillinger	Smale	Warr
69	Brown	Fellowes	Leane	Pincher	Small	Warrender
70	Browning	Fellows	Leaper	Pinker	Smallbones	Washer
71	Brownsmith	Femister	Leech	Pluckrose	Smith	Waterer
72	Buckman	Fennell	Legate	Plum	Smithers	Waterman
73	Buffard	Fiddler	Leleu	Plummer	Snare	Wax
74	Bull	Fido	Leopard	Pope	Snow	Webster
75	Bullied	Fielder	Letcher	Popejoy	Soan	Wellfare
76	Bullinger	Firebrace	Leveson	Popplestone	Soper	Wheat
77	Bullock	Fish	Lightbody	Porcher	Speak	Wheeler
78	Bulmer	Fitch	Lightfoot	Porter	Speake	Whitehead
79	Bunyan	Flann	Limer	Potter	Speare	Whitelegg
80	Burl	Flesher	Lithman	Pratt	Speed	Whiter
81	Buss	Follenfant	Littleboy	Prew	Spencer	Wight
82	Buss	Forest	Littlechild	Prin	Spendlove	Wild
83	Butler	Forester	Locksmith	Procter	Spier	Wildbore
84	Butlin	Fournier	Lockyear	Proffitt	Spindler	Wildgoose
85	Butner	Fowler	Lodder	Proude	Sprackling	Wildman
86	Butters	Franklin	Long	Provost	Spring	Wildsmith
87	Buzzard	Frater	Longman	Prowse	Springall	Winn
88	Caddow	Freeborn	Lovejoy	Prudhom	Springett	Wisdom
89	Cakebread	Freeland	Luff	Prudhomme	Sproat	Witty
90	Cam	Friend	Lymburner	Punter	Spurrier	Woodcock
91	Cannard	Frost	Machin	Purcell	Squier	Woodman
92	Canter	Froude	Male	Purchase	Squiers	Woodward
93	Carder	Frye	Mallard	Purser	Sriddell	Woolman
94	Carman	Fullalove	Mallory	Pyatt	Staneven	Wren
95	Carpenter	Fuller	Mangold	Quaif	Stark	Wrighte
96	Catt	Furminger	Marchant	Quaife	Startup	Yearling
97	Century	Gain	Mariner	Queen	Stearman	Yeoman
98	Chafer	Gaine	Marler	Quick	Stern	Younge
99	Chaff	Gambrill	Marmion	Quilter	Steward	Younger
100	Chaffe	Gape	Marrow	Ramadge	Stith	Youngman

FRENCH NAMES

The names are good for nobles, swashbucklers, knights and makers of cheese.

d100	Male Names (1-3, use first column, 4-6, use second)		Female Names (1-3, use first column, 4-6, use second)		Surnames(1-3, use first column, 4-6, use second)	
1	Achard	Henryet	Ada	Jehannette	Ambre	Frechette
2	Adenet	Herle	Agnesot	Jenne	Ancel	Fruquest
3	Aimery	Hervé	Aienta	Joana	Anelka	Fumon
4	Alard	Huchon	Alamanda	Joana	Arata	Gagnon
5	Alenard	Huet	Alays	Johana	Arnaud	Gaounon
6	Alfonse	Huguelin	Albia	Johaneta	Arquette	Gasnault
7	Alixandre	Hugues	Albigesa	Johanna	Aufort	Gaspard
8	Almaurry	Imbert	Albione	Jois	Auneil	Gassou
9	André	Jacques	Alipson	Juliotte	Auzias	Gauthiot
10	Andriet	Jamet	Alumbors	Katalina	Baudouin	Giner
11	Andry	Jaquemin	Andreva	Katerina	Baudry	Goddatt
12	Anseau	Jaquet	Angelline	Kundry	Beauvallet	Grelot
13	Anthoine	Jaquin	Angharat	Laudine	Bedard	Grosbelhomme
14	Archimbaud	Jean	Anglides	Laura	Benichou	Guichard
15	Arnoul	Jean	Anna	Laurensa	Bernadotte	Guidry
16	Arnoult	Jehan	Anne	Lidoine	Besanceney	Guillemet
17	Artaud	Jocelin	Anthonye	Lisette	Biez	Guizet
18	Aubelet	Josserand	Antoinette	Loise	Billerey	Habig
19	Aubert	Jourdain	Argante	Longabruna	Bisaillon	Harend
20	Aubert	Lambert	Argentela	Loyse	Blanchard	Heinis
21	Aubin	Lancelet	Astruga	Lutz	Blondel	Higoumet
22	Barthélemy	Lancelot	Ayba	Lynet	Bobot	Huont
23	Baudrain	Laurens	Azalais	Lyonesse	Boughé	Hurtis
24	Bernard	Lorence	Beatris	Lyonet	Bouillon	Jacquemin
25	Berthelot	Lorens	Benezeita	Magdalaine	Bourdy	Jarnet
26	Bertran	Lorin	Berengaria	Mahault	Boutard	Jeune
27	Binet	Louys	Berga	Manha	Boutellier	Joilcoeur
28	Bohemond	Loys	Bertranda	Marette	Brasseur	Jospin
29	Boniface	Macaire	Bertrande	Margarida	Breton	Josselin
30	Boniface	Manassier	Bevenguda	Margo	Brisson	Kucheida
31	Brion	Marcel	Blancha	Margot	Brouset	Lambert

PERSONALIZATION

32	Brodier	Marcelet	Botille	Margaritte	Bruneau	Landre
33	Bureau	Marinet	Boyna	Marguerite	Brunet	Langlois
34	Cardin	Martin	Branwen	Maria	Burville	Latour
35	Cassin	Mathé	Cambola	Marie	Buzaine	Latreille
36	Cauchois	Mathelin	Catharina	Marion	Cailteux	Lavergne
37	Charles	Mathie	Catharine	Marqueza	Caree	Lavicq
38	Climent	Mathieu	Catorna	Marta	Carpentier	Le Chanony
39	Colin	Menet	Cauzida	Martine	Carrat	Le Dauphin
40	Conon	Michault	Chelinde	Maurina	Castaignade	Lepercq
41	Conrrart	Mille	Chrestienne	Melissa	Chabroux	Lit
42	Daniel	Moriset	Ciragua	Miquela	Chailly	Lorcy
43	Denis	Nicolas	Clareta	Miracla	Chambon	Louppe
44	Denisot	Nicolas	Claria	Miranda	Charpentier	Masdeu-Arus
45	Domin	Noel	Clarine	Modrona	Charron	Mathou
46	Dragonet	Ogier	Clarissant	Monnette	Chauveau	Matisse
47	Dreux	Olivier	Collette	Morcades	Chiro	Meley
48	Enguerrand	Olivier	Cornille	Morgana	Clouet	Mercie
49	Erard	Orry	Denise	Morguase	Coeur	Mesnard
50	Érard	Othon	Doça	Naudina	Collard	Modeste
51	Estienne	Païen	Domenga	Nicole	Combe	Moirin
52	Eudes	Perrenet	Domenge	Nimiane	Commandeur	Moncelle
53	Eustace	Perresson	Dorian	Nimue	Conil	Monet
54	Eustache	Perrin	Elaine	Nitona	Couperie	Mourge
55	Évrard	Perrot	Elizabeth	Nyveve	Cueff	Oresme
56	Ferry	Phelippot	Elsa	Olyna	Dacier	Othon
57	Fleurent	Philippe	Emmelot	Orgolhosa	Dallons	Pacome
58	Foucaud	Philippe	Englesa	Oudine	Daux	Parrottin
59	Fouet	Phlippot	Estela	Paula	De Carneillon	Paulot
60	Foulques	Pierre	Favia	Peitavina	De Colville	Pelchat
61	Fremin	Pierrey	Finas	Penota	De Leon	Pellissier
62	Gabriel	Ponce	Floree	Péronne	De Sauveterre	Peloux
63	Galois	Poncelet	Francesca	Perrette	De Villeneuve	Perreau
64	Galoy	Poncellet	Galhardeta	Peyrona	Decaux	Plesseraud
65	Gamet	Quentin	Galiene	Peyrrine	Dechy	Poudrier
66	Garnier	Raoul	Ganieda	Philipote	Degert	Preaux
67	Garnot	Raoul	Genevotte	Philippote	Delacroix	Prins
68	Gassot	Raoulet	Gerarda	Pironne	Delaroux	Rabbi
69	Gauchier	Raymon	Gervaise	Plantée	Delecoeur	Rantaine
70	Gaultier	Regnault	Gileta	Plazensa	Delluc	Rapnouil
71	Geoffroy	Regnier	Gillette	Plourette	Deroulade	Rimbaud
72	George	Remon	Gordana	Poubelle	Despatie	Romary
73	Gerard	Remy	Grardine	Prima	Dispagne	Roufosse
74	Gerart	Renaud	Grisandole	Quatalina	Doleuze	Roupardin
75	Germain	Renier	Guerriera	Raymunda	Donciueux	Rouvière
76	Gieffrin	Richard	Guilberta	Reina	Dor	Rufin
77	Gillebert	Richard	Guilhelma	Resplandina	d'Orty	Sauvaigo
78	Gilles	Richart	Guillemette	Roja	Drafondre	Seigre
79	Gillet	Robert	Guillerma	Rosa	Du Plat	Sérusier
80	Guignes	Roger	Guinevere	Saissa	Dubosc	Sidot
81	Guillaume	Rogier	Guiote	Sazia	Duchesneau	Simenon
82	Guillaume	Rolet	Guiotte	Sebienda	Duèse	Simenton
83	Guillemin	Rotrou	Guiralda	Sebille	Dufresne	Simond
84	Guillemin	Simon	Guirauda	Seguina	Dupuiche	Sireyjol
85	Guillemot	Simon	Guizas	Serena	Duvillard	Soisson
86	Guillot	Simonnet	Gwendolen	Sigune	Duvivier	Sorel
87	Guimart	Symmonet	Gwendoloena	Sobirana	Ega	Soula
88	Guy	Thevenin	Honoré	Steva	Elby	Tarrou
89	Gyeffroy	Thibault	Honorée	Thomasse	Emery	Terblanche
90	Hangest	Thibaut	Huga	Tomasa	Fabre	Tessier
91	Hebert	Thomassin	Isabeau	Tonyma	Farry	Thibedaux
92	Helie	Thommas	Isabel	Tuffayna	Fauche	Tihon
93	Helyot	Toussains	Isabella	Valentina	Favreau	Tourneur
94	Hennequin	Vilain	Isabella	Viva	Fébre	Trantinon
95	Henri	Vincent	Jacmeta	Viviane	Ferga	Trentin
96	Henriet	Voulo	Jacquelyna	Yolente	Fevre	Vien
97	Henrriet	Ymbelet	Jammeta	Ysabeau	Flambeau	Villepreux
98	Henry	Ysambart	Jaquelyna	Ysabel	Focquet	Vinoy
99	Henryet	Yvon	Jaquette	Ysabelet	Foletier	Vion
100	Henry	Yvonnet	Jeanne	Yserone	Fraigneau	Xavier

GERMAN NAMES

Well-suited for knights, evil nobles, demonologists and guys in heavy armour with scarred faces prone to elaborate plans which never quite work out. The addition of a 'Van' or a 'Von' prior to the surname is a nice touch. One warning - to English speakers, many German surnames straddle the line between imposing and silly, so rolls on the surname table might be important to set the mood. Conrad Van Decker - good name for a knight; Conrad Van Simmendinger - bad name for a knight.

d100	Male Names (1-3, use first column, 4-6, use second)		Female Names (1-3, use first column, 4-6, use second)		Surnames(1-3, use first column, 4-6, use second)	
1	Adalbert	Herbert	Adalgisa	Helga	Abt	Lacksz
2	Adalstan	Heribert	Addie	Hella	Albertz	Lang
3	Adel	Hermann	Adele	Helma	Anschitz	Langenkamp
4	Albrecht	Hjalmar	Adelheid	Helmine	Arlt	Lauterback
5	Alfons	Holger	Adelheidis	Hendrika	Bachert	Leffler
6	Alphonse	Holm	Adelinde	Hennie	Backstedt	Leibenguth
7	Armin	Hrokrest	Adeltrud	Henrietta	Basler	Liebenthal
8	Arndt	Hubert	Aleida	Herta	Bechmann	Lingeman
9	Arne	Humfried	Aleit	Hertha	Becker	Loy
10	Arnim	Huppert	Alfreda	Hettie	Bedurftig	Ludendorff
11	Arnold	Hupprecht	Alina	Hilda	Beer	Ludentz
12	Baldur	Ingo	Alinda	Hildagard	Bentele	Madler
13	Bardolph	Isbrand	Alke	Hildagarde	Bittner	Makk
14	Bartold	Karol	Alwine	Hildegard	Bohland	Mallenbrandt
15	Berg	Konrad	Amalia	Hiskia	Brandl	Matzenkopf
16	Bernd	Korbinian	Amalie	Hlodovicia	Brecht	Mauser
17	Berne	Körbl	Amelia	Huberta	Breitmayer	Meier
18	Berni	Kuhnrat	Amilia	Huette	Brenner	Metterling
19	Berthold	Kurt	Anselma	Ida	Bröggen	Milde
20	Brandt	Lambert	Arnhilda	Ing	Brönnow	Mohr
21	Bruno	Lamprecht	Asta	Ingrid	Buchner	Mronz
22	Burkhard	Leonhard	Astrid	Irma	Burchard	Nachbauer
23	Carl	Leonhardt	Bathilda	Irmelinda	Burghardt	Nederstatter
24	Conrad	Lothar	Berdina	Irmina	Büttner	Nerlinger
25	Deitleib	Ludger	Berdine	Irminia	Cimerman	Neustatter
26	Dietbold	Ludwig	Bernadina	Karlotte	Damaske	Nickel
27	Dieterich	Luitgard	Bernadine	Karoline	Deardorff	Ohrenstiel
28	Dietmar	Luitger	Bernardina	Kinge	Decker	Pfaff
29	Dietpold	Luther	Bernardine	Kremhild	Derr	Pfeiffauf
30	Dirk	Lutz	Berta	Kriemhild	Dindorf	Plöchl
31	Ditmar	Manfred	Betlindis	Kudrun	Donis	Putzer
32	Eber	Manfried	Brunhild	Kunigunde	Dreifelds	Rauh
33	Eberhard	Meinard	Brunhilde	Leonarda	Duba	Reck
34	Eckbert	Meinhard	Brünhilde	Leopoldine	Eggen	Recker
35	Edelstein	Meinke	Brünnhilde	Line	Ehlers	Rehberg
36	Edsel	Meino	Carola	Lorelei	Ehmsperger	Rehn
37	Eduard	Norbert	Carolin	Lotte	Eichmann	Reize
38	Edward	Oswald	Diederike	Louisa	Engel	Ribhegge
39	Egon	Oswaldo	Edeltraud	Lovada	Ettinger	Riske
40	Ehre	Othmar	Edeltrud	Ludovica	Fischer	Rochkes
41	Eino	Otto	Effi	Luise	Flegmann	Rollenhagen
42	Emmerich	Ottokar	Eisi	Lura	Frankenstein	Rositzke
43	Emmo	Ove	Elavina	Lurleen	Frenzel	Rumpelmeier
44	Enno	Poldi	Elberta	Mathilda	Friedel	Rupprath
45	Erchard	Rafe	Elbertine	Mathilde	Freidenreich	Rust
46	Erdmann	Rainhard	Elfi	Matilda	Funck	Sarrazin
47	Erdmut	Ralf	Elfie	Minchen	Geilinger	Sattler
48	Erhard	Ralph	Elfreda	Minetta	Gereke	Sawallisch
49	Eric	Raul	Elfrida	Minna	Gesell	Schafer
50	Erich	Reimar	Elfriede	Norberta	Geserer	Schoffer
51	Erick	Reineke	Elga	Odella	Gespeck	Schaeffer
52	Erik	Reinhard	Elke	Odellia	Gier	Scheideler
53	Ernest	Reinhold	Elki	Odetta	Glass	Schindelar
54	Ernst	Reinmund	Elvira	Odette	Gnass	Schmaltz
55	Errick	Renz	Erdmute	Odila	Gohmann	Schmidt
56	Ewald	Richard	Erdmuth	Odilia	Greiser	Schnabel
57	Falk	Robar	Erika	OElf+ strength	Grisar	Schollenberger
58	Fastred	Robert	Erma	Otilia	Grobler	Schramm
59	Ferdinand	Rochus	Ernsta	Otti	Gugler	Schreiner
60	Folke	Roderich	Eveline	Otilia	Hagel	Schroter
61	Folkhard	Roderick	Franka	Raimunde	Haller	Schwacke
62	Folko	Rodolf	Frauke	Reinheld	Halmer	Schweisser
63	Fredi	Rudbert	Freda	Renilde	Hartzer	Seppelt

PERSONALIZATION

64	Freidel	Rudolf	Frederika	Rica	Heck	Shaefer
65	Fridolin	Rupert	Fredrika	Ricca	Heidloff	Sievert
66	Friederich	Ruprecht	Frena	Ricka	Hellekant	Simmendinger
67	Friedhelm	Rutger	Frida	Rikchen	Hellmich	Speker
68	Friedl	Seifrid	Friede	Rike	Herberhold	Sprecher
69	Garek	Siegbert	Friedelinde	Roderica	Heumann	Stegar
70	Gerd	Siegfried	Friederike	Rodericka	Hilgarth	Steigauf
71	Gerhardt	Sieghardt	Garda	Rosalinde	Himmler	Stenz
72	Gerhart	Siegmund	Geertke	Rosamond	Hirtreiter	Strub
73	Gervas	Sigi	Gerda	Rosamunde	Hitzfeld	Teichmann
74	Giselbert	Sigismund	Gerdi	Selda	Hochlat	Theile
75	Gottfried	Sigmund	Gerdie	Sigfreda	Hübsch	Thiessen
76	Gotthelf	Sigo	Gert	Sigrid	Inken	Thul
77	Gotthold	Sikko	Gerta	Sunhild	Isecke	Titz
78	Götz	Sonke	Gertraud	Swanhild	Jedin	Tölle
79	Guildo	Sven	Gilberta	Swanhilde	Jungh-nel	Troger
80	Gunnar	Theobald	Gilbertine	Swenja	Kallenbach	Umstaedter
81	Günther	Till	Gisa	Theda	Kapp	Upert
82	Gustaf	Torsten	Grisel	Thusnelda	Kasler	Vendelin
83	Hagan	Ulf	Griselle	Tilde	Kihlstedt	Videk
84	Harri	Ullric	Gudrun	Trudchen	Kirchbach	Vodek
85	Harro	Ulrich	Gustava	Trudel	Klais	Walma
86	Hartmut	Valter	Hadwigis	Uli	Kleinendorst	Wassermann
87	Hartwig	Waldemar	Haldi	Ulli	Kleinpaul	Wassmeir
88	Hartwin	Walden	Haldis	Ulrike	Kleitsch	Weber
89	Heike	Waldi	Haldisse	Valtraud	Klingberg	Weibrecht
90	Heiko	Waldo	Hallie	Vaubourg	Klosner	Weingertner
91	Heine	Walther	Haralda	Waltrude	Kò chle	Weiss
92	Heinecke	Warnar	Hariette	Wibe	Koch	Weller
93	Heino	Wayland	Harriet	Wiebke	Kochta	Wenck
94	Helfgott	Werther	Harrietta	Wigburg	Korff	Wieck
95	Helfrid	Wieland	Harriette	Wilhelmina	Korner	Wirtz
96	Helmfrid	Wilhelm	Hauke	Willa	Köster	Woetzel
97	Helmfried	Willibald	Hedvika	Willamina	Kruppa	Yackel
98	Helmut	Wipert	Hedwig	Wilma	Kuehne	Zahn
99	Henke	Wolfgang	Heilwig	Yvonn	Kuijken	Zielke
100	Henning	Wolfram	Heinrike	Zelda	Kümlin	Zoepfl

GYPSY

Good for scoundrels, traders, wanderers, wise women, fortune-tellers, keepers of secret lore, thieves, etc.

d100	Male	Female						
1	Aladar	Anelka	35	Honko	Dyombala	69	Pitti	Lutka
2	Artani	Anuaka	36	Inga	Dyula	70	Plamen	Luza
3	Badu	Armanka	37	Javert	Esmerelda	71	Pulika	Lyalya
4	Bakro	Babina	38	Kako	Gafa	72	Putzina	Lyanka
5	Baul	Belka	39	Kalderasha	Gafica	73	Rajko	Lyuka
6	Benno	Bena	40	Kolev	Gana	74	Rambo	Madoka
7	Bera	Bica	41	Krenar	Golay	75	Rumen	Mala
8	Bersh	Bilya	42	Latco	Grinza	76	Rye	Malaska
9	Beval	Binuca	43	Lel	Guda	77	Shandor	Malika
10	Bexhet	Bizuca	44	Lenor	Jessenia	78	Stefan	Malyoxa
11	Bidshika	Bota	45	Loiza	Kali	79	Stiggur	Mandica
12	Boboko	Botana	46	Luca	Kapica	80	Talpa	Mara
13	Boldor	Boyala	47	Luciano	Kata	81	Tawno	Marca
14	Cam	Briya	48	Luluvo	Katarina	82	Tem	Margayka
15	Camlo	Buna	49	Manciu	Kati	83	Terkari	Marilis
16	Chaine	Carmen	50	Mander	Keza	84	Tina	Patia
17	Chik	Chavali	51	Marcelle	Kica	85	Tobar	Porcelain
18	Coica	Chavi	52	Mario	Kokana	86	Tobbar	Rawnie
19	Comon	Cilyanka	53	Marko	Kolombina	87	Troka	Relisys
20	Dilaver	Cini	54	Merripen	Krizma	88	Tshompi	Rumer
21	Djivan	Cora	55	Mertshak	Krizmarica	89	Tshurkina	Rupa
22	Dodo	Dana	56	Mestipen	Kruca	90	Tshurkurka	Stavo
23	Dukker	Danira	57	Milosh	Kumbriya	91	Tsinoro	Tahnee
24	Duntshi	Dena	58	Mircea	Kuna	92	Vesh	Tauni
25	Durriken	Diamanta	59	Mutshoro	Lina	93	Walther	Tawnee
26	Fonso	Dilinka	60	Nanosh	Loli	94	Yanoro	Tawney
27	Gillie	Dina	61	Nicolae	Loyzi	95	Yarb	Tawnie
28	Grantsha	Domka	62	Oaste	Loza	96	Yayal	Tawny
29	Grofo	Donya	63	Pali	Luga	97	Yiswan	Tekla
30	Guibran	Dooriya	64	Panch	Lukreciya	98	Yojo	Tshaya
31	Gunada	Dudarka	65	Pani	Lula	99	Yokka	Zigana
32	Gunari	Dudee	66	Pardalien	Luludi	100	Zurka	Zurama
33	Hanzi	Dyana	67	Pattin	Luna			
34	Harman	Dyolbana	68	Petsha	Luska			

ITALIAN NAMES

Excellent for noble families, wizards, scholars and other learned types or, on the other hand, for criminals, thugs and gangsters.

d100	Male Names (1-3, use first column, 4-6, use second)	Female Names (1-3, use first column, 4-6, use second)	Surnames(1-3, use first column, 4-6, use second)
1	Adovardo	Frolio	Lapa Ermione Acquaviva Lagorio
2	Albizzo	Frosino	Dolce Isabellina Aguzzi Landino
3	Aldighieri	Fulino	Aniella Tita Albarello Langushi
4	Anfrione	Gaddo	Nucca Lapa Albertrani Legnano
5	Anichino	Gamberino	Oxilia Artemisia Allucingoli Levorato
6	Arcolano	Gano	Letteria Buona Altabani Libertini
7	Ardengo	Genovino	Agalina Teglia Amato Liotta
8	Aretino	Gentile	Clementia Argentina Ammacapane Lubiani
9	Aringo	Ghelere	Bina Armida Andreucci Lucchi
10	Aronne	Ghetto	Eutiche Mella Annunzio Luciani
11	Arpo	Ghino	Joanna Ciecherella Antonoli Luciano
12	Arrichino	Ghinozzo	Giada Savia Aragazzi Lulli
13	Arsizio	Ghirigoro	Orabella Aletea Argo Lupino
14	Asparru	Ghoro	Amina Catherina Arrighi Machiavelli
15	Astore	Gierozzo	Romana Ammanata Avogadro Magoni
16	Avveduto	Giotto	Scevola Andreuola Azzopardi Maitani
17	Azzone	Giunto	Letta Bella Baggio Mancina
18	Baccio	Gonzo	Maridonna Abriana Baldini Mancuso
19	Baiardo	Grifo	Ninuccia Ninuccia Banditelli Manetti
20	Banchello	Gualente	Cosetta Fedora Barberi Manin
21	Banco	Guernieri	Aletta Livia Bassano Marchetti
22	Bandetto	Gusme	Leonarda Mariannina Bellini Massari
23	Begni	Iginio	Sarina Lilla Benetti Menicossa
24	Bencivenni	Lapaccino	Cinzia Costante Bergomi Meoli
25	Benghi	Lapino	Nina Eleonore Bertolini Merico
26	Bernassa	Lapo	Prudenza Lauretta Betrutti Miglioli
27	Bettino	Lapuccio	Editta Grana Bigica Miniato
28	Biliottino	Lele	Papera Luigia Birindelli Modica
29	Bindello	Lello	Anatina Agalina Boazza Mondello

PERSONALIZATION

30	Bindo	Ligo	Dolce	Antonietta	Bobo	Monero
31	Bizzero	Lino	Leonia	Bandecca	Bolognesi	Moratti
32	Boccio	Maccio	Guerina	Fiametta	Bombacci	Mordasini
33	Borgo	Madore	Taddea	Lucretzia	Bonacelli	Moretti
34	Borgognion	Malacresta	Clarice	Biaggia	Bonello	Moro
35	Bottiglio	Marchionne	Bertana	Brigita	Borghese	Moschino
36	Braccio	Marmuccia	Madelena	Gilia	Bottello	Napoleoni
37	Breusio	Mea	Sophonsiba	Prada	Brando	Natoli
38	Briccoldo	Meglio	Paolina	Immacolata	Brazzi	Niccoli
39	Brigliador	Memmo	Nanna	Fiora	Briatori	Nicoletti
40	Brunaccio	Meno	Urania	Ugolina	Broccoli	Ori
41	Brunellesco	Mico	Rigarda	Agatina	Busenello	Orioli
42	Buccio	Micuccio	Sempronia	Chia	Buso	Oristano
43	Buto	Monaldo	Lena	Edda	Buzzacarina	Padovano
44	Calderino	Morello	Letteria	Placidia	Cafagna	Pallotti
45	Camaino	Moreno	Meloria	Bartolomaea	Cafasso	Panteleo
46	Cambino	Nanne	Amata	Dolorada	Campanaro	Panzanini
47	Cante	Nardo	Emerenzia	Tanina	Carafa	Parini
48	Cardinale	Navanzato	Prasede	Marcellina	Carbonetti	Patriarco
49	Caroccio	Nene	Ciuta	Ciosa	Carlucci	Pedercini
50	Casino	Neso	Mattia	Julitta	Carmelengo	Pellico
51	Catalano	Nigi	Citha	Leonida	Carotta	Peruzzi
52	Cataldo	Nofri	Setembrina	Anunciata	Catone	Pesaresi
53	Cavalcante	Nuccino	Teodosia	Marsilia	Cattaneo	Philarghi
54	Cecca	Olinto	Ammanata	Belinda	Cattarinussi	Pianta
55	Cecchino	Orinolo	Nera	Foresta	Ceraolo	Pierozzi
56	Cederno	Ottobono	Pasqualena	Tessa	Cesti	Pirandello
57	Cenni	Ovidio	Agnesa	Rosangela	Checcinato	Pisanello
58	Ceo	Pantaleo	Lisabetta	Arminia	Chiappo	Pisano
59	Cetto	Panuzio	Nezetta	Carmina	Chiaromonte	Putignani
60	Chiaromont	Papero	Detta	Egeziaca	Ciaravella	Randi
61	Chiarissim	Papo	Fotina	Talita	Cilento	Ratti
62	Chimenti	Pazzino	Nicolosa	Gostanza	Cingolani	Reni
63	Chimento	Poggino	Lina	Bertilla	Collina	Ricco
64	Chiovo	Puccio	Mariuccia	Etheria	Colombi	Roncero
65	Chirro	Recco	Porzia	Tanina	Corone	Ruggieri
66	Ciango	Remo	Pina	Fina	Cosmo	Runggaldier
67	Ciapo	Rento	Pudenziana	Battista	Crapanzano	Sabre
68	Ciattoro	Renzetto	Rina	Leonara	D'Annunzio	Saia
69	Cima	Renzo	Teglia	Ornetta	Dassu	Salviati
70	Cinello	Rinieri	Marietta	Nezetta	De felitta	Samari
71	Cinozzo	Rinuccio	Anunziata	Anatina	de Giusti	Scacceri
72	Cipolla	Romigi	Ciuta	Clemenza	De Mauro	Schettina
73	Ciuccio	Saladino	Ghita	Gravina	Deangelo	Scolari
74	Ciulo	Schiatta	Stefanina	Prada	Deffenu	Sicho
75	Ciuto	Sicurano	Sitha	Berta	Deodato	Sidoti
76	Coccino	Soderino	Calogera	Carmella	Di natali	Sighel
77	Cola	Sostegno	Fiorretta	Salvaza	Dilillo	Sinatra
78	Coluccio	Sozzo	Pelagia	Burlanda	Dini	Sinopoli
79	Compagno	Stagio	Gualterutia	Luciella	Erbetto	Sisto
80	Conetto	Strozzo	Ghinga	Bartolomea	Falconieri	Solari
81	Conte	Tamerighi	Giacoma	Agnesina	Fiesole	Soranzo
82	Corfino	Tano	Vanna	Cesira	Figura	Spano
83	Corsino	Tanuccio	Consilia	Salvagia	Fischella	Stallone
84	Corso	Tedesco	Lagia	Perna	Fornasari	Tarantino
85	Covone	Tendino	Clarastella	Claricia	Frangipani	Tedaldo
86	Daddo	Tento	Daniella	Elodia	Fuser	Tenucci
87	Dato	Testa	Girolama	Fotina	Galetto	Tibaldi
88	Davanzato	Tieri	Bona	Gabriela	Galimberti	Tilli
89	Dofo	Tinaccio	Papera	Diletta	Gallino	Tiscorinia
90	Dolfo	Tinoro	Reparata	Griselda	Gambachini	Tomba
91	Duti	Toto	Dorotea	Bonaventura	Gamossi	Tramacchi
92	Elvio	Turco	Giachetta	Brunella	Gatlinaro	Traversari
93	Endiro	Uguccione	Nencia	Carissa	Genovese	Turrini
94	Ennio	Vannuccio	Sveva	Chola	Gentili	Vaccarini
95	Ersilio	Ventura	Romilda	Ghita	Ghini	Varone
96	Evio	Verso	Nedda	Armida	Gortana	Verrochio
97	Fantino	Vieri	Epifania	Belloza	Gozzoli	Vettori
98	Fenso	Volta	Iuliana	Luigina	Grasso	Zagallo
99	Fifo	Zorzi	Magdalena	Nedda	Guttuso	Zampieri
100	Fileno	Zuanne	Alicia	Liduina	Labriola	Zoffoli

NORMAN NAMES

An excellent source for names for a pseudo-English setting. These can be used by themselves, or as the names of the 'upper class', with Saxon names for the 'lower class'.

d100	Male Names (1-3, use first column, 4-6, use second)		Female Names (1-3, use first column, 4-6, use second)	
1	Adelardus	Houdéet	Aalina	Geua
2	Aldis	Houdoin	Aaline	Geuecok
3	Alphonsins	Howkin	Aalis	Geva
4	Amauri	Hudd	Adelie	Gisellee
5	Ancelot	Hughoc	Adelin	Griseldis
6	Anchier	Hugin	Adeline	Grishild
7	Anfroy	Hugolinus	Adelisa	Grissel
8	Anselet	Hugue	Adeliz	Grizel
9	Anselmus	Humfery	Aeleis	Guibourc
10	Ansger	Humfrye	Aelis	Guillote
11	Ansiau	Hunfridus	Aelisia	Guiote
12	Armin	Huon	Aenor	Hadwis
13	Armine	Ingelramnus	Aeschine	Haoy
14	Arnaud	Ingelrandus	Ala	Havisa
15	Arnoldus	Ingran	Albray	Hawis
16	Asselin	Job	Albreda	Hawisa
17	Aunger	Joppa	Albree	Hawisia
18	Ausout	Joscelin	Aleneite	Hawys
19	Averardus	Lambelin	Alesone	Helewys
20	Aymon	Lance	Alianora	Helisende
21	Azémar	Lancelyn	Alice	Heloys
22	Barat	Lanslet	Alicen	Helysoun
23	Basewin	Launceletus	Alicia	Helyssent
24	Batsuen	Launcelot	Aline	Hemin
25	Beavis	Looy	Alisceon	Herleva
26	Bérenger	Louvel	Alison	Housewife
27	Bert	Mainfridus	Alisone	Huguete
28	Bobby	Normannus	Aliss	Husewyf
29	Botolfe	Odinel	Allison	Husewyua
30	Breton	Odo	Alote	Imblen
31	byname	Ortho	Alse	Ivette
32	Charle	Otois	Alycie	Jivete
33	Clerebald	Oure	Alyna	Maghenyld
34	Clerenbald	Percyvallus	Alys	Maghtild
35	Degarre	Persivell	Alyson	Mahaut
36	Derric	Raaf	Alyson	Maheut
37	Dick	Rab	Ameline	Mahhild
38	dorogo	Radolf	Amelot	Manel
39	Drew	Raff	Arlette	Manild
40	Engeram	Raimbaut	Ascelina	Mathe
41	Ernold	Rainald	Ascelinne	Matilde
42	Ferant	Ranald	Ascelot	Matilldis
43	Fery	Rand	Ascilia	Matty
44	Foucaud	Randall	Athelesia	Maude
45	Fouquaut	Randoul	Atheleys	Maughtild
46	Fouquet	Randull	Athelina	Mautild
47	Francus	Randy	Athelis	Maynild
48	Frery	Ranulphus	Athelisa	Mehenilda
49	Fulcher	Raynerus	Athelisia	Meisent
50	Fulke	Reignolde	Aubreda	Melisenda
51	Fulko	Reimund	Aubrey	Metylda
52	Gales	Reinald	Auelina	Milessent
53	Galfridus	Remfrey	Auicia	Mille
54	Garnotin	Remonnet	Auizia	Millesenta
55	Garrett	Remont	Aveis	Moolde
56	Gautzelin	Renard	Avelyn	Mott
57	Geffrai	Renoldus	Avicia	Motte
58	Ger	Reynard	Avina	Moysant
59	Gerbald	Richier	Berengaria	Mylecent
60	Geroldin	Ricket	Berengière	Mylisant
61	Gerould	Rique	Edelin	Mylla
62	Gervesin	Rolandus	Eleanor	Odolina
63	Geuffroi	Rollo	Eleanora	Oriold
64	Geve	Segar	Elewisa	Oriolda
65	Giff	Serlon	Elewys	Oriolt
66	Gilebin	Serrell	Elia	Rechemay

PERSONALIZATION

67	Giradin	Tancred	Elianor	Richemaya
68	Giraudus	Tebbe	Elinora	Richemeya
69	Godebert	Thanced	Elison	Richoard
70	Godefray	Theobaldus	Elisota	Ricolda
71	Godefroi	Theodric	Ella	Rikilda
72	Godefroy	Thierry	Ellenor	Rochilda
73	Godfery	Tibbott	Ellice	Roes
74	Godfree	Tim	Eloise	Roheis
75	Goisfrid	to	Elyenora	Roheisa
76	Gosfridus	tribe	Elyscia	Roheisia
77	Gualtier	Tybalt	Emelenine	Roos
78	Guiart	Tyon	Emelin	Rosa
79	Guibe	Udo	Emelina	Roseaman
80	Guilielm	Vauquelin	Emelyn	Roseia
81	Guillemet	Vvillequin	Emeny	Rosemond
82	Guillemot	Walkelin	Emlin	Rossamond
83	Guiot	Walt	Emma	Roysia
84	Guyat	Walterius	Emme	Rychyld
85	Gwychardus	Wariner	Emmelina	Sela
86	Hab	Warinus	Emmeline	Seloue
87	Ham	Warner	Emmete	Selova
88	Hammond	Warnerius	Emonie	Sueteluue
89	Hardi	Wichard	Emota	Sweetlove
90	Hary	Wiliam	Emy	Sweteloue
91	Hemonnet	Wilkie	Emylyna	Sweteloue
92	Hendry	Willelm	Ermintrude	Swethyna
93	Henriot	Willet	Ermyntrude	Swetyne
94	Heriot	Wiscar	Esclairmonde	Tilla
95	Hervoet	Wischard	Esclamonde	Tillie
96	Hewerald	Wylymot	Evelyn	Tillota
97	Hickie	Wymer	Galiene	Tilly
98	Hildebrand	Wymund	Galiene	Williamina
99	Hobb	Ysembert	Ganleya	Wilmetta
100	Holger	Yves	Gelen	Yvette

JAPANESE NAMES

Japanese names are of use, of course, in any games set in a pseudo-Japanese environment. While Ultimate NPCs is designed primarily for use with fantasy games, these names are also very useful in futuristic and cyberpunk settings, especially if combined with non-Japanese surnames (i.e. Takaharo Jones, Nani O'Toole.)

d100	Male Names (1-3, use first column, 4-6, use second)		Female Names (1-3, use first column, 4-6, use second)		Surnames (1-3, use first column, 4-6, use second)	
1	Agatamori	Matabei	Ai	Miyoshi	Abe	Mizuno
2	Akimitsu	Michio	Akane	Mizuki	Adachi	Momotani
3	Akinori	Mitsuzuka	Akiko	Momoko	Aida	Monomono
4	Akio	Miyazaki	Atsuko	Mutsuko	Aihara	Morimoto
5	Akira	Motoyasu	Aya	Mutsumi	Akamatsu	Morioka
6	Atsutane	Munemitsu	Ayame	Nami	Akimoto	Morisue
7	Bakin	Muneyaki	Ayano	Namiko	Akita	Motoori
8	Benjiro	Naganori	Chiaki	Namiyo	Amaya	Motoyoshi
9	Chikao	Nagate	Chikako	Nanami	Arihyoshi	Munkata
10	Daisetsu	Nakamaro	Chikuma	Naomi	Asai	Muraoka
11	Eichi	Nambo	Chiyeko	Nari	Ashikaga	Mutsu
12	Eizo	Nampo	Chizu	Nariko	Atshushi	Naito
13	Fuhito	Naomi	Cho	Narumi	Baisotei	Nakae
14	Fujio	Naoshige	Ema	Nayoko	Bando	Nakajima
15	Fususaki	Naozane	Emiko	Nene	Chiba	Nakanishi
16	Gekikai	Nichiren	Eri	Nomi	Chikamatsu	Nakano
17	Gempachi	Ninsei	Fumiko	Nozomi	Chikanatsu	Nakata
18	Genpaku	Noboru	Ginko	Nyoko	Dazai	Narita
19	Gidayu	Nobuhiko	Hamako	Ochiyo	Doi	Nijo
20	Gihei	Nobuhisa	Hanae	Ochobo	Ebisawa	Nishiwaki
21	Gongoro	Nobuhito	Hanako	Okie	Egami	Noda
22	Gonkuro	Nori	Haniko	Okichi	Eguchi	Nogi
23	Gyo	Norogumi	Haruko	Omitsu	Endo	Nose
24	Haranobu	Okyoito	Hatsue	Raicho	Fuchida	Nozaki
25	Hayato	Omezo	Hideko	Raku	Fugunaga	Ochiai
26	Heizo	Osamu	Hiromi	Reiko	Fukao	Ogura
27	Hidetanda	Otondo	Hiromusi	Reiko	Fukusaku	Ohka
28	Hirokazu	Razan	Hiroshi	Renshi	Funabashi	Ohmiya
29	Hirokumi	Roku	Hisako	Rieko	Fuschida	Oinuma
30	Hiroshige	Ryokai	Hitomi	Rika	Fuse	Okanaya

31	Hiroataka	Ryozo	Hitomo	Riku	Genji	Okasawa
32	Hirotsugu	Sadakuno	Honami	Rina	Hama	Okazawayu
33	Hisashi	Sadao	Hoshie	Rinako	Hamada	Okimoto
34	Hitomaro	Sakutaro	Hoshiko	Risa	Hanari	Osagawa
35	Ichibei	Sanjuro	Ichi	Ritsuko	Hasimoto	Oyama
36	Ichiyo	Seihachi	Ikuko	Ruri	Hatoyama	Ozawa
37	Iemitsu	Seiichi	Inoe	Ruri	Hattori	Saiki
38	Ienobu	Senzo	Ise	Ryoko	Hayata	Sakanoue
39	Ietsuna	Sharaku	Izuko	Sachi	Hideaki	Sakata
40	Ieyasu	Shigekazu	Joruri	Sadako	Hideki	Sakuraba
41	Ippei	Shigetaka	Jun	Sadako	Hirase	Sanda
42	Isamu	Shigeuji	Junko	Sae	Hirose	Santo
43	Isoshi	Shihei	Kadiri	Sakiko	Honami	Sasakawa
44	Iwazumi	Shoji	Kaede	Sakuko	Horigome	Sato
45	Junkei	Shoko	Kagami	Sakura	Hoshino	Sekine
46	Jurobei	Shumei	Kame-Hime	Sakura	Ichigawa	Senmatsu
47	Juzaburo	Shunsen	Kameko	Sanako	Ichiro	Seo
48	Juzo	Soetsu	Kameko	Sata	Iemochi	Serizawa
49	Kanbe	Sosa	Kaneko	Satoko	Ikoma	Shibaguchi
50	Kanemitsu	Sugimoto	Kaneko	Satomi	Imaizumi	Shibanuma
51	Kanjiro	Tadakuni	Kaoru	Sawako	Inihara	Shigi
52	Kanko	Tadayoshi	Kasuga	Sayoko	Ino	Shimamura
53	Kansuke	Takahashi	Katsue	Seiko	Ippitsusai	Shimohira
54	Kata	Takane	Katsumi	Seka	Irie	Shimon
55	Katsunosuki	Takashi	Kawanomu	Seki	Iriye	Shinko
56	Kazunori	Takeshi	Kazue	Sen-Hime	Ishida	Shinozaki
57	Kazuo	Takesi	Kazumi	Setsuko	Ishiyama	Shinozuka
58	Kazushige	Takuya	Kenshi	Shige	Isoda	Shirahata
59	Keizo	Tamasaburo	Kichi	Shina	Iwakura	Shirai
60	Ken	Tameyori	Kimiko	Shioko	Jimbo	Shiraishi
61	Kenji	Tamotsu	Kin	Shoko	Kahaya	Shirasu
62	Kenkichi	Tanosuke	Kishi	Siki	Kasaya	Shunsen
63	Kenzaburo	Tanyu	Kiyo	Sumi	Katayama	Siagyō
64	Kenzan	Tanzan	Kiyomi	Sumiko	Kate	Soma
65	Kichibei	Tenshin	Kochiyo	Suzue	Kawasawa	Taguchi
66	Kichisaburo	Tetsu	Koiso	Tadako	Kawayama	Taka
67	Kijuro	Tetsunori	Komachi	Tai	Kenmotsu	Takagaki
68	Kikunojo	Thoki	Kumi	Taka	Kentaro	Takamura
69	Kimi	Togai	Kunie	Tamami	Kikkawa	Takayama
70	Kingo	Toichi	Kusuriko	Tara	Kishi	Takemitsu
71	Kitahachi	Toju	Kyoko	Teika	Kita	Takemura
72	Kiyoemon	Tokichiro	Madoka	Teruyo	Kitano	Takeshita
73	Kiyohisa	Tokimune	Mae	Toku	Kobayashi	Takewaki
74	Kiyomasu	Tokutomi	Maemi	Tokuko	Kobi	Takudo
75	Kiyomori	Torajiro	Mai	Tomi	Kodama	Tange
76	Kiyonaga	Toshiki	Makiko	Tomiko	Kogara	Tanuma
77	Kiyonori	Toshiyuki	Man	Tomoe	Koguchi	Tomonaga
78	Kiyosuke	Toyokazu	Mariko	Tomoko	Konda	Toshishai
79	Kohei	Toyokuni	Maru	Toshiko	Koshin	Toyoda
80	Kojuro	Toyoshige	Masago	Towika	Kotoku	Tsukahara
81	Kokan	Toyotomi	Masami	Tsuki	Kunikida	Tsumemasa
82	Kokei	Toyozo	Masumi	Tsukinoyo	Kuroda	Tsunoda
83	Komaro	Tsugahara	Matsu	Tsuya	Kurusu	Tsutomu
84	Konyo	Tsunayoshi	Mayoko	Ume	Kusatsu	Uemura
85	Koreyasu	Tsunetane	Mayu	Umeko	Kuwabara	Uesugi
86	Kunimichi	Tsuneyo	Mayumi	Umeno	Maehata	Ugaki
87	Kunisada	Tsuramatsu	Megu	Wazuka	Maita	Uoya
88	Kuniyoshi	Tsutomu	Megumi	Yaeko	Maruya	Urogataya
89	Kyuso	Tsuyoshi	Michiko	Yoshike	Maruyama	Utagawa
90	Magohachi	Utemaro	Mihoko	Yoshiko	Masuko	Yamabe
91	Maresuke	Yamato	Miiko	Yui	Matano	Yamaguchiya
92	Maro	Yasotaro	Miliko	Yukako	Matoke	Yamanaka
93	Masaaki	Yasunari	Mineko	Yukari	Matsuda	Yamanouchi
94	Masahide	Yohachi	Mino	Yukinoyo	Miki	Yamashita
95	Masakazu	Yoichibei	Mio	Yukio	Minami	Yamato
96	Masaki	Yoriie	Misako	Yumi	Minamoto	Yamazaki
97	Masashige	Yoritomo	Misato	Yuri	Minobe	Yanagawa
98	Masatake	Yoshimitsu	Mitsuyo	Yuriko	Mitsuya	Yokokawa
99	Masayoshi	Yoshinori	Miwa	Yutsuko	Miura	Yokoyama
100	Mashashi	Yoshitoki	Miwako	Yuya	Miyamoto	Yoshifumi

PERSONALIZATION

RUSSIAN NAMES

Russian names tend to be less common in fantasy gaming. They are good for big, strong, burly types, folk from the fringes of civilization, often very traditional and given to heavy drinking.

d100	Male Names	Female Names						
1	Adrik	Agafia	35	Karol	Lidija	69	Pavlushshenka	Sashenka
2	Alexei	Agnessa	36	Karolek	Lidochka	70	Pavlya	Sinovia
3	Andrei	Agrafina	37	Kiril	Lubmilla	71	Pyotr	Sinya
4	Andrya	Aleksandra	38	Kiryk	Luda	72	Rurik	Sofiya
5	Bohdan	Anya	39	Kolya	Ludmila	73	Sacha	Sonechka
6	Bolodenka	Asenka	40	Konstantine	Lyuba	74	Semyon	Stefanya
7	Boris	Bohdana	41	Kostenka	Manya	75	Serge	Stephania
8	Borya	Dasha	42	Kostya	Margarete	76	Seriozha	Stesha
9	Boryenka	Dominika	43	Laurentij	Marianne	77	Slavik	Sveta
10	Brencis	Doroteya	44	Lenya	Marinochka	78	Stefan	Tanya
11	Cheslav	Dunyasha	45	Leonide	Maruska	79	Stephen	Tasya
12	Danya	Duscha	46	Lev	Marusya	80	Valerii	Tatiana
13	Deniska	Ekaterina	47	Levka	Masha	81	Valerik	Theda
14	Dima	Elga	48	Levushka	Mavra	82	Vas	Thedya
15	Eduard	Eva	49	Lukyan	Mika	83	Vassily	Theodosia
16	Egor	Fayina	50	Maks	Mila	84	Vasya	Tonya
17	Fabiyon	Feodora	51	Maksimillian	Nadezhda	85	Vitenka	Ursula
18	Faddei	Galine	52	Matvey	Nakita	86	Vladik	Vanya
19	Fadey	Galya	53	Matyash	Nastyia	87	Vladik	Varvara
20	Fedor	Helenka	54	Mikhail	Nikita	88	Vladmir	Varya
21	Filip	Helga	55	Misha	Nina	89	Vladmiri	Vasilissa
22	Freddek	Irena	56	Mishe	Ninochka	90	Volodya	Vasya
23	Fyodor	Irina	57	Mishenka	Oksana	91	Yaremka	Velika
24	Fyodor	Ivana	58	Moriz	Oksanochka	92	Yasha	Vera
25	Ganya	Jelena	59	Motka	Olena	93	Yermolay	Vilma
26	Gavrel	Karina	60	Nicolai	Olenka	94	Yuri	Viveka
27	Gavrilovich	Katyuska	61	Nikita	Olga	95	Yurii	Yuliya
28	Gayeff	Kira	62	Oleg	Parashie	96	Yurochka	Zenechka
29	Grisha	Kiska	63	Olezka	Paulina	97	Zhenya	Zenevieva
30	Hedeon	Lanassa	64	Pashenka	Rahil	98	Ziven	Zenya
31	Igoryok	Lara	65	Pavel	Ranevskaya	99	Zivon	Zinerva
32	Ioachime	Larisa	66	Pavla	Ranya	100	Zorya	Zoyechka
33	Ioakim	Larissa	67	Pavlusha	Sabina			
34	Jov	Lidia	68	Pavlushka	Sacha			

SAXON NAMES

Good, solid, English-like names. While useful for any pseudo-English society, they work especially well for the lower classes, with the Norman names serving as apropos to the upper classes.

d100	Male Names (1-3, use first column, 4-6, use second)	Female Names (1-3, use first column, 4-6, use second)	
1	Acwald	Hondscio	Adellufu Elfswitha
2	Aedbald	Hrothgar	Adney Enfleda
3	Aegheard	Hrothwulf	Aelflead Engeled
4	Aethelheard	Hubert	Aelfwynn Eormenburh
5	Aethelred	Humbeald	Aengifu Eormengard
6	Aethelwulf	Hunbald	Aeschild Ercongota
7	Aethelwald	Hundine	Aethelgifu Erkengota
8	Aethelweald	Hunstan	Aethelind Ermenburga
9	Aethelwine	Hygelac	Aethelthryth Ermenhilda
10	Aethelwold	Inwaer	Agenilda Estrid
11	Aethelwulf	Ithamar	Alchfrid Ethelhild
12	Ailred	Jurmin	Aldreda Everild
13	Alchfrid	Kennald	Alfild Freawaru
14	Alcuin	Leofard	Alfilda Frethesant
15	Aldfrid	Leofing	Alfwen Freware
16	Aldhere	Leofstan	Alhburg Fritheswith
17	Aldwulf	Leofwine	Alkeld Garwynn
18	Aldwyn	Letard	Alkelda Godehese
19	Ansfrid	Maegenfrith	Aluhburg Godgyth
20	Aschere	Maldred	Arild Godlefe
21	Asulf	Mensige	Athilda Godrun
22	Aylwin	Morcar	Aylyld Godwyna
23	Badanoth	Odard	Baldehuia Goldberga
24	Baeldaeg	Oeric	Baldeth Goldcorn

25	Bedhelm	Ohthere	Baldethiva	Goldcorna
26	Bedric	Ongentheow	Baldhild	Goldeburga
27	Beorcol	Osbeorn	Baldith	Goldrun
28	Beorhtnoth	Osgood	Baethiva	Goldyna
29	Beorhtsige	Osmer	Beadohild	Guthild
30	Beorhtweald	Osríc	Beaduthryth	Haunild
31	Beornfrith	Oswiu	Begilda	Heahthryth
32	Beornheard	Osyth	Beornthryth	Heathuburg
33	Beornheard	Pechthelm	Beornwynn	Hendina
34	Beornnoth	Peohtwine	Berchthild	Herewynn
35	Beornred	Plechelm	Beyhild	Hildeburh
36	Beorthelm	Pleghelm	Birghiva	Hildelida
37	Beorthwulf	Raegenhere	Botild	Hildild
38	Beorward	Regnheah	Botill	Hiltrude
39	Bercthun	Rumbald	Breguswith	Hounilda
40	Berenwald	Sabert	Bricheve	Hrodwyn
41	Berhtric	Saewig	Brichheve	Hugeburc
42	Berihert	Saewulf	Brichterith	Juthwara
43	Bermund	Saward	Brichtled	Lefsued
44	Berwyn	Selewine	Brichtrethe	Leofgifu
45	Brihteah	Sigbert	Bricteva	Leofrun
46	Brihtwald	Sighere	Bricthiua	Maerwynn
47	Brychan	Swaebhard	Brichtled	Mildoina
48	Burchard	Swaefheard	BRICTIUA	Mildthryth
49	Burghelm	Sweartling	BRICTIVA	Mindred
50	Caedwalla	Swithin	BRICTLED	Osgyth
51	Calemund	Tatfrid	BRICTWEN	Oslafa
52	Cenberet	Theodbeorht	Brighthwyna	Osthryd
53	Ceolhelm	Theodric	Brihctiua	Osthryth
54	Ceolmund	Thraesfrith	Brihteue	Quendreda
55	Ceolswith	Thurstan	Brihtgiua	Rafenild
56	Ceolwulf	Tidfrith	Brihtiua	Rimilda
57	Coenwalh	Tidweald	Britheue	Rimilde
58	Cuthbeorht	Tilhere	Brithiva	Ronilda
59	Cuthhelm	Trygil	Brithreth	Roswitha
60	Cynebeht	Turoc	Brithwen	Saegifu
61	Cynegisl	Uchtred	Burgwynn	Sexhuie
62	Cynemaer	Ufegeat	Burwena	Sidwell
63	Darwin	Waegstan	Burwenna	Somerhild
64	Deorling	Waerferth	Cengifu	Somerild
65	Eadheard	Waerheard	Ceolfriþ	Stanfleda
66	Eansige	Walden	Ceolwynn	Stanflede
67	Earconbeht	Waldhere	Coenberg	Stangyth
68	Earconbert	Waldwin	Coenburg	Thedware
69	Eastorwine	Wathsige	Coenburga	Tonild
70	Ecgtheow	Wayland	Cuthburga	Tortgith
71	Ecgwulf	Wealdtheof	Cuthburh	Tortgyth
72	Ekkehard	Westerfalca	Cwenburg	Touilda
73	Eluric	Widmund	Cwenthryth	Touilt
74	Engelard	Wigod	Cynedeall	Turgiu
75	Engelram	Wigred	Cynechild	Uuordgiue
76	Eoforich	Wihthere	Cyneswith	Waerburh
77	Eoforweald	Wihtraeg	Cynethryth	Wealhburh
78	Eorkonweald	Wilgils	Cyniburg	Wealththeow
79	Eormenread	Wilgisl	Cynwise	Wendreda
80	Eosterwine	Winebald	Denegifu	Wenfleda
81	Erconbert	Winfrith	Denegyth	Wengeua
82	Ernulf	Winnibald	Derehild	Wengewe
83	Erwald	Winsige	Eadburg	Wenyld
84	Everard	Withergild	Eadburh	Weynild
85	Fordwin	Withermund	Eadgifu	Wictiue
86	Freawine	Wolfeius	Eadild	Wigswith
87	Freomund	Wolnoth	Eadwine	Wihthburh
88	Godfrid	Wraecwulf	Eadwynn	Wilcum
89	Godhold	Wulfestan	Ealhburg	Withburga
90	Gumbeorht	Wulfhad	Ealhild	Wlankild
91	Gunuert	Wulfhelm	Ealhswith	Wlfrun
92	Guthlaf	Wulphere	Eanflead	Wuderoua
93	Haethbeorht	Wulflaf	Eanfled	Wulburg
94	Herefrid	Wulfred	Earcongota	Wulfgifu
95	Herefrith	Wulfrid	Ecgwynn	Wulflead
96	Herered	Wulmar	Edild	Wulfrun

PERSONALIZATION

97	Hereric	Wynbald	Ediltrudis	Wulfrudis
98	Hethin	Wynfrid	Edoma	Wychtleth
99	Hiroc	Wynfrith	Egefride	Wynflead
100	Holbert	Yonwin	Einilda	Wyverun

SCOTTISH NAMES

Rogues, bards, barbarians, bandits and dwarves all work well with Scottish names.

d100	Male Names (1-3, use first column, 4-6, use second)		Female Names (1-3, use first column, 4-6, use second)		Surnames (1-3, use first column, 4-6, use second)	
1	Ail	Graham	Adair	Jaimie	Abbot	Maccasland
2	Aillig	Graham	Adaira	Jamee	Aitcheson	Maccaul
3	Aindreas	Grant	Adairia	Jamey	Allan	Maccause
4	Alastair	Gregor	Aila	Jami	Arrol	Macchlerich
5	Alec	Hay	Aileana	Jamielee	Bannerman	Macchlery
6	Alistair	Haye	Aileene	Jamilyn	Barron	Maccoll
7	Anderson	Hector	Ailsa	Jamison	Baxter	Maccombich
8	Andrew	Henry	Ainsley	Jane	Bean	Macconacher
9	Angus	Innes	Akira	Janet	Beattie	Maccooish
10	Aoidh	Irving	Alexina	Janetta	Begg	Maccormack
11	Aonghus	Jack	Alice	Jannet	Bell	Maccraken
12	Argyle	Jackie	Alison	Janneth	Bethune	Maccraw
13	Arregaitheil	James	Ann	Jaymee	Beton	Maccuish
14	Artair	Johnny	Anna	Jaymie	Beveridge	Macculloch
15	Arthur	Joseph	Annabel	Jean	Birse	Maccunn
16	Athdar	Kai	Annabella	Joan	Black	Macdonald
17	Baen	Kam	Ansley	Julia	Brewer	Macdulthe
18	Balfour	Kameron	Athdara	Kameron	Burnett	Macfall
19	Balgair	Keith	Barbara	Kate	Burns	Macfergus
20	Balgaire	Kendrew	Beathas	Katie	Cariston	Macgill
21	Beiste	Kendrik	Bessie	Kenna	Carlyle	Macgillivantic
22	Bhaltair	Kendrix	Beth	Kenzie	Carr	Macglashan
23	Bhradain	Kenneth	Betty	Kenzy	Carstarphen	Macgruther
24	Bhraghad	Kenney	Blaire	Kirsty	Cathcart	Macguffie
25	Bhreac	Kenny	Bonni	Kyla	Clement	Machardy
26	Bhric	Kenrick	Bonnie	Lainie	Cluny	Macilvrde
27	Blaine	Kenzie	Bonny-jean	Lair	Cochrane	Macilwhom
28	Blair	Kermichi	Bonny-lee	Laire	Connell	Macinnes
29	Blane	Kieran	Bridget	Lara	Cook	Macinroy
30	Blaney	Kinnon	Cadha	Laren	Corbet	Macinstalker
31	Bothain	Laren	Cailic	Larena	Corstorphine	Macintyre
32	Bothan	Leith	Cait	Laria	Coutts	Mackail
33	Braden	Leith	Caitrin	Leana	Cowan	Mackeamish
34	Bram	Lennox	Cameron	Leslee	Crawford	Mackellar
35	Brice	Leod	Campbell	Leslie	Cullen	Mackerchar
36	Broc	Leslie	Caroline	Lindsay	Cullen	Mackerras
37	Broderick	Logan	Catherine	Linsy	Dalgleish	Mackiggan
38	Brodric	Logen	Cathleen	Lioslaith	Dallas	Mackissock
39	Brodrick	Lorne	Catriona	Logan	Davie	Maclarty
40	Bruce	Lundy	Chrissa	Lorna	Davison	Macleish
41	Brycen	Luthais	Chrissie	Lyndsey	Day	Maclergain
42	Cailin	Lyall	Chrissy	Machara	Dean	Maclucas
43	Caillen	Lydell	Christal	Maggie	Deas	Macmurchie
44	Calan	Macaulay	Christie	Maggie	Denoon	Macmurdo
45	Cam	Mack	Christine	Magnus	Denune	Macnamell
46	Cambeul	Malcom	Christy	Mai	Deuchar	Macnee
47	Camden	Malcom	Claire	Maira	Dewar	Macneilly
48	Camdin	Math	Coira	Mairi	Dinwiddle	Macneish
49	Cameron	Monroe	Colina	Maisie	Docharty	Macnicol
50	Campbell	Murdock	Crissa	Maisie	Downie	Macoull
51	Ceard	Murray	Crissie	Malmuira	Duffy	Macpherson
52	Ceardach	Nairne	Crissy	Malmuirie	Duncan	Macphetter
53	Chalmers	Nairne	Cristie	Marcail	Dundas	Macphillip
54	Clach	Neil	Cristy	Margaret	Elder	Macquistan
55	Cleit	Neilan	Cullodena	Marion	Ewing	Macrobie
56	Clennan	Niall	Cullodina	Marjory	Falconer	Macsorley
57	Coburn	Niall	Cumina	Mary	Ferson	Mactaggart
58	Coire	Ogilvie	Dallis	May	Findlayson	Mactary
59	Colin	Ogilvy	Daracha	Mckenna	Forest	Macwhirter
60	Cory	Peter	Deirdre	Minna	Francis	Malloch
61	Crannog	Ramsay	Dolly	Moibeal	Geddes	Mann

62	Crayton	Ramsey	Drew	Moirra	Gibb	Marshall
63	Creighton	Ramzey	Earie	Moire	Gilbride	Massey
64	Cruim	Ramzi	Edeen	Moireach	Gow	Mathie
65	Darach	Ranald	Edina	Morag	Gregorson	Mavor
66	Dave	Robert	Edine	Muirra	Griesck	May
67	David	Ronald	Effie	Nairna	Gruamach	Meikleham
68	Dhoire	Rositer	Eiric	Nairne	Guthrie	Milne
69	Domhnall	Rosston	Elizabeth	Nairne	Hardy	Morris
70	Donal	Sandy	Elsbeth	Nancy	Higginson	Mow
71	Donald	Scot	Elspeth	Nathaira	Hog	Muir
72	Donel	Scott	Erskina	Nathara	Howison	Muirhead
73	Donnchadh	Scottie	Evanna	Nessa	Hutchinson	Munro
74	Dougal	Scotty	Evina	Nighean	Hutchison	Murchison
75	Douglas	Shaw	Fearchara	Peggy	Inglis	Murdoch
76	Douglass	Skene	Fearcharia	Rachel	Ingram	Nish
77	Dour	Sloan	Fenella	Raoghnailt	Innie	Noble
78	Drummond	Steven	Fia	Robena	Isles	Olyphant
79	Dubh	Stuart	Fiona	Robina	Jardine	O'Shannaig
80	Duncan	Taveon	Firtha	Ruth	Kellie	Raith
81	Edward	Tavey	Flora	Sheila	Kendrick	Rankine
82	Eilig	Tavio	Forba	Sima	Kennedy	Ronald
83	Elliot	Tavis	Gaira	Siusan	Kilgour	Ross
84	Ewan	Tavis	Garia	Skena	Kinnaird	Schaw
85	Farlan	Tavish	Gavenia	Sloan	Kinnieson	Sherry
86	Fibh	Tavon	Gilbarta	Struana	Laidlaw	Sim
87	Fie	Tearlach	Gordania	Subhan	Laing	Small
88	Finlay	Tevin	Grear	Susan	Lambie	Smith
89	Firth	Todd	Grizel	Tavia	Leask	Stevenson
90	Fraser	Tor	Gunna	Teva	Lewis	Summers
91	Frasier	Toran	Helen	Tira	Lonie	Sutherland
92	Frazier	Toren	Inghean	Torey	Lumsden	Suttie
93	Gair	Torence	Inghinn	Torra	Macadam	Tawse
94	Gare	Torey	Iona	Torree	Macalpine	Tullis
95	Gaven	Torion	Iseabal	Torri	Macandrew	Weir
96	Gavyn	Torquill	Ishbel	Torquill	Macbain	Wilkie
97	Goraidh	Torran	Isla	Tyra	Macbean	Will
98	Gordain	Torrian	Isobel	Vanora	Macbheath	Williamson
99	Gordon	Torrie	Jaimee	Vika	Macbrayne	Wood
100	Gow	Uisdean	Jaimelynn	Wynda	Maccaa	Yuill

VIKING NAMES

'May the good Lord take a Viking to you!' These names are great for raiders, barbarians and, very often, dwarves. Combine these names with the Dwarf Surname chart and produce such doughty stalwarts as Agdir Madhelm or Bera Glumboulder.

d100	Male Names (1-3, use first column, 4-6, use second column)		Female Names (1-3, use first column, 4-6, use second column)	
1	Agdir	Kjartan	Aesa	Ingrede
2	Agmundr	Klakkr	Aldis	Ingrith
3	Alfr	Kleppr	Alfdis	Ingunn
4	Ari	Kolskegg	Alfgifu	Jadvor
5	Arnbjorn	Konal	Alof	Jodis
6	Arnlaugr	Kormak	Arnbjorg	Joreid
7	Arnulf	Lifsten	Arngunn	Jorunn
8	Aslak	Logmann	Arnora	Kadlin
9	Asmund	Lulach	Arnthrud	Katla
10	Audbjorn	Magni	Asa	Kraka
11	Audulfr	Makglave	Asdis	Ladoga
12	Audun	Mani	Asfrid	Lathgertha
13	Bakki	Modor	Asgerd	Liv
14	Baug	Mugi	Aslaug	Luta
15	Beiti	Mundi	Asleif	Maere
16	Beli	Njal	Asta	MæRta
17	Bergthor	Nor	Astrid	Malmfrid
18	Bersi	Nordmadr	Astridr	Medana
19	Bili	Ohtor	Aud	Moeid
20	Bjalfr	Ola	Audbjorg	Nanna
21	Bjarni	Olrik	Aundur	Nud
22	Blesi	Olvir	Bera	Oddny
23	Bolle	Ordulf	Bergljot	Odindisa
24	Borgar	Otrygg	Bergthora	Ogheart
25	Brotulfr	Ozur	Besje	Oluva

PERSONALIZATION

26	Bruse	Ozurr	Bjadmunja	Ormhild
27	Bryndolf	Pallig	Bjartney	Ota
28	Eindridi	Radbard	Borghild	Rafarta
29	Eirik	Ragi	Catla	Ragenhild
30	Ekbert	Ragnall	Dagna	Ragenild
31	Elif	Reginulfr	Dagny	Raghnil
32	Erlend	Riggall	Disa	Ragna
33	Eyrar	Rollo	Dotta	Ragnelf
34	Eyvald	Saxe	Driva	Ragnhild
35	Faraldr	Saxi	Dyna	Ragnhildr
36	Farmann	Serk	Edit	Rannveig
37	Finnbogi	Sigfus	Elli	Rauenilde
38	Finnvid	Siggi	Ermingard	Ravenild
39	Fraena	Sighulf	Erna	Reynilda
40	Freysteinn	Sigtrygg	Estrith	Ringuar
41	Fridgeir	Sigurd	Fastvi	Rogned
42	Fyrkat	Sigvald	Freya	Runa
43	Gamli	Sindri	Freydis	Runill
44	Geitir	Siward	Freyja	Ryngewar
45	Gellir	Skardi	Frideburg	Saeunn
46	Germund	Skioldung	Frigga	Siegrith
47	Gest	Skirr	Geira	Sigerith
48	Giertjof	Skopti	Gerd	Sigge
49	Gikel	Skroppa	Geyra	Signy
50	Gisli	Skuli	Ginnlaug	Sigríð
51	Gnupa	Snorre	Gjafaug	Sigvor
52	Grimaldi	Sokni	Goda	Sinna
53	Grimolf	Solvi	Goi	Snaefrid
54	Gripr	Sorr	Gothid	Solveig
55	Gundvast	Stein	Grelauga	Steinunn
56	Gunnolfr	Steingrim	Grima	Stikla
57	Gunulf	Steinkel	Grimhild	Svala
58	Guttorm	Steinolf	Groa	Sverra
59	Gyriar	Stenkil	Gudfrid	Swanilda
60	Hafr	Stigandr	Gudrid	Syflede
61	Hagbard	Sturla	Gudrun	Thjodhild
62	Hakon	Stuv	Gullaug	Thjodhold
63	Halfdan	Styr	Gum	Thora
64	Halldor	Styrkar	Gunnhild	Thorbjorg
65	Hallfred	Sune	Gunnlaug	Thorborg
66	Harald	Surt	Gunnvor	Thordis
67	Hauk	Svan	Gurney	Thorfinna
68	Havard	Sveidi	Gyda	Thorfinna
69	Havvar	Sven	Gyrid	Thorfridr
70	Hedin	Svend	Halla	Thorgerd
71	Hemming	Sverrir	Hallberta	Thorgerd
72	Hergeirr	Syr	Halldis	Thorgunna
73	Herjolf	Thambarsk	Hallveig	Thorgunna
74	Hermund	Thidrandi	Hedvig	Thorhalla
75	Hnef	Thiodulfr	Helga	Thorhalla
76	Hofn	Thorgeir	Herbjorg	Thorhild
77	Hogar	Thorgeirr	Herdis	Thorkatla
78	Hord	Thorgisl	Hervor	Thorleif
79	Hoskuld	Thorvald	Hialp	Thorunn
80	Hring	Thrain	Hild	Thorve
81	Hrodgeir	Tronde	Hildigunn	Thorvor
82	Hrodni	Turgeis	Hildigunnr	Thraslaug
83	Hromundr	Thorir	Hildir	Thura
84	Hryggr	Thurkiltorkell	Hlif	Thurid
85	Hugin	Thurlak	Holmfrid	Thyra
86	Hund	Thormod	Hosvi	Thyre
87	Hunrodr	Thorn	Hrefna	Thyrvi
88	Ingi	Thorstein	Hrodny	Tjotta
89	Ingimar	Torsten	Hugi	Tola
90	Iorundr	Thrandr	Hvarflod	Tove
91	Isolfr	Throst	Inga	Ulfhild
92	Jarl	Tupi	Ingegerdr	Una
93	Johar	Tostig	Ingeleth	Valborg
94	Jomar	Trandil	Ingemund	Valgerd
95	Kalf	Tryggrtrue	Ingeride	Vendela
96	Kati	Ufi	Ingerithe	Vigdis
97	Katr	Var	Ingibjorg	Visna

98	Ketilgrimr	Vestgeir	Ingigerd	Yngvild
99	Ketilmund	Vestar	Ingirid	Yri
100	Ketilvast	Walram	Ingolv	Yrsa

DWARF SURNAMES

Dwarves tend to have strong, hard sounding names involving metals, mining and beards. Their first names often come from Viking or Scottish sources, often freely intermixed: Angus Von Rockbeard, for example, or Ulf MacGreystone. Use those tables as source for first names and follow with a family name determined from the lists below. Dwarves are also very family-oriented, so terms indicating descent, such as 'Mac-' or '-Son' should be freely added to the name.

Roll once on each column and combine the results as seems best. Feel free to reroll.

d100	First Part	Second Part						
01-02	Ancient	Ale	35-36	Grand	Fall	69-70	Pure	Passage
03-04	Battered	Arm	37-38	Great	Fire	71-72	Rough	Ore
05-06	Beaten	Axe	39-40	Grey	Fist	73-74	Sharp	Pick
07-08	Black	Beard	41-42	Grim	Frown	75-76	Sheer	Pit
09-10	Black	Belly	43-44	Hard	Gem	77-78	Silver	Rock
11-12	Blunt	Boulder	45-46	Heavy	Gold	79-80	Slow	Ruby
13-14	Broken	Boulder	47-48	Huge	Hammer	81-82	Smashed	Rune
15-16	Dark	Brass	49-50	Jagged	Head	83-84	Smooth	Silver
17-18	Deep	Bronze	51-52	Large	Helm	85-86	Strong	Snow
19-20	Dour	Cave	53-54	Lost	Hill	87-88	Tall	Spike
21-22	Elder	Cliff	55-56	Mad	Ice	89-90	Tough	Steel
23-24	Fast	Coal	57-58	Master	Iron	91-92	True	Stone
25-26	Fierce	Coin	59-60	Mighty	Jewel	93-94	Vast	Stone
27-28	Forged	Copper	61-62	Molten	Laugh	95-96	White	Sword
29-30	Frowning	Depths	63-64	Night	Mithral	97-98	Wise	Tunnel
31-32	Glum	Diamond	65-66	Old	Mountain	99-00	Worn	Vein
33-34	Golden	Dragon	67-68	Proud	Nail			

ELF NAMES

Elves tend to be given flowery names - literally. They often are named after | plants, | trees, nature and so on. These are usually given names and do not always reflect an individual elf's personality. Roll once on each column and combine the results as seems best. Feel free to reroll. Rolling twice on the same column also works well; this can give names such as Foxpond or Cleardark. As with dwarves, reversing the order of the parts is also possible, giving names such as Foxfallen or Snowquiet.

d100	First Part	Second Part						
01-02	Ancient	Ash	35-36	Good	Ice	69-70	Sharp	Spring
03-04	Black	Axe	37-38	Grand	Knife	71-72	Short	Star
05-06	Bleak	Bear	39-40	Green	Lake	73-74	Simple	Stream
07-08	Blue	Bow	41-42	Grim	Leaf	75-76	Slow	Stump
09-10	Broken	Branch	43-44	Hard	Moon	77-78	Small	Summer
11-12	Clear	Eagle	45-46	Light	Oak	79-80	Smooth	Sun
13-14	Cold	Elm	47-48	Long	Owl	81-82	Soft	Sword
15-16	Cut	Field	49-50	Loud	Park	83-84	Strong	Timber
17-18	Dark	Forest	51-52	Mighty	Pine	85-86	Swift	Tree
19-20	Dull	Fox	53-54	New	Pond	87-88	Tall	Twig
21-22	Elder	Fruit	55-56	Nimble	Pool	89-90	Twisted	Water
23-24	Fallen	Glade	57-58	Old	Raven	91-92	Warm	Water
25-26	Fast	Grain	59-60	Orange	Ripple	93-94	Whisper	Wave
27-28	Fine	Grass	61-62	Quiet	River	95-96	Whole	Wolf
29-30	Fleet	Grove	63-64	Red	Root	97-98	Yellow	Woods
31-32	Gleaming	Hawk	65-66	Rough	Sea	99-00	Young	Yew
33-34	Glistening	Hill	67-68	Rushing	Snow			

ORC AND SIMILAR, NAMES

These names can be used for orcs, goblins, hobgoblins, ogres and other 'big, tough warrior' races. Use the syllable table to generate a first name (one syllable for the less intelligent races, 1d3 syllables for the smarter ones) and add a suitable epithet. Very militaristic races may include military rank and affiliation as well: Gragzuk of the Fourth Legion.

PERSONALIZATION

d10	1	2	3	4	5	6
1	Grug	Bog	Drog	Dreg	Krag	Grak
2	Zag	Bag	Krig	Dag	Harg	Mog
3	Ug	Bug	Ug	Dug	Vog	Mig
4	Rog	Kag	Og	Drug	Vorg	Mig
5	Rig	Kog	Ag	Darg	Gorm	Mir
6	Kor	Kug	Ig	Dark	Gorn	Marn
7	Kron	Gug	Ak	Drak	Grob	Marg
8	Krog	Gag	Zog	Drek	Dorg	Mon
9	Grag	Gog	Zug	Gar	Dorn	Mok
10	Morg	Gig	Krin	Gak	Mag	Mak

PERSONA

A player may find it difficult to portray their characters as anything but stereotypical members of their cultures and classes. However, the details presented in the game are merely representative of the broad traits ascribed to those cultures and professions, and just as people in the real world rarely fit a stereotype exactly, the same is true of characters in *Castles & Crusades*.

Even in cases where a character is fairly typical, many aspects of personality, not to mention background and appearance, may not be mentioned in cultural write-ups, such as sense of humor, personal quirks and preferences, and so on. These present any player with a wide number of ways in which to personalize their character, without contradicting broad cultural descriptions if they don't wish to.

Three factors contribute to the overall quality and depth of any given character: Background, Personality, and Appearance. When creating a character it is not necessary to write chapter upon chapter, painstakingly detailing the character's life, outlook, and appearance, but by simply considering the questions put forward in this article, and writing a handful of short answers, a character can be given a life and personality beyond that of a clichéd stereotype.

Each of the three sections will present twenty appropriate questions, not all of which need be answered, and not all of which will necessarily be applicable. In fact, only a few short answers are truly necessary, as many Players find that their characters develop during play; use of a large number of questions presented in these listings is only really appropriate for those groups desiring extensively detailed characters.

If possible, the Player and CK should work together to create the character, ensuring it is playable and not overly disruptive to the style of game they wish to play.

BACKGROUND

Arguably the most important aspect of character creation, a character's background provides a sense of personal history, and existence, and it is often the character's upbringing and experiences in life that most define their personality and outlook.

Family

What were the character's parent(s) or guardian like?

Does the character have any siblings?

Does the character have a family of their own, or did they?

Do they ever intend to settle down if they don't?

What about other relatives; were any memorable for any reasons?

What is the current status of any of the character's relatives, i.e. alive, dead, missing, estranged, ill, enslaved, imprisoned, etc.?

Were there any skeletons in the family closet?

Home

Where was the character raised?

What was the family's status in terms of wealth, social, and local standing?

Did the family move at all?

Does the character have a home of their own?

Childhood/Adolescence

What was the character like as a child/adolescent?

Were any childhood/adolescent friends or enemies memorable?

Were any childhood/adolescence events particularly memorable?

Did the character learn any skills as a child/adolescent?

Professional History

Why did the character enter the profession they did?

How did the character receive their training?

Did they find any of it particularly difficult or easy?

Has the character done anything particularly notable since completing their training?

What contacts, friends, enemies or mentors did the character make while training, or pursuing their career?

PERSONALITY

The character's personality defines how they are role-played, and should be detailed bearing in mind the character's Background, as described above. Consider how the character's upbringing, family, past experiences, etc. affected their worldview, morality, and so on, and if they turned out the way they did because of, or in spite of, their Background. Consider how they fit their cultural stereotype, and how they differ.

Attitudes

What does the character like/love?

What does the character dislike/hate?

What is the character's attitude to sex?

What is the character's attitude to religion?

What is the character's attitude to magic?

What is the character's attitude to illegal activities?

What is the character's attitude to conflict, physical or otherwise?

Does the character have any misconceptions/bigoted outlooks?

Conceptions

How does the character see themselves?

How do other people see the character?

If the character could be summed up in one word, what would that word be?

What would the character change about themselves, if they could?

Directives

What is the character's greatest fear/worst nightmare? What is the character's greatest hope/dream/aspiration? What motivates the character? Is there anything the character will not do?

Miscellaneous

What is the character's sense of humor like?

Does the character have any hobbies/pastimes?

How does the character relax?

Does the character have any mental or behavioral quirks, flaws, or aberrations?

APPEARANCE

The character's appearance is usually the first thing anyone notices about them, and can say a lot about their personality, profession, and background. Detailing what the character looks like gives the player a good mental image of the character, vital in imagining scenes in the game. The character's appearance also helps other players visualize the character, and enables CKs to determine how NPCs might react to the character. However, the character's appearance need not necessarily reflect all of their qualities, although it will always reflect some; not every warrior looks grim and determined, and not every magician looks thin and bookish, for example. Also bear in mind the exotic and unusual possibilities that alchemical and magical enhancements can present when detailing a character's appearance; such enhancements can be eccentric to say the least.

Physicality

How tall is the character?

What kind of build and proportions does the character have, and are they muscular, toned, scrawny, overweight, etc.?

How much does the character weigh?

What kind of style, color, and texture is the character's head/facial/body hair, if indeed they have hair?

What shape and color(s) are the character's eyes, and are they at all expressive of any given emotion(s)?

What color is the character's skin?

Does the character have any distinguishing marks such as birthmarks, scars, disfigurements, tattoos, or brands, etc.?

What does the character's expression usually convey, i.e. disdain, friendliness, surliness, calm, etc.?

What does the character's voice sound like?

Does the character have any favorite sayings or catch phrases?

How does the character move, walk, and carry themselves?

What would the character like to change about their appearance?

If the character's appearance could be summed up in one word, what would that word be?

How would others generally describe the character's appearance?

Apparel

How does the character dress when relaxing?

How does the character dress when they wish to make an impression?

How does the character dress when traveling?

How does the character dress when working?

Belongings

What item(s) is the character rarely without?

Does the character have any particularly cherished possession(s), such as an heirloom, memento, gift, etc.?

REPUTATION

As characters increase in level, their deeds tend to precede them as storytellers and bards spread tales of their exploits. Any time there is a chance of a character being recognized, the CK makes a Reputation Check using the Intelligence bonus of the NPC, plus the level of the character being recognized. A separate check should be made for each character, unless the party is more important (i.e. a legendary group such as the Knights of the Round Table). In the case of a party Reputation Check, use the average level of all characters in the party, +1 per party member present.

This Reputation check has a CL based on how far from their usual base of operations the party is, and whether or not the character(s) are actively trying to

remain discreet. If the check succeeds, the character(s) is recognized, providing a +2 to efforts to be diplomatic, intimidating, or social, or in the cases of infamy, may result in the immediate notification of the proper authorities, or may cause all manner of other troubles for the group, at the CK's discretion.

Castle Keepers may also assign bonuses to reputation checks for characters who perform great or evil deeds. Players who receive these bonuses should note them on their character sheet, keeping track of bonuses for fame and bonuses for infamy.

CL MODIFIERS FOR REPUTATION

Circumstance	CL Mod.
Less than a mile from normal base of operations	-5
Less than 10 miles from normal base of operations	-2
10-15 miles away from normal base of operations	+1
16-30 miles away from normal base of operations	+2
31-50 miles away from normal base of operations	+3
50-100 miles away from normal base of operations	+5
Over 100 miles away from normal base of operations	+10
Over 500 miles away from normal base of operations	+20
Over 1000 miles away from normal base of operations	+30
	+1 to
Characters are trying to remain discreet	+5*
Characters are actively calling attention to themselves	-1 to -10*

*Depends on exactly what the characters are doing, at the CK's discretion

EQUIPMENT

STARTING GOLD

Gladiator, Monster Slayer, Viking	30-240 gp	(3d8×10)
Avenger, Gallowglass, Puritan, Royal Guard	60-240 gp	(6d4×10)
Marksman	40-160 gp	(4d4×10)
Acrobat, Divine Bard, Executioner, Goliard, Harlequin, Herald, Knave, Jester, Lore Warden, Loremaster, Mountebank, Spellsworn, Trickster	30-120 gp	(3d4×10)
Dervish, Friar, Houri, Horse Warrior, Peasant Hero, Shaman	20-80 gp	(2d4×10)
Alchemist, Chronomancer, Necromancer, Sage, Scholar, Sorcerer	10-100 gp	(1d10×10)
Apothecary, Freebooter, Priest, Witch	20-200 gp	(2d10×10)
Crowner, Merchant	50-300 gp	(5d6×10)
Ulraist	1,000-4,000 gp	(1d4×1,000)
Coins exchange at the rate listed to the right. All coins equate to about one ounce in weight.	Gold (gp)	10gp = 1 pp
	Silver(sp)	10 sp = 1 gp
	Copper(cp)	10 cp = 1 sp

EQUIPMENT TABLES

ARMOR

Armor	Cost	AC	Weight	EV
		+1		
Jousting Plate	2400 gp	0	75 lbs.	6 (w)

Jousting Plate: If prone and trying to stand, or trying to perform any remotely agile maneuver such as mounting a steed, the wearer must make a Strength check with a CL of 10 to succeed.

SHIELDS

Shield	Cost	AC	Weight	EV
Shield, Hewing	30 gp	+1	15 lbs.	6
Spiked Buckler	6 gp	+1	3 lbs.	3

Hewing Shield: May be used as a melee weapon (1d6 points of damage); however, if used in this manner, it will not provide its AC bonus for the rest of the round; AC bonus may be applied against three foes per round

Spiked Buckler: May be used as a melee weapon (1d4 points of damage); however, if used in this manner, it will not provide its AC bonus for the rest of the round, AC bonus may be applied against two foes per round.

MELEE WEAPONS

Weapon	Cost	DMG.	RNG. ¹	WGT.	EV
Bill Guisame	15 gp	2d4	-	15 lbs.	5
Bullwhip	2 gp	1d2	10 ft.	1.5 lbs.	1
Caltrop	3 sp	1	-	.5 lbs.	1
Cinquedea	6 gp	1d5	-	6 lbs.	4
Club, Great	-	1d8	-	6 lbs.	4
Fauchard Guisame	8 gp	1d8	-	7 lbs.	5
Fighting Net	10 gp	-	10 ft.	10 lbs.	3
Garrote	-	1d4	-	-	-
Lochaber Axe	10 gp	2d4	-	8 lbs.	5
Pole Axe	8 gp	1d10	-	8 lbs.	5
Spetum (Corseque)	10 gp	1d8	-	6 lbs.	5
Staff Sling	-	1d6	40 ft.	4 lbs.	4

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

Bullwhip: Apart from striking, a bullwhip may be used to entangle an opponent's limb or weapon, possibly disarming, unbalancing, or tripping them.

Such attempts use the Disarm rules, and require that the attacker make a Strength check at the CK's discretion.

Caltrop: Avoiding a few scattered caltrops only requires that an intelligent being step carefully between them. This halves the running movement rate for 1 round per yards of caltrops traversed. Failure to slow down, notice, or recognize caltrops as a threat necessitates a Dexterity check (CL equal to the number of caltrops strewn in the yard square area). Failure means one has been trodden on, inflicting it's damage. Unless a round is spent removing it, it may inflict further damage, and the hobbled character may move at no more than half walking speed.

Fighting Net: The AC bonus from armor does not apply against attacks with a net. A successful net attack entangles the opponent unless they make a **dexterity saving throw**. An entangled opponent suffers a -4 penalty to all actions, and can only move at half speed. Escaping from a net requires a full round and a successful Dexterity or Strength check (CL 10), the later also likely to rip the net open. Alternatively, inflicting at least 8 damage on the net will rend it open.

Garrote: On a successful and unexpected attack from behind, including a Sneak Attack, the garrote begins to strangle its victim. It automatically inflicts its damage each round it is continually applied, and the victim must make a **constitution saving throw** each round after the second. Failure results in the victim's immediate death (or unconsciousness at the player's discretion).

ARROWS

Arrow Type	Damage	Cost
Armor-Piercing (5)	Normal	5 GP
Barbed (10) Normal	**	5 GP
Bird Arrow / Bolt (20)	**	2 GP
Blunt-Headed (20)	**	1 GP
Broad-Headed (20)	Normal	** 3 GP
Corded (20)	**	1 GP
Ekaa (20)	Normal	5 GP
Fishing Arrow / Bolt (20)	**	1 GP
Flare Arrow (10)	Normal**	5 GP
Flight Arrow (20)	Normal	5 GP
Frog-Crotch (20)	Normal **	10 GP
Grappling (1)	None	** 5 GP
Hand Quarrel / Bolt (10)	**	2 GP
Heavy Quarrel / Bolt (10)	**	3 GP
Hollow-Tipped: Acid (1)	Normal **	15 GP
Hollow-Tipped: Dust (1)	Normal **	8 GP
Hollow-Tipped: Flashpowder (1)	Normal **	25 GP
Hollow-Tipped: Gas (1)	Normal **	15 GP
Hollow-Tipped: Pepper (1)	Normal **	10 GP
Hollow-Tipped: Poison (1)	Normal **	***
Humming Bulb (5)	None **	3 GP
Incendiary (1)	Normal **	15 GP
Leaf Head (10) ** 10 GP		
Light Quarrel / Bolt (10)	Normal	1 GP
Mail-Piercer (5)	Normal	5 GP
Major Grapple (1)	None **	20 GP
Medium Quarrel / Bolt (10)	**	5 GP
Message Arrow (20)	None **	1 GP
Minor Grapple (1)	None **	10 GP
Normal (20)	Normal	1 GP
Sheath (20)	**	5 GP
Spiral (10)	Normal	5 GP
Stone (20)	Normal	5 SP
Stone Biter (1)	**	10 GP
Stone Flight (10)	Normal	7 SP
Sunet (5)	Normal	5 GP
Training / Target Arrow / Bolt (20)	**	2 SP
Trukaa (10)	Normal**	7 GP
Wood Biter (1)	None **	10 GP
Wooden (1)	Normal	--

** See description for additional details of the weapon's damaging properties.

*** Poisons must be bought normally; M&T has costs for available poisons.

Armor Piercing Arrows: Negates half the armor bonus to AC granted by metallic armor; the armor must be composed of plates, or plate-like structures.

Barbed Arrows: Deals an extra 1d4 points of piercing damage on each successful strike. When the arrow is removed, the creature suffers an additional 1d4 points of piercing damage, unless a successful Wisdom check is made with a four difficulty.

Bird Arrows / Bolts: Used for hunting small game and thus do little damage to most creatures. A bird arrow / bolt deals 1d6 points of damage to any creature medium size and larger, reduced on a point for point base for the struck creature's natural armor bonus (creatures that are not listed as wearing armor have their AC reduced by 12 to determine natural armor; those wearing armor have their AC reduced by the amount provided by the armor). Against creatures of small size or less, a bird arrow / bolt deals 1d8 as normal.

Blunt-Headed Arrows: Deal bludgeoning subdual damage.

Broad-Headed Arrows: Have a larger cutting surface and therefore do +2 damage on each successful strike.

Corded Arrows: Have a roping mechanism attached to the shaft, allowing the archer to use the trip action at range. The defender may opt to strike at the rope or break it.

Ekaa Arrows: Designed for flight and thus have an extended range increment, and reduce the penalties for firing at longer distances. An ekaa increases the range increment of the bow used by 50%, and reduces all penalties for firing at range by 2 per category.

Fishing Arrows / Bolts: Designed to strike tiny creatures and to function in water. A fishing arrow / bolt deals 1d4 points of damage to any creature, modified on a point for point basis by the creature's natural armor bonus (see Bird Arrow, above). A fishing arrow / bolt may be fired underwater, suffering only a -2 penalty on the attack roll.

Flare Arrows: Used to send signals, but can pack a fiery wallop. When used to send a message, the archer fires the arrow straight up, and the flare ignites, illuminating an area in the shape of a cone, with a width of 60 feet at the wide end, and rising to 5 feet at the base; the illumination lasts for 3 rounds. If the flare arrow strikes an opponent, it bursts into flame and the opponent must make a **dexterity saving throw** against a difficulty of the Base to Hit of the attacker or suffer an additional 1d8 points of fire damage. In addition, if the save failed, the opponent catches on fire and must spend the next round putting the fire out, or take another 1d6 points of fire damage; after this extra damage, the fire burns itself out.

Flight Arrows: Are all about distance. A flight arrow doubles the range increment of any bow firing one.

Frog-Crotch Arrows: Wide arrows that curve in the center, ending in a crescent shaped head. The purpose of these arrows is to break bone; frog-crotch arrows deal normal damage to skeletons and creatures with similar resistances to piercing attacks.

Grappling Arrows: Have a grappling hook head. An archer makes an attack roll against an AC of 18, and if successful, lodges the hook end to a ledge. The arrow is treated as a grappling hook with line for Climb checks, granting a +10 bonus.

Hand Quarrels / Bolts: Deal 1d6 points of damage on a successful strike, superseding the rules presented in the Player's Handbook.

Heavy Quarrels / Bolts: Deal 1d10 points of damage on a successful strike. Hollow-Tipped Arrows / Bolts contain a reservoir at the base of the head which is released when the opponent is struck. Acid arrows / bolts deal an additional 1d4 points of acid damage per successful strike. Dust arrows / bolts release a blinding dust that causes the opponent to make a **dexterity saving throw** (difficulty 4) or be blinded for 2 rounds. Flashpowder arrows / bolts deal an additional 1d6 points of bludgeoning damage. Gas arrows / bolts release a nauseating gas that causes the opponent to make a **constitution saving throw** (difficulty 4) or suffer a -2 penalty to AC and all **Dexterity**-based checks for 2 rounds. Pepper arrows / bolts release a chemical that causes the opponent to make a **constitution saving throw** (difficulty 4) or be unable to attack for 1 round. Poison arrows / bolts can carry any poison the archer can access, following the rules as presented in Appendix A of Monsters and Treasure.

Humming Bulb Arrows / Bolts: Arrows /bolts with a large circular head that makes a low humming sound as it's fired. When used to measure the distance of an area such as a cavern, a humming bulb arrow grants a +4 bonus on all relevant **Wisdom** or **Intelligence** checks to determine such things as distance, or to detect a secret door.

Incendiary Arrows: Explode into flame upon contact with the opponent. When the opponent is struck, a **dexterity saving throw** (difficulty 6) must be made or the opponent suffers 1d6 points of damage and catches on fire. This effect is identical to that generated by alchemist's fire.

Leaf Head Arrows: Have the largest impact surface, being the size of small spearheads. These arrows deal 1d10 points of damage on a successful strike.

Light Quarrels / Bolts: Deal 1d8 points of damage on a successful strike.

Mail-Piercing Arrows: Designed to pierce chain mail. Mail-piercing arrows negate half the armor bonus granted by armors composed of sets of chains, such as chain mail, and chain shirts.

Major Grapple Arrows: Have a heavy grappling iron at the end; the hook expands after striking the object, and grips from the inside, providing more stability for climbing. Climb checks made with a major grapple receive an additional +5 bonus.

EQUIPMENT

Medium Quarrels / Bolts: Can be fired from either a light or heavy crossbow, and inflict 1d6 points of damage.

Message Arrows: Used to deliver written messages only. Each can hold a message of 15 words on the piece of parchment attached to the shaft. It is possible to deliver magical writings, such as scrolls, this way.

Minor Grapple Arrows: Similar to Major Grapple Arrows but grant only a +2 bonus on Climb checks.

Normal Arrows: There are no special rules for these arrows.

Sheath Arrows: Typical arrow of war, and each deals a higher die type when fired from a bow; a sheath arrow fired from a shortbow deals 1d8, a sheath arrow fired from a longbow deals 1d10 points of damage. This replaces the damage listed in the Player's Handbook.

Spiral Arrows: Fly in perfect spirals, and thus are more accurate at longer ranges. A spiral arrow ignores the penalties for range.

Stone Arrows: Have a very limited range, but cost very little. Reduce the range increment of any bow firing stone arrows by 50%.

Stone Biter Arrows: Can pierce stone. If a living creature is struck by a stone biter, that opponent suffers 2d6 points of damage. Against opponents made of stone, the archer the attack is resolved as if it were a touch attack, treating the victim as AC 10 plus any magical adjustments.

Stone Flight Arrows: Heavier versions of a normal arrow, and therefore deal damage as presented in the Player's Handbook. Any attack made with a Stone Flight Arrow suffers a -1 penalty.

Sunet Arrows: Thin arrows with a lot of striking power. If a successful critical is dealt (any roll of a natural 20), the sunet arrow pierces the opponent and strikes any creature or object directly behind; no attack roll is necessary, but damage must be rolled separately.

Training / Target Arrows / Bolts: Used for practice and cost practically nothing. An arrow or bolt of this type deals 1d3 points of damage to any creature struck.

Trukaa Arrows: Similar to Barbed Arrows. Trukaa arrows deal an extra 1d4 points of piercing damage on each successful strike. The arrow cannot be removed without harming the struck creature; the arrow can be pulled out, but the creature suffers an additional 1d4 points of damage automatically.

Wood Biter Arrows: Allow the archer to resolve all attacks against wooden or plant-like creatures as a touch attack.

Wooden Arrows: Expensive, but allow the archer to resolve any attack made with one as a touch attack. These arrows should be considered magical, and never be allowed for purchase on the open market.

RANDOMLY CHOSEN ARROW

d%	Arrow
01-03	Armor-Piercing
04-05	Barbed
06-08	Bird Arrow / Bolt
09-10	Blunt-Headed
11-13	Broad-Headed
14-15	Corded
16-18	Ekaa
19-20	Fishing Arrow / Bolt
21-23	Flare Arrow
24-25	Flight
26-28	Frog-Crotch
29-30	Grappling
31-33	Hand Quarrel / Bolt
34-35	Heavy Quarrel / Bolt
36-38	Hollow-Tipped
d%	Arrow
01-15	Acid Arrow / Bolt
16-30	Dust Arrow / Bolt
31-45	Flashpowder Arrow / Bolt
46-60	Gas Arrow / Bolt
61-75	Pepper Arrow / Bolt
76-00	Poison Arrow / Bolt
39-41	Humming Bulb
42-46	Incendiary
47-50	Leaf Head
51-56	Light Quarrel / Bolt
57-61	Mail-Piercer
62-65	Major Grapple
66-68	Medium Quarrel / Bolt
69-70	Message Arrow
71-73	Minor Grapple
74-75	Normal
76-78	Sheath
79-80	Spiral
81-83	Stone
84-85	Stone Biter
86-88	Stone Flight Arrow
89-90	Sunet
91-93	Training / Target Arrow / Bolt
94-95	Trukaa
96-98	Wood Biter
99-00	Wooden



HERBS

Rangers, Druids, and all characters with alchemical knowledge can utilize herbs in the making of both mundane and magical substances such as poultices, salves, and ointments. The effectiveness of each of these creations is left to the CK, but it is suggested that the items created be considered as magic items, and follow the same rules.

An Assassin or character trained in the making and use of poisons can create herbal poisons from those that are listed as having such qualities, following the same rules as potion creation.

A character must learn a recipe to make any herbal concoction, but in this case, the normal limitation is ignored, allowing a character to know any number of herbal recipes.

Note: a character does not gain any XP for the successful learning of an herbal recipe, or for the making an herbal concoction.

Herb	Cost (8 oz)
Abcess Root	2 gp
Absinthe	200 gp
Acacia	15 gp
Acorn	1 gp
Adder's Tongue (Trout Lily / Spearwort)	50 gp
Adrue	1 gp
Agar Agar	1 gp
Agaric (Fly Agaric)	1 gp
Agrimony (Church Steeples / Cockeburr)	1 gp
Alder Tree	5 gp
Alkanet	2 gp
All-Heal (Self-Heal / Valerian)	50 gp
Allspice	5 gp
Almond	1 gp
Aloe (Lily of the Desert / Plant of Immortality)	10 gp
Amaranth (Lady Bleeding)	2 gp
Ammoniacum (Gum Ammoniac)	3 gp
Anemone	1 gp
Angelica	1 gp
Anise	5 gp
Apricot	2 gp
Arbutus (Elfin King)	1 gp
Areca Nut (Betel Nut / Pinang)	2 gp
Arenaria Rubra (Spargularia / Common Sandspurry)	1 gp
Arrach (Orach)	7 gp
Artemesia (Wormwood)	1 gp
Artichoke	3 gp
Asafetida (Food of the Gods / Devil's Dung)	50 gp
Asarabaca (Asarum)	2 gp
Ash	2 gp
Asparagus	1 gp
Avens (Colewort / Wild Rye / Clove Root)	25 gp
Bael	1 gp
Balm	1 gp
Balm of Gilead	3 gp
Balmory (White Chelone / Snake-Head)	2 gp
Barberry	1 gp
Barley	2 gp
Basil	1 gp
Bay Leaf	2 gp
Bee Balm	5 gp
Beet	1 gp
Benzoin (Gun Benjamin)	1 gp
Berberis (Japanese Barberry)	1 gp
Beth Root (Jew's Harp Plant / Trillium)	15 gp
Betony (Bishopswort)	5 gp
Bindweed (Bellbind)	1 gp
Birch	5 gp
Birthwort	2 gp
Bishop's Weed (Goutweed)	3 gp
Bistort (Oderwort / Snakeweed / Twice Writhen)	1 gp

Bittersweet	25 gp
Black Birch Leaf	1 gp
Black Currant (Quinsy Berry. / Squinancy Berry)	1 gp
Black Hellebore (Christe Herbe / Christmas Rose / Melampode)	5 gp
Black Horehound (Black Stinking Horehound)	2 gp
Black Lotus	1,000 gp
Black Myrrh	50 gp
Black Poppy	100 gp
Black Willow Bark	1 gp
Blackberry Leaf	1 gp
Blue Flag (Dagger Flower / Dragon Flower / Water Lily)	300 gp
Blue Mallow	1 gp
Boneset (Thoroughwort)	40 gp
Boxleaf Holly	1 gp
Brain Tree (Ginkgo Biloba)	25 gp
Bugle (Ajuga / Carpenter's Herb / Sickwort)	1 gp
Burdock (Thorny Burr / Beggar's Buttons / Love Leaves)	20 gp
Butterbur (Langwort / Umbrella Plant / Bog Rhubarb)	1 gp
Byrony	2 gp
Cabbage	1 gp
Calamint (Basil Thyme / Mountain Mint)	5 gp
Calotropis (Mudar Yercum)	500 gp
Cardamom	200 gp
Carrot	2 gp
Camphor	3 gp
Caraway	5 gp
Carline Thistle	15 gp
Cassina	10 gp
Castor Oil Bean (Ricinus)	2 gp
Catnip	1 gp
Cayenne Pepper	2 gp
Cedar	4 gp
Celandine (Figwort / Smallwort)	2 gp
Celery	5 gp
Chamomile	3 gp
Chaulmoogra Oil	2 gp
Cherry Gum	5 gp
Chervil	200 gp
Chicory	1 gp
Chives	1 gp
Cinquefoil (Five-Leaf Grass)	1 gp
Cinnamon	5 gp
Clary Sage	1 gp
Clover	3 gp
Cloves	1 gp
Comfrey Root (Bruiswort / Slippery Root)	500 gp
Common Nightshade	100 gp
Coriander	2 gp
Couch-Grass (Quick-Grass / Dog-Grass)	1 gp
Crocus	2 gp
Cucumber	2 gp
Cyclamen	20 gp
Daffodil	1 gp
Dandelion	1 gp
Danewort	5 gp
Darnell	50 gp
Deadly Nightshade (Belladonna)	400 gp
Digitalis (Foxglove / Dead Men's Bells / Bloody Fingers)	500 gp
Dill	10 gp
Elderberry	5 gp
Ergot Fungus	100 gp
Eucalyptus	1 gp
Euphorbia	1 gp
Eyebright	1 gp
Fennel	2 gp
Fenugreek (Greek Hay)	1 gp
Fern	1 gp
Fig	5 gp
Fireweed	5 gp
Flax Seed	1 gp
Fluellin (Roadflax)	3 gp

EQUIPMENT

Frankincense	15 gp
Fumitory (Earth Smoke / Wax Dolls)	2 gp
Gall-Oak	5 gp
Garden Burnet (Sanguisorba)	50 gp
Garlic	5 gp
Gelsemium (Yellow Jasmine / False Jasmine)	100 gp
Gentian	1 gp
Geranium	1 gp
Germander (Petit Chêne)	2 gp
Ginger	3 gp
Ginseng	25 gp
Gladwyn (Spurge Plant / Roast Beef Plant)	5 gp
Goat's Rue (Pestilenzkraut)	3 gp
Goosegrass	5 gp
Grape	5 gp
Hart's Tongue (Buttonhole / God's-Hair)	2 gp
Hawkweed	5 gp
Hawthorn	3 gp
Hazel	1 gp
Hedge Mustard (Singer's Plant)	2 gp
Hellebore	50 gp
Hemlock	50 gp
Hemp	1 gp
Henbane (Hog's-Bean / Jupiter's-Bean / Symphonica)	1 gp
Holy Thistle	15 gp
Holly	25 gp
Honeysuckle	2 gp
Hops	1 gp
Horehound	1 gp
Horseradish	1 gp
Horsetail (Bottle-Brush / Paddock-Pipes / Pewterwort)	1 gp
Hyssop	2 gp
Ipecacuanha	100 gp
Irish Moss (Carrageen / Chondrus / Carrahan)	1 gp
Ivy	1 gp
Jambul (Rose Apple)	2 gp
Jasmine	10 gp
Jewelweed (Pale-Touch-Me-Not / Wild Lady's Slipper / Quick-In-The-Hand.)	7 gp
Jimson Weed	10 gp
Jonquil	3 gp
Jujuba (Jujube / Chinese Red Date / Chinese Plum)	5 gp
Juniper	2 gp
Kelp	4 gp
Larch	1 gp
Larkspur	2 gp
Laurel	1 gp
Lavender	5 gp
Leek	1 gp
Lemon	1 gp
Lemon Balm	2 gp
Lichen	2 gp
Licorice	4 gp
Lily-Of-The-Valley (Our Lady's Tears / Jacob's Ladder)	4 gp
Lime	1 gp
Linden	1 gp
Linseed	1 gp
Liverwort (Herb Trinity)	75 gp
Lobelia (Indian-Tobacco / Pukeweed / Gagroot)	2 gp
Locust Tree (False Acacia)	2 gp
Lotus	10 gp
Lucerne (Purple Medicle)	5 gp
Lupine	2 gp
Lycopodium	60 gp
Mace	1 gp
Magnolia Bark	20 gp
Mandrake	500 gp
Marigold	3 gp
Marjoram	10 gp
Marsh Crow's Foot	10 gp
Masterwort	100 gp
Meadow Saffron	50 gp

Mint	4 gp
Mistletoe	4 gp
Monk's Hood	2 gp
Moonwort	2 gp
Moss	1 gp
Mountain Groundsel	5 gp
Mugwort	1 gp
Muir-Puama	4 gp
Mulberry	1 gp
Mustard Seed	2 gp
Myrrh	20 gp
Nettle	1 gp
Nutmeg	2 gp
Nux Vomica (Poison Nut / Semen Strychnos / Quaker Buttons)	1,000 gp
Oak Leaf	2 gp
Oats	1 gp
Oleander	2 gp
Olive	2 gp
Onion	1 gp
Orchid	5 gp
Orchis	3 gp
Oregano	2 gp
Paprika	2 gp
Paraguay Tea (Jesuit's Tea)	5 gp
Parsley	1 gp
Parsnip	1 gp
Peach	1 gp
Peony	1 gp
Pepper	1 gp
Peppermint	20 gp
Periwinkle	1 gp
Pitcher Plant	10 gp
Plantain	1 gp
Pomegranate	2 gp
Poppy	2 gp
Pumpkin Seed	1 gp
Purple Foxglove	50 gp
Purslane (Pigweed)	1 gp
Quince	5 gp
Radish	2 gp
Rampion	1 gp
Raspberry	1 gp
Red Clover	2 gp
Red Heather	2 gp
Rhubarb	2 gp
Rose	2 gp
Rosemary	5 gp
Rowan	1 gp
Rue (Herb of Grace)	100 gp
Saffron	2 gp
Sage	1 gp
Sarsaparilla	20 gp
Scopolis	1 gp
Self-Heal	2 gp
Senna	1 gp
Sesame	5 gp
Shepherd's Purse	1 gp
Skullcap	100 gp
Sloe	100 gp
Sneezewort	10 gp
Solomon's Seal (Weusswurz)	250 gp
Spearmint	10 gp
Spotted Hemlock	50 gp
Strawberry	5 gp
Summer Savory	4 gp
Sunflower	1 gp
Sycamore	2 gp
Tamarisk	5 gp
Tansy	2 gp
Tarragon (Little Dragon / Herbe au Dragon)	1000 gp
Tea	1 gp

EQUIPMENT

Thistle	1 gp
Thyme	1 gp
Trefoil	2 gp
Turmeric	30 gp
Turnip	1 gp
Vervain	50 gp
Watercress	10 gp
Water Hemlock	100 gp
White Clover	2 gp
White Heather	15 gp
Whortle	1 gp
Willow	1 gp
Wolfbane	25 gp
Wood Aloe	1 gp
Wormwood	2 gp
Yage (Ayahuasca)	100 gp
Yarrow (Old Man's Pepper / Soldier's Woundwort / Knight's Milfoil)	20 gp
Yellow Melliot	100 gp

Abcess Root: Cures Respiratory Disorders

Absinthe: Causes Convulsions/Epilepsy; Narcotic; Make Potion of Strength

Acacia: Cures Inflammation of Respiratory/Digestive/Urinary Systems; Cures Diarrhea/Dysentery; Nutrient

Acorn: Stimulates Tissue Growth

Adder's Tongue: Removes Minor Curses

Adrue: Cures Nausea; Sedative

Agar-Agar Jelly: Anti-Inflammation; Nutrient

Agaric: Astringent; Purgative

Agrimony: Cures Blood Diseases

Almond: Causes Carelessness/Indiscretion

Amaranth (Lady Bleeding): Stops Hemorrhaging; Cures Diarrhea/Dysentery; Make Potion of Vitality

Anemone: Cures Eye Disorders

Angelica: Cures Lung Disorders/Vision Problems/ Hearing Problems/Spleen Problems; Grants Spell Resistance

Apricot: Causes Pleasure

Arbutus: Astringent; Cures Bladder Infections

Areca Nut: Astringent; Cures Tape Worms

Arenaria Rubra: Diuretic; Cures Urinary Diseases

Artemesia: Detect Spirits

Asarabaca: Emetic; Purgative

Ash: Grants Magic Resistance; Cures Constipation/Kidney Problems/Fever; Make Potion of Restoration; Laxative; Anti-Inflammation

Asparagus: Cures Kidney Problems

Bael: Anti-Inflammation; Cures Ulcers

Balm: Cures Depression/Hysteria/Melancholy/Insomnia

Balmomy: Builds Tissue; Cures Liver Problems/Tape Worms

Barberry: Cures Burns

Barley: Nutrient; Cures Hunger

Basil: Cures Nervous Disorders

Bay Leaf: Cures Digestive Disorders/Bruises/Skin Problems/Colds; Other Minor Abilities

Beet: Organ Cleanser

Benzoin: Expectorant; Stimulant; Antiseptic; Cures Wounds/Sores

Berberis: Cures Fevers

Bindweed: Eases Pain

Birthwort: Circulatory Stimulant

Blackberry Leaf: Cures Bleeding Gums

Black Birch Leaf: Cures Intestinal Worms

Black Currant: Diuretic; Antiseptic; Blood Purifier

Black Horehound: Stimulant; Cures Worms/Hemorrhaging

Black Willow Bark: Astringent; Antiseptic

Blue Mallow: Cures Coughs/Colds

Borate: Removes Fear

Box Leaf: Tonic; Blood Purifier

Bugle: Cures Gastrointestinal Disorders/Hemorrhaging

Butterbur: Cures Fever/Urinary Disorders

Byrony: Healing; Cures Paralysis/Bruises

Cabbage Juice: Used For Ulcer/Stomach Treatment

Castor Oil Bean: Cures Constipation/Stomach Cramps; Relieves Skin/Eye Problems; Make Potion of See Invisible/Potion of Sight

Catnip: Stimulates Appetite; Cures Bronchitis/Diarrhea; Make Potion of Heroism

Cayenne Pepper: Cures Stomach Pains/Cramps

Celandine: Causes Charm

Chaulmoogra Oil: Cures Fever/Skin Eruptions; Sedative

Chicory: Causes Friendship

Chives: Cures Anemia/Colds/General Diseases

Cinquefoil: Increases Charisma

Clary: Aphrodisiac

Cloves: Cures Nausea

Coriander: Cures Disease/Rheumatism/Joint Pain; Tonic

Couchgrass: Cures Bladder/Urinary Infections

Crocus: Cures Paralysis

Cucumber: Cures Heart/Kidney Problems/Inflammation

Cumin Seed: Stimulant

Daffodil: Healing

Dandelion: Diuretic; Purgative; Stimulant

Dill: Aphrodisiac; Cures Upset Stomach/Insomnia

Eucalyptus: Deodorant; Antiseptic; Cures Sore Throat/Lung Diseases

Euphorbia: Grants Heroism

Eyebright: Cures Blindness; Astringent

Fennel: Protection from Spirits; Used For Digestion/Weight Control/Muscle Tone/Reflexes/Vision; Other Minor Abilities

Fenugreek: Stimulant

Fig: Demulcent

Flag: Protection from Passion

Flax Weed: Cures Skin Irritations; Detect Spirits

Fumitory: Cures Melancholia

Garlic: Protection from Vampires; Cures Coughs/Colds; Blood Purifier; Detoxifier

Gentian: Protection from Disease; Poison Antidote; Tonic; Cures Fever

Geranium: Alkalizer

Germander: Relieves Pain

Grape Juice: Blood Fortifier

Hartstongue: Cures Liver/Spleen/Bladder Disorders

Hazel: Divination

Hedge Mustard: Cures Throat/Lung Problems

Hemp: Detect Spirits; Stimulant

Henbane: Evoke Spirits

Honeysuckle: Cures Liver/Spleen/Respiratory Disorders

Hops: Has Calming Effect on Nervous System

Horehound: Soothes Coughs

Horseradish: Tonic

Horsetail: Cures Lung Disorders/Heart Diseases; Make Potion of Gas Immunity; Make Potion of Breathe Without Air

Hyssop: Anti-Parasitic; Cures Respiratory Problems/Jaundice/Cuts/Wounds; Tonic; Blood Purifier; Other Minor Abilities

Irish Moss: Cures Coughs/Scalds/Burns

Ivy: Causes Friendship

Jambul Seed: Cures Diabetes

Juniper: Neutralizes Toxins; Aphrodisiac; Stimulant; Disinfectant; Cures Venereal Disease; Other Minor Abilities

Jurubera: Cures Anemia

Larch: Causes Boldness/Audacity

Larkspur: Removes External Parasites

Laurel: Cures Mental Disorders

Leek: Cures Anemia/Colds/General Diseases

Lemon: Cures Colds/Coughs/Sore Throat

Lichen : Causes Refusal

Licorice: Cures Bronchial Problems

Lily-Of-The-Valley: Heart Tonic

Linden: Causes Compliance/Gentleness

Linseed: Precognition

Lobelia: Causes Hostility/Aggression

Locust: Speak With Dead

Lupine: Causes Voraciousness

Lychis: Causes Passivity

Mace: Stimulant

Mint: Causes Loyalty; General Panacea; Cures Insomnia/Headache/Stomachache/Nervous Problems/Heartburn/Nausea

Mistletoe: Increases Lock-Picking; Cures Circulatory Problems/Arteriosclerosis/Convulsions/Hysteria/Typhoid Fever; Causes Nausea; Makes Potion of Charisma/Potion of Fire Immunity/Potion of Flying; Make Amulet of Protection; Narcotic; Tonic

Moonwort: Heals Burns; Heals Broken Bones

Moss: Heals Burns

Mugwort: Premonition

Mulberry: Laxative

Mustard Seed: Causes Indifference/Apathy

Nettle: Protection from Evil

Nutmeg: Mild Hallucinogen; Mild Stimulant; Cures Nausea/Vomiting/Diarrhea

Oak Leaf: Grants Victory

Oats: Causes Recklessness; Cures Chest Problems

Oleander: Increases Comeliness

Olive: Causes Passion

Onion: Poultice

Oregano: Cures Stiff Joints; Germicide; Painkiller

Paprika: Cures Colds; Mild Stimulant; Poultice

Parsley: Protection from Evil; Blood Purifier

Parsnip: Cures Fever

Peach Seed: Cures Fever; Blood Tonic

Peony: Cures Insanity

Pepper: Cures Sprains/Neuritis

Periwinkle: Promotes Happiness

Plantain: Relieves Skin Irritations; Cures Minor Wounds/Stings/Rashes

Pomegranate: Nerve Sedative

Purslane: Detect Illusion

Radish: Cures Gall Bladder Problems/Rheumatism/Coughs; Blood Purifier

Rampion: Relieves Fear

Raspberry: Cures Fever; Tonic

Red Clover: Soothes Coughs; Make Minor Healing Potion; Make Food of 3 Petals

Red Heather: Minor Abilities

Rhubarb: Astringent; Cathartic

Rosemary: Promotes Healing; Germicide; Muscle Tonic; Drives Away Evil Spirits

Rowan: Grants Resistance against Necromancy

Saffron: Increases Luck; Causes Sleep; Cures Coughs/Stomach Gas/Insomnia/Scarlet Fever/Measles/Respiratory Disorders; Paralytic

Sage: Restores Memory; Cures Trembling/Depression/Vertigo/Wounds/Nervous Conditions/; Tonic

Scopolis: Nerve/Muscle Sedative; Painkiller; Cures Coughs

Self-Heal: Promotes Healing

Senna: Purgative

Shepherd's Purse: Heals Burns

Strawberry: Cures Eczema/Acne/Vision

Summer Savory: Blood Purifier; Cures Palsy

Sunflower: Causes Truth

Sycamore: Causes Curiosity

Tansy: Protection from Magical Influence

Tea: Poison Antidote

Thistle: Poison Antidote

Thyme: Anti-Parasitic; Antiseptic; Blood Purifier

Trefoil: Antidote for Insect Bites

Turnip: Cures Mouth/Throat Disease

Vervain: Grants Courage

Whortle: Relieves Fear

Whortleberry: Causes Treachery/Betrayal

EQUIPMENT

Willow: Causes Sorrow; Cures Internal Bleeding/Fever/Dysentery/Food Poisoning; Make Potion of Energy Immunity; Make Lightning Rod

Wolfbane: Protection from Lycanthropes

Wormwood: Anti-Parasitic; Causes Seizures; Addictive; Make Goblin Repellent

POISON

SPECIAL POISONS

Aboleth Mucus: Monster, Inhaled, +4, Suffocation 3 hours, DL 8, 5000

Achaierai Black Cloud Vapor: Monster, Contact/Inhaled, +6, Insanity 3 hours, DL 6, 1000

Alcohol (Moderate): Plant, Ingested, --, Intoxication 2d4 hours, DL 1, 1

Alcohol (Severe): Plant, Ingested, --, 1d4+1 Dex/Wis/Int, Unconsciousness (Con save to avoid Death; Con save to avoid Blindness), DL 3, 5

Special Rule for Alcohol: Each drink beyond the character's Constitution modifier (or 1 if the character suffers a penalty or has no bonus), results in a -2 penalty on the **constitution saving throw** to avoid damaging effects. Dwarves double the number of drinks they may consume before suffering cumulative penalty. Characters which have a penchant for drinking, at the CKs discretion may also receive the Dwarven benefit, which may apply to a Dwarf, as well, essentially tripling the Dwarven character's Con modifier for this purpose.

Ankheg Acid: Monster, Contact, +4, 1d4, DL 3, 50

Aranea Venom: Monster, Injury, +7, 1d4 Strength, DL 3, 400

Arsenic: Mineral, Ingested, +8, Death, DL 10, 5000

Athach Venom: Monster, Injury, +5, 1d6 Strength, DL 14, 3500

Black Adder Venom: Monster (Animal), Injury, +2, 2d6 for 1 round, DL 4, 100

Black Lotus Extract: Plant, Contact, +8, Death, DL 6, 3500

Bloodroot: Plant, Injury, --, 1d4 Con + 1d3 Wis, DL 3, 750

Caustic Alkali: Mineral, Contact, --, 1d4 for 1 round, DL 1, 15

Chuul Gland Extract: Monster, Contact/Ingested, +7, Paralysis, DL 11, 2500

Couatl Venom: Monster, Injury, +8, Death, DL 9, 7500

Death's Bloom Poison: Plant, Ingested, +5, 1d6 Wisdom, DL 4, 500

Deathblade: Miscellaneous, Injury, +10, 20 for 2 rounds, DL 10, 4500

Digester Acid: Monster, Contact, +7, 4d8 for 1 round, DL 8, 3750

Dragon Bile: Monster, Contact, +Age*2, Death, DL Age*2, Age*500

Dridrider Venom: Monster, Injury, +6, Paralysis 1d2 turns, DL 6, 1250

Drow Sleep Poison: Monster/Miscellaneous, Injury, +5, Unconsciousness as Sleep spell, DL 1d6+1, 500.

Ettercap Venom: Monster, Injury, +8, Death, DL 5, 1500

Formian (Myrmarch) Poison: Monster, Injury, +8, 3d4 Strength, 2500

Formian (Taskmaster) Poison: Monster, Injury, +2, 1d4 Strength, DL 6, 400

Formian (Warrior) Poison: Monster, Injury, +2, 1d4 Strength, DL 4, 150

Foxglove (Toxic Dosage): Plant, Ingested, --, 10 for 1 round, DL 5, 50

Giant Anemone Venom: Monster (Animal), Injury, +8, Paralysis 2d6 rounds, DL 6, 300

Giant Ant Acid Extract: Monster (Animal), Contact/Injury, +4, 2d4 for 1 round, DL 4, 175

Giant Bee Poison: Monster (Animal), Injury, --, 2d4 for 1d2 rounds, DL 2, 75

Giant Wasp Poison: Monster (Animal), Injury, +4, 5d4 for 1 round, DL 4, 150

Gorgon Breath Vapor: Monster, Inhaled, +12, Petrification (as Flesh to Stone), DL 8, 4000

Hellebore: Plant, Ingested, --, 1d4 Constitution, DL 3, 250

Lich Dust: Monster, Ingested, --, Death, DL 18, 15000

Locoweed: Plant, Ingested, --, Confusion, DL 6, 400

Malys Root Paste: Plant, Contact, +4, 2d4 Dexterity, DL 6, 550

Medusa Poison: Monster, Contact/Injury, +2, Death, DL 6, 3500

Mohrg Ichor: Monster, Contact, +5, Paralysis, DL 14, 4750

Naga (Dark) Poison: Monster, Injury, +12, Unconsciousness 2d4 min (spellcasters lose spellcasting ability for 1d2 days), DL 9, 6000

Naga (Guardian) Venom: Monster, Contact or Injury, +12, Death (if Contact or 1d6 (if Injury), DL 11, 7000

Naga (Spirit) Venom: Monster, Injury, +12, 1d3 for 1d6 rounds, DL 9, 6000

Naga (Water) Venom: Monster, Injury, +12, 1d4 for 1 round, DL 7, 4000

Nightcrawler Poison: Monster, Contact/Injury, +12, Death, DL 25, 15000

Opium: Plant, Inhaled, +4, 1d6 Intelligence & Hallucinations, DL 6, 500

Phase Spider Venom: Injury, +5, Death, DL 7, 2500

Poison Ivy: Plant, Contact, --, -1 to Attack, Damage, AC and Ability Checks, DL 3, 125

Pseudodragon Poison: Monster, Injury, +4, Unconsciousness 1d6 days (each day a Con save to avoid Death), DL 2, 2750

Purple Worm Poison: Monster, Injury, +12, Death, DL 15, 7500

Ragweed Pollen: Plant, Inhaled, --, -1 to Attack, Damage, AC and Ability Checks, DL 1, 50

Sassone Leaf Residue: Plant, Contact, +2, 1d6 for 2 rounds. DL 2, 125

Shadow Essence: Monster, Injury, +10, 1 Strength, DL 3, 150

Slithervine Pollen: Plant, Inhaled, --, Blindness, DL 5, 300

Spider Eater Venom: Monster, Injury, +2, Paralysis 1d6 weeks, DL 4, 2000

Striped Toadstool: Plant, Ingested, --, Hallucinations, DL 4, 125

Tendriculos Gastric Fluid: Monster, Contact/Ingested, +6, Paralysis 1d6 rounds, DL 9, 450

Terinav Root: Plant, Contact, --, 2d6 Dexterity, DL 5, 500

Toadstool: Plant, Ingested, --, 1d4 Constitution, DL 3, 500

Vermin Venom

Small: Monster (Animal), Injury, --, 1d3 for 1d3 rounds, DL 1, 10

Medium: Monster (Animal), Injury, --, 2d4 for 1d6 rounds, DL 3, 25

Large: Monster (Animal), Injury, --, 2d6 for 2d4 rounds, DL 5, 120

Violet Fungus Poison: Monster/Plant, Contact/Injury, +4, 1d4 Strength/Constitution (Permanent), DL 3, 1200

Viper Venom

Small: Monster (Animal), Injury, --, 1d3 for 1d3 rounds, DL 1, 10

Medium: Monster (Animal), Injury, --, 2d4 for 1d6 rounds, DL 3, 25

Large: Monster (Animal), Injury, --, 2d6 for 2d4 rounds, DL 5, 120

Wyvern Poison: Monster, Injury, +7, Death, DL 7, 3500

Xill Venom: Monster, Injury, +4, Paralysis 1d4 rounds, DL 5, 1250

ITEM SAVING THROWS

Material	Acid	Crushing	Normal Bludgeoning	Disintegrate	Fall	Fireball	Magic Fire	Normal Fire	Frost	Lightning	Electricity
Bone or Ivory	P	–	P	–	P	–	P	P	P	P	P
Ceramic	P	–	P	–	–	P	P	P	P	P	P
Cloth	P	P	P	–	P	–	–	–	P	–	P
Crystal or Vial	P	–	–	–	–	P	P	P	P	–	P
Glass	P	–	–	–	–	P	P	P	P	–	P
Leather or Book	P	P	P	–	P	–	P	P	P	–	P
Liquid*	–	P	P	–	P	–	–	–	P	–	–
Metal, Hard	P	P	P	–	P	P	P	P	P+	P	P
Metal, Soft or Jewelry**	–	–	P	–	P	–	–	P	–	–	P
Parchment or Paper	–	P	P	–	P	–	–	–	P	–	P
Stone, Small or Gem	P	–	P	–	P	P	P	P	P	–	P
Wood or Rope, Thin	P	–	P	–	P	–	P	P	P	P	P
Wood or Rope, Thick	P	P	P	–	P	P	P	P	P	P	P

If an item is subjected to an attack form to which its save, listed above, is marked “P,” then a d20 is rolled, modified appropriately, against a difficulty of 12 plus the level or intensity of the attack; in all ways, this save is treated identically to the saving throw method utilized by characters. If the save is not listed as “P” then the base difficulty is 18, modified as above.

*-- Category includes potions, magical oils, poisons, and acids. If the save is successful, the container saves automatically.

**-- Category includes pearls and all non-precious and semi-precious gems.

+-- If the item is struck within one round of being subjected to a frost attack, a save vs. Crushing is required, at a -10 penalty.

Magic items have a flat +2 bonus on all saves, with an additional +1 per enchantment bonus. In addition, if an item, magical or non, is subjected to an attack form of its own mode, the save is made with a +10 bonus.

Example: A wand of fireballs is subjected to the area of effect of a fireball spell; the wand gains a +10 bonus to its save vs. fireball to resist destruction.

Example Two: A steel shield is struck by the awesome might of an ogre’s giant club. The shield gains a +10 bonus on its save vs. normal bludgeoning to resist being destroyed.

Artifacts and relics, at the CKs discretion, and on an individual basis, can be considered to be indestructible, requiring a very specific process to destroy. Alternatively, a CK can apply a bonus to all save categories, say, with a +6 bonus, rendering them improbable to be destroyed, but still leaving it possible.

ATTACK FORMS

Acid: This category assumes a tremendous amount of exposure or subjection to a potent acid, such as the effects of a Black Dragon breath attack, or immersion for an extended period of time. In the latter case, a save is only made after the item has been thusly exposed, and is not required if the object is removed before the timeframe expires; as a general rule of thumb, an item must be immersed for one round per 50 gold pieces of its base value. A magic item extends this duration by +1 round per enchantment bonus. In the event of a direct attack, such as the Black Dragon example, the difficulty modifier is equal to the Hit Dice or level of the source; in the case of simple exposure, the difficulty modifier begins at 1, and increases cumulatively per round of exposure, beginning the round after the item must initially save— in this way, the longer an object is left in acid, the more likely it is to be destroyed.

Example: A magical long sword +1 is accidentally dropped in a vat of potent acid. It has two rounds (15 GP cost / 50 = 1; +1 for +1 magic bonus) before it must save. On the third round of immersion, a save is required, with a +1 modifier to the difficulty. Its base is 12 (for being a hard metal, saving against an acid attack), and gets a +3 bonus. A 10 or higher is required (d20 + 3 >= 13), but a 7 is rolled and the sword is destroyed.

Crushing: This category assumes a hefty impact with a powerful force, such as that delivered from a giant’s attack, or collision with an unyielding surface. In the case of an attack, such as one delivered by an Ogre or a Stone Giant for example, the Hit Dice or level of the source is added to the difficulty of the save; in the case of the secondary use of this save category, such as a glass vial being hurled and striking a metallic surface, the difficulty modifier is equal to double the Strength modifier with a minimum of 1. If a Strength modifier is unknown, then the Fall save should be used, instead.

Example: A Dwarf Fighter with a 14 Strength is facing a group of Skeletons, when the character decides to hurl a glass vial of holy water at them. A hit is determined. The glass vial must make a save against a difficulty of 20 (18 base, +2 for the character’s Strength modifier doubled), and a 17 is rolled, resulting in failure. The vial shatters, and spills its contents.

Normal Bludgeoning—This category assumes average impact, such as the ordinary striking of blunt weapons to armor in melee, or the collision of a heavy object upon another. If an object collides with a durable, but slightly yielding surface such as water, this save category is also applied. In all respects, the rules as stated for Crushing, above, apply.

Disintegrate—This category applies to any exposure to the spell *disintegrate*, and the level or Hit Dice of the source is

always used to affect the save difficulty.

Fall—This category assumes an object has fallen at least 5 feet and come into direct contact with a hard surface. If the object impacts against a softer surface, such as wood or cloth, a +1 bonus is applied to the save; if the object impacts with a fleshy surface a +5 bonus is applied. However, for every 5 feet of falling distance, increase the save difficulty by one.

Example: A leather book slips out of a wizard’s backpack as he levitates up a mountainside. The book falls 25 feet, and strikes the trailing halfling thief. The book must make a save against a difficulty of 17 (12 base, +5 for falling 25 feet), but gets a +5 bonus on the check, due to the impact against a fleshy surface. A 14 is rolled, and the book survives the fall.

Fireball— This assumes exposure to any tremendous heat, such as that created by the spell *fireball* and *meteor swarm*, the effects of a Red Dragon’s breath, or immersion in lava. In the latter case, the rules for immersion in Acid, above, apply. In all other cases, the Hit Dice or level of the source are used to determine the save difficulty.

Magic Fire—This category assumes direct contact with any magical effect not listed in Fireball, above, and having the word “Fire” or “Flame” in its name, such as *fire storm* or *flame strike*. The Hit Dice or level of the source is used to determine the save difficulty.

Normal Fire—This category assumes direct and prolonged exposure to intense mundane fire sources, such as a bonfire or flaming oil. An object that is highly susceptible to burning, such as paper, must immediately save or be destroyed. Other items require additional rounds of exposure at the CKs discretion. Each round beyond the initial timeframe increases the save difficulty by 1— in this way, the longer an item is left to burn, the more likely it is to be destroyed.

Frost— This category assumes exposure and direct contact with any form of intense cold, such as the effects of a White Dragon’s breath or the magic spells

EQUIPMENT

cone of cold and *ice storm*. In all cases, the save difficulty is modified by the level or Hit Dice of the source.

Note: A hard metallic object that is exposed to a Frost attack and then subjected to any form of blunt trauma within 1 round after must make a save against Crushing, at a -10 penalty.

Lightning—This category assumes exposure to any spell with the word “Lightning” in its name such as *lightning bolt* or *call lightning*, and the effects of a

Blue Dragon’s breath. In all cases, the save difficulty is modified by the level or Hit Dice of the source.

Electricity—This category assumes contact with any lesser magical electricity effect, such as *shocking grasp* and the electrical effects of an electric eel. In all cases, the save difficulty is modified by the level or Hit Dice of the source.

MAGIC



SCHOOL (SC)

The school of magic that the spell belongs to.

Almost every spell belongs to one of eight schools of magic. A school of magic is a group of related spells that work in similar ways. A small number of spells (arcane mark, limited wish, permanency, prestidigitation, and wish) are universal, belonging to no school.

ABJURATION

Abjurations are protective spells. They create physical or magical barriers, negate magical or physical abilities, harm trespassers, or even banish the subject of the spell to another plane of existence.

If an abjuration creates a barrier that keeps certain types of creatures at bay, that barrier cannot be used to push away those creatures. If you force the barrier against such a creature, you feel a discernible pressure against the barrier. If you continue to apply pressure, you end the spell.

CONJURATION

Conjurations bring manifestations of objects, creatures, or some form of energy to you, actually transport creatures from another plane of existence to your plane, heal, transport creatures or objects over great distances, or create objects or effects on the spot. Creatures you conjure usually, but not always, obey your commands.

A creature or object brought into being or transported to your location by a conjuration spell cannot appear inside another creature or object, nor can it

appear floating in an empty space. It must arrive in an open location on a surface capable of supporting it.

The creature or object must appear within the spell's range, but it does not have to remain within the range.

DIVINATION

Divination spells enable you to learn secrets long forgotten, to predict the future, to find hidden things, and to foil deceptive spells.

Many divination spells have cone-shaped areas. These move with you and extend in the direction you look. The cone defines the area that you can sweep each round. If you study the same area for multiple rounds, you can often gain additional information, as noted in the descriptive text for the spell.

ENCHANTMENT

Enchantment spells affect the minds of others, influencing or controlling their behavior.

All enchantments are mind-affecting spells. Two types of enchantment spells grant you influence over a subject creature.

EVOCATION

Evocation spells manipulate energy or tap an unseen source of power to produce a desired end. In effect, they create something out of nothing. Many of these spells produce spectacular effects, and evocation spells can deal large amounts of damage.

ILLUSION

Illusion spells deceive the senses or minds of others. They cause people to see things that are not there, not see things that are there, hear phantom noises, or remember things that never happened.

NECROMANCY

Necromancy spells manipulate the power of death, unlife, and the life force. Spells involving undead creatures make up a large part of this school.

TRANSMUTATION

Transmutation spells change the properties of some creature, thing, or condition.

DESCRIPTOR

Appearing on the same line as the school, when applicable, is a descriptor that further categorizes the spell in some way. Some spells have more than one descriptor.

The descriptors are acid, air, chaotic, cold, darkness, death, earth, electricity, evil, fear, fire, force, good, lawful, light, mind-affecting, sonic, and water.

Most of these descriptors have no game effect by themselves, but they govern how the spell interacts with other spells, with special abilities, with unusual creatures, with alignment, and so on.

A mind-affecting spell works only against creatures with an Intelligence score of 1 or higher.

SCHOOLS AND DESCRIPTORS FOR PHB SPELLS

Spell	School	Descriptor
Acid Arrow	Conjuration	Acid
Aid	Enchantment	Mind-Affecting
Air/Water Walk	Transmutation	Air
Airy Water	Transmutation	-
Alarm	Conjuration	-
Alter Self	Transmutation	-
Alter Size	Transmutation	-
Angelic Image	Illusion	-
Animal Friendship	Enchantment	Mind-Affecting
Animal Growth	Transmutation	-
Animal Messenger	Enchantment	-
Animal Shapes	Transmutation	-
Animate Dead	Necromancy	Evil
Animate Objects	Transmutation	-
Anti-illusion Shell	Abjuration	-
Anti-life Shell	Abjuration	-
Anti-magic Shell	Abjuration	-
Antipathy	Enchantment	-
Anti-plant Shell	Abjuration	-
Arcane Eye	Divination	-
Arcane Mark	Universal	-
Astral Projection	Necromancy	-
Atonement	Abjuration	-
Awaken	Transmutation	-
Awe	Abjuration	-
Banishment	Abjuration	-
Barkskin	Transmutation	-
Bind Elemental	Enchantment	Mind-Affecting
Binding	Enchantment	Mind-Affecting
Blade Barrier	Evocation	Force
Bless	Enchantment	Mind-Affecting
Bless Water	Transmutation	Good
Blink	Transmutation	-
Blur	Illusion	-
Burning Hands	Evocation	Fire
Call Lightning	Evocation	Electricity
Calm Animals	Enchantment	Mind-Affecting
Chain Lightning	Evocation	Electricity

Change Self	Illusion	-
Changestaff	Transmutation	-
Charm Monster	Enchantment	Mind-Affecting
Charm Person	Enchantment	Mind-Affecting
Charm Person Or Animal	Enchantment	Mind-Affecting
Clairaudience/Clairvoyance	Divination	-
Cloak of Dark Chaos	Conjuration	Darkness
Clone	Necromancy	-
Cloudkill	Conjuration	-
Color Spray	Illusion	Mind-Affecting
Command	Enchantment	Mind-Affecting
Command Plants	Transmutation	-
Commune	Divination	-
Commune With Nature	Divination	-
Comprehend Languages	Divination	-
Cone of Cold	Evocation	Cold
Confusion	Enchantment	Mind-Affecting
Consecrate	Evocation	Good
Contact Other Plane	Divination, Greater	-
Continual Flame	Evocation	Light
Control Plants	Transmutation	-
Control Undead	Necromancy	-
Control Water	Transmutation	Water
Control Weather	Transmutation	-
Control Winds	Transmutation	Air
Create Food And Water	Conjuration	-
Create Greater Undead	Necromancy	Death
Create Undead	Necromancy	Death
Create Water	Conjuration	Water
Creeping Doom	Conjuration	-
Cure Critical Wounds	Conjuration	-
Cure Light Wounds	Conjuration	-
Cure Serious Wounds	Conjuration	-
Dancing Lights	Evocation	Light
Dark Chaos	Evocation	Darkness
Darkness	Evocation	Darkness
Daze	Enchantment	Mind-Affecting
Death Ward	Necromancy	-
Delay Poison	Conjuration	-
Delayed Blast Fireball	Evocation	Fire
Detect Chaos, Evil, Good, Or Law	Divination	-
Detect Illusion	Divination	-
Detect Magic	Divination	-
Detect Neutrality	Divination	-
Detect Poison	Divination	-
Detect Screaming	Divination	-
Detect Secret Doors	Divination	-
Detect Snares And Pits	Divination	-
Detect Thoughts	Divination	-
Detect Traps	Divination	-
Detect Undead	Divination	-
Dimension Door	Conjuration	-
Dimensional Anchor	Abjuration	-
Discern Lies	Divination	-
Discern Location	Divination	-
Disintegrate	Transmutation	-
Disjunction	Abjuration	-
Dismissal	Abjuration	-
Dispel Chaos, Evil, Good Or Law	Abjuration	-
Dispel Illusion	Abjuration	-
Dispel Magic	Abjuration	-
Displaced Image	Illusion	-
Distort Reality	Illusion	-
Divination	Divination	-
Dominate Person	Enchantment	Mind-Affecting
Doubled Treasure	Illusion	-
Dragon Armor	Illusion	-
Dragon Bite	Illusion	-
Dragon Breath	Illusion	-
Dragon Image	Illusion	-

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Dragon Mark	Illusion	-
Dragon Mount	Illusion	-
Dragon Scales	Illusion	-
Dragon Shadow	Illusion	-
Dream	Illusion	Mind-Affecting
Dreaming	Enchantment	Mind-Affecting
Earthquake	Evocation	Earth
Emotion	Enchantment	Mind-Affecting
Endure Elements	Abjuration	-
Energy Drain	Necromancy	-
Enhance Attribute	Transmutation	-
Entangle	Transmutation	-
Erase	Transmutation	-
Ethereal Jaunt	Transmutation	-
Etherealness	Transmutation	-
Evil	-	-
Explosive Runes	Abjuration	Force
Eyes of Fire	Enchantment	Mind-Affecting
Faerie Fire	Evocation	Light
Faerie's Glamor	Illusion	-
Faithful Hound	Conjuration	-
False Trap	Illusion	-
False Vision	Illusion	-
Fear	Necromancy	Fear
Feather Fall	Transmutation	-
Feeblemind	Enchantment	Mind-Affecting
Find The Path	Divination, Greater	-
Finger of Death	Necromancy	Death
Fire Seeds	Transmutation	Fire
Fire Shield	Evocation	Fire or Cold
Fire Storm	Evocation	Fire
Fire Trap	Abjuration	Fire
Fireball	Evocation	Fire
First Aid	Transmutation	-
Flame Blade	Evocation	Fire
Flame Strike	Evocation	Fire
Flaming Sphere	Evocation	Fire
Floating Disk	Evocation	Force
Fly	Transmutation	-
Fog Cloud	Conjuration	-
Forcecage	Evocation	Force
Foresight	Divination	-
Freedom of Movement	Abjuration	-
Gaseous Form	Transmutation	-
Gate	Conjuration	-
Geas	Enchantment	Mind-Affecting
Ghost Sound	Illusion	-
Globe of Invulnerability	Abjuration	-
Glyph of Warding	Abjuration	-
Goodberry	Transmutation	-
Greater Restoration	Conjuration	-
Greater Scrying	Divination, Greater	-
Greater Shadow Conjuration	Illusion	Darkness
Greater Shadow Evocation	Illusion	Darkness
Guards And Wards	Abjuration	-
Gust of Wind	Evocation	Air
Hallow	Evocation	Good
Hallucinatory Terrain	Illusion	-
Haste	Transmutation	-
Head Fog	Illusion	-
Heal	Conjuration	-
Healing Circle	Conjuration	-
Heat Metal	Transmutation	Fire
Hold Animal	Enchantment	Mind-Affecting
Hold Monster	Enchantment	Mind-Affecting
Hold Person	Enchantment	Mind-Affecting
Hold Portal	Abjuration	-
Holy Aura	Abjuration	Good
Holy Word	Evocation	Good
Humanoid Finding	Divination	-
Hypnotic Pattern	Illusion	Mind-Affecting
Hypnotism	Enchantment	Mind-Affecting

Ice Storm	Evocation	Cold
Identify	Divination	-
Idol of Death	Illusion	-
Illusionary Help	Divination	-
Illusionary Hounds	Illusion	-
Illusionary Lions	Illusion	-
Illusionary Wolves	Illusion	-
Illusory Script	Illusion	Mind-Affecting
Illusory Wall	Illusion	-
Imprisonment	Abjuration	-
Improved Invisibility	Illusion	-
Incendiary Cloud	Conjuration	Fire
Influence	Enchantment	Mind-Affecting
Insanity	Enchantment	Mind-Affecting
Insect Plague	Conjuration	-
Instant Summons	Conjuration	-
Invisibility	Illusion	-
Invisibility Sphere	Illusion	-
Invisibility To Animals	Illusion	-
Invisibility To Undead	Illusion	-
Ironwood	Transmutation	-
Jump	Transmutation	-
Knock	Transmutation	-
Know Alignment	Divination	-
Know Direction	Divination	-
Legend Lore	Divination, Greater	-
Lesser Restoration	Conjuration	-
Levitate	Transmutation	-
Light	Evocation	Light
Lightning Bolt	Evocation	Electricity
Limited Wish	Universal	-
Locate Creature	Divination	-
Locate Object	Divination	-
Mage Hand	Transmutation	-
Magic Circle (against Chaos, Evil, Good Or Law)	Abjuration	-
Magic Jar	Necromancy	-
Magic Missile	Evocation	Force
Magic Mouth	Illusion	-
Magic Stones	Transmutation	Force
Magical Aura	Illusion	-
Major Creation	Conjuration	-
Major Dark Chaos	Transmutation	Darkness
Major Image	Illusion	-
Mass Charm	Enchantment	Mind-Affecting
Mass Heal	Conjuration	-
Mass Invisibility	Illusion	-
Mass Suggestion	Enchantment	Mind-Affecting
Maze	Conjuration	-
Meld Into Stone	Transmutation	Earth
Mending	Transmutation	-
Message	Transmutation	-
Meteor Swarm	Evocation	Fire
Mind Blank	Abjuration	-
Mind-Affecting	-	-
Mind-Affecting	-	-
Mind-Affecting	-	-
Mind-Affecting	-	-
Minor Creation	Conjuration	-
Minor Dark Chaos	Transmutation	Darkness
Minor Globe of Invulnerability	Abjuration	-
Minor Image	Illusion	-
Mirage Arcana	Illusion	-
Mirror Image	Illusion	-
Mirror Wall	Illusion	-
Misdirection	Illusion	-
Mislead	Illusion	-
Mnemonic Enhancer	Transmutation	-
Move Earth	Transmutation	Earth
Neutralize Poison	Conjuration	-
Nightmare	Illusion	Mind-Affecting

Non-detection	Abjuration	-
Obscuring Mist	Conjuration	-
Open/ Close	Transmutation	-
Pass Without Trace	Transmutation	-
Passwall	Transmutation	-
Permanency	Universal	-
Permanent Image	Illusion	-
Persistent Image	Illusion	-
Phantasmal Killer	Illusion	Fear
Phase Door	Conjuration	-
Plane Shift	Conjuration	-
Plant Growth	Transmutation	-
Polymorph Any Object	Transmutation	-
Polymorph Other	Transmutation	-
Polymorph Self/Other	Transmutation	-
Power Word Blind	Enchantment	Mind-Affecting
Power Word Kill	Enchantment	Death
Power Word Stun	Enchantment	Mind-Affecting
Prayer	Enchantment	Mind-Affecting
Prestidigitation	Universal	-
Prismatic Sphere	Abjuration	-
Prismatic Spray	Evocation	-
Prismatic Wall	Abjuration	-
Produce Flame	Evocation	Fire
Programmed Image	Illusion	-
Project Image	Illusion	-
Protection Chaos, Evil, Good, Law	Abjuration	-
Protection From Arrows	Abjuration	-
Protection From Elements	Abjuration	-
Purify Food And Drink	Transmutation	-
Pyrotechnics	Transmutation	Fire
Quench	Transmutation	-
Rainbow Pattern	Illusion	Mind-Affecting
Raise Dead	Conjuration	-
Ray of Enfeeblement	Necromancy	-
Read Magic	Divination	-
Refuge	Conjuration	-
Regenerate	Necromancy	-
Reincarnate	Transmutation	-
Remove Blindness Or Deafness	Conjuration	-
Remove Curse	Abjuration	-
Remove Disease	Conjuration	-
Remove Fear	Abjuration	-
Remove Paralysis	Conjuration	-
Repel Metal Or Stone	Abjuration	Earth
Repel Vermin	Abjuration	-
Repel Wood	Transmutation	-
Repulsion	Abjuration	-
Resilient Sphere	Evocation	Force
Resist Elements	Abjuration	-
Restoration	Conjuration	-
Resurrection	Conjuration	-
Rope Trick	Transmutation	-
Sanctuary	Abjuration	-
Scare	Necromancy	Fear
Scorching Ray	Evocation	Fire
Screen	Illusion	-
Scrying	Divination	-
Secret Chest	Transmutation	-
Secret Page	Illusion	-
Secure Shelter	Conjuration	-
See Invisibility	Divination	-
Seeming	Illusion	-
Sending	Evocation	-
Sequester	Abjuration	-
Shades	Illusion	-
Shadow Conjuration	Illusion	-
Shadow Evocation	Illusion	-
Shadow Walk	Illusion	Darkness
Shape Stone Or Wood	Transmutation	Earth
Shapechange	Transmutation	-

Shatter	Evocation	Sonic
Shield	Abjuration	Force
Shield of Faith	Abjuration	-
Shillelagh	Transmutation	-
Shocking Grasp	Evocation	Electricity
Shout	Evocation	Sonic
Silence	Illusion	-
Silent Image	Illusion	-
Simulacrum	Illusion	-
Sleep	Enchantment	Mind-Affecting
Sleet Storm	Conjuration	Cold
Snare	Transmutation	-
Solid Fog	Conjuration	-
Sonic	-	-
Soul Bind	Necromancy	-
Sound Burst	Evocation	Sonic
Speak With Animals	Divination	-
Speak With Plants	Divination	-
Spider Climb	Transmutation	-
Spike Stones	Transmutation	Earth
Spiritual Weapon	Evocation	Force
Stinking Cloud	Conjuration	-
Stone Tell	Divination	Earth
Storm of Vengeance	Conjuration	-
Suggestion	Enchantment	-
Summon Animals	Conjuration	-
Summon Beasts Or Plants	Conjuration	-
Summon Elemental	Conjuration	-
Summon Elemental Swarm	Conjuration	-
Summon Familiar	Conjuration	-
Summon Greater Monster	Conjuration	-
Summon Lesser Monster	Conjuration	-
Summon Magical Beasts Or Fey	Conjuration	-
Summon Monster	Conjuration	-
Summon Planar Ally	Conjuration	-
Summon Swarm	Conjuration	-
Sunburst	Evocation	Light
Symbol	Abjuration	-
Telekinesis	Transmutation	Force
Telepathic Bond	Divination, Greater	-
Teleport	Conjuration	-
Teleport Without Error	Conjuration	-
Teleportation Circle	Conjuration	-
Temporal Stasis	Transmutation	-
Time Stop	Transmutation	-
Tiny Hut	Evocation	Force
Tongues	Divination	-
Transmute Flesh And Stone	Transmutation	Earth
Transmute Metal To Wood	Transmutation	-
Transmute Mud And Rock	Transmutation	Earth
Transport Via Plants	Conjuration	-
Trap The Soul	Conjuration	-
Treasure Hoard	Illusion	-
Tree Stride	Conjuration	-
Trip	Enchantment	-
True Resurrection	Conjuration	-
True Seeing	Divination	-
Undetectable Aura	Illusion	-
Unseen Servant	Conjuration	-
Vanish	Transmutation	-
Veil	Illusion	-
Ventriiloquist	Illusion	-
Vision	Divination, Greater	-
Wall of Fire	Evocation	Fire
Wall of Force	Evocation	Force
Wall of Ice	Evocation	Cold
Wall of Iron	Conjuration	-
Wall of Stone	Conjuration	Earth
Wall of Thorns	Conjuration	-
Wall of Wind	Conjuration	Air
Ward's Extended Invisibility	Illusion	-
Ward's Illusionary Portal	Illusion	-

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Ward's Temporary Strength	Transmutation	-
Warp Wood	Transmutation	-
Water Breathing	Transmutation	-
Web	Conjuration	-
Weird	Illusion	Fear
Whirlwind	Evocation	Air
Wind Walk	Transmutation	Air
Wish	Universal	-
Word of Recall	Conjuration	-

SCHOOLS AND DESCRIPTORS FOR NEW SPELLS

Spell	Sphere	Descriptor
Absorb Life Essence	Necromancy	-
Accelerate Magic	Abjuration	-
Acid Fog	Conjuration	Acid
Admonish	Evocation	Force
Aerial Servant	Conjuration	-
Alarm Clock	Illusion	-
Alms	Transmutation	-
Accelerate Metabolism	Necromancy	-
Affect Normal Fires	Transmutation	Fire
Age Animal	Transmutation	-
Age Item	Transmutation	-
Airy Water	Transmutation	Water
Alter Gravity	Transmutation	-
Alter Winds	Transmutation	Air
Alternate Timeline		
Banishment	Transmutation	-
Alternate Timeline		
Divination	Divination	-
Alternate Timeline		
Summoning	Divination	-
Analyze Dweomer	Divination	-
Animal Speech	Enchantment	-
Animal Trance	Enchantment	Mind-Affecting, Sonic
Animate Dead		
Animals	Necromancy	Evil
Animate Objects	Transmutation	-
Animate Rope	Transmutation	-
Anti-Plant Shell	Abjuration	-
Aqueous Blast	Transmutation	Water
Arcane Sight	Divination	-
Army of the Damned	Necromancy	Death
Ascertain Spellcaster	Divination	-
Aura of Neutrality	Abjuration	-
Aura of Thorns	Transmutation	-
Backlash	Transmutation	-
Baleful Polymorph	Transmutation	-
Bane	Enchantment	Fear, Mind-Affecting
Black Tentacles	Conjuration	-
Blasphemy	Evocation	Evil, Sonic
Blight	Necromancy	-
Bloodhound	Transmutation	-
Bramble Bind	Conjuration	-
Branding Mark	Transmutation	Fire
Break Enchantment	Abjuration	-
Burning Gaze	Evocation	Fire
Burst of Haste	Transmutation	-
Burst Rope	Transmutation	-
Cacodemon	Conjuration	-
Call Lightning Storm	Evocation	Electricity
Castling	Conjuration	-
Chant	Conjuration	-
Chaos	Enchantment	Chaotic
Chariot of Fire	Evocation	Fire
Charm Plants	Enchantment	Mind-Affecting
Claws	Transmutation	-
Clenched Fist	Evocation	Force
Cloak of Chaos	Abjuration	Chaotic

Chrindol's Curse	Enchantment	Mind-Affecting
Chrindol's Major Change	Enchantment	-
Chrindol's Minor Change	Abjuration	-
Conjure Animals	Conjuration	-
Control Temperature	Transmutation	-
Crushing Hand	Evocation	Force
Daze Monster	Enchantment	Mind-Affecting
Death Knell	Necromancy	Death, Evil
Death Spell	Necromancy	Death
Deathwatch	Necromancy	Evil
Deep Slumber	Enchantment	Mind-Affecting
Defense from Aging	Abjuration	-
Delay Damage	Transmutation	-
Delay Magic	Transmutation	-
Delay Spell Effect	Transmutation	-
Demand	Enchantment	Mind-Affecting
Denounce	Enchantment	Mind-Affecting
Destruction	Necromancy	Death
Detect Animals or Plants	Divination	-
Detect Charm	Divination	-
Dictum	Evocation	Lawful, Sonic
Dig	Evocation	Earth
Dimensional Anchor	Abjuration	-
Dimensional Lock	Abjuration	-
Disfiguration	Illusion	Mind-Affecting
Disguise Corpse	Necromancy	-
Disguise Self	Illusion	-
Dispel Exhaustion	Illusion	-
Disrupting Weapon	Transmutation	-
Distance Distortion	Transmutation	-
Divine Conversion	Enchantment	Mind-Affecting
Divine Favor	Evocation	-
Divine Power	Evocation	-
Divine Shield	Enchantment	-
Dominate Animal	Enchantment	Mind-Affecting
Dominate Monster	Enchantment	Mind-Affecting
Doom	Necromancy	Fear, Mind-Affecting
Duo-Dimension	Transmutation	-
Elemental Aura	Evocation	-
Elemental Redirection	Transmutation	-
Elemental Weapon	Abjuration	See spell description
Enchant	Enchantment	-
Enchant An Item	Conjuration	-
Energy Blades	Evocation	Energy
Enthrall	Enchantment	Mind-Affecting, Sonic
Entropic Shield	Abjuration	-
Exorcism	Abjuration	-
Expeditious Retreat	Transmutation	-
Expend	Abjuration	-
Exploding Orb	Conjuration	-
Extension I	Transmutation	-
Extension II	Transmutation	-
Extension III	Transmutation	-
Eyebite	Necromancy	Evil
Fabricate	Transmutation	-
Fast Healing	Transmutation	-
Feedback	Abjuration	Energy
Final Rest	Necromancy	-
Find Familiar	Conjuration	-
Fire Charm	Enchantment	Fire
Flame Arrow	Transmutation	Fire
Flame Blade	Evocation	Fire
Flaming Sphere	Evocation	Fire
Flare	Evocation	Light
Fool's Gold	Transmutation	-
Forbiddance	Abjuration	-
Forceful Hand	Evocation	Force
Forcewave	Evocation	-
Foresight	Divination	-

Forget	Enchantment	-	Monitor	Divination	-
Freezing Sphere	Evocation	Cold	Mount	Conjuration	-
Friends	Enchantment	-	Nomad	Necromancy	-
Fumble	Enchantment	-	Non-Detection	Abjuration	-
Gaze Reflection	Transmutation	-	Obscure Object	Abjuration	-
Giant Vermin	Transmutation	-	Paralysis	Illusion	-
Ghostly Revenge	Necromancy	-	Pass Plant	Transmutation	-
Glass-Steel	Transmutation	-	Peacefulness	Enchantment	Mind-Affecting
Glasseye	Transmutation	-	Phantom Steed	Conjuration	-
Glide	Transmutation	-	Pit	Conjuration	Earth
Glitterdust	Conjuration	-	Planar Adaptation	Transmutation	-
Good Hope	Enchantment	Mind-Affecting	Planar Binding	Conjuration	-
Grasping Hand	Evocation	Force	Planar Binding,		
Greater Conversion	Enchantment	Mind-Affecting	Greater	Conjuration	-
Guidance	Divination	-	Planar Binding, Lesser	Conjuration	-
Halt Undead	Necromancy	-	Plant Door	Transmutation	-
Helping Hand	Evocation	-	Polar Ray	Evocation	Cold
Heroes' Feast	Conjuration	-	Prey Mark	Conjuration	-
Heroism	Enchantment	Mind-Affecting	Predict Attack	Divination	-
Hideous Laughter	Enchantment	Mind-Affecting	Precise Weapon	Transmutation	-
Hold Monster, Mass	Enchantment	-	Private Sanctum	Abjuration	-
Hold Plant	Enchantment	Mind-Affecting	Protection from Spells	Abjuration	-
Holy Feast	Conjuration	Good	Push	Conjuration	-
Holy Might	Enchantment	Good	Quicken Aging	Necromancy	-
Holy Speech	Enchantment	Mind-Affecting	Rain of Tranquility	Abjuration	-
Iceball	Evocation	Cold	Ray of Frost	Evocation	Cold
Illuminating Orb	Evocation	Light	Rebuke	Enchantment	Mind-Affecting
Illusionary Form: Pit			Recall from the Past	Necromancy	-
Fiend	Illusion	-	Relativity	Transmutation	-
Illusory Attack	Illusion	-	Repeated Actions	Enchantment	-
Imbue With Spell			Repentance	Enchantment	Mind-Affecting
Ability	Evocation	-	Reset	Transmutation	-
Implosion	Evocation	-	Resistance	Abjuration	-
Inception	Illusion	Mind-Affecting	Restore the Barren	Necromancy	Earth
Interposing Hand	Evocation	Force	Retry	Transmutation	-
Intoxication	Enchantment	Mind-Affecting	Reverse Gravity	Transmutation	-
Invisible Stalker	Conjuration	-	Reverse Time's		
Invisibility Purge	Evocation	-	Ravages	Necromancy	-
Invulnerability	Abjuration	-	Save Item State	Transmutation	-
Irresistible Dance	Enchantment	Mind-Affecting	Save State	Transmutation	-
Last Breath	Necromancy	-	Scorching Ray	Evocation	Fire
Last Sight	Divination	-	Searing Light	Evocation	-
Lateness	Enchantment	Mind-Affecting	Second Chance	Transmutation	-
Leech Youth	Necromancy	-	See Through Walls	Divination	-
Life Remembered	Necromancy	-	Seek the Dead	Divination	-
Life Share	Necromancy	-	Seize Initiative	Enchantment	-
Light Stride	Transmutation	-	Sepia Snake Sigil	Conjuration	Force
Liveoak	Transmutation	-	Shadow Door	Illusion	-
Locate Plants	Divination	-	Shadow Ride	Transmutation	Darkness
Longstrider	Transmutation	-	Shadow Step	Conjuration	Darkness
Lower Resistance	Abjuration	-	Shambler	Conjuration	-
Lucubration	Transmutation	-	Share Senses	Divination	-
Mage Armor	Conjuration	Force	Shield of Law	Abjuration	Lawful
Mage's Sword	Evocation	Force	Shield Other	Abjuration	-
Magic Darts	Transmutation	Force	Slay Living	Necromancy	Death
Magic Vestment	Transmutation	-	Slumber's Blessing	Necromancy	-
Magical Mirror	Divination	-	Smoke Rope	Conjuration	Darkness
Magnificent Mansion	Conjuration	-	Soften Earth And		
Make Whole	Transmutation	-	Stone	Transmutation	Earth
Mantle of Protection	Enchantment	-	Soloman's Warriors	Transmutation	-
Mark of Justice	Necromancy	-	Soul Bond	Necromancy	-
Mass Monitoring	Divination	-	Speak With Dead	Necromancy	-
Mass Planar			Speak With Monsters	Transmutation	-
Adaptation	Transmutation	-	Spectral Attack	Illusion	-
Massmorph	Illusion/ Phantasm	-	Spell Immunity	Abjuration	-
Measure Time	Divination	-	Spell Sacrifice	Universal	-
Memory Lapse	Enchantment	Mind-Affecting	Spell Sequencer	Universal	-
Mind Fog	Enchantment	Mind-Affecting	Spell Turning	Abjuration	-
Minor Sequencer	Universal	-	Spellstaff	Transmutation	-
Miracle	Evocation	-	Spike Growth	Transmutation	-
Mismasure Time	Enchantment	-	Spirit-Rack	Abjuration	-
Moment of Prescience	Divination	-	Spur the Sapling	Transmutation	-

MAGIC

Statue	Transmutation	-
Sticks To Snakes	Transmutation	-
Striking Orb	Conjuration	Light
Stoneskin	Abjuration	-
Sudden Slowness	Transmutation	-
Sunbeam	Evocation	Light
Sunrise/Nightfall	Evocation	Light
Suppress Magic	Abjuration	-
Suspend Creature	Transmutation	Force
Suspend Object	Transmutation	Force
Swarm Form	Transmutation	-
Sympathy	Enchantment	Mind-Affecting
Tangle of Thorns	Transmutation	-
Telekinetic Sphere	Evocation	Force
Teleport Object	Conjuration	-
Teleport Other	Conjuration	-
Temporal Anchor	Transmutation	-
Temporal Anchor To Item	Abjuration	-
Temporal Backstep	Transmutation	-
Temporal Banishment	Transmutation	-
Temporal Barrier	Transmutation	-
Temporal Do-Over	Transmutation	-
Temporal Projection	Transmutation	-
Temporal Push	Transmutation	-
Temporal Reversal	Transmutation	-
Temporal Safe	Divination	-
Temporal Scrying	Divination	-
Temporal Sheen	Transmutation	-
Temporal Shove	Transmutation	-
Temporal Simultaneousness	Transmutation	-
Temporal Teleport	Transmutation	-
Temporally Teleport Object	Transmutation	-
Thorn Armour	Transmutation	-
Thornstave	Transmutation	-
Thunderbolts	Transmutation	Energy
Time And Space Folding	Transmutation	-
Time Blink	Transmutation	-
Time Distortion Cube	Transmutation	-
Time Leap	Transmutation	-
Time Walk	Transmutation	-
Tithe	Transmutation	-
Touch of Anxiety	Enchantment	Mind-Affecting
Touch of Corruption	Necromancy	-
Touch of Idiocy	Enchantment	Mind-Affecting
Tree Stride	Conjuration	-
Tremor	Evocation	Earth
True Disintegrate	Transmutation	-
True Strike	Divination	-
Undeath To Death	Necromancy	-
Undetectable Alignment	Abjuration	-
Virtue	Transmutation	-
Vision of Youth	Divination	-
Wall of Fog	Transmutation/ Alteration	-
Ward Time's Ravages	Abjuration	-
Water To Wine	Transmutation	-
Weather's Blessing	Abjuration	-
Whispering Wind	Transmutation	Air
Withdraw	Transmutation	-
Word of Chaos	Evocation	Chaotic, Sonic
World Wave	Abjuration	Earth or Water
Write	Evocation	-
Zone of Retarded Magic	Transmutation	-
Zone of Truth	Enchantment	Mind-Affecting

SPELL LISTS

CLERIC SPELLS (DIVINE)

0-LEVEL CLERIC SPELLS (ORISONS)

23	GUIDANCE	+1 on one BtH, saving throw, or attribute check.
24	RESISTANCE	Subject gains +1 on saving throws.
25	VIRTUE	Subject gains 1 temporary hp.

1ST-LEVEL CLERIC SPELLS

27	BANE	Enemies take -1 on attack rolls and saves against fear.
28	BRANDING MARK	Inflicts 1d6 damage and lasts for the duration of the spell.
29	DEATHWATCH	Reveals how near death subjects within 30 ft. are.
30	DIVINE FAVOR	You gain +1 per three levels on attack and damage rolls.
31	DOOM	One subject takes -2 on attack rolls, saves, and checks.
32	ENTROPIC SHIELD	Ranged attacks against you have 20% miss chance.
33	FINAL REST	Prevents corpse being raised as skeleton or zombie.

2ND-LEVEL CLERIC SPELLS

28	ABSORB LIFE ESSENCE	Restores 1d8+1 hit points and grants a +1 bonus to all rolls.
29	ADMONISH	Ray deal 2d6+Wis of non-lethal force damage to target.
30	ALMS	Transform copper coins into silver coins or vice versa.
31	CHANT	Caster's allies gain a bonus of +1 to all attack rolls, damage rolls, and saving throws.
32	DEATH KNELL	Kills dying creature; you gain 1d8 temporary hp, +2 to strength, and +1 level.
33	DETECT CHARM*	Reveals to the caster whether a creature is subject to a charm spell.
34	ENTHRALL	Captivates all within 150 ft.
35	LIFE SHARE	Transfers some or all of caster's HP to target.
36	MAKE WHOLE	Repairs an object.
37	MONITOR	Allows the caster keep tabs on an individual.
38	REBUKE	Turn an evil creature that is neither undead or extraplanar in origin.
39	SEEK THE DEAD	Locates desired dead body.
40	SHIELD OTHER	You take half of subject's damage.
41	TREMOR UNDETECTABLE	Creates an intensely localized earthquake in a 10x10 area.
42	ALIGNMENT	Conceals alignment for 24 hours.
43	ZONE OF TRUTH	Subjects within range cannot lie.

3RD-LEVEL CLERIC SPELLS

26	DEFENSE FROM AGING	Protect target from natural or magical aging.
27	HELPING HAND	Ghostly image of a hand leads you to a creature within 5 miles.
28	HOLY MIGHT	Grants a boost to Strength, Dexterity and Constitution.
29	INVISIBILITY PURGE	Negates all forms of invisibility.
30	MAGIC VESTMENT	Armor or shield gains +1 enhancement per four levels.
31	OBSCURE OBJECT	Masks object against scrying.
32	SEARING LIGHT	Ray deals 1d8/two levels damage, more against undead.
33	SPELL SACRIFICE	Allows the caster to sacrifice a third-level spell slot in order to power the spellcasting of another magic-user.
34	TOUCH OF CORRUPTION	Bars any healing and victim suffers a SR 12 against all healing and restoration spells.

4TH-LEVEL CLERIC SPELLS

26	DENOUNCE	Turns another member of a group against a person.
27	DIMENSIONAL ANCHOR	Bars extra-dimensional movement.
28	DIVINE CONVERSION	Brings a willing individual into the good graces of a deity, converting them to the worship of the deity.
29	DIVINE POWER	You gain attack bonus, +6 to Str, and 1 hp/level.
30	EXORCISM	Casts out demons, devils, or any supernatural inhabitant or influence from a creature or object that has been possessed or otherwise controlled.
31	GIANT VERMIN	Turns centipedes, scorpions, or spiders into giant vermin.
32	IMBUE WITH SPELL ABILITY	Transfer spells to subject.
33	PLANAR ADAPTATION	Target becomes immune to the inherent or atmospheric dangers of a particular plane.
34	REPENTANCE	Compels an individual to kneel and confess any serious wrongdoings they have done in the last 48 hours.
35	TITHE	Transforms a number of silver pieces equal to their class level into an equivalent number of gold pieces.

5TH-LEVEL CLERIC SPELLS

26	BREAK ENCHANTMENT	Frees subjects from enchantments, alterations, curses, and petrification.
27	DISRUPTING WEAPON	Melee weapon destroys undead.
28	HOLY FEAST	Turns a regular meal into one that magically restores those that partake in it.
29	MARK OF JUSTICE	Designates action that will trigger curse on subject.
30	MASS MONITORING	Acts as Status, but effects all individuals within a 30-foot radius.
31	SLAY LIVING	Touch attack kills subject.
32	STICKS TO SNAKES	Enables the caster to transform sticks into serpents that attack at the caster's will.

6TH-LEVEL CLERIC SPELLS

23	AERIAL SERVANT	Summons an aerial servant to do his or her bidding.
24	ANIMATE OBJECTS	Objects attack your foes.
25	CONJURE ANIMALS	Conjures animal allies from thin air and sent into combat.
26	FORBIDDANCE	Blocks planar travel, damages creatures of different alignment.
27	HEROES' FEAST	Food for one creature/level cures and grants combat bonuses.
28	LIFE REMEMBERED	Restores memory and personality to skeleton or zombie.
29	MANTLE OF PROTECTION	Creates a magical mantle around themselves, protecting them from any manner of harm inflicted upon them.
30	MASS PLANAR ADAPTATION	Acts like Planar Adaptation, but effects all individuals within a 30-foot radius.
31	SEIZE INITIATIVE	Gives all the caster's allies within thirty a boost to their Initiative Rolls.
32	SOUL BOND	Enables the caster and another individual to become bonded together, allowing them to communicate telepathically.
33	SPEAK WITH MONSTERS	Caster becomes capable of communicating with any kind of creature provided it has some form of intelligence.
34	UNDEATH TO DEATH	Destroys 1d4 HD/level undead (max 20d4).
35	WATER TO WINE	Transform water into any other liquid substance known to the caster.

7TH-LEVEL CLERIC SPELLS

22	BLASPHEMY	Kills, paralyzes, weakens, or dazes non-evil subjects.
23	DESTRUCTION	Kills subject and destroys remains.
24	DICTUM	Kills, paralyzes, slows, or deafens non-lawful subjects.
25	DIVINE SHIELD	Give an ally a protective barrier around them that gives them immunity to all weapons of +2 or lower magical enchantment and an SR of 15.
26	HOLY SPEECH	Allows the caster to become incredibly charismatic, allowing him or her to effectively cast charm person on a number of people equal to twice his character level.
27	WORD OF CHAOS	Any non-chaotic creature within the area who hears the word of chaos suffers ill effects.

8TH-LEVEL CLERIC SPELLS

22	CLOAK OF CHAOS	+4 to AC, +4 resistance, and SR 4 against lawful spells.
23	DIMENSIONAL LOCK	Teleportation and interplanar travel blocked for one day/level.
24	FORESIGHT	Caster gains a limited degree of precognition.

9TH-LEVEL CLERIC SPELLS

23	GREATER CONVERSION	Target is converted to the worship of the deity of the caster.
24	IMPLOSION	Kills one creature/round.
25	MIRACLE	Requests a deity's intercession.
26	SUNRISE/NIGHT FALL	Caster can simulate the rising of the sun or the fall of night.

MAGIC

DRUID SPELLS (SOVEREIGN)

0-LEVEL DRUID SPELLS (ORISIONS)

22	FLARE	Dazzles one creature (-1 on attack rolls).
23	GUIDANCE	+1 on one BtH, saving throw, or attribute check.
24	RESISTANCE	Subject gains +1 on saving throws.
25	VIRTUE	Subject gains 1 temporary hp.

1ST-LEVEL DRUID SPELLS

26	ALTER WINDS	Alters existing winds.
27	BLOODHOUND	Caster temporary gains the ability to track by scent. Allows the caster to spontaneously break through any rope or weak chain that is holding them.
28	BURST ROPE	Caster's nails harden and grow into sharp claws, allowing them to do 1d4+1 lethal damage per round.
29	CLAWS	
	DETECT ANIMALS OR	
30	PLANTS	Detects kinds of animals or plants.
31	LONGSTRIDER	Your speed increases by 10 ft.
32	NOMAD	Increase time between meals.

2ND-LEVEL DRUID SPELLS

26	ANIMAL TRANCE	Fascinates 2d6 HD of animals.
	AURA OF	
27	NEUTRALITY	Grants the caster immunity to any alignment based attacks. Caster emanates fiery beams from their eyes, inflicting 1d6 fire damage on anyone they gaze at.
28	BURNING GAZE	Allows the caster to align their weapon with one of the classic elements (water, earth, fire or air).
29	ELEMENTAL WEAPON	Blazing beam of red-hot fire springs forth from the caster's hand.
30	FLAME BLADE	Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.
31	FLAMING SPHERE	Caster is able to mentally locate any specific type of plant upon which he or she concentrates.
32	LOCATE PLANTS	Opens up a 10×10 extra-dimensional hole with a depth of 20 feet.
33	PIT	Turns stone to clay or dirt to sand or mud.
	SOFTEN EARTH AND	
34	STONE	Creates an intensely localized earthquake in a 10×10 area.
35	TREMOR	

3RD-LEVEL DRUID SPELLS

25	ANIMAL SPEECH	Grants one reasonably intelligent mammal or bird the ability to speak in rudimentary language.
26	DOMINATE ANIMAL	Subject animal obeys silent mental commands.
27	ICEBALL	Creates a blast of pure cold energy, which freezes an enemy in place upon contact.
28	SPIKE GROWTH	Creatures in area take 1d4 damage, may be slowed.
29	THORNSTAVE	Causes wooden staff to sprout thorns for double damage.

4TH-LEVEL DRUID SPELLS

25	BLIGHT	Withers one plant or deals 1d6/level damage to plant creature.
26	BRAMBLE BIND	Causes bramble coil to burst forth and wrap around target
27	CONTROL TEMPERATURE	Magically controls the temperature of his or her immediate surroundings.
28	GIANT VERMIN	Turns centipedes, scorpions, or spiders into giant vermin.
29	HOLD PLANT	Plants affected by the spell are frozen in place.
30	PLANT DOOR	Allows the caster to travel effortlessly through vegetation of any kind.
31	RESTORE THE BARREN	Restores life and growth to barren soil.
32	THORN ARMOR	Grants the caster a +3 bonus to their armor class.
33	WEATHER'S BLESSING	Protects against weather/makes weather effects twice as bad for target.

5TH-LEVEL DRUID SPELLS

25	ANTI-PLANT SHELL	Creates an invisible barrier that keeps vegetable matter from penetrating it.
	BALEFUL	
26	POLYMORPH	Transforms subject into harmless animal.
27	CALL LIGHTNING STORM	As call lightning, but 5d6 damage per bolt. Grants the caster or one of her allies with the ability to heal 1+Con bonus hit points per round.
28	FAST HEALING	Allows the caster to step into one tree and step out from a distant tree of the same type
29	PASS PLANT	
	SPUR THE	
30	SAPLING	Causes tree to grow to full size instantly.
31	STONESKIN	Ignore 10 points of damage per attack.
	TANGLE OF	
32	THORNS	Traps all enemies in in a 50×50 area in aggressively moving thorns.
33	TREE STRIDE	Step from one tree to another far away.

6TH-LEVEL DRUID SPELLS

	ELEMENTAL	Allows the caster to trap one elementally-based attack or spell as it is made, and redirect it.
21	REDIRECTION	
22	LIVEOAK	Oak becomes treant guardian.
23	PREY MARK	Summons powerful carnivore to hunt target.
24	SPELLSTAFF	Stores one spell in wooden quarterstaff.
25	SWARM FORM	Allows the caster to take on the physical form of a swarm of insects.

7TH-LEVEL DRUID SPELLS

		Grants the benefits of the druid's thorn armor spell to all allies within thirty feet.
21	AURA OF THORNS	
22	CHARIOT OF FIRE	Summons a chariot of fire.
23	SUNBEAM	Beam blinds and deals 4d6 damage.

8TH-LEVEL DRUID SPELLS

21	REVERSE GRAVITY	Objects and creatures fall upward. Grants targets resistance to spells cast by chaotic creatures, and slowing chaotic creatures.
22	SHIELD OF LAW	
23	THUNDERBOLTS	Allows the caster to transform ordinary javelins into mighty thunderbolts.

9TH-LEVEL DRUID SPELLS

22	RAIN OF TRANQUILITY	Allows the caster to create a huge but gentle rain, affecting a 100×100 area which heals the caster's allies and all animals and plants in the area.
23	SHAMBLER	Summons 1d4+2 shambling mounds to fight for you.
24	SYMPATHY	Object or location attracts certain creatures. Allows the caster to call up a massive wave of either earth or water to move the caster across large distances swiftly, damaging all in its path.
25	WORLD WAVE	

WITCH SPELLS (SYMPATHETIC)

0-LEVEL WITCH SPELLS (ORISONS)

1	DANCING LIGHTS	Creates figment torches or other lights.
	DETECT CHAOS, EVIL, GOOD, OR LAW *	Reveals aura of creatures, spells or objects.
2	LAW *	Reveals aura of creatures, spells or objects.
3	DETECT ILLUSION	Detects illusions along 50 ft. path.
	DETECT MAGIC	Detects magical aura and its strength along 50 ft. path.
4	DETECT POISON	Detects poison in one creature or small object.
	ENDURE	Protection from natural elements and weather.
6	ELEMENTS	Temporary charm.
7	INFLUENCE	Temporary charm.
8	LIGHT	Object shines like a torch.
9	MENDING	Makes minor repairs on an object.
	PURIFY FOOD AND DRINK	Purifies 1 cu. ft./level of food or water.

1ST-LEVEL WITCH SPELLS

1	ANIMAL FRIENDSHIP	Gain permanent animal companion.
2	BLESS*	Allies gain +1 to hit and +1 on saves against fear.
3	CALM ANIMALS	Calms animals, beasts, or magical beasts.
4	CHANGE SELF	Changes the caster's appearance.
5	CHARM PERSON	Makes one person the caster's friend.
	COMMAND	Subjects obey one-word command for 1 round.
7	FAERIE FIRE	Outlining light +1 to hit and cancels concealment.
8	GOODBERRY	2d4 berries each cure 1 hit point (max 8 hp/day)
9	OBSCURING MIST	Fog surrounds the caster.
	PROTECTION FROM CHAOS, EVIL, GOOD OR LAW*	+2 AC and saves, plus other defenses
11	SANCTUARY	Opponents can't attack the caster.
12	SLEEP	Put 2d4 HD of creatures into comatose slumber.
13	SUMMON FAMILIAR	Summons & binds unique companion to wizard.
14	UNSEEN SERVANT	Creates invisible force that obeys the caster's commands.

2ND-LEVEL WITCH SPELLS

1	ANIMAL MESSENGER	Sends a small animal to a specific place.
2	AUGURY	Learns whether an action will be good or bad.
3	CHARM PERSON OR ANIMAL	Makes one person or animal the caster's friend.
4	CURE LIGHT WOUNDS*	Cures 1d8 damage.
5	DELAY POISON	Stops poison from harming subject for 1 hour/level.
6	FOG CLOUD	Fog obscures vision.
7	HOLD ANIMAL	Holds one animal helpless for 1 round/level.
8	HOLD PERSON	Holds one person helpless; 1 round/level.
9	LOCATE OBJECT*	Senses direction toward object (specific or type).
10	MISDIRECTION	Misleads divinations for one creature or object.
11	SCARE	Panics one creature up to 5 HD.
12	SEE INVISIBILITY	Reveals invisible creatures or objects.
13	SPEAK WITH ANIMALS	The caster can communicate with animals.
14	SPEAK WITH DEAD	Corpse answers questions.

3RD-LEVEL WITCH SPELLS

	CLAIRAUDIENCE	
1	/CLAIRVOYANCE	Hear or see at a distance for 1 min./level.
2	FLY	Subject flies at speed of 90.
	MAGIC CIRCLE (against chaos, evil, good or law)	As protection spell, but 10 ft. radius.
	NEUTRALIZE	
4	POISON	Detoxifies venom in or on subject.
5	NONDETECTION	Hides subject from divination, scrying.
	PLANT	
6	GROWTH*	Grows vegetation, improves crops.
	REMOVE	
	BLINDNESS OR	
7	DEAFNESS*	Cures subject.
8	REMOVE CURSE*	Frees person or object from curses.
	REMOVE	
9	DISEASE*	Cures all diseases.
	SPEAK WITH	
10	PLANTS	The caster can talk to normal plants.
11	SUGGESTION	Compels subject to follow stated course of action.
12	TONGUES*	Speak any language.

MAGIC

4TH-LEVEL WITCH SPELLS

1	CHARM MONSTER	Makes monster believe it is the caster's ally.
2	CONFUSION	Makes subjects behave randomly for 1 rd/level.
3	CURE SERIOUS WOUNDS*	Cures 3d8 damage.
4	DETECT SCRYING	Alerts caster of magical eavesdropping.
5	DISPEL MAGIC	Cancels magical spells and effects.
6	DIVINATION	Provides useful advice for specific proposed actions.
7	EMOTION	Arouses strong emotion in subject.
8	FEAR	Subjects flee for 1 round/level.
9	LOCATE CREATURE	Indicates direction to individual/type of creature.
10	SCRYING	Spies on subject from a distance.
11	SEEMING	Changes appearance of one person/two levels.
12	SUMMON ANIMALS	Calls animals to fight on caster's behalf.

5TH-LEVEL WITCH SPELLS

1	ANIMAL GROWTH	Animals double in size, HD.
2	AWAKEN	Animal or tree gains human intellect.
3	CONTROL PLANTS	Talk to and control plants and plant creatures.
4	CONTROL WINDS	Change wind direction and speed.
5	DREAM	Sends message to anyone sleeping.
6	FEEBLEMIND	Subject's Int drops to below an animal's.
7	HOLD MONSTER	As hold person, but any creature.
8	MASS SUGGESTION	Compels one subject/level to follow course of action.
9	NIGHTMARE	Sends vision dealing 1d10 damage, fatigue.
10	POLYMORPH	
11	SELF/OTHER	Gives caster or one subject a new form.
12	POLYMORPH OTHER	Gives one subject a new form.
13	SUMMON BEASTS	Calls beasts or plants to fight on caster's behalf.
14	OR PLANTS	
15	TRUE SEEING	See all things as they really are.

6TH-LEVEL WITCH SPELLS

1	COMMUNE	Deity answers one yes-or-no question/level.
2	CONTROL WEATHER	Changes weather in local area.
3	CURE CRITICAL WOUNDS*	Cures 5d8 damage.
4	FIND THE PATH*	Shows most direct way to a location.
5	GEAS	Forces creature to fulfill a quest.
6	INSECT PLAGUE	Insect horde limits vision, inflicts damage, and weak creatures flee.
7	LEGEND LORE	Learn tales about a person, place, or thing.
8	VEIL	Changes appearance of group of creatures.

7TH-LEVEL WITCH SPELLS

1	CREeping DOOM	Carpet of insects attacks at the caster's command.
2	DISCERN LOCATION*	Learn exact location of creature or object.
3	GREATER SCRYING	As scrying, but faster and longer.
4	HEAL*	Cures all damage and most everything else.
5	INSANITY	Subject suffers continuous confusion.
6	MASS CHARM	Multiple creatures believe they are caster's ally.
7	SEQUESTER	Subject is invisible to sight and scrying.
8	VISION	Quickly reveals legends about person, place, or thing.

8TH-LEVEL WITCH SPELLS

1	ANIMAL SHAPES	One ally/ level polymorphs into chosen animal.
2	ANTIPATHY*	Object or location attracts/ repels certain creatures.
3	COMMAND	
4	PLANTS	Plants animate and vegetation entangles.
5	FINGER OF DEATH	Kills one subject.
6	POLYMORPH ANY OBJECT	Changes any creature or object into anything else.
7	REGENERATE	Subject's severed limbs grow back.
8	SUMMON PLANAR ALLY	Divinely calls allies up to 16 HD.
9	SYMBOL	Triggered runes have array of effects

9TH-LEVEL WITCH SPELLS

1	ASTRAL PROJECTION	Projects the caster & companions into astral plane.
2	BINDING	Array of techniques to imprison a creature.
3	EARTHQUAKE	Intense tremor shakes, 50 ft. circular area.
4	MASS HEAL*	As heal, but with several subjects.
5	MIND BLANK	Subject is immune to mental magic and scrying.
6	SHAPECHANGE	Transforms caster into any creature once per round.
7	SOUL BIND	Traps newly dead soul to prevent resurrection.
8	TRAP THE SOUL	Imprisons subject within gem.

WIZARD SPELLS (ARCANES)

0-LEVEL WIZARD SPELLS (CANTRIPS)

36	ALARM CLOCK	Create sound of ringing bell at selected future time.
37	ANIMATE ROPE	Makes a rope move at your command.
38	FLARE	Dazzles one creature (-1 on attack rolls).
39	MEASURE TIME	Learn current time, or measure an interval of time.
40	RAY OF FROST	Fires a ray of freezing air and ice from the caster's finger.
41	RESISTANCE	Subject gains +1 on saving throws.

1ST-LEVEL WIZARD SPELLS

30	AFFECT NORMAL FIRES	Caster may command small fires to grow smaller or larger.
31	AGE ITEM	Damage item through rapid aging, weapon or armor becomes -1 per 2 levels.
32	ALTER WINDS	Allows the caster to alter existing winds
33	AQUEOUS BLAST	Transforms a small quantity of water is transmuted into a powerful watery blast.
34	BURST OF HASTE	Target gains extra action and +4 dodge bonus to AC, for one round.
35	BURST ROPE	Allows the caster to spontaneously break through any rope or weak chain that is holding them.
36	DISGUISE CORPSE	Allows the caster to alter the appearance of a corpse.
37	DISGUISE SELF	Changes your appearance.
38	EXPEDITIOUS RETREAT	Your speed increases by 30 ft.
39	FIND FAMILIAR	Summons the casters familiar.
40	FRIENDS	Increases the caster's charisma.
41	GLITTERDUST	Blinds creatures, outlines invisible creatures.
42	INTOXICATION	Renders the subject mildly intoxicated.
43	MAGE ARMOR	Gives subject +4 armor bonus.
44	MEMORY LAPSE	Allows the caster to erase memories of the last short while from an individual.
45	MISMEASURE TIME	Target acquires incorrect belief about the current time.
46	MOUNT	Summons riding horse for 2 hours/level.
47	PUSH	Target is instantly pushed away from the caster.
48	SUDDEN SLOWNESS	Target gets only a partial action and -2 attack, -2 AC penalty, for one round.
49	TEMPORAL SHEEN	Seeing an instant ahead gives +2 to hit, +1 AC to target.
50	TRUE STRIKE	+20 on your next attack roll.
51	WRITE	Enables the caster to make a written copy of a spell he or she cannot yet cast.

2ND-LEVEL WIZARD SPELLS

34	ACCELERATE MAGIC	Cause a spell to run out its duration at double the normal rate.
35	ACCELERATE METABOLISM	Fire ray that temporarily reduces target's strength and dex.
36	BURNING GAZE	Caster emanates fiery beams from their eyes, inflicting 1d6 fire damage on anyone they gaze at.
37	DAZE MONSTER	Living creature of 6 HD or less loses next action.
38	DEEP SLUMBER	Puts 10 HD of creatures to sleep.
39	DELAY DAMAGE	Damage to target is deferred for 1 round/level.
40	DELAY SPELL EFFECT	Cause effect of later spell to be delayed up to 10 minutes/level.
41	FLAMING SPHERE	Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.
42	FOOL'S GOLD	Creates fake gold.
43	FORCEWAVE	Fires a forceful blast.
44	FORGET	Causes the victims to forget events of the immediate past.
45	GLIDE	Allows the caster to glide.
46	HEROISM	Gives +2 on BtH, saves, attribute checks.
47	HIDEOUS LAUGHTER	Subject loses actions for 1 round/level.
48	ILLUMINATING ORB	Summons up a small orb of light.
49	LAST SIGHT	See last visions of dead creature.
50	LATENESS	Target thinks it's late, distracted and suffers -3 to attacks, saves, abilities, skills for 1 min/level
51	OBSCURE OBJECT	Masks object against scrying.
52	PIT	Opens up a 10x10 extra-dimensional hole with a depth of 20 feet.
53	PREDICT ATTACK	Grants the caster incredible insight into the attack patterns and capabilities of a monster.
54	SCORCHING RAY	Ranged touch attack deals 4d6 fire damage, +1 ray/four levels (max 3).
55	SEE THROUGH WALLS	Grants the caster a peephole through which they can see what is on the other side of a wall.
56	SLUMBER'S BLESSING	Provides benefits of full night's sleep.
57	TOUCH OF ANXIETY	Caster gives another person an incredible sense of the caster's power and personal charisma.
58	TOUCH OF IDIOCY	Subject takes 1d6 points of Int, Wis, and Cha damage.
59	WHISPERING WIND	Subject takes 1d6 points of Int, Wis, and Cha damage.
		Sends a short message 1 mile/level.

MAGIC

3RD-LEVEL WIZARD SPELLS

30	ARCANE SIGHT	Magical auras become visible to you. Creates an aura of elemental power that causes anyone who crosses into this damage.
31	ELEMENTAL AURA	
32	FLAME ARROW	Arrows deal +1d6 fire damage. Creates a blast of pure cold energy, which freezes an enemy in place upon contact.
33	ICEBALL	
34	LIGHT STRIDE	Doubles/halves movements rate. Transform standard darts into +2 magical weapons.
35	MAGIC DARTS	
36	PHANTOM STEED	Magic horse appears for 1 hour/level. Makes a weapon score a critical hit on 19 as well as 20.
37	PRECISE WEAPON	
38	REPEATED ACTIONS	Force creature to repeat last round's actions continuously.
39	SECOND CHANCE	Allow a die to be rerolled. Creates text symbol that immobilizes reader.
40	SEPIA SNAKE SIGIL	
41	SUSPEND OBJECT	Put one object into suspended animation.
42	TEMPORAL ANCHOR TO ITEM	Gain SR 5+level vs. chronomancy through anchoring to an item. Target creature misses one partial action, of self or opponent.
43	TEMPORAL SHOVE	
44	TIME DISTORTION CUBE	One cube/2 levels of distorted time can be used to attack, ranged touch for d12 dmg.
45	VISION OF YOUTH	See item or creature as it was in former times. Step aside from time, can only interact with self for 1 minute/level within a single round.
46	WITHDRAW	

4TH-LEVEL WIZARD SPELLS

30	ASCERTAIN SPELLCASTER	Find out who created/cast an item or effect.
31	BLACK TENTACLES	Tentacles grapple all within 20 ft. spread. Allows the caster to instantly switch position with an ally.
32	CASTLING	
33	CHRINDOL'S CURSE	Combination of Mismeasure Time and Lateness, lasts 1day/level. Turns another member of a group against a person.
34	DENOUNCE	
35	DIG	Causes dirt to begin piling out from the ground, digging a hole with tremendous speed.
36	DIMENSIONAL ANCHOR	Bars extra-dimensional movement. Lengthen the duration of another spell previously cast by the caster.
37	EXTENSION I	
38	FIRE CHARM	Transforms an existing fire into a powerful mental snare. Causes intense clumsiness in the affected creature.
39	FUMBLE	
40	GOOD HOPE*	Instills powerful hope in the subjects.
41	IMBUE WITH SPELL ABILITY	Transfer spells to subject. Allows the caster to remain conscious and active for one round after suffering damage reducing him to below 0 hit points.
42	LAST BREATH	
43	MASSMORPH	Causes creatures of man size or smaller to appear like an innocent grove of trees to any observers.
44	MINOR SEQUENCER	Allows the caster to program 2 spells of levels 1 or 2 simultaneously. Target becomes immune to the inherent or atmospheric dangers of a particular plane.
45	PLANAR ADAPTATION	
46	SHARE SENSES	Allows caster to see, hear and smell what your familiar does, through their eyes.
47	STONESKIN	Ignore 10 points of damage per attack.
48	SUSPEND CREATURE	Put one creature / 3 levels in suspended animation. Future version of caster travels back one round to gain extra actions now.
49	TEMPORAL BACKSTEP	
50	TEMPORAL SAFE	Keep item safe by sending into future. Target pushed randomly forward in time once / 3 levels.
51	TIME BLINK	
52	TIME LEAP	Move forward in time up to 1 day, may bring others for shorter leap.

5TH-LEVEL WIZARD SPELLS

31	AGE ANIMAL	Instantly kill a non-magical beast through rapid aging.
32	AIRY WATER	Transforms water or other non-magical liquids into a bubble of air.
33	ALTER GRAVITY	Enables the caster to alter the force of gravity.
34	ALTERNATE TIMELINE DIVINATION	Learn secrets by consulting an alternate self.
35	BALEFUL POLYMORPH	Transforms subject into harmless animal.
36	BLIGHT	Withers one plant or deals 1d6/level damage to plant creature.
37	BREAK ENCHANTMENT	Frees subjects from enchantments, alterations, curses, and petrification.
38	DISTORTION	Fascinates an earth elemental.
39	EXTENSION II	Lengthen the duration of another spell previously cast by the caster.
40	FABRICATE	Transforms raw materials into finished items.
41	INTERPOSING HAND	Hand provides cover against one opponent.
42	LOWER RESISTANCE	Enables the caster to lower the SR of any creature.
43	MIND FOG	Subjects in fog get -10 to Wisdom checks.
44	PLANAR BINDING, LESSER	Traps extraplanar creature of 6 HD or less until it performs a task.
45	PRIVATE SANCTUM	Prevents anyone from viewing or scrying an area for 24 hours.
46	STRIKING ORB	Creates a glowing orb, which the caster can control freely as a move action, striking as a +1 magical weapon.
47	TEMPORAL ANCHOR	Connect self to another creature, sharing time effects.
48	TEMPORAL BARRIER	Create barrier of distorted time that slows and confuses those passing through.
49	TEMPORAL PUSH	Send target forward in time up to 1 round / 2 levels.
50	TEMPORAL SIMULTANEOUSNESS	Merge next d4+2 rounds into one.

6TH-LEVEL WIZARD SPELLS

22	ACID FOG	Fog deals acid damage.
23	ANALYZE DWEOMER	Reveals magical aspects of subject.
24	DEATH SPELL	Slays a living creature.
25	DELAY MAGIC	Delay all spells cast by target for 1 round/level.
26	ENCHANT	Allows the caster to prepare a non-magical item for magical enchantment.
27	ENCHANT AN ITEM	Used for creation of a magical item.
28	EXTENSION III	Lengthen the duration of another spell previously cast by the caster.
29	EYEBITE	Allows the caster to make a gaze attack.
30	FEEDBACK	Fires a bolt of energy which disrupts spellcasting.
31	FORCEFUL HAND	Creates a hand that can push creatures or objects.
32	FREEZING SPHERE	Freezes water or deals cold damage.
33	GLASSEYE	Causes opaque materials to become transparent.
34	INVISIBLE STALKER	Summons an invisible stalker.
35	LUCUBRATION	Recalls spell of 5 th level or lower.
36	MASS PLANAR ADAPTATION	Acts like Planar Adaptation, but effects all individuals within a 30-foot radius.
37	PLANAR BINDING	As lesser planar binding, but up to 12 HD.
38	RECALL FROM THE PAST	Temporarily bring back earlier version of dead creature.
39	RETRY	Send message to very recent self, changing action in past three rounds.
40	SOUL BOND	Enables the caster and another individual to become bonded together, allowing them to communicate telepathically.
41	SPELL IMMUNITY	Target creature is immune to the effects of one specified spell for every four levels of the caster.
42	SPIRIT-RACK	Banishes a particular demon, devil, or the like to its home plane of existence.
43	TEMPORAL DO-OVER	Redo all events of previous round.
44	TEMPORAL SCRYING	As Scry spell, but can view past or future (at XP cost).
45	TEMPORAL FOLDING	Create gate to a distant place.
46	UNDEATH TO DEATH	Destroys 1d4/level HD of undead (max 20d4).

7TH-LEVEL WIZARD SPELLS		
	ALTERNATE TIMELINE	Send away an enemy to an alternate timeline.
25	BANISHMENT	
	ARMY OF THE DAMNED	Raises large number of skeletons or zombies.
26		
	CACODEMON	Summons a demon or other fiend from the lower planes of existence into the material planes.
27		
	CHARM PLANTS	Grants the caster the ability to communicate with and command plants.
28		
	DUO-DIMENSION	Caster reduces him- or herself to a two-dimensional sheet with no third dimension.
29		
	EXPLODING ORB	Creates an orb which the caster can freely control and position in place before detonating.
30		
	EXPEND	Allows the caster to expend up to seven spell levels of a creatures spells, in a configuration they choose.
31		
	GHOSTLY REVENGE	Creates a ghost from the corpse of a slain creature, which will systematically hunt down and attack its killer.
32		
	GRASPING HAND	More powerful evocation of the forceful hand spell.
33		
	MAGE'S SWORD	Floating magic blade strikes opponents.
34		
	MAGICAL MIRROR	Transforms a regular mirror into a magical mirror.
35		
	MANSION	Door leads to extra-dimensional mansion.
36		
	PEACEFULNESS	Instils feelings of peace and benevolence in one character.
37		
	RELATIVITY	One-way travel into far future, up to 100 years / level.
38		
	REVERSE GRAVITY	Objects and creatures fall upward.
39		
	REVERSE TIME'S RAVAGES	Restores object ruined by time.
40		
	SPELL TURNING	Reflect 1d4+6 spell levels back at caster.
41		
	STATUE	Subject can become a statue at will.
42		
	TELEPORT OBJECT	As teleport, but affects a touched object.
43		
	TELEPORT OTHER	Allows the caster to teleport an unwilling subject within sight range to any other location within sight
44		
	TEMPORAL BANISHMENT	Get rid of enemy by sending into far future.
45		
	TEMPORAL REVERSAL	Reverse direction of travel in time.
46		
	ZONE OF RETARDED MAGIC	All magic in a 30' radius of target is delayed 1 minute/level.
47		

8TH-LEVEL WIZARD SPELLS		
22	BACKLASH	Repeat events of the previous round that damaged a particular target.
23	CLENCHED FIST	Large hand provides cover, pushes, or attacks your foes.
	CHRINDOL'S MINOR CHANGE	Change past events, up to 1 month ago, by sending a message to previous self.
24		
	DEMAND	As sending, plus you can send suggestion.
25		
	DIMENSIONAL LOCK	Teleportation and interplanar travel blocked for one day/level.
26		
	ENERGY BLADES	Allows the caster to create a number of magical energy blades.
27		
	GLASS-STEEL	Grants a glass object the strength of steel, while retaining its transparent properties.
28		
	ILLUSIONARY FORM: PIT FIEND	Allows you to give yourself the illusory form of a Pit Fiend.
29		
	IRRESISTIBLE DANCE	Forces subject to dance.
30		
	MOMENT OF PRESCIENCE	You gain bonus on single attack roll, check, or save.
31		
	POLAR RAY	Ranged touch attack deals 1d6/level cold damage.
32		
	PLANAR BINDING, GREATER PROTECTION FROM SPELLS	As lesser planar binding, but up to 18 HD.
33		
34		
	RESET	Confers +8 resistance bonus. Replace character with recent former version, healing damage and negating effects.
35		
	SAVE ITEM STATE	Remember current version of item to possibly replace with later.
36		
	SOLOMAN'S WARRIORS	Recipients are Hasted and gain STR/DEX/CON, but age 5% of their lifespan.
37		
	SPELL SEQUENCER	Allows the caster to store two spells of level 7 or lower to cast when desired.
38		
	SUPPRESS MAGIC	Allows caster to temporarily strip another arcane spellcaster of all magical power.
39		
	SYMPATHY	Object or location attracts certain creatures.
40		
	TELEKINETIC SPHERE	As resilient sphere, but you move sphere telekinetically.
41		
	WARD TIME'S RAVAGES	Retards aging for 1 week.
42		

9TH-LEVEL WIZARD SPELLS		
	ALTERNATE TIMELINE	Summon an alternate self for aid, at some risk.
24	SUMMONING	
	CLOUD OF ANNHILATION	Allows the caster to project a greenfire crystal to a certain place, and magically destroy it utterly.
25		
	CRUSHING HAND	Large hand provides cover, pushes, or crushes your foes.
26		
	DOMINATE MONSTER	As dominate person, but any creature.
27		
	HOLD MONSTER, MASS	As hold monster, but all within 30 ft.
28		
	INVULNERABILITY	This spell grants the caster immunity to all magical spells that cause hit point or attribute damage, and to all magical weapons of +4 or lower enchantment.
29		
	LEECH YOUTH	Ages victim 10 years while youthening caster 1 year.
30		
	TEMPORALLY TELEPORT OBJECT	Send object anywhere in time.
31		
	TIME WALK	Travel locally back and forth in time.
32		

CHRONOMANCER SPELLS (ARCANE)

0-LEVEL CHRONOMANCER SPELLS (CANTRIPS)

1	ALARM CLOCK	Create sound of ringing bell at selected future time.
2	MEASURE TIME	Learn current time, or measure an interval of time.
3	MISMEASURE TIME	Target acquires incorrect belief about the current time.

1ST-LEVEL CHRONOMANCER SPELLS

1	ACCELERATE METABOLISM	Fire ray that temporarily reduces target's strength and dex.
2	AGE ITEM	Damage item through rapid aging, weapon or armor becomes -1 per 2 levels.
3	BURST OF HASTE	Target gains extra action and +4 dodge bonus to AC, for one round.
4	NOMAD	Increase time between meals.
5	SUDDEN SLOWNESS	Target gets only a partial action and -2 attack, -2 AC penalty, for one round.
6	TEMPORAL SHEEN	Seeing an instant ahead gives +2 to hit, +1 AC to target.
7	TEMPORAL SHOVE	Target creature misses one partial action, of self or opponent.

2ND-LEVEL CHRONOMANCER SPELLS

1	ACCELERATE MAGIC	Cause a spell to run out its duration at double the normal rate.
2	AUGURY	Learns whether an action will be good or bad.
3	DEFENSE FROM AGING	Protect target from natural or magical aging.
4	DELAY DAMAGE	Damage to target is deferred for 1 round/level.
5	DELAY POISON	Stops poison from harming subject for 1 hour/level.
6	DELAY SPELL EFFECT	Cause effect of later spell to be delayed up to 10 minutes/level.
7	LAST SIGHT	See last visions of dead creature.
8	LATENESS	Target thinks it's late, distracted and suffers -3 to attacks, saves, abilities, skills for 1 min/level
9	REPEATED ACTIONS	Force creature to repeat last round's actions continuously.
10	SECOND CHANCE	Allow a die to be rerolled.
11	SUSPEND OBJECT	Put one object into suspended animation.
12	TEMPORAL ANCHOR TO ITEM	Gain SR 5+level vs. chronomancy through anchoring to an item.
13	TIME DISTORTION CUBE	One cube/2 levels of distorted time can be used to attack, ranged touch for d12 dmg.
14	TIME LEAP	Move forward in time up to 1 day, may bring others for shorter leap.
15	VISION OF YOUTH	See item or creature as it was in former times.
16	WITHDRAW	Step aside from time, can only interact with self for 1 minute/level within a single round.

3RD-LEVEL CHRONOMANCER SPELLS

1	ASCERTAIN SPELLCASTER	Find out who created/cast an item or effect.
2	CHRINDOL'S CURSE	Combination of Mismeasure Time and Lateness, lasts 1day/level.
3	HASTE*	Doubles move and number of attacks.
4	PLANT GROWTH*	Grows vegetation, improves crops.
5	SUSPEND CREATURE	Put one creature / 3 levels in suspended animation.
6	TEMPORAL BACKSTEP	Future version of caster travels back one round to gain extra actions now.
7	TEMPORAL SAFE	Keep item safe by sending into future.
8	TIME BLINK	Target pushed randomly forward in time once / 3 levels.

4TH-LEVEL CHRONOMANCER SPELLS

1	AGE ANIMAL	Instantly kill a non-magical beast through rapid aging.
2	ALTERNATE TIMELINE DIVINATION	Learn secrets by consulting an alternate self.
3	DIVINATION	Provides useful advice for specific proposed actions.
4	LEGEND LORE	Learn tales about a person, place, or thing.
5	TEMPORAL ANCHOR	Connect self to another creature, sharing time effects.
6	TEMPORAL BARRIER	Create barrier of distorted time that slows and confuses those passing through.
7	TEMPORAL PUSH	Send target forward in time up to 1 round / 2 levels.
8	SIMULTANEOUSNESS	Merge next d4+2 rounds into one.

5TH-LEVEL CHRONOMANCER SPELLS

1	DELAY MAGIC	Delay all spells cast by target for 1 round/level.
2	PERMANENCY	Makes certain spells permanent with a cost.
3	RECALL FROM THE PAST	Temporarily bring back earlier version of dead creature.
4	RETRY	Send message to very recent self, changing action in past three rounds.
5	TEMPORAL DO-OVER	Redo all events of previous round
6	TEMPORAL SCRYING	As Scry spell, but can view past or future.
7	TIME AND SPACE FOLDING	Create gate to a distant place.

6TH-LEVEL CHRONOMANCER SPELLS

1	ALTERNATE TIMELINE BANISHMENT	Send away an enemy to an alternate timeline.
2	BACKLASH	Repeat events of the previous round that damaged a particular target.
3	RELATIVITY	One-way travel into far future, up to 100 years / level.
4	TEMPORAL BANISHMENT	Get rid of enemy by sending into far future.
5	TEMPORAL REVERSAL	Reverse direction of travel in time.
6	ZONE OF RETARDED MAGIC	All magic in a 30' radius of target is delayed 1 minute/level.

7TH-LEVEL CHRONOMANCER SPELLS

1	CHRINDOL'S MINOR CHANGE	Change past events, up to 1 month ago, by sending a message to previous self.
2	RESET	Replace character with recent former version, healing damage and negating effects.
3	SAVE ITEM STATE	Remember current version of item to possibly replace with later.
4	SOLOMAN'S WARRIORS	Recipients are Hasted and gain STR/DEX/CON, but age 5% of their lifespan.
5	VISION	Quickly reveals legends about person, place, or thing.

8TH-LEVEL CHRONOMANCER SPELLS

1	ALTERNATE TIMELINE SUMMONING	Summon an alternate self for aid, at some risk.
2	QUICKEN AGING	Kill target by rapidly aging it 100 years/round.
3	TEMPORAL PROJECTION TEMPORALLY TELEPORT OBJECT	Project astral self into visions of distant times.
4	OBJECT	Send object anywhere in time.
5	TIME WALK	Travel locally back and forth in time.

9TH-LEVEL CHRONOMANCER SPELLS

1	CHRINDOL'S MAJOR CHANGE	Change past events, up to ten years ago, by sending a message to previous self.
2	SAVE STATE	Remember current version of creature to possibly replace later.
3	TEMPORAL STASIS	Target is frozen in suspended animation.
4	TEMPORAL TELEPORT	Travel anywhere in time instantly.
5	TIME STOP	The caster stops time and acts freely for 1d4+1 rounds.
6	TRUE DISINTEGRATE	Target is both disintegrated and erased from history.

ILLUSIONIST SPELLS (ARCANE)

0-LEVEL ILLUSIONIST SPELLS (CANTRIPS)

34	ALARM CLOCK	Create sound of ringing bell at selected future time.
35	DISGUISE SELF	Changes your appearance.

1ST-LEVEL ILLUSIONISTS SPELLS

30	GAZE REFLECTION	Caster reflects gaze attacks back upon the attacker.
31	INTOXICATION	Renders the subject mildly intoxicated.
32	INVISIBILITY TO ANIMALS	Animals can't perceive warded subject.
33	INVISIBILITY TO UNDEAD	Undead can't perceive subject.
34	MEMORY LAPSE	Allows the caster to erase memories of the last short while from an individual.
35	WALL OF FOG	Creates a curtain of obscuring fog.

2ND-LEVEL ILLUSIONIST SPELLS

30	DAZE MONSTER	Living creature of 6 HD or less loses next action.
31	ILLUSORY ATTACK	Allows the caster to create an illusory attack.
32	SILENCE	Negates sound in 15 ft. radius.
33	SMOKE ROPE	This spell creates a thin torrent of rope-like smoke.

3RD-LEVEL ILLUSIONIST SPELLS

30	NON-DETECTION	Shields the caster from the prying eyes of spying magics.
31	PARALYSATION	Creatures area are frozen in place.
32	SHADOW STEP	Transports the caster to a new location.
33	SPELL SACRIFICE	Allows the caster to sacrifice a third-level spell slot in order to power the spellcasting of another magic-user.

4TH-LEVEL ILLUSIONIST SPELLS

30	DENOUNCE DISPEL	Turns another member of a group against a person.
31	EXHAUSTION	Creates a powerful illusion of physical health. Causes creatures of man size or smaller to appear like an innocent grove of trees to any observers.
32	MASSMORPH MINOR	Allows the caster to program 2 spells of levels 1 or 2 simultaneously.
33	SEQUENCER SPECTRAL	Allows the caster to launch a spectral attack in a form of his choosing.
34	ATTACK	

5TH-LEVEL ILLUSIONIST SPELLS

30	CHAOS	Causes creatures to behave strangely and unpredictably.
31	PERMANENCY	Makes certain spells permanent with a cost.
32	SHADOW DOOR	Creates an illusory door.

6TH-LEVEL ILLUSIONIST SPELLS

22	CONJURE ANIMALS	Conjures animal allies from thin air and sent into combat.
23	DISFIGURATION	Enables the caster to create a mask of horrible disfigurement upon the subject.

7TH-LEVEL ILLUSIONIST SPELLS

22	PEACEFULNESS	Instills feelings of peace and benevolence in one character.
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8TH-LEVEL ILLUSIONIST SPELLS

22	ILLUSIONARY FORM: PIT FIEND SPELL	Allows you to give yourself the illusory form of a Pit Fiend.
23	SEQUENCER	Allows the caster to store two spells of level 7 or lower to cast when desired.

9TH-LEVEL ILLUSIONIST SPELLS

22	HOLD MONSTER, MASS	As hold monster, but all within 30 ft. Allows the caster to plant suggestions at a deep enough mental level that the idea appears to be the subject's own creation.
23	INCEPTION	
24	WISH	Alters reality as desired, but with risk.

NECROMANCER SPELLS (ARCANE)

0-LEVEL NECROMANCER SPELLS (CANTRIPS)

1	ANIMATE DEAD ANIMALS	Animates a corpse of an animal of no more than 1 HD.
2	ARCANE MARK	Inscribes a personal rune (visible or invisible).
3	DISGUISE CORPSE	Allows the caster to alter the appearance of a corpse.
4	DOOM	One subject takes -2 on attack rolls, saves, and checks.
5	PRESTIDIGITATION	Performs minor tricks or tasks.

1ST-LEVEL NECROMANCER SPELLS

4	DEATHWATCH	Reveals how near death subjects within 30 ft. are.
5	FINAL REST	Prevents corpse being raised as skeleton or zombie.
6	NOMAD	Increase time between meals.

2ND-LEVEL NECROMANCER SPELLS

8	ABSORB LIFE ESSENCE	Restores 1d8+1 hit points and grants a +1 bonus to all rolls.
9	ACCELERATE METABOLISM	Fire ray that temporarily reduces target's strength and dex.
10	DEATH KNELL	Kills dying creature; you gain 1d8 temporary hp, +2 to strength, and +1 level.
11	LIFE SHARE	Transfers some or all of caster's HP to target.
12	RAY OF ENFEEBLEMENT	-1 to hit and -1 to damage rolls for every four levels of the caster
13	SCARE	Panics one creature up to 5 HD.
14	SLUMBER'S BLESSING	Provides benefits of full night's sleep.
15	SPEAK WITH DEAD	Corpse answers questions.

3RD-LEVEL NECROMANCER SPELLS

14	ANIMATE DEAD	Creates and controls undead skeletons and zombies.
15	SPELL SACRIFICE	Allows the caster to sacrifice a third-level spell slot in order to power the spellcasting of another magic-user.
16	TOUCH OF CORRUPTION	Bars any healing and victim suffers a SR 12 against all healing and restoration spells.

4TH-LEVEL NECROMANCER SPELLS

10	BLIGHT	Withers one plant or deals 1d6/level damage to plant creature.
11	FEAR	Subjects flee for 1 round/level.
12	LAST BREATH MINOR	Allows the caster to remain conscious and active for one round after suffering damage reducing him to below 0 hit points.
13	SEQUENCER	Allows the caster to program 2 spells of levels 1 or 2 simultaneously.
14	RESTORE THE BARREN	Restores life and growth to barren soil.

5TH-LEVEL NECROMANCER SPELLS

13	DEATH WARD	Grants immunity to death spells and effects.
14	MAGIC JAR	Enables possession of another creature.
15	MARK OF JUSTICE	Designates action that will trigger curse on subject.
16	PERMANENCY	Makes certain spells permanent with a cost.
17	RECALL FROM THE PAST	Temporarily bring back earlier version of dead creature.
18	SLAY LIVING	Touch attack kills subject.

6TH-LEVEL NECROMANCER SPELLS

11	CREATE UNDEAD	Ghouls, shadows, ghastrs, wights, or wraiths.
12	DEATH SPELL	Slays a living creature.
13	EYEBITE	Allows the caster to make a gaze attack.
14	LIFE REMEMBERED	Restores memory and personality to skeleton or zombie.
15	SOUL BOND	Enables the caster and another individual to become bonded together, allowing them to communicate telepathically.
16	UNDEATH TO DEATH	Destroys 1d4 HD/level undead (max 20d4).

7TH-LEVEL NECROMANCER SPELLS

6	ARMY OF THE DAMNED	Raises large number of skeletons or zombies.
7	CONTROL UNDEAD	Undead don't attack you while under your command.
8	DESTRUCTION	Kills subject and destroys remains.
9	FINGER OF DEATH	Kills one subject.
10	GHOSTLY REVENGE	Creates a ghost from the corpse of a slain creature, which will systematically hunt down and attack its killer.
11	LIMITED WISH	Alters reality within spell limits.
12	REGENERATE	Subject's severed limbs grow back.
13	REVERSE TIME'S RAVAGES	Restores object ruined by time.

8TH-LEVEL NECROMANCER SPELLS

6	CLONE	Duplicates a creature.
7	CREATE GREATER UNDEAD	Mummies, spectres, vampires, or ghosts.
8	QUICKEN AGING	Kill target by rapidly aging it 100 years/round.
9	SPELL SEQUENCER	Allows the caster to store two spells of level 7 or lower to cast when desired.

9TH-LEVEL NECROMANCER SPELLS

6	ASTRAL PROJECTION	Projects the caster & companions into astral plane.
7	ENERGY DRAIN	Subject loses 2d4 levels.
8	LEECH YOUTH	Ages victim 10 years while youthening caster 1 year.
9	SOUL BIND	Traps newly dead soul to prevent resurrection.
10	WISH	Alters reality as desired, but with risk.

MAGIC

SPELL DESCRIPTIONS

ABSORB LIFE ESSENCE

LEVEL: Cleric 2, Necromancer 2
CASTING TIME: 1
RANGE: Touch
DURATION: 1 hour/level
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S, M

This spell enables the caster to absorb a portion of the life essence of a recently slain individual, restoring 1d8+1 hit points and granting them a +1 bonus to all rolls for the duration of the spell. Additional castings of this spell will not stack with previous castings.

ACCELERATE MAGIC

LEVEL: Chronomancer 2, Wizard 2
CASTING TIME: 1
RANGE: 50 ft.
DURATION: Special (halves target's duration)
SAVING THROW: Special
SPELL RESISTANCE: No
COMPONENTS: V, S

This spell causes the targeted magical effect to run through its duration at twice the normal rate. Usually this has the effect of cutting the duration in half, though in some cases (heat metal, for example) it can cause damage to be done more quickly. Note that only the magical field is affected, not any summoned or created creatures-- so this spell cannot be used to _haste_ summoned monsters, for example. The only effect on a summoning spell is to halve the duration.

To affect any spell or effect cast by another creature, a caster must pass an intelligence check, just as in Dispel Magic. Also, only effects that can be dispelled with Dispel Magic are affected by this spell.

ACID FOG

LEVEL: Wizard 6
CASTING TIME: 1
RANGE: 150 ft.
AREA OF EFFECT: Fog spreads in 20-ft. radius, 20 ft. high
DURATION: 1 round/level
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S, M/DF

Acid fog creates a billowing mass of misty vapors similar to that produced by a solid fog spell. In addition to slowing creatures down and obscuring sight, this spell's vapors are highly acidic. Each round on your turn, starting when you cast the spell, the fog deals 2d6 points of acid damage to each creature and object within it.

Arcane Material Component: A pinch of dried, powdered peas combined with powdered animal hoof.

ADMONISH

LEVEL: Cleric 2
CASTING TIME: 1
RANGE: 30 feet
DURATION: 1 round
SAVING THROW: Wisdom
SPELL RESISTANCE: Yes
COMPONENTS: V, S

This spell enables the caster to fire rays of non-lethal force, that each do 2d6+Wis subdual damage. Every four levels, the caster can fire off another ray, to a maximum of five rays.

AERIAL SERVANT

LEVEL: Cleric 6
CASTING TIME: 1
RANGE: 10 ft
DURATION: 1 day/ caster level
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S

By casting this spell, the caster summons an aerial servant to do his or her bidding. The aerial servant will not fight, but will find and bring to the caster whatever creature or object the caster describes (provided the task is within the aerial servant's capacity to complete). The aerial servant will return to its native plane of existence at the end of the spell's duration, and earlier if the caster who summoned it is slain, if the caster releases the creature from its bondage, or if the servant is banished. When summoning an aerial servant, the caster must be protected by a *protection from evil* spell or a holy symbol, or must stand within a magic circle. If the summoner does not take these precautions, the aerial servant will not be subject to any sort of control and will immediately attack the one who called it forth.

When fetching forth a living subject, the aerial servant always gains the benefit of surprise on its first attack for 1 round (unless it is detected). When the aerial servant scores a hit, it has successfully grabbed hold of its target and may bring it back to the caster if the aerial servant is stronger than its victim. To determine the result of this test of strength, both the aerial servant and its victim roll their hit dice (using the proper die type), and the higher number wins.

ALARM CLOCK

LEVEL: Chronomancer 0, Illusionist 0, Wizard 0
CASTING TIME: 1
RANGE: 50 ft.
DURATION: up to 1 day / level
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S

This spell creates the sound of a ringing bell emitting from an object at a future time designated by the caster. The sound can be heard clearly within 30' and faintly within 60' of the spell's target. If the caster is within 25 ft. range when the alarm goes off, he can silence the bell and delay it another twenty minutes.

ALMS

LEVEL: Cleric 2
CASTING TIME: 1
RANGE: Touch
DURATION: Instantaneous
SAVING THROW: N/A
SPELL RESISTANCE: No
COMPONENTS: V, S, M

This spell allows a good-aligned caster to transform copper coins into silver coins, or silver coins into gold coins for the purposes of charitable giving to a cause that the deity would approve of. The amount of gold that can be generated by this spell is 5 gp + 1 gp/level. Failure to give the coins for a noble cause will result in a minor rebuke by the deity.

ACCELERATE METABOLISM

LEVEL: Chronomancer 1, Necromancer, 1, Wizard 2
CASTING TIME: 1 action
RANGE: 50 ft.
DURATION: 1 min/level
SAVING THROW: Constitution negates
SPELL RESISTANCE: Yes
COMPONENTS: V, S, M

This spell quickly weakens a creature by quickly accelerating its bodily functions, causing extra stress and depriving the body of nutrition. If a touch attack succeeds and the saving throw is failed, the victim becomes weak by suffering a -1 in temporary ability damage to Str and Dex per 2 caster levels (min -1, max -5 each).

AFFECT NORMAL FIRES

LEVEL: Wizard 1
CASTING TIME: 1
RANGE: 5 ft/ caster level
DURATION: 1 round/ caster level
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S

With arcane words and gestures, the caster may command small fires, up to a limit of 1½ ft. in radius, to grow smaller or larger. Any fire within the spell's size limitations may be made as small as a candle flame or turned into a bonfire up to 3 ft. in diameter. An affected fire only consumes fuel appropriate to its new size, but will continue to radiate the same heat as a fire of its original size.

AGE ANIMAL

LEVEL: Chronomancer 4, Wizard 5
CASTING TIME: 1 round
RANGE: 50 ft.
DURATION: Instantaneous
SAVING THROW: Constitution partial
SPELL RESISTANCE: Yes
COMPONENTS: V, S, M

Animals have very short life spans normally. This spell takes advantage of that. By aging the animal to its point of death, the animal targeted (max 1 HD/level) has one round left to live, before it dies of old age. If the animal succeeds in a **constitution saving throw**, it is affected as by the spell *slow* for two rounds.

Note that certain animals, such as tortoises, actually have life spans comparable with or longer than humanoids; such animals are merely *slowed* for two rounds if they fail their save, and unaffected if they succeed.

AGE ITEM

LEVEL: Chronomancer 1, Wizard 1
CASTING TIME: 1 action
RANGE: 50 ft.
DURATION: Instantaneous
SAVING THROW: Dexterity negates (if held by creature)
SPELL RESISTANCE: Yes (if held by creature)
COMPONENTS: V, S, M

This spell attempts to damage a non-magical item (max 10 lbs./level) by rapidly aging it hundreds of years. The effect varies based on type of item. Some examples:

Food: rots instantly

Wooden door: takes 1 hp/2 caster levels (max 5) of structural damage

Weapon: gains nicks, receives penalty of -1 to hit & damage / 2 caster levels (max 5)

Armor: weakens, receives penalty of -1 AC and additional -1 armor check / 2 caster levels (max 5).

AIRY WATER

LEVEL: Wizard 5
CASTING TIME: 1
RANGE: Caster
DURATION: 1 turn/ level
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S, M

This spell transforms water or other non-magical liquids into a bubble of air in 10 ft. radius sphere or 20 ft. radius hemisphere surrounding the caster. The bubble has the same density as water and will not support the caster in the water; he or she will sink or float as normal, surrounded by the bubble's atmosphere. The oxygen content of the air in the bubble does not run out until the spell expires.

ALTER GRAVITY

LEVEL: Wizard 5
CASTING TIME: 1
RANGE: Within Sight
DURATION: 1 minute/level
SAVING THROW: Strength
SPELL RESISTANCE: Yes
COMPONENTS: V, S

This spell enables the caster to alter the force of gravity in a 20×20 foot area, either forcing creatures towards the ground or making them float helplessly in the air. The creature must make a strength saving throw to resist the effects of the gravitational shift or face being trapped by the gravitational anomaly. They may make a new strength saving throw every round they are trapped in the gravitational field. They suffer no damage, and can speak and breathe normally, but are unable to move or use any abilities that require movement on their part.

ALTER WINDS

LEVEL: Druid 1, Wizard 1
CASTING TIME: 1
RANGE: sight
DURATION: 1 hour/level
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S

This spell allows the caster to alter existing winds, either creating or stilling a light wind entirely, or making a strong wind more powerful or lessening its force. You can also shift its direction by one-half cardinal direction, i.e., make a north wind north-west.

ALTERNATE TIMELINE BANISHMENT

LEVEL: Chronomancer 6, Wizard 7
CASTING TIME: 1 action
RANGE: 150 ft.
DURATION: Instantaneous
SAVING THROW: Wisdom negates
SPELL RESISTANCE: Yes
COMPONENTS: V, S, M

This spell banishes a creature and its equipment to a random alternate timeline. Like Temporal Banishment, it can be considered a more humane form of *disintegrate*, since it effectively removes the target creature from the game.

ALTERNATE TIMELINE DIVINATION

LEVEL: Chronomancer 4, Wizard 5
CASTING TIME: 10 minutes
RANGE: Personal
DURATION: Instantaneous
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S, M

With this spell, the caster attempts to talk to an alternate timeline version of himself, who knows some piece of information that the caster wants. This must be something that, in some possible reality, the caster would know. For example, if he wants to know the password to the Thieves' Guild, he might find an alternate reality where he is a thief.

However, this spell can be dangerous to use, since it is possible that the answers may be different in the alternate timeline.

The base chance of a useful answer is 14 + 1 per 5 caster levels; the CK may adjust this depending on how far-fetched the idea that the caster knows the answer in some reality. The caster will never know for sure whether the answer is correct, without independently trying to verify the information.

The caster can cast this spell again to contact a different alternate self with the same question. However, using this spell has the side effect of bringing attention to the existence of the caster's own timeline-- abusers of this spell often find themselves later called with an Alternate Timeline Summoning spell!

MAGIC

ALTERNATE TIMELINE SUMMONING

LEVEL: Chronomancer 8, Wizard 9

CASTING TIME: 1 action

RANGE: 50 ft.

DURATION: 2 rounds / level

SAVING THROW: None

SPELL RESISTANCE: No

COMPONENTS: V, S, M

With this spell, the caster attempts to summon an alternate timeline version of himself, to aid in current battles or tasks. This is an extremely dangerous spell to use, since it is possible that the alternate self may have different opinions about what needs to be done, or even be of a differing alignment.

The caster must roll a wisdom check, CL 10, to choose a correct alternate self--otherwise, the alternate self summoned may choose to join his opponents (10%) or be so annoyed by the summoning that he will not take any actions other than self-defense (90%).

In addition, a wisdom check, also CL 10, is required in order to get a target of approximately equal power to the caster. If it succeeds, the summoned version will have the same stats as the caster. If it fails, the alternate version will be significantly different. (In effect, use a random NPC, 2d6 levels weaker than the caster.)

If both checks succeeded, the alternate timeline version of the caster will usually have access to this spell as well. Thus a user of this spell will often find himself on the receiving end of it in the near future.

ANALYZE DWEOMER

LEVEL: Wizard 6

CASTING TIME: 1

RANGE: 25 ft.

DURATION: 1 round/level

SAVING THROW: None

SPELL RESISTANCE: No

COMPONENTS: V, S, F

The character can discern all spells and magical properties present in a number of creatures or objects (one object or creature per caster level). Each round, the character may examine a single creature or object that he can see. In the case of a magic item, he learns its functions, how to activate its functions (if appropriate), and how many charges are left (if it uses charges). In the case of an object or creature with active spells cast upon it, he learns each spell, its effect, and its caster level. Analyze dweomer does not function when used on an artifact.

The material components are a tiny lens of ruby or sapphire set in a small golden loop. The gemstone must be worth at least 1,500 gp.

ANIMAL SPEECH

LEVEL: Druid 3

CASTING TIME: 1

RANGE: 10 feet

DURATION: 1 hour/level

SAVING THROW: None

SPELL RESISTANCE: No

COMPONENTS: V, S

The caster can use this spell to grant one reasonably intelligent mammal or bird the ability to speak in rudimentary language, allowing them to communicate with not only the caster herself, but her allies.

ANIMAL TRANCE

LEVEL: Druid 2

CASTING TIME: 1

RANGE: 50 ft.

DURATION: Concentration

SAVING THROW: Wisdom negates (see text)

SPELL RESISTANCE: Yes

COMPONENTS: V, S

Your swaying motions and music (or singing, or chanting) compel animals and magical beasts to do nothing but watch you. Only a creature with low intelligence can be fascinated by this spell. Roll 2d6 to determine the total number of HD worth of creatures that you fascinate. The closest targets are selected first until no more targets within range can be affected.

A magical beast, a dire animal, or an animal trained to attack or guard is allowed a saving throw; an animal not trained to attack or guard is not.

ANIMATE DEAD ANIMALS

LEVEL: Necromancer 0

CASTING TIME: 1 round

RANGE: 50 ft.; T One animal corpse

DURATION: 1 day/level

SAVING THROW: None

SPELL RESISTANCE: No

COMPONENTS: V, S, M

This spell allows the caster to animate the corpse of an animal of no more than 1 HD. The corpse will follow simple commands, but cannot undertake more complicated task, and is utterly useless in combat. After 1 day per level of the caster, the corpse is consumed by the necromantic energies flowing through it.

Material Component: The corpse to be animated, and an onyx gem worth at least 5 gp, placed inside the corpse. The gem is turned into a worthless pebble after the spell ends.

ANIMATE OBJECTS

LEVEL: Cleric 6

CASTING TIME: 1

RANGE: 150 ft.; T One Small object per caster level; see text

DURATION: 1 round/level

SAVING THROW: None

SPELL RESISTANCE: No

COMPONENTS: V, S

You imbue inanimate objects with mobility and a semblance of life. Each such animated object then immediately attacks whomever or whatever you initially designate.

An animated object can be of any non-magical material. You may animate one Small or smaller object or an equivalent number of larger objects per caster level. A Medium object counts as two Small or smaller objects, a Large object as four, a Huge object as eight, a Gargantuan object as sixteen, and a Colossal object as thirty-two. You can change the designated target or targets as a move action, as if directing an active spell.

This spell cannot animate objects carried or worn by a creature.

Animate objects can be made permanent with a permanency spell.

ANIMATE ROPE

LEVEL: Wizard 1

CASTING TIME: 1

RANGE: 150 ft.

DURATION: 1 round/level

SAVING THROW: None

SPELL RESISTANCE: No

COMPONENTS: V, S

You can animate a nonliving rope-like object. The maximum length assumes a rope with a 1-inch diameter.

Reduce the maximum length by 50% for every additional inch of thickness, and increase it by 50% for each reduction of the rope's diameter by half.

The possible commands are "coil" (form a neat, coiled stack), "coil and knot," "loop," "loop and knot," "tie and knot," and the opposites of all of the above ("uncoil," and so forth). You can give one command each round as a move action, as if directing an active spell.

The rope can enwrap only a creature or an object within 1 foot of it--it does not snake outward--so it must be thrown near the intended target. Doing so requires a successful ranged touch attack roll (range increment 10 feet). A typical 1-inch-diameter hempen rope has 2 hit points, AC 10, and requires a CL 8

Strength check to burst it. The rope does not deal damage, but it can be used as a trip line or to cause a single opponent that fails a **dexterity saving throw** to become entangled. A creature capable of spellcasting that is bound by this spell must make a concentration check to cast a spell. An entangled creature can slip free with a dexterity check (CL 5).

The rope itself and any knots tied in it are not magical.

The spell cannot animate objects carried or worn by a creature.

ANTI-PLANT SHELL

LEVEL: Druid 5
CASTING TIME: 1
RANGE: Caster
DURATION: 1 turn/caster level
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S, M

When the caster finishes casting this spell, an invisible barrier forms in an 80 ft. radius around him and is immobile thereafter. No vegetable matter (including missiles formed of vegetable matter, such as wooden arrows) can penetrate the barrier.

AQUEOUS BLAST

LEVEL: Wizard 1
CASTING TIME: 1
RANGE: 60 feet
DURATION: Instantaneous
SAVING THROW: Strength
SPELL RESISTANCE: No
COMPONENTS: V, S, M

A small quantity of water is transmuted into a powerful watery blast that does 1d6+level damage and can knock enemies prone. A successful strength saving throw means the enemy remains on their feet. At least one liter of water must be available to the caster to use this spell.

ARCANE SIGHT

LEVEL: Wizard 3
CASTING TIME: 1
RANGE: Personal
DURATION: 1 min./level
COMPONENTS: V, S

This spell makes your eyes glow blue and allows you to see magical auras within 120 feet of you. The effect is similar to that of a detect magic spell, but arcane sight does not require concentration and discerns aura location and power more quickly.

You know the location and power of all magical auras within your sight. An aura's power depends on a spell's functioning level or an item's caster level, as noted in the description of the detect magic spell. If the items or creatures bearing the auras are in line of sight, you can make wisdom check to determine the school of magic involved in each. (Make one check per aura; CL = spell level or one-half caster level for a non-spell effect.)

If you concentrate on a specific creature within 120 feet of you, you can determine whether it has any spellcasting or spell-like abilities, whether these are arcane or divine (spell-like abilities register as arcane), and the strength of the most powerful spell or spell-like ability the creature currently has available for use.

Arcane sight can be made permanent with a permanency spell.

ARMY OF THE DAMNED

LEVEL: Necromancer, 7, Wizard 7
CASTING TIME: 7
AREA OF EFFECT: 350 ft. diameter circle
DURATION: Permanent
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S, M (a pint of blood from a relative or descendant of one of the dead).

Cast on the site of a large conflict, the negative energies of this spell reach out, animating the bodies or skeletons, even reassembling bones long turned to dust, those remains close to the surface digging themselves free. If the battle occurred less than 6 months ago the animated remains will be zombies; otherwise they will be skeletons. The number of animated dead raised depends on the level of battle fought there: Skirmish 3d10; Small Battle 6d12; Major Battle 9d20.

ASCERTAIN SPELLCASTER

LEVEL: Chronomancer 3, Wizard 4
CASTING TIME: one full round
RANGE: 1 ft.
DURATION: Instantaneous
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S

This spell allows one to determine who cast a particular spell or supernatural effect that is being observed, who created a magical item or an undead creature, etc. The caster must be able to closely study that magic (spell, item, undead, ward), although he does not need touch it. This spell requires a wisdom check with a CL 5. The following modifiers can apply to the CL (which are cumulative):

Situation	Modifier
Famous spellcaster that everyone is likely to know	-4
Familiarity with the caster	-2
Each time this spell had been previously successfully cast on an item/spell of that caster	-1/instance.
Different class (witch vs. priest, priest vs. wizard)	+4
Steps were taken to disguise the magical aura	+1 to +4

Material Components: The material component is a pinch of golden dust worth at least 1 gp.

AURA OF NEUTRALITY

LEVEL: Druid 2
CASTING TIME: 1
RANGE: Personal
DURATION: 10 minutes/level
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S

This spell grants the caster immunity to any alignment based attacks that they might be vulnerable to, while the spell is active.

AURA OF THORNS

LEVEL: Druid 7
CASTING TIME: 1
RANGE: 30 feet
DURATION: 1 round/level
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S

This spell grants the benefits of the *thorn armor* spell to all allies within thirty feet.

MAGIC

BACKLASH

LEVEL: Chronomancer 6, Wizard 8
CASTING TIME: 1
RANGE: 100 ft. + 10 ft/level
DURATION: Instantaneous
SAVING THROW: Wisdom negates
SPELL RESISTANCE: Yes
COMPONENTS: V, S, M

This immensely powerful spell can cause the death of even the most powerful of opponents. Any damage done to the target (physical or otherwise) since the same initiative count in the previous round is dealt again to the target. Note that this damage is coming from a single source (the caster), though it is considered to be of the same type as the original damage.

BALEFUL POLYMORPH

LEVEL: Druid 5, Wizard 5
CASTING TIME: 1
RANGE: 50 ft.
DURATION: Permanent
SAVING THROW: Constitution negates, wisdom partial (see text)
SPELL RESISTANCE: Yes
COMPONENTS: V, S

You change the subject into a Small or smaller animal of no more than 1 HD (such as a dog, lizard, monkey, or toad). The subject takes on all the statistics and special abilities of an average member of the new form in place of its own except as follows:

- The target retains its own alignment (and personality, within the limits of the new form's ability scores).
- The target retains its own hit points.
- The target is treated as having its normal Hit Dice for purpose of adjudicating effects based on HD, such as the sleep spell, though it uses the new form's base attack bonus, base save bonuses, and all other statistics derived from Hit Dice.
- The target also retains the ability to understand (but not to speak) the languages it understood in its original form. It can write in the languages it understands, but only the form is capable of writing in some manner (such as drawing in the dirt with a paw).

With those exceptions, the target's normal game statistics are replaced by those of the new form. The target loses all the special abilities it has in its normal form, including its class features.

All items worn or carried by the subject fall to the ground at its feet, even if they could be worn or carried by the new form.

If the new form would prove fatal to the creature (for example, if you polymorphed a landbound target into a fish, or an airborne target into a toad), the subject gets a +4 bonus on the save.

If the subject remains in the new form for 24 consecutive hours, it must attempt a **wisdom saving throw**. If this save fails, it loses its ability to understand language, as well as all other memories of its previous form, and its Hit Dice and hit points change to match an average creature of its new form. These abilities and statistics return to normal if the effect is later ended.

Incorporeal or gaseous creatures are immune to baleful polymorph, and a creature with the shapechanger subtype (such as a lycanthrope or a doppelganger) can revert to its natural form (which ends the spell's effect).

BANE

LEVEL: Cleric 1
CASTING TIME: 1
RANGE: 50 ft.
DURATION: 1 min./level
SAVING THROW: Wisdom negates
SPELL RESISTANCE: Yes
COMPONENTS: V, S, DF

Bane fills your enemies with fear and doubt. Each enemy within 50 ft. takes a -1 penalty on attack rolls and a -1 penalty on saving throws against fear effects.

Bane counters and dispels bless.

BLACK TENTACLES

LEVEL: Wizard 4
CASTING TIME: 1
RANGE: 150 ft.
AREA OF EFFECT: 20-ft.-radius spread
DURATION: 1 round/level
SAVING THROW: Dexterity (h)
SPELL RESISTANCE: No
COMPONENTS: V, S, M

This spell causes 1d4 black tentacles, plus one per caster level, to spring from any surface including water. Each tentacle is 10 feet long, AC 16, and hit points equals to the caster's maximum.

Any creature in range of the tentacles is automatically struck suffering 2d4 points of damage (half on a successful save and that tentacle is destroyed). On a failed save, the tentacle constricts the target dealing 3d4 points of damage subsequent rounds. Tentacles aren't not intelligent or controlled and have an equal chance to attack living creatures as they do objects.

Material Component: A piece of tentacle from a giant octopus or squid.

BLASPHEMY

LEVEL: Cleric 7
CASTING TIME: 1
RANGE: 40 ft.
AREA OF EFFECT: Non-evil creatures in a 40-ft.-radius spread centered on you
DURATION: Instantaneous
SAVING THROW: None or Wisdom negates; see text
SPELL RESISTANCE: Yes
COMPONENTS: V

Any non-evil creature within the area of a blasphemy spell suffers the following ill effects.

HD	Effect
Equal to caster level	Dazed
Up to caster level -1	Weakened, dazed
Up to caster level -5	Paralyzed, weakened, dazed
Up to caster level -10	Killed, paralyzed, weakened, dazed

The effects are cumulative and concurrent. No saving throw is allowed against these effects.

Dazed: The creature can take no actions for 1 round, though it defends itself normally.

Weakened: The creature's Strength score decreases by 2d6 points for 2d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes.

Killed: Living creatures die. Undead creatures are destroyed.

Furthermore, if you are on your home plane when you cast this spell, non-evil extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the blasphemy. The banishment effect allows a **wisdom saving throw** (at a -4 penalty) to negate.

Creatures whose Hit Dice exceed your caster level are unaffected by blasphemy.

BLIGHT

LEVEL: Druid 4, Necromancer 4, Wizard 5
CASTING TIME: 1
RANGE: Touch
DURATION: Instantaneous
SAVING THROW: Constitution (h) (see text)
SPELL RESISTANCE: Yes
COMPONENTS: V, S, DF

This spell withers a single plant of any size. An affected plant creature takes 1d6 points of damage per level (maximum 15d6) and may attempt a **constitution saving throw** for half damage. A plant that isn't a creature doesn't receive a save and immediately withers and dies.

This spell has no effect on the soil or surrounding plant life.

BLOODHOUND

LEVEL: Druid 1
CASTING TIME: 1
RANGE: Personal
DURATION: 1 hour/level
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S

This spell temporarily grants the caster the ability to track by scent, allowing them to add their caster level to any Wisdom checks to track a creature that leaves a scent trail.

BRAMBLE BIND

LEVEL: Druid 4
CASTING TIME: 1
RANGE: 50 ft.
DURATION: 1 turn + 1 turn/level
SAVING THROW: See text
SPELL RESISTANCE: No
COMPONENTS: S

At the caster's behest, a magical vine sprouts from the ground, bristling with thorns, and wraps itself around a single target unless they make a save (Dex negates). If they become wrapped, they suffer 12 damage minus the value of their armor. Escaping requires a successful Str save, takes an entire round, and inflicts the damage again. The victim may attempt to escape each round.

BRANDING MARK

LEVEL: Cleric 1
CASTING TIME: 1
RANGE: Touch
DURATION: 1 day/level
SAVING THROW: Constitution
SPELL RESISTANCE: Yes
COMPONENTS: V, S

This spell creates an indelible mark of up to six characters upon a creature, inflicting 1d6 damage and lasting for the duration of the spell. The brand can be scraped off, but that will inflict a further 1d6 damage. The brand can be hidden under clothing, but any magic-user (divine or arcane) will sense its presence.

BREAK ENCHANTMENT

LEVEL: Cleric 5, Wizard 5
CASTING TIME: 1 minute
RANGE: 50 ft.
DURATION: Instantaneous
SAVING THROW: see text
SPELL RESISTANCE: No
COMPONENTS: V, S

This spell frees victims (up to one creature per level, all within 30 ft. of each other) from enchantments, transmutations, and curses. Break enchantment can reverse even an instantaneous effect. For each such effect, you make a caster level check (1d20 + caster level, maximum +15) against a CL of -4 + caster

level of the effect. Success means that the creature is free of the spell, curse, or effect. For a cursed magic item, the CL is 10.

If the spell is one that cannot be dispelled by dispel magic, break enchantment works only if that spell is 5th level or lower.

If the effect comes from some permanent magic item break enchantment does not remove the curse from the item, but it does free the victim from the item's effects.

BURNING GAZE

LEVEL: Druid 2, Wizard 2
CASTING TIME: 1
RANGE: 30 feet
DURATION: 1 round/level
SAVING THROW: None
SPELL RESISTANCE: Yes
COMPONENTS: V, S

Once cast, this spell allows the caster, during the duration of the spell to emanate fiery beams from their eyes, inflicting 1d6 fire damage on anyone they gaze at. The damage is automatic, but can be countered by spell resistance or fire resistance.

BURST OF HASTE

LEVEL: Chronomancer 1, Wizard 1
CT: 1 round
RANGE: 50 ft.
DURATION: 1 round
SAVING THROW: Constitution (h) see haste text
SPELL RESISTANCE: Yes (h)
Comp: V, S, M

This spell is the equivalent of the spell Haste, except that it only lasts a single round. It is often useful for spellcasters who are in a combat-heavy situation and wish to transfer one of their actions to a fighter, who can use it more effectively.

BURST ROPE

LEVEL: Druid 1, Wizard 1
CASTING TIME: 1
RANGE: Touch
DURATION: Instantaneous
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V

This spell allows the caster to spontaneously break through any rope or weak chain that is holding them. Heavy metal chains are unaffected by this spell.

CACODEMON

LEVEL: Wizard 7
CASTING TIME: 5 hours
RANGE: 10 ft
DURATION: See below
SAVING THROW: See below
SPELL RESISTANCE: No
COMPONENTS: V, S, M

This spell summons a demon or other fiend (such as a devil) from the lower planes of existence into the material planes. In order to cast the spell, the caster must know the fiend's true name, but such information is often contained in forbidden tomes of lost lore. The spell cannot summon the lesser sorts of demons that have no personal names, nor is it powerful enough to summon members of the demonic or diabolical nobility. The spell provides no protection whatsoever against the wrath of the summoned creature-and make no mistake, the summoned creature will be extremely resentful of the caster's temerity.

In general, this spell is cast only with multiple protections against the summoned fiend, such as a pentacle to contain the demon and a magic circle to protect the caster. The exact nature of any discussions or negotiations with creatures of the nether planes is, of course, a matter to be handled in the course of the game, with the CK deciding what the fiend is thinking and how it acts.

MAGIC

It is treacherous in the extreme to deal with demons, for they are intelligent and ruthless. They are not, however, unreliable; since the caster knows the fiend's true name, it is compelled to abide by any agreements it might make, although it might be able to twist the spirit of the agreement while still abiding to the letter of it.

Certain spells (*spirit-rack* or *trap the soul*, for example) can be (and often are) used to strengthen the caster's hand in any negotiations with a demon.

CALL LIGHTNING STORM

LEVEL: Druid 5

CASTING TIME: 10 min. plus 1 rd per bolt

RANGE: 450 ft.

DURATION: 10 min./level

SAVING THROW: Dexterity half

SPELL RESISTANCE: Yes

COMPONENTS: V, S

This spell functions like call lightning, except that each bolt deals 5d6 points of electricity damage (or 5d10 if created outdoors in a stormy area), and you may call a maximum of 15 bolts.

CASTLING

LEVEL: Wizard 4

CASTING TIME: Instantaneous

RANGE: Within Sight

DURATION: Instant

SAVING THROW: Intelligence

SPELL RESISTANCE: Yes

COMPONENTS: V, S

This spell allows the caster to instantly switch position with an ally, who can, if they choose, resist the effect with an Intelligence check. If they fail, however, their positions will be switched regardless.

CHANT

LEVEL: Cleric 2

CASTING TIME: 1

RANGE: caster

DURATION: Indefinite (duration of chant)

SAVING THROW: None

SPELL RESISTANCE: No

COMPONENTS: V, S

Once the spell is cast, the caster must maintain a sonorous chanting of holy words and prayers, which not only lend divine favor to the caster and his or her allies but also bring disfavor to their foes. For so long as the caster remains stationary and continues to chant, his or her allies (within a 30 ft. radius centered on caster) gain a bonus of +1 to all attack rolls, damage rolls, and saving throws. Enemies within the spell's area of effect also suffer a -1 to all such die rolls. If the caster sustains damage, is grappled, or is in some way silenced, the effect of the spell will end.

CHAOS

LEVEL: Illusionist 5

CASTING TIME: 1

RANGE: 5 ft./level

DURATION: 1 round/level

SAVING THROW: See below

SPELL RESISTANCE: Yes

COMPONENTS: V, S, M

This spell causes a number of creatures in up to a 40×40 ft. area to behave strangely and unpredictably. All creatures in this area become confused (see below for effect), and only illusionists, fighters, and creatures with an intelligence of 4 or lower are entitled to a saving throw at all. Those entitled to a saving throw must check each round to avoid becoming confused.

Creatures that fail their saving throws (if entitled to one at all) act randomly in accordance with the following table:

d%	Action
01-10	Attacks the caster or his or her allies
11-20	Acts normally
21-50	Babbles incoherently
51-70	Meanders away from caster for a full turn
71-00	Attacks nearest creature

Note: A creature that meanders away is not entitled to further saving throws, but will be freed from the spell's effects after taking a full turn of movement (at normal speed) away from the caster.

CHARIOT OF FIRE

LEVEL: Druid 7

CASTING TIME: 10

RANGE: 10 ft

DURATION: 6 turns + 1 turn/ caster level

SAVING THROW: None

SPELL RESISTANCE: No

COMPONENTS: V, S, M

A chariot of fire, drawn by two flaming steeds, appears with an echoing thunderclap when the caster completes the final words of this spell. The caster may, by touch, make up to 8 of his or her companions immune to the furnace-like conveyance; anyone else within five ft. of the horses or the chariot will sustain 2d4 hp of damage per round. The chariot can travel over land at a speed of 240 ft/round and can fly at a speed of 480 ft/round, obeying the caster's shouted instructions. It is possible for the chariot and horses to sustain damage from magical weapons or from water (which does only 1 hp of damage). Chariot and horses each have 30 hp and are AC 18; if a single horse is dispelled by taking physical damage, the chariot's speed will be halved. The chariot prevents normal fire from affecting its passengers, but they may take damage from magical fire attacks. The chariot and horses are themselves immune to all fire, magical or otherwise.

CHARM PLANTS

LEVEL: Wizard 7

CASTING TIME: 10

RANGE: 30 ft

DURATION: Permanent

SAVING THROW: Negates

SPELL RESISTANCE: Yes

COMPONENTS: V, S, M

This spell grants the caster the ability to communicate with (for a period of 1 turn) and command plants (the obedience is permanent) in a 30×10 ft. area. No unusual abilities are granted to the plants; they have no additional capabilities beyond those they had before the spell was cast. Only intelligent plants are entitled to a saving throw, but at a penalty of -4.

CLAWS

LEVEL: Druid 1

CASTING TIME: 1

RANGE: Personal

DURATION: 1 hour/level

SAVING THROW: None

SPELL RESISTANCE: No

COMPONENTS: V, S

The caster's nails harden and grow into sharp claws, allowing them to do 1d4+1 lethal damage per round, rather than the regular 1d2 subdual damage from unarmed attacks.

CLENCHED FIST

LEVEL: Wizard 8
CASTING TIME: 1
RANGE: 150 ft.
DURATION: 1 round/level
SAVING THROW: None
SPELL RESISTANCE: Yes
COMPONENTS: V, S, F/DF

As with the other hand spells, *clenched fist* evokes a magical hand, but in this case the hand is always at least as large as a giant's and is curled into a fist rather than held open. The clenched fist strikes one of the caster's enemies per round, never missing, for so long as the caster concentrates upon it. No other activity is possible while concentrating, and breaking the caster's concentration ends the spell. The fist rolls a d20 to determine damage (it hits automatically): on a roll of 1-12, the fist deals 1d6 hp of damage; on a 13-15, it deals 2d6 hit points, on a roll of 16-19 it deals 3d6 hit points and stuns the opponent for one round, and on a roll of 20+ it deals 4d6 hit points and stuns the opponent for 3 rounds. If the opponent has already been stunned, the d20 roll receives a +4 bonus. As with the other hand spells, the hand has as many hit points as the caster's full hit points.

CLOAK OF CHAOS

LEVEL: Cleric 8
CASTING TIME: 1
RANGE: 20 ft.
DURATION: 1 round/level
SAVING THROW: see text
SPELL RESISTANCE: Yes (h)
COMPONENTS: V, S, F

A random pattern of color surrounds the subjects (one creature/level in a 20-ft.-radius burst centered on you), protecting them from attacks, granting them resistance to spells cast by lawful creatures, and causing lawful creatures that strike the subjects to become confused. This abjuration has four effects.

First, each warded creature gains a +4 bonus to AC and a +4 bonus on saves. Unlike protection from law, the benefit of this spell applies against all attacks, not just against attacks by lawful creatures.

Second, each warded creature gains spell resistance 14 against lawful spells and spells cast by lawful creatures.

Third, the abjuration blocks possession and mental influence, just as protection from law does.

Finally, if a lawful creature succeeds on a melee attack against a warded creature, the offending attacker is confused for 1 round (**wisdom saving throw** negates, as with the confusion spell, but against the save CL of cloak of chaos).

Focus: A tiny reliquary containing some sacred relic, such as a scrap of parchment from a chaotic text. The reliquary costs at least 500 gp.

CLOUD OF ANNIHILATION

LEVEL: Wizard 9
CASTING TIME: 2
RANGE: Within Sight
DURATION: Instant
SAVING THROW: Charisma
SPELL RESISTANCE: Yes
COMPONENTS: V, S, M

This spell allows the caster to project a greenfire crystal to a certain place, and magically destroy it utterly, releasing energies of incomprehensible power. All targets with 10 HD or fewer within the blast area (100×100 feet) are destroyed utterly, with their bodies annihilated. All targets with 11 HD or greater must make a charisma saving throw against Death, with those making the save successfully suffering 10d10 fire damage and suffering blindness for 1d4 rounds. This spell requires a greenfire crystal to cast, which costs 8000 gp. The spell is so called for the sizable mushroom-shaped cloud which forms when the greenfire crystal is annihilated.

CHRINDOL'S CURSE

LEVEL: Chronomancer 3, Wizard 4
CASTING TIME: 1
RANGE: 25 ft.
DURATION: 1 day/level
SAVING THROW: Intelligence negates
SPELL RESISTANCE: Yes
COMPONENTS: V, S

This is one of Chrindol's first time spells, and still most feared. The affected creature loses any sense of time-treat it as if they are constantly under the effects of the spells *Mismeasure Time* (with no additional saving throws) and *Lateness*. The creature is aware of the curse, but any attempt they make to somehow be aware of time (purchasing a clock, watching the sun, etc.) will fail- the moment they are told the correct time, they instantly forget it.

CHRINDOL'S MAJOR CHANGE

LEVEL: Chronomancer 9
CASTING TIME: one day
RANGE: Personal
DURATION: Instantaneous
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S
XP COST: 5,000

Perhaps one of Chrindol's greatest achievements was this spell. Building upon his minor change spell, he found a way through great personal expenditure to change events far into his past. The caster may change an event in their past. This event may be as far back as ten years. The event must be something the caster had control of at the time, and the change may not always work out the way the caster hopes. Examples include changing what town the character shopped in, which weapon to train in, deciding to create a magical item instead of studying spells, etc.

In effect, the caster is communicating with his past self, instructing him to do something differently. With this powerful magic, the past self is guaranteed to act on the results of the communication.

As with spells like *wish* and *miracle*, the actual effects of this spell are up to the CK, and should be far reaching, and not always what the caster intended.

CHRINDOL'S MINOR CHANGE

LEVEL: Chronomancer 7, Wizard 8
CASTING TIME: Two Hours
RANGE: Personal
DURATION: Instantaneous
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S
XP COST: 2,000

Chrindol built upon the abilities of the *Retry* spell by creating this powerful spell. The caster may alter a minor event from his past that may affect the present. The event changed cannot have occurred more than 1 month before the spell is cast. Events such as changing what spells were memorized in the morning, having remembered to buy something at a store, or taking back an insult that led to a fight.

In effect, the caster is communicating with a past self, telling him to do something differently. With this powerful magic, the past self is guaranteed to act on the results of the communication.

As with spells such as *wish* or *miracle*, the effects of this spell are far reaching, and the exact effects should be left up to the CK, and are not always what the caster intended.

MAGIC

CONJURE ANIMALS

LEVEL: Cleric 6, Illusionist 6
CASTING TIME: 1
RANGE: 30 ft
DURATION: 2 rounds/ caster level
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S

A caster may use this spell to conjure animal allies from thin air and order them into combat. The total hit dice of summoned animals cannot exceed the caster's level, and the animals must all be of the same type. This spell will only summon mammals, although giant or prehistoric forms of normal mammals may be conjured if these are present within a few miles of the caster. The CK determines the specific type of animal that appears.

CONTROL TEMPERATURE

LEVEL: Druid 4
CASTING TIME: 1
RANGE: Caster
DURATION: 4 turns + 1 turn/ caster level
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S, M

By casting this spell, the caster magically controls the temperature of his or her immediate surroundings, to a radius of 10 ft. The temperature may be raised or lowered by 9° Fahrenheit (4° Celsius) per caster level.

CRUSHING HAND

LEVEL: Wizard 9
CASTING TIME: 1
RANGE: 150 ft.
AREA OF EFFECT: 10-ft. hand
DURATION: 1 round/level
SAVING THROW: None
SPELL RESISTANCE: Yes
COMPONENTS: V, S, M, F/DF

This spell calls into existence a large, floating hand much like that summoned by the other hand spells. The crushing hand attacks any foe the caster directs, grabbing it and squeezing with great power. Damage increases as the hand continues to constrict, doing 1d10 points of damage in the first round, 2d10 points of damage in the second and third round, and 4d10 points of damage per round thereafter. As with the other hand spells, the hand has as many hit points as its caster. The caster cannot engage in any other activity while directing the hand.

DAZE MONSTER

LEVEL: Illusionist 2, Wizard 2
CASTING TIME: 1
RANGE: 150 ft.
DURATION: 1 rd.
SAVING THROW: Intelligence negates
SPELL RESISTANCE: Yes
COMPONENTS: V, S, M

This spell functions like daze, but daze monster can affect any one living creature of any type. Creatures of 7 or more HD are not affected.

DEATH KNEEL

LEVEL: Cleric 2, Necromancer 2
CASTING TIME: 1
RANGE: Touch
DURATION: Instantaneous (see text)
SAVING THROW: Wisdom negates
SPELL RESISTANCE: Yes
COMPONENTS: V, S

You draw forth the ebbing life force of a creature and use it to fuel your own power. Upon casting this spell, you touch a living creature that has -1 or fewer

hit points. If the subject fails its saving throw, it dies, and you gain 1d8 temporary hit points and a +2 bonus to Strength. Additionally, your effective caster level goes up by +1, improving spell effects dependent on caster level. (This increase in effective caster level does not grant you access to more spells.) These effects last for 10 minutes per HD of the subject creature.

DEATH SPELL

LEVEL: Necromancer 6, Wizard 6
CASTING TIME: 1
RANGE: 10 ft/ level
DURATION: Instantaneous
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S, M

Within its limit as to hit dice, this spell slays living creatures in a 5×5 ft/level area. Creatures of 9 or higher hit dice are not affected.

The spell kills 4d20 "points" worth of creatures, where (for the purposes of this spell) any creature of fewer than 2 HD counts as one point, creatures of 2 to less than 4 HD count as 4 points, creatures of 4 to less than 7 HD count as 8 points, and creatures from 7 to less than 9 HD count as 10 points. Creatures of the lowest hit dice die first, and fractional "kills" (where insufficient points remain completely to slay the creature) have no effect. Material components for the spell cost 1,000 gp.

DEATHWATCH

LEVEL: Cleric 1, Necromancer 1
CASTING TIME: 1
RANGE: 30 ft.
AREA OF EFFECT: Cone-shaped emanation
DURATION: 10 min./level
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S

Using the foul sight granted by the powers of unlife, you can determine the condition of creatures near death within the spell's range. You instantly know whether each creature within the area is dead, fragile (alive and wounded, with 3 or fewer hit points left), fighting off death (alive with 4 or more hit points), undead, or neither alive nor dead (such as a construct).

Deathwatch sees through any spell or ability that allows creatures to feign death.

DEEP SLUMBER

LEVEL: Wizard 3
CASTING TIME: 1
RANGE: 150 ft.
DURATION: 1 turn/level
SAVING THROW: None
SPELL RESISTANCE: Yes
COMPONENTS: V, S, M

This spell functions like sleep, except that it affects 10 HD of creatures.

DEFENSE FROM AGING

LEVEL: Chronomancer 2, Cleric 3
CASTING TIME: One round
RANGE: Touch
DURATION: 1 day or until dispelled
SAVING THROW: Wisdom negates (h)
SPELL RESISTANCE: Yes (h)
COMPONENTS: V, S, M

This spell protects a creature from magical and natural aging. If victim of an aging attack, the recipient is protected and the spell immediately ends.

If cast continually on a single target in an attempt to permanently retard aging, it causes great strain on the body. Each day a **constitution saving throw** must be made at CL 5, or the age-retarding effects of all previous castings of this spell are undone.

This spell can also be used to protect a body from decay, or to preserve meat and vegetables from spoiling.

DELAY DAMAGE

LEVEL: Chronomancer 2, Wizard 2

CASTING TIME: 1

RANGE: Touch

DURATION: 1 round / level

SAVING THROW: Wisdom negates

SPELL RESISTANCE: Yes

COMPONENTS: V, S, M

This spell creates a temporal field around the target, which intercepts any damage done to it and delays it until the expiration of the spell. Both weapon damage and energy effects are delayed, though any magical effects not causing damage (charm, hold, etc) are treated normally. Healing effects are also delayed, so they will take effect at the same time as the damage does. (But this aspect can be turned off: see below.)

A second casting of this spell will NOT further delay the same damage-- all damage done during the duration of the first casting takes effect immediately when it expires, even if the spell is cast again.

Note that this spell can also be used offensively, by declaring (when casting) that healing will *not* be delayed. In this case, when all delayed damage takes effect at once, the target may find that it does not have time to heal itself before dying of massive damage.

DELAY MAGIC

LEVEL: Chronomancer 5, Wizard 6

CASTING TIME: 1

RANGE: 150 ft.

DURATION: 1 round / level

SAVING THROW: Wisdom negates

SPELL RESISTANCE: Yes

COMPONENTS: V, S, M

The subject of this spell will have any of the spells he casts (including from a magical item) take effect only at the end of *Delay Magic*. So, if he casts several spells until *Delay Magic* ends, all these spells will occur simultaneously when the duration of *Delay Magic* is over. This otherwise works as for the *Delay Spell Effect* spell.

Effects that target a particular creature still take effect if the creature has moved, as long as it is still within range--the target is selected at casting time. However, area effects take place at the original target point.

Note that if the spell's target is killed, that does not negate the delayed magic. Those who use this spell carelessly may find themselves wounded by the delayed magical effects of "defeated" enemies!

DELAY SPELL EFFECT

LEVEL: Chronomancer 2, Wizard 2

CASTING TIME: 1

RANGE: 50 ft.

DURATION: Until discharged, up to 1 minute/level

SAVING THROW: Wisdom negates

SPELL RESISTANCE: Yes

COMPONENTS: V, S, M

The target creature's next spell effect is delayed by an amount of time designated by the caster. As such, the next spell will work normally, except that it will occur at a point in the future determined upon casting *Delay Spell Effect*. The maximum delay of the second spell is of 1 minute per caster level.

Note that this spell can be used either to delay an opponent's magic, or for the caster to strategically delay his own next spell.

Example: The caster casts *Delay Spell Effect* with the intent of having it affect a *Disintegrate* spell, and determines when the *Disintegrate* spell will take effect. Thus, next round he must cast *Disintegrate*, or the *Delay Spell Effect* is wasted. Then, the Disintegration effect occurs not upon casting the *Disintegrate* spell, but at the time determined upon casting *Delay Spell Effect*.

Note that *Disintegrate* has a predetermined range; so if an object that was there is removed in the meantime, this object won't be affected by the Disintegration effect, but anything that will be there instead, will be affected.

On the other hand, a spell that has a "touch" range or targets a particular creature or object, will affect the target wherever it may move in the meantime.

DEMAND

LEVEL: Wizard 8

CASTING TIME: 10 min.

RANGE: unlimited

DURATION: see below

SAVING THROW: Wisdom partial

SPELL RESISTANCE: Yes

COMPONENTS: V, S, M, DF

This spell functions like sending, but the message can also contain a suggestion (see the suggestion spell), which the subject does its best to carry out. A successful **wisdom saving throw** negates the suggestion effect but not the contact itself. The demand, if received, is understood even if the subject's Intelligence score is as low as 1. If the message is impossible or meaningless according to the circumstances that exist for the subject at the time the demand is issued, the message is understood but the suggestion is ineffective.

The demand's message to the creature must be twenty-five words or less, including the suggestion. The creature can also give a short reply immediately.

Material Component: A short piece of copper wire and some small part of the subject--a hair, a bit of nail, or the like.

DENOUNCE

LEVEL: Cleric 4, Illusionist 4, Wizard 4

CASTING TIME: 1

RANGE: Sight

DURATION: 1 hour/level

SAVING THROW: Charisma

SPELL RESISTANCE: Yes

COMPONENTS: V, S

Casting this spell allows the spellcaster to thoroughly castigate one member of a group, turning the other members of the group against that person. Previously friendly people become indifferent, the indifferent become unfriendly and the unfriendly turn hostile. The spell effects all targets within a 30-foot radius.

DESTRUCTION

LEVEL: Cleric 7, Necromancer 7

CASTING TIME: 1

RANGE: 50 ft.

DURATION: Instantaneous

SAVING THROW: Constitution partial

SPELL RESISTANCE: Yes

COMPONENTS: V, S, F

This spell instantly slays the subject and consumes its remains (but not its equipment and possessions) utterly. If the target's **constitution saving throw** succeeds, it instead takes 10d6 points of damage. The only way to restore life to a character who has failed to save against this spell is to use true resurrection, a carefully worded wish spell followed by resurrection, or miracle.

Focus: A special holy (or unholy) symbol of silver marked with verses of anathema (cost 500 gp).

MAGIC

DETECT ANIMALS OR PLANTS

LEVEL: Druid 1

CASTING TIME: 1

RANGE: 450 ft.

DURATION: concentration, up to 10 min./level (D)

SAVING THROW: None

SPELL RESISTANCE: No

COMPONENTS: V, S

You can detect a particular kind of animal or plant in a cone emanating out from you in whatever direction you face. You must think of a kind of animal or plant when using the spell, but you can change the animal or plant kind each round. The amount of information revealed depends on how long you search a particular area or focus on a specific kind of animal or plant.

1st Round

Presence or absence of that kind of animal or plant in the area.

2nd Round

Number of individuals of the specified kind in the area, and the condition of the healthiest specimen.

3rd Round

The condition (see below) and location of each individual present. If an animal or plant is outside your line of sight, then you discern its direction but not its exact location.

Conditions

For purposes of this spell, the categories of condition are as follows:

Normal: Has at least 90% of full normal hit points, free of disease.

Fair: 30% to 90% of full normal hit points remaining.

Poor: Less than 30% of full normal hit points remaining, afflicted with a disease, or suffering from a debilitating injury.

Weak: 0 or fewer hit points remaining, afflicted with a disease in the terminal stage, or crippled.

If a creature falls into more than one category, the spell indicates the weaker of the two.

Each round you can turn to detect a kind of animal or plant in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

DETECT CHARM*

LEVEL: Cleric 2

CASTING TIME: 1 round

RANGE: 30 ft

DURATION: 1 turn

SAVING THROW: None

SPELL RESISTANCE: No

COMPONENTS: V, S

This spell reveals to the caster whether a creature is subject to a *charm* spell. The spell's magic can discern a charm (or lack thereof) on up to ten creatures. The reverse of the spell conceals the existence of a charm, but affects only one creature.

DICTUM

LEVEL: Cleric 7

CASTING TIME: 1

RANGE: 40 ft.

AREA OF EFFECT: Non-lawful creatures in a 40-ft.-radius spread centered on you

DURATION: Instantaneous

SAVING THROW: None or Wisdom negates; see text

SPELL RESISTANCE: Yes

COMPONENTS: V

Any non-lawful creature within the area of a *dictum* spell suffers the following ill effects.

HD	Effect
Equal to caster level	Deafened
Up to caster level -1	Slowed, deafened
Up to caster level -5	Paralyzed, slowed, deafened
Up to caster level -10	Killed, paralyzed, slowed, deafened

The effects are cumulative and concurrent. No saving throw is allowed against these effects.

Deafened: The creature is deafened for 1d4 rounds.

Slowed: The creature is slowed, as by the slow spell, for 2d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes.

Killed: Living creatures die. Undead creatures are destroyed.

Furthermore, if you are on your home plane when you cast this spell, non-lawful extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the dictum. The banishment effect allows a **wisdom saving throw** (at a -4 penalty) to negate.

Creatures whose HD exceed your caster level are unaffected by dictum.

DIG

LEVEL: Wizard 4

CASTING TIME: 1

RANGE: 30 ft

AREA OF EFFECT: 5 ft. cube/level

DURATION: 1 round/level

SAVING THROW: None

SPELL RESISTANCE: No

COMPONENTS: V, S, M

This spell causes dirt to begin piling out from the ground, digging a hole with tremendous speed. The excavation proceeds at a rate of one 5×5 ft. cube per round, as earth boils out of the area the caster directs, landing to the edges of the pit. If the spell is cast directly beneath a creature, the creature will fall in without any possibility of a saving throw. Creatures at the edge of the pit have some likelihood of falling in; they must roll a dexterity check to avoid sliding into the sudden maelstrom of moving earth. A creature moving toward the pit during the first round in which digging begins must make a **wisdom saving throw** or fall into the hole. The spell can be used to excavate in dirt, sand, or mud. Note that if the pit is taken deeper than 5 ft, there is a chance that it will collapse in on itself (roughly 25%, adjusted by the CK for the type of material being dug).

DIMENSIONAL ANCHOR

LEVEL: Cleric 4, Wizard 4

CASTING TIME: 1

RANGE: 150 ft.

DURATION: 1 min./level

SAVING THROW: None

SPELL RESISTANCE: Yes (object)

COMPONENTS: V, S

A green ray springs from your outstretched hand. You must make a ranged touch attack to hit the target. Any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extra-dimensional travel. Forms of movement barred by a dimensional anchor include astral projection, blink, dimension door, ethereal jaunt, etherealness, gate, maze, plane shift, shadow walk, teleport, and similar spell-like or psionic abilities. The spell also prevents the use of a gate or teleportation circle for the duration of the spell.

A dimensional anchor does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extra-dimensional perception or attack forms. Also, dimensional anchor does not

prevent summoned creatures from disappearing at the end of a summoning spell.

DIMENSIONAL LOCK

LEVEL: Cleric 8, Wizard 8
CASTING TIME: 1
RANGE: 150 ft.
AREA OF EFFECT: 20-ft.-radius emanation centered on a point in space
DURATION: one day/level
SAVING THROW: None
SPELL RESISTANCE: Yes
COMPONENTS: V, S

You create a shimmering emerald barrier that completely blocks extra-dimensional travel. Forms of movement barred include astral projection, blink, dimension door, ethereal jaunt, etherealness, gate, maze, plane shift, shadow walk, teleport, and similar spell-like or psionic abilities. Once dimensional lock is in place, extra-dimensional travel into or out of the area is not possible.

A dimensional lock does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extra-dimensional perception or attack forms. Also, the spell does not prevent summoned creatures from disappearing at the end of a summoning spell.

DISFIGURATION

LEVEL: Illusionist 6
CASTING TIME: 1
RANGE: Touch
DURATION: 1 day/level
SAVING THROW: Intelligence
SPELL RESISTANCE: Yes
COMPONENTS: V, S

This spell enables the caster to create a mask of horrible disfigurement upon the subject, making them and all others that see them believe they are truly and completely hideous. The Charisma of the subject for all purposes other than intimidation is lowered by ten points, but to no lower than 1.

DISGUISE CORPSE

LEVEL: Necromancer 1, Wizard 1
CASTING TIME: 10 minutes
RANGE: Touch
DURATION: Permanent
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S

This spell allows the caster to alter the appearance of a corpse, disguising it as another humanoid of similar size.

DISGUISE SELF

LEVEL: Illusionist 1, Wizard 1
CASTING TIME: 1
RANGE: Personal
DURATION: 10 min./level
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S

You make yourself-including clothing, armor, weapons, and equipment-look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your body type. Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment.

A creature that interacts with this illusion gets a **wisdom saving throw** to recognize it as an illusion.

DISPEL EXHAUSTION

LEVEL: Illusionist 4
CASTING TIME: 1
RANGE: Touch
AREA OF EFFECT: Up to 4 creatures
DURATION: 3 turns/level
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S

This spell creates a powerful illusion of physical health. Recipients “gain” 50% of any hit points that have been lost, and function for all intents and purposes as if these hit points are real. The illusory hit points are the first to be subtracted if the character sustains damage. At the end of the spell’s duration, the remaining illusory hit points are lost. Additionally, any character under the influence of this spell can move (but not attack) at double the normal speed.

DISRUPTING WEAPON

LEVEL: Cleric 5
CASTING TIME: 1
RANGE: Touch
DURATION: 1 round/level
SAVING THROW: Wisdom negates (h) (object) (see text)
SPELL RESISTANCE: Yes (h) (object)
COMPONENTS: V, S

This spell makes a melee weapon deadly to undead. Any undead creature with HD equal to or less than your caster level must succeed on a **wisdom saving throw** or be destroyed utterly if struck in combat with this weapon. Spell resistance does not apply against the destruction effect.

DISTANCE DISTORTION

LEVEL: Wizard 5
CASTING TIME: 1
RANGE: 10 ft/level
AREA OF EFFECT: 100 square ft/level
DURATION: 1 turn/level
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S, M

This spell is cast with a summoned earth elemental as its focus. The casting of the spell is fascinating to summoned elementals and is sufficient to maintain the caster’s control over the elemental (although he or she cannot command it to act while in the process of casting). When the casting is completed, the earth elemental disperses into the substance of the earth as directed, where it creates a dimensional distortion of the spell’s area of effect. Travel through the distorted area takes twice as long (and seems twice as far) as it should, or seems half as long and takes half the normal travel time (determined by the caster when casting the spell). The area does radiate magic, slightly, and the reality will be perceived by *true seeing* (although the travel time will still be altered even for those who know that the distance is distorted). Otherwise, the spell is utterly undetectable. Otherwise, the spell is utterly undetectable.

DIVINE CONVERSION

LEVEL: Cleric 4
CASTING TIME: 2 hours
RANGE: N/A
DURATION: Permanent
SAVING THROW: Wisdom
SPELL RESISTANCE: Yes
COMPONENTS: V, S, M

This spell allows the caster to bring a willing individual into the good graces of a deity, converting them to the worship of the deity and allowing them to shift their alignment one step towards that of the deity. This ability will remove any divine curses or similar impediments inflicted on the individual at the time of conversion.

MAGIC

DIVINE FAVOR

LEVEL: Cleric 1
CASTING TIME: 1
RANGE: Personal
DURATION: 1 minute
COMPONENTS: V, S, DF

Calling upon the strength and wisdom of a deity, you gain a +1 bonus on attack and weapon damage rolls for every three caster levels you have (at least +1, maximum +3). The bonus doesn't apply to spell damage.

DIVINE POWER

LEVEL: Cleric 4
CASTING TIME: 1
RANGE: Personal
DURATION: 1 round/level
COMPONENTS: V, S, DF

Calling upon the divine power of your patron, you imbue yourself with strength and skill in combat. Your BtH becomes equal to your character level, you gain a +6 bonus to Strength, and you gain 1 temporary hit point per caster level.

DIVINE SHIELD

LEVEL: Cleric 7
CASTING TIME: 1
RANGE: 20 feet
DURATION: 1 round/level
SAVING THROW: Wisdom (harmless)
SPELL RESISTANCE: No
COMPONENTS: V, S

This spell allows the caster to give an ally a protective barrier around them that gives them immunity to all weapons of +2 or lower magical enchantment and an SR of 15.

DOMINATE ANIMAL

LEVEL: Druid 3
CASTING TIME: 1
RANGE: 50 ft.
DURATION: 1 round/level
SAVING THROW: Wisdom negates
SPELL RESISTANCE: Yes
COMPONENTS: V, S

You can enchant an animal and direct it with simple commands such as "Attack," "Run," and "Fetch." Suicidal or self-destructive commands (including an order to attack a creature two or more size categories larger than the dominated animal) are simply ignored.

Dominate animal establishes a mental link between you and the subject creature. The animal can be directed by silent mental command as long as it remains in range. You need not see the creature to control it. You do not receive direct sensory input from the creature, but you know what it is experiencing. Because you are directing the animal with your own intelligence, it may be able to undertake actions normally beyond its own comprehension. You need not concentrate exclusively on controlling the creature unless you are trying to direct it to do something it normally couldn't do. Changing your instructions or giving a dominated creature a new command is the equivalent of redirecting a spell, so it is a move action.

DOMINATE MONSTER

LEVEL: Wizard 9
CASTING TIME: 1
RANGE: 50 ft.
DURATION: One day/level
SAVING THROW: Wisdom negates
SPELL RESISTANCE: Yes
COMPONENTS: V, S

This spell functions like dominate person, except that the spell is not restricted by creature type.

DOOM

LEVEL: Cleric 1, Necromancer 1
CASTING TIME: 1
RANGE: 150 ft.
DURATION: 1 min./level
SAVING THROW: Wisdom negates
SPELL RESISTANCE: Yes
COMPONENTS: V, S, DF

This spell fills a single living creature with a feeling of horrible dread that causes it to become shaken (suffering a -2 penalty on all attack, damage, attribute check, and saving throw rolls).

DUO-DIMENSION

LEVEL: Wizard 7
CASTING TIME: 1
RANGE: Caster
DURATION: 3 rounds + 1/level
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S, M

By means of this spell, the caster reduces him- or herself to a two-dimensional sheet with no third dimension. He or she can fit through the thinnest of spaces provided they are large enough to accommodate his or her remaining two dimensions- he or she cannot bend down while two-dimensional.

Moreover, he or she can become invisible by the simple expedient of turning sideways. While two-dimensional, the caster can move, cast spells, and otherwise act normally. If attacked from the front or back, however, he or she takes three times normal damage. Casting the spell requires expensive material components of (1d4+4)x1,000 gp in value.

ELEMENTAL AURA

LEVEL: Wizard 3
CASTING TIME: 1
RANGE: Personal
DURATION: 1 round/level
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S

This spell creates an aura of elemental power that radiates five feet from you. Anyone who crosses into this space suffers 1d10/level damage up to 10d10 of the elemental type. This spell also grants you complete immunity from damage by that particular element.

ELEMENTAL REDIRECTION

LEVEL: Druid 6
CT: Immediate
RANGE: 10 feet
DURATION: Instantaneous
SAVING THROW: Wisdom
SPELL RESISTANCE: Yes
COMPONENTS: V, S

This spell allows the caster to trap one elementally-based attack or spell as it is made, and redirect that spell if desired towards another target or harmlessly into the air or ground. For example, this spell allows the caster to capture a Fireball spell made within ten feet of the caster, and redirect the Fireball to any other point within sight. This spell can only be used to capture natural elemental attacks or spells of equal or lower level to it.

ELEMENTAL WEAPON

LEVEL: Druid 2
CASTING TIME: 1
RANGE: Touch
DURATION: 1 hour/level
SAVING THROW: N/A
SPELL RESISTANCE: No
COMPONENTS: V, S, M

This power allows the caster to align their weapon with one of the classic elements (water, earth, fire or air), making it do 1d6 bonus damage of the appropriate type (cold, acid, fire or lightning) to all enemies, and striking as a +1 magical weapon and doing 2d6 elemental damage to creatures of the opposing element.

ENCHANT

LEVEL: Wizard 6
CASTING TIME: 8 hours
RANGE: Touch
DURATION: 1 week / level (special)
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, M

This spell allows the caster to prepare a non-magical item for magical enchantment. The item must be one of superior craftsmanship, that is, have a gold piece cost equal to at least 15 times that of the same item at regular gold piece cost. Once cast, the item remains in a state of receptivity for a number of weeks equal to the caster's level. If the caster wishes to give the item a +1 bonus, this spell must be cast again, with the first week, and then, subsequently on the same day, each following week, until the desired magical bonus is reached. If the caster desires to give the item charges, or an ability which is permanent, the same spell must be cast daily until the number of charges is reached; for an item with a permanent power, the same spell must be cast each day until the duration of the *enchant* ends. On the last day of this spell's duration, *permanency* must be cast, or the item is rendered a temporary magic item, its powers lasting a number of days equal to 1/2 the caster's level.

ENCHANT AN ITEM

LEVEL: Wizard 6
CASTING TIME: 1d8+2 days
RANGE: Touch
DURATION: See below
SAVING THROW: See below
SPELL RESISTANCE: No
COMPONENTS: V, S, M

This spell is the culminating moment involved in the creation of a true magic item, when the item is actually infused with the magic properties it has been painstakingly prepared to hold. Before the spell can actually be cast, the caster must engage in considerable time-consuming and meticulous work, or the spell will certainly fail.

Firstly, the item itself must be of absolutely the finest quality available, in terms of craftsmanship, although it need not necessarily be fancy. In most cases, special components such as powders or threads will be incorporated into the item's construction, costing not less than 100 gp. The casting of the spell takes 1d8+2 days, with the caster working steadily upon the item for eight hours per day. No other spells may be cast during this period of time, nor can the caster engage in any other meaningful work. When the final words of the spell are spoken, the item makes a saving throw against spells at the same level as the caster, but with success on the saving throw indicating that the spell has succeeded. A natural result of 1 on this roll always indicates failure of the spell. At this point, the caster may begin to infuse the item with enchantments, each of which requires 5d8 hours to complete. Most magic items will require unusual components; dragon scales or blood for a sword with an unusually high bonus against dragons, for example. The CK will determine exactly what is required for any particular magic item.

This spell is not permanent unless a *permanency* spell is cast upon it; the duration of the enchantment may be for a year or more without a *permanency* spell, but the enchantment will eventually fail if it is not locked in to the item.

ENERGY BLADES

LEVEL: Wizard 8
CASTING TIME: 1
RANGE: N/A
DURATION: 10 min/level
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S

This spell allows the caster to create a number of magical energy blades equal to their class level, which act as +5 magical weapons and cut through spell resistance and damage reduction. These weapons can be thrown up to 30 feet, and do 4d8+5 damage. Instead of using the caster's standard BtH, the caster adds their level to the base attack roll. These energy blades do full damage to incorporeal creatures as well as corporeal ones.

ENTHRALL

LEVEL: Cleric 2
CASTING TIME: 1 round
RANGE: 150 ft.
DURATION: 1 hour or less
SAVING THROW: Wisdom negates; see text
SPELL RESISTANCE: Yes
COMPONENTS: V, S

If you have the attention of a group of creatures, you can use this spell to hold them spellbound. To cast the spell, you must speak or sing without interruption for 1 full round. Thereafter, those affected give you their undivided attention, ignoring their surroundings. They are considered to have an attitude of friendly while under the effect of the spell. Any potentially affected creature of a race or religion unfriendly to yours gets a +4 bonus on the saving throw.

A creature with 4 or more HD or with a Wisdom score of 16 or higher remains aware of its surroundings and has an attitude of indifferent. It gains a new saving throw if it witnesses actions that it opposes.

The effect lasts as long as you speak or sing, to a maximum of 1 hour. Those enthralled by your words take no action while you speak or sing and for 1d3 rounds thereafter while they discuss the topic or performance. Those entering the area during the performance must also successfully save or become enthralled. The speech ends (but the 1d3-round delay still applies) if you lose concentration or do anything other than speak or sing.

If those not enthralled have unfriendly or hostile attitudes toward you, they can collectively make a Charisma check to try to end the spell by jeering and heckling. For this check, use the Charisma bonus of the creature with the highest Charisma in the group; others may make Charisma checks to assist. The heckling ends the spell if this check result beats your Charisma check result. Only one such challenge is allowed per use of the spell.

If any member of the audience is attacked or subjected to some other overtly hostile act, the spell ends and the previously enthralled members become immediately unfriendly toward you. Each creature with 4 or more HD or with a Wisdom score of 16 or higher becomes hostile.

ENTROPIC SHIELD

LEVEL: Cleric 1
CASTING TIME: 1
RANGE: Personal
DURATION: 1 min./level
COMPONENTS: V, S

A magical field appears around you, glowing with a chaotic blast of multicolored hues. This field deflects incoming arrows, rays, and other ranged attacks. Each ranged attack directed at you for which the attacker must make an attack roll has a 20% miss chance (similar to the effects of concealment). Other attacks that simply work at a distance are not affected.

MAGIC

EXORCISM

LEVEL: Cleric 4
CASTING TIME: See below
RANGE: 10 ft
DURATION: Instantaneous (permanent)
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S, M

Exorcism is a powerful abjuration that casts out demons, devils, or any supernatural inhabitant or influence from a creature or object that has been possessed or otherwise controlled. Exorcism banishes all charms and enchantments, removes curses, and will cast any possessing demon or other creature back into its nearest physical body other than the one being exorcised. The base chance for the caster to perform a successful exorcism is randomly determined on a d% if the CK has not previously assigned a specific number to represent the relative difficulty of the exorcism. To the base chance is added a modifier of +1/-1 for each level of difference between the caster's caster level and the level or hit dice of the opposing supernatural force (determined by the CK in the case of supernatural forces with no stated level or HD). The caster begins the exorcism, rolling a d% for each turn. If the caster's die roll is equal to or less than the modified chance of success, the exorcism is successful. The process cannot be halted once it has begun, and if the caster is forced to pause before successfully casting out the supernatural force, the spell will fail.

EXPEDITIOUS RETREAT

LEVEL: Wizard 1
CASTING TIME: 1
RANGE: Personal
DURATION: 1 min./level
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S

This spell increases your base land speed by 30 feet. There is no effect on other modes of movement, such as burrow, climb, fly, or swim.

EXPEND

LEVEL: Wizard 7
CASTING TIME: 1
RANGE: 40 feet
DURATION: Instantaneous
SAVING THROW: Intelligence
SPELL RESISTANCE: Yes
COMPONENTS: V, S

This spell allows you to expend up to seven spell levels of a creature's spells, in a configuration you choose. A successful save means that nothing happens.

EXPLODING ORB

LEVEL: Wizard 7
CASTING TIME: 1
RANGE: Sight
DURATION: 10 seconds/level
SAVING THROW: Dexterity
SPELL RESISTANCE: Yes
COMPONENTS: V, S

This spell creates an orb approximately 1 foot in diameter which the caster can freely control as a move action, and position in place before detonating. The Orb will not explode unless it is either touched by a living creature or triggered by the caster. When the Orb explodes, it does 1d6 damage/level, with a successful dexterity saving throw resulting in half damage.

EXTENSION I

LEVEL: Wizard 4
CASTING TIME: 1
RANGE: Caster
DURATION: See below
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V

The arcane words of an *extension I* spell act to lengthen the duration of another spell previously cast by the caster by 50%. The previous spell must still be active and may only be of level 1, 2, or 3.

EXTENSION II

LEVEL: Wizard 5
CASTING TIME: 1
RANGE: Caster
DURATION: See below
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V

Except as noted, this spell is identical to the spell *extension I*, but may be used to extend by 50% the duration of any spell up to and including fourth-level spells.

EXTENSION III

LEVEL: Wizard 6
CASTING TIME: 1
RANGE: Caster
DURATION: See below
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V

This spell functions in the same manner as *extension I*, but it doubles the duration of spells level 1-3, and extends the duration of spells level 4 or 5 by 50%.

EYEBITE

LEVEL: Necromancer 6, Wizard 6
CASTING TIME: 1
RANGE: 50 ft.
DURATION: see text
SAVING THROW: Constitution negates
SPELL RESISTANCE: Yes
COMPONENTS: V, S

This spell allows the caster to make one of four gaze attacks once per round. The attack method is selected during the casting, can be used immediately after casting, and cannot be changed for the duration of the spell. The gaze can be combined with other actions and can be used at will immediately on his turn. Only one creature can be targeted by each gaze and the caster must look at them but the target doesn't have to actually see the caster. All gazes allow saving throws to negate the effect.

Charm: This effect functions as the charm monster spell (as if cast by the caster) and can force charmed creatures to perform suicidal actions. All creatures other than humans, demihumans, and humanoids save with a +2 bonus.

Fear: This effect causes a creature to flee for 1d4 rounds. For one turn per caster level thereafter, the target creature refuses to face the caster and has a 50% chance to do nothing but cower or run for cover if the caster approaches.

Sicken: This effect causes fevers and pain, halving the target's ability scores (creatures without known ability scores deal half damage) and halving movement for one turn per caster level. Reduced ability scores return at a rate of one point per turn of complete rest or one point per hour. Cure disease or heal do not remove the affliction but remove curse or a successful dispel work. Creatures other than humans, demihumans, and humanoids save with a +2 bonus.

Sleep: This effect causes the target to fall into a comatose slumber as the spell sleep but without a restriction to hit dice. Creatures normally subject to the sleep spell save with a -2 penalty.

The caster is subject to his own gaze if reflected. In respect to the charm effect, the caster is paralyzed for the duration or until dispelled.

FABRICATE

LEVEL: Wizard 5
CASTING TIME: see text
RANGE: 50 ft.
AREA OF EFFECT: Up to 10 cu. ft./level (see text)
DURATION: Instantaneous
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S, M

You convert material of one sort into a product that is of the same material. Creatures or magic items cannot be created or transmuted by the fabricate spell. The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication. If you work with a mineral, the target is reduced to 1 cubic foot per level instead of 10 cubic feet.

You must make an appropriate wisdom check to fabricate articles requiring a high degree of craftsmanship.

Casting requires 1 round per 10 cubic feet (or 1 cubic foot) of material to be affected by the spell.

Material Component: The original material, which costs the same amount as the raw materials required to craft the item to be created.

FAST HEALING

LEVEL: Druid 5
CASTING TIME: 1
RANGE: Touch
DURATION: 1 round/level
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S

This spell grants the caster or one of her allies with the ability to heal 1+Con bonus hit points per round for the duration of the spell.

FEEDBACK

LEVEL: Wizard 6
CASTING TIME: 1
RANGE: 60 feet
DURATION: 1+Int modifier rounds
SAVING THROW: Intelligence
SPELL RESISTANCE: Yes
COMPONENTS: V, S

This spell allows a Wizard to fire a bolt of energy which disrupts spellcasting, inflicting two hit points of damage for each spell level the Wizard casts in a round: if a Wizard casts a 6th level spell, they lose 12 hit points. It also imposes a spell failure rate of 50%. The victim gets one chance to make an intelligence saving throw- if they succeed, the spell inflicts two hit points of damage for the highest level of spell they can cast, but then does no further damage.

FINAL REST

LEVEL: Cleric 1, Necromancer 1
CASTING TIME: 1
RANGE: Touch
DURATION: Permanent
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S, M (metal coins to be placed on the corpse's eyes)

Positive energies are woven into a single corpse with this spell, blessing it so that it can never be raised as a skeleton or zombie, though the body cannot be older than a number of days equal to the caster's level.

FIND FAMILIAR

LEVEL: Wizard 1
CASTING TIME: 2d12 hours
RANGE: 0
AREA OF EFFECT: 1 mile radius/ caster level
DURATION: See below
SAVING THROW: See below
SPELL RESISTANCE: No
COMPONENTS: V, S, M

Wizards of higher level often summon familiars to assist them with various tasks. Indeed, a familiar can also be of considerable benefit to a lower level wizard (even increasing others' estimation of his or her power), but the risks inherent in losing a familiar can be daunting to a weaker spell caster. To summon a familiar, the wizard must intone the words of the spell over a well-stocked fire source, sprinkling the flames with expensive incense and powders (100 gp in total value). The caster must maintain his or her casting for as long as necessary (2d12 hours) until a familiar arrives (or the casting time expires without success). The spell may be attempted only once per year, and the caster has no control over the type of animal that will respond. When it arrives, the familiar is a faithful servant and ally to the caster. Normal familiars have 1d3+1 hit points, are AC 13, and are as intelligent as a lower-than-average human. When the familiar is within 120 ft. of the wizard, the wizard gains additional hit points equal to the familiar's. However, if the familiar is ever killed, the wizard permanently loses twice the familiar's hit points.

Familiar	Caster Level					
	1-2	3-5	6-8	9-11	12-14	15+
Special	01-05	01-05	01-06	01-06	01-07	01-07
Cat	06-25	06-25	07-29	07-29	08-33	08-33
Hawk	26-35	26-36	30-40	30-41	34-45	34-46
Owl	36-45	37-47	41-51	42-53	46-57	47-59
Raven	46-55	48-58	52-62	54-65	58-69	60-72
Toad	56-65	59-69	63-73	66-77	70-81	73-85
Weasel	66-75	70-80	74-84	78-89	82-93	86-98
None	76-00	81-00	85-00	90-00	94-00	99-00

A special familiar is entitled to a saving throw in order to avoid the effect of the spell. The type of special familiar to appear depends upon the wizard's alignment: Lawful good or Lawful neutral: Brownie Chaotic good, Neutral good, or Neutral: Pseudo-dragon Lawful evil or Neutral evil: Imp

Chaotic evil or Chaotic Neutral: Quasit

FIRE CHARM

LEVEL: Wizard 4
CASTING TIME: 1
RANGE: 10 ft.
DURATION: 2 rounds/ level
SAVING THROW: Negates
SPELL RESISTANCE: No
COMPONENTS: V, S, M

This spell transforms an existing fire into a powerful mental snare. Any creature within a 15 ft. radius who even so much as glances at the fire must make a saving throw vs. spells or be entranced by the dancing flames. While so entranced, the creature becomes susceptible to the caster's words, in the same manner as with a *suggestion* spell, but with a penalty of -3 to the saving throw. The enchantment will be broken if the entranced creature can no longer see the flames or if it is attacked.

MAGIC

FLAME ARROW

LEVEL: Wizard 3

CASTING TIME: 1

RANGE: 50 ft. T Fifty projectiles, all of which must be in contact with each other at the time of casting

DURATION: 10 min./level

SAVING THROW: None

SPELL RESISTANCE: No

COMPONENTS: V, S, M

You turn ammunition (such as arrows, bolts, shuriken, and stones) into fiery projectiles. Each piece of ammunition deals an extra 1d6 points of fire damage to any target it hits. A flaming projectile can easily ignite a flammable object or structure, but it won't ignite a creature it strikes.

Material Component: A drop of oil and a small piece of flint.

FLAME BLADE

LEVEL: Druid 2

CASTING TIME: 1

RANGE: 0 ft.

DURATION: 1 min./level

SAVING THROW: None

SPELL RESISTANCE: Yes

COMPONENTS: V, S, DF

A 3-foot-long, blazing beam of red-hot fire springs forth from your hand. You wield this blade-like beam as if it were a scimitar. Attacks with the flame blade are melee touch attacks. The blade deals 1d8 points of fire damage + 1 point per two caster levels (maximum +10). Since the blade is immaterial, your Strength modifier does not apply to the damage. A flame blade can ignite combustible materials such as parchment, straw, dry sticks, and cloth.

The spell does not function underwater.

FLAMING SPHERE

LEVEL: Druid 2, Wizard 2

CASTING TIME: 1

RANGE: 150 ft.

DURATION: 1 round/level

SAVING THROW: Dexterity negates

SPELL RESISTANCE: Yes

COMPONENTS: V, S, M/DF

A burning globe of fire rolls in whichever direction you point and burns those it strikes. It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and deals 2d6 points of fire damage to that creature, though a successful **dexterity saving throw** negates that damage. A flaming sphere rolls over barriers less than 4 feet tall. It ignites flammable substances it touches and illuminates the same area as a torch would.

The sphere moves as long as you actively direct it (a move action for you); otherwise, it merely stays at rest and burns. It can be extinguished by any means that would put out a normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push aside unwilling creatures or batter down large obstacles. A flaming sphere winks out if it exceeds the spell's range.

Material Component: s: A bit of tallow, a pinch of brimstone, and a dusting of powdered iron.

FLARE

LEVEL: Druid 0, Wizard 0

CASTING TIME: 1

RANGE: 50 ft.

DURATION: Instantaneous

SAVING THROW: Constitution negates

SPELL RESISTANCE: Yes

COMPONENTS: V

This cantrip creates a burst of light. If you cause the light to burst directly in front of a single creature, that creature is dazzled for 1 minute unless it makes a

successful constitution saving throw. Sightless creatures, as well as creatures already dazzled, are not affected by flare.

FOOL'S GOLD

LEVEL: Wizard 2

CASTING TIME: 1 round

RANGE: 10 ft

DURATION: 6 turns/level

SAVING THROW: See below

SPELL RESISTANCE: No

COMPONENTS: V, S, M

This spell achieves the much sought-after goal of transmuting copper or brass into gold. Regrettably, the effect is temporary, but an amoral caster might seek to shift the consequent feelings of regret onto another person than him- or herself. Whatever motives drive the caster, he or she may use this spell to transmute roughly 2,000 copper coins (about a cubic foot) per caster level into a metal that closely resembles gold. Anyone viewing this metal has a chance to notice that it is not truly gold. If the result of d20 plus the caster's level is equal to or less than the observer's intelligence, the fraud is detected (the CK may pick a representative number for creatures whose exact intelligence is not known, or roll a die). By combining expensive material components with the spell, the caster can make it more likely that the gold will seem true-conversely, there are mundane methods that give a chance to detect this very spell, such as striking the "gold" with cold iron (10% chance of changing the metal back). The CK will decide for his or her campaign exactly what can be done to improve and detect this spell.

FORBIDDANCE

LEVEL: Cleric 6

CASTING TIME: 6 rounds

RANGE: 150 ft.

AREA OF EFFECT: 60-ft. cube/level

DURATION: Permanent

SAVING THROW: see text

SPELL RESISTANCE: Yes

COMPONENTS: V, S, M, DF

Forbiddance seals an area against all planar travel into or within it. This includes all teleportation spells (such as dimension door and teleport), plane shifting, astral travel, ethereal travel, and all summoning spells. Such effects simply fail automatically.

In addition, it damages entering creatures whose alignments are different from yours. The effect on those attempting to enter the warded area is based on their alignment relative to yours (see below). A creature inside the area when the spell is cast takes no damage unless it exits the area and attempts to reenter, at which time it is affected as normal.

Alignments identical: No effect. The creature may enter the area freely (although not by planar travel).

Alignments different with respect to either law/chaos or good/evil: The creature takes 6d6 points of damage. A successful **wisdom saving throw** halves the damage, and spell resistance applies.

Alignments different with respect to both law/chaos and good/evil: The creature takes 12d6 points of damage. A successful **wisdom saving throw** halves the damage, and spell resistance applies.

At your option, the abjuration can include a password, in which case creatures of alignments different from yours can avoid the damage by speaking the password as they enter the area. You must select this option (and the password) at the time of casting.

Dispel magic does not dispel a forbiddance effect unless the dispeller's level is at least as high as your caster level.

You can't have multiple overlapping forbiddance effects. In such a case, the more recent effect stops at the boundary of the older effect.

Material Component: A sprinkling of holy water and rare incenses worth at least 1,500 gp, plus 1,500 gp per 60-foot cube. If a password is desired, this requires the burning of additional rare incenses worth at least 1,000 gp, plus 1,000 gp per 60-foot cube.

FORCEFUL HAND

LEVEL: Wizard 6
CASTING TIME: 1
RANGE: 150 ft.
AREA OF EFFECT: 10-ft. hand
DURATION: 1 round/level
SAVING THROW: None
SPELL RESISTANCE: Yes
COMPONENTS: V, S, F

This spell creates a powerful, magical hand similar to that of the spell *interposing hand*. Unlike the *interposing hand*, the forceful hand can push opponents or objects. The hand can move a creature weighing 500 lbs. or less. It reduces the speed of a creature between 500 and 2,000 lbs. to no greater than 10 ft. / round, and it slows the movement of creatures heavier than 2,000 lbs. but smaller than 8,000 lbs. to one-half. As in the case of the *interposing hand*, the *forceful hand* has as many hit points as the caster.

FORCEWAVE

LEVEL: Wizard 2
CASTING TIME: 1
RANGE: Sight
DURATION: Instant
SAVING THROW: Dexterity (area blast)
SPELL RESISTANCE: Yes
COMPONENTS: S, V

The caster designates a point within his sight range to serve as the focal point of the Forcewave. All targets within 20 feet of that point must make a dexterity saving throw to avoid the blast effect, which does 1d10+level damage and forcibly moves the target outwards in a cardinal direction of the caster's choice a number of feet equal to the caster's level. A successful dexterity saving throw results in half damage and no movement.

FORESIGHT

LEVEL: Cleric 8
CASTING TIME: 1
RANGE: 30 feet
DURATION: 5 minutes/level
SAVING THROW: N/A
SPELL RESISTANCE: No
COMPONENTS: V, S, M

This spell enables the caster to gain a limited degree of precognition, granting them a singular random glimpse of the potential future, as well as giving them certain advantages for a limited period of time. Their ability to better predict the location of an enemy in a combat situation gives them a +1 bonus to attack and damage, and their enhanced senses give them the equivalent of darkvision, and a +2 bonus to all checks involving the use of hearing, sight or touch. They cannot be flanked, back attacked or sneak attacked while the spell is active. They can use their Wisdom modifier to add to their Initiative roll.

FORGET

LEVEL: Wizard 2
CASTING TIME: 1
RANGE: 30 ft
AREA OF EFFECT: 1-4 creatures in a 20 ft. square area
DURATION: Instantaneous (permanent)
SAVING THROW: Negates
SPELL RESISTANCE: Yes
COMPONENTS: V, S, M

This extremely potent spell causes the victims to forget events of the immediate past. The spell obliterates memory of the last round plus one additional round per three caster levels. The caster decides which creatures in the spell's area to affect, and these must make saving throws or suffer the loss of memory.

The caster may designate 1-4 creatures as the targets of the spell. If one is targeted, the saving throw is made with a -2 penalty; if two are targeted, the penalty is -1; and if 3 or 4 creatures are targeted they suffer no penalty to the saving throw. Lost memories can only be restored by *heal*, *restoration*, or *wish*; the spell's effect is not subject to being merely dispelled.

FREEZING SPHERE

LEVEL: Wizard 6
CASTING TIME: 1
RANGE: 450 ft. (see text)
DURATION: Instantaneous or 1 round/level (see text)
SAVING THROW: Dexterity (h) (see text)
SPELL RESISTANCE: Yes
COMPONENTS: V, S, F

Freezing sphere creates a frigid globe of cold energy that streaks from your fingertips to the location you select, where it explodes in a 10-foot-radius burst, dealing 1d6 points of cold damage per caster level (maximum 15d6) to each creature in the area. An elemental (water) creature instead takes 1d8 points of cold damage per caster level (maximum 15d8).

If the freezing sphere strikes a body of water or a liquid that is principally water (not including water-based creatures), it freezes the liquid to a depth of 6 inches over an area equal to 100 square feet (a 10-foot square) per caster level (maximum 1,500 square feet). This ice lasts for 1 round per caster level. Creatures that were swimming on the surface of frozen water become trapped in the ice. Attempting to break free is a full-round action. A trapped creature must make a CL 10 Strength check to do so.

You can refrain from firing the globe after completing the spell, if you wish. Treat this as a touch spell for which you are holding the charge. You can hold the charge for as long as 1 round per level, at the end of which time the freezing sphere bursts centered on you (and you receive no saving throw to resist its effect).

Focus: A small crystal sphere.

FRIENDS

LEVEL: Wizard 1
CASTING TIME: 1
RANGE: Caster
DURATION: 1 round/ caster level
SAVING THROW: See below
SPELL RESISTANCE: No
COMPONENTS: V, S, M

This spell increases the caster's charisma in the eyes of all creatures within a 10 ft. radius + 10 ft/ caster level area of effect that fail saving throws. For these creatures, the caster's charisma will effectively be increased by 2d4 (one roll for all). For those who succeed in making the saving throw, the caster's charisma will effectively be lowered by 1d4.

Unless the exact numbers are required for some purpose, the normal result of the spell will be that those who failed the saving throw will be well-disposed and friendly toward the caster, and those that succeeded in making the save will find him or her distasteful and somewhat suspect.

FUMBLE

LEVEL: Wizard 4
CASTING TIME: 1
RANGE: 10 ft/ level
DURATION: 1 round/ level
SAVING THROW: Half
SPELL RESISTANCE: Yes
COMPONENTS: V, S, M

This enchantment causes intense clumsiness in the affected creature. Attempting to run will result in an immediate fall to a prone position, and anything held in hand (or claw, etc.) will be dropped. A successful **wisdom saving throw** allows the affected creature to act as if under the influence of a *slow* spell in order to avoid the spell's full effects.

MAGIC

GAZE REFLECTION

LEVEL: Illusionist 1
CASTING TIME: 1
RANGE: 0
DURATION: 1 round
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S

The air immediately in front of the caster takes on a mirror's ability to reflect gaze attacks back upon the attacker. The area does not create a reflective surface to normal sight, and it can be seen through by the caster and by other observers, except those using gaze attacks.

GIANT VERMIN

LEVEL: Cleric 4, Druid 4
CASTING TIME: 1
RANGE: 50 ft.
DURATION: 1 min./level
SAVING THROW: None
SPELL RESISTANCE: Yes
COMPONENTS: V, S, DF

You turn three normal-sized centipedes, two normal-sized spiders, or a single normal-sized scorpion (no two of which can be more than 30 ft. apart) into larger forms. Only one type of vermin can be transmuted (so a single casting cannot affect both a centipede and a spider), and all must be grown to the same size. The size to which the vermin can be grown depends on your level; see the table.

Caster Level	Vermin Size
9th or lower	Medium
10th-13th	Large
14th-17th	Huge
18th-19th	Gargantuan
20th or higher	Colossal

Any giant vermin created by this spell do not attempt to harm you, but your control of such creatures is limited to simple commands ("Attack," "Defend," "Stop," and so forth). Orders to attack a certain creature when it appears or guard against a particular occurrence are too complex for the vermin to understand. Unless commanded to do otherwise, the giant vermin attack whoever or whatever is near them.

GHOSTLY REVENGE

LEVEL: Necromancer 7, Wizard 7
CASTING TIME: 1
RANGE: Touch
DURATION: 1 hour/level
SAVING THROW: None
SPELL RESISTANCE: Yes
COMPONENTS: V, S

This spell creates a ghost from the corpse of a slain creature, which will systematically hunt down and attack its killer. The ghost will not attack its creator, but it will attack any other individuals in the path of its revenge.

GLASS-STEEL

LEVEL: Wizard 8
CASTING TIME: 1
RANGE: Touch
DURATION: Permanent
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S, M

This spell grants a glass object the strength of steel, while retaining its transparent properties. The weight of the object can be no more than 10 lbs. per

caster level. In most cases, the object will make item saving throws on the more favorable of the glass or metal tables.

GLASSEYE

LEVEL: Wizard 6
CASTING TIME: 1
RANGE: Touch
DURATION: 1 round/level
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S, M

This spell causes opaque materials to become transparent, either to the caster alone or to anyone, at the caster's option. The dimensions of the transparent area are 3×2 ft, and the depth depends upon the nature of the substance being made transparent. Lead and gold, being the base and pure metals respectively, are not affected by the spell at all. Only four inches of any other metal can be made transparent, but stone can be seen through to a distance of 6 ft, and wood to a distance of 20 ft.

GLIDE

LEVEL: Wizard 2
CASTING TIME: 1
RANGE: Personal
DURATION: 1 minute/level
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S

Casting this spell enables the caster to not only to avoid any falling damage, but also to move 40 feet in any direction of their choice while falling.

GLITTERDUST

LEVEL: Wizard 2
CASTING TIME: 1
RANGE: 150 ft.
AREA OF EFFECT: Creatures and objects within 10-ft.-radius spread
DURATION: 1 round/level
SAVING THROW: Wisdom negates (blinding only)
SPELL RESISTANCE: No
COMPONENTS: V, S, M

A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades.

Any creature covered by the dust takes a -40 penalty on Hide checks.

Material Component: Ground mica.

GOOD HOPE*

LEVEL: Wizard 4
CASTING TIME: 1
RANGE: 150 ft.; T One living creature/level, no two of which may be more than 30 ft. apart
DURATION: 1 min./level
SAVING THROW: Wisdom negates
SPELL RESISTANCE: Yes
COMPONENTS: V, S, M (for reverse)

This spell instills powerful hope in the subjects. Each affected creature gains a +2 bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

The reverse of this spell is *crushing despair*. This spell causes great sadness in the subjects. Each affected creature takes a -2 penalty on attack rolls, saving throws, attribute checks, and weapon damage rolls.

Material Component: A vial of tears.

Good hope and crushing despair counter each other.

GRASPING HAND

LEVEL: Wizard 7
CASTING TIME: 1
RANGE: 150 ft.
DURATION: 1 round/level
SAVING THROW: None
SPELL RESISTANCE: Yes
COMPONENTS: V, S, F/DF

This spell is a more powerful evocation of the forceful hand spell, acting in the same manner but able to hold motionless a creature of up to 1,000 lbs. or move creatures with twice the force of a forceful hand.

GREATER CONVERSION

LEVEL: Cleric 9
CASTING TIME: 12 hours
RANGE: 30 feet
DURATION: Instantaneous
SAVING THROW: Wisdom
SPELL RESISTANCE: Yes
COMPONENTS: V, S, M

This powerful spell, when cast upon a willing recipient, allows them to immediately be converted to the worship of the deity of the caster, changing their alignment to within one step of the deity. This spell can convert an avenger into a full paladin, or a good-aligned cleric into an evil-aligned cleric of the same level. This spell requires the use of an enchanted holy symbol worth at least 2000 gp.

GUIDANCE

LEVEL: Cleric 0, Druid 0
CASTING TIME: 1
RANGE: Touch
DURATION: 1 minute or until discharged
SAVING THROW: Wisdom negates (h)
SPELL RESISTANCE: Yes
COMPONENTS: V, S

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 bonus on a single attack roll, saving throw, or attribute check. It must choose to use the bonus before making the roll to which it applies.

HELPING HAND

LEVEL: Cleric 3
CASTING TIME: 1
RANGE: 5 miles
DURATION: 1 hour/level
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S, DF

You create the ghostly image of a hand, which you can send to find a creature within 5 miles. The hand then beckons to that creature and leads it to you if the creature is willing to follow.

When the spell is cast, the hand appears in front of you. You then specify a person (or any creature) by physical description, which can include race, gender, and appearance but not ambiguous factors such as level, alignment, or class. When the description is complete, the hand streaks off in search of a subject that fits the description. The amount of time it takes to find the subject depends on how far away she is.

Distance	Time to Locate
100 ft. or less	1 round
1,000 ft.	1 minute
1 mile	10 minutes
2 miles	1 hour
3 miles	2 hours
4 miles	3 hours
5 miles	4 hours

Once the hand locates the subject, it beckons the creature to follow it. If the subject does so, the hand points in your direction, indicating the most direct feasible route. The hand hovers 10 feet in front of the subject, moving before it at a speed of as much as 240 feet per round. Once the hand leads the subject back to you, it disappears.

The subject is not compelled to follow the hand or act in any particular way toward you. If the subject chooses not to follow, the hand continues to beckon for the duration of the spell, then disappears. If the spell expires while the subject is en route to you, the hand disappears; the subject must then rely on her own devices to locate you.

If more than one subject in a 5-mile radius meets the description, the hand locates the closest creature. If that creature refuses to follow the hand, the hand does not seek out a second subject.

If, at the end of 4 hours of searching, the hand has found no subject that matches the description within 5 miles, it returns to you, displays an outstretched palm (indicating that no such creature was found), and disappears.

The ghostly hand has no physical form. It is invisible to anyone except you and a potential subject. It cannot engage in combat or execute any other task aside from locating a subject and leading it back to you. The hand can't pass through solid objects but can ooze through small cracks and slits. The hand cannot travel more than 5 miles from the spot it appeared when you cast the spell.

HEROES' FEAST

LEVEL: Cleric 6
CASTING TIME: 10 minutes
RANGE: 50 ft.
DURATION: 1 hour plus 12 hours (see text)
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S, DF

You bring forth a great feast, including a magnificent table, chairs, service, and food and drink. The feast feeds one creature per the caster's level and takes 1 hour to consume. The beneficial effects do not set in until this hour is over. Every creature partaking of the feast is cured of all diseases, sickness, and nausea; becomes immune to poison for 12 hours; and gains 1d8 temporary hit points +1 point per two caster levels (maximum +10) after imbibing the nectar-like beverage that is part of the feast. The ambrosial food that is consumed grants each creature that partakes a +1 bonus on attack rolls and wisdom saving throws and immunity to fear effects for 12 hours.

If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated.

HEROISM

LEVEL: Wizard 3
CASTING TIME: 1
RANGE: Touch
DURATION: 10 min./level
SAVING THROW: Wisdom negates (h)
SPELL RESISTANCE: Yes (h)
COMPONENTS: V, S

This spell imbues a single creature with great bravery and morale in battle. The target gains a +2 bonus on attack rolls, saves, and attribute checks.

MAGIC

HIDEOUS LAUGHTER

LEVEL: Wizard 2
CASTING TIME: 1
RANGE: 50 ft.
DURATION: 1 round/level
SAVING THROW: Wisdom negates
SPELL RESISTANCE: Yes
COMPONENTS: V, S, M

This spell afflicts the subject with uncontrollable laughter. It collapses into gales of manic laughter, falling prone. The subject can take no actions while laughing, but is not considered helpless. After the spell ends, it can act normally.

A creature with an Intelligence score of 2 or lower is not affected. A creature whose type is different from the caster's receives a +4 bonus on its saving throw, because humor doesn't "translate" well.

Material Component: Tiny tarts that are thrown at the target and a feather that is waved in the air.

HOLD MONSTER, MASS

LEVEL: Illusionist 9, Wizard 9
CASTING TIME: 1
RANGE: 60 feet
DURATION: 1 round/level
SAVING THROW: Intelligence
SPELL RESISTANCE: Yes
COMPONENTS: V, S

This spell enables the caster to render a number of monsters equal to their class level completely immobile. They can breathe and speak, but cannot move or execute any other physical actions. The Illusionist version of this spell merely convinces them that they are frozen in place.

HOLD PLANT

LEVEL: Druid 4
CASTING TIME: 1
RANGE: 80 ft
DURATION: 1 round/ caster level
SAVING THROW: Negates
SPELL RESISTANCE: Yes
COMPONENTS: V, S, M

This spell affects plants that can move, whether naturally or as the result of a spell. Plants affected by the spell are frozen in place for the spell's duration, and if the spell is cast upon normal vegetation (such as dry leaves), these will make no sound other than sounds caused by the wind. In the case of molds, fungi, and other plants that cannot be considered separately, the spell affects 4-16 square yards of space, as decided by the caster. In the case of plant creatures such as treants, the spell affects between one and four creatures, at the caster's option.

Depending upon how many creatures (or sq yards of space) the caster targets, the saving throw against the spell is subject to different penalties. If one creature (4 sq yards) is targeted, the saving throw against the spell is made at a penalty of -4; two creatures or 8 sq yards suffer a penalty of -2; three creatures or 12 sq yards suffer a penalty of -1; and four creatures or 16 sq yards suffer no penalty on the saving throw.

HOLY FEAST

LEVEL: Cleric 5
CASTING TIME: 1
RANGE: 30 feet
DURATION: 1 hour/level
SAVING THROW: Wisdom (harmless)
SPELL RESISTANCE: No
COMPONENTS: V, S, M

This spell allows the caster to turn a regular meal into one that magically restores those that partake in it. Those who partake in this feast will heal a number of hit points equal to the caster's level, plus their Wisdom modifier and have any poisons or diseases purged from their bodies. It will also make the food taste uncommonly excellent- even if it is bread, turnips and water, it will taste

like the finest bread, the purest water, the most succulent ... turnips. The evil version of this spell, unholy feast can alter an ordinary meal into one that tastes extraordinary, but inflicts damage and introduces a disease into the system of those who partake in it.

HOLY MIGHT

LEVEL: Cleric 3
CASTING TIME: 1
RANGE: Personal
DURATION: 1 round/level
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S

This spell grants the caster a boost to their Strength, Dexterity and Constitution statistics. If the physical statistic in question is a prime, the boost is 1d4+1, if it is not, it is a boost of 2. The caster gains all the benefits of these boosted statistics.

HOLY SPEECH

LEVEL: Cleric 7
CASTING TIME: 1
RANGE: 100 feet
DURATION: 1 minute/level
SAVING THROW: Charisma
SPELL RESISTANCE: Yes
COMPONENTS: V, S

This spell allows the caster to become incredibly charismatic, allowing him or her to effectively cast charm person on a number of people equal to twice his character level. The influence gained by this power, however, can only be used for a purpose congenial to that of the deity or philosophy that the caster reveres- if it is misused, it will almost certainly elicit a Major Rebuke from the deity.

ICEBALL

LEVEL: Wizard 3
CASTING TIME: 1
RANGE: 60 feet
DURATION: Instant
SAVING THROW: Strength (paralysis)
SPELL RESISTANCE: Yes
COMPONENTS: V, S

The caster creates a blast of pure cold energy, which freezes an enemy in place upon contact, unless they succeed immediately on a strength saving throw against paralysis. A successful save results in 1d8 cold damage. The paralysis endures for 1d4+1 rounds. The victim is not killed by this, but simply held in place by ice, suffering 1d8 cold damage per round. Each round, the target or an ally can make a Strength check to break them free. Every 4 levels, the paralysis effect is increased by one round.

ILLUMINATING ORB

LEVEL: Wizard 2
CASTING TIME: 1
RANGE: N/A
DURATION: 10 minutes/level
SAVING THROW: None
SPELL RESISTANCE: Yes
COMPONENTS: V, S

This spell summons up a small orb of light, which can be controlled, which illuminates ordinary darkness and can be used to counter supernatural darkness, upon which the orb is destroyed.

ILLUSIONARY FORM: PIT FIEND

LEVEL: Illusionist 8, Wizard 8

CASTING TIME: 1

RANGE: Personal

DURATION: 1 round/level

SAVING THROW: Intelligence

SPELL RESISTANCE: No

COMPONENTS: V, S, M

This spell allows you to give yourself the illusory form of one of the most powerful creatures in existence, the Pit Fiend. You will take on the appearance of the fourteen-foot tall demon, and will gain the equivalent of its aura of terror power. Provided an enemy fails its saving throw, you will also have access to the base attack of the Pit Fiend (2 claw attacks at 2d6+6 damage, one tail slap at 2d4+3 damage with a reach of 10, with a +26 BtH!) and have an armor class of 30. You do not, however, gain access to any of the Pit Fiend's other powers or spell-like abilities with this spell, however.

ILLUSORY ATTACK

LEVEL: Illusionist 2

CASTING TIME: 1

RANGE: 25' + 10'/level

DURATION: 2 rounds

SAVING THROW: Intelligence negates

SPELL RESISTANCE: Yes

COMPONENTS: V, S

This spell allows the caster to create an illusory attack in a mode of his choosing which automatically strikes the spells intended target and causes 1d6 points of damage if the saving throw is failed (e.g. a caster might shoot an imaginary meteor or bite with illusory fangs). If this initial save is made the spell has no effect.

In addition, the target must save again the following round or suffer 1 pt of damage, plus an additional 1pt of damage for every two levels of the caster over 1st level (e.g. +2 at 3rd).

This additional damage will be related to the manner of attack chosen e.g. if a 5th level caster chose to send an illusory spear of ice at the target and the saves were failed then on the second round the target would suffer a further 3 points of cold damage (other possibilities are bleeding, poisoning etc.)

IMBUE WITH SPELL ABILITY

LEVEL: Cleric 4, Wizard 4

CASTING TIME: 10 minutes

RANGE: Touch

DURATION: Permanent until discharged

SAVING THROW: Wisdom negates

SPELL RESISTANCE: Yes

COMPONENTS: V, S, DF

You transfer some of your currently prepared spells, and the ability to cast them, to another creature. Only a creature with an Intelligence score of at least 5 and a Wisdom score of at least 9 can receive this bestowal. Only cleric spells from the schools of abjuration, divination, and conjuration (healing) can be transferred. The number and level of spells that the subject can be granted depends on its Hit Dice; even multiple castings of imbue with spell ability can't exceed this limit.

HD of Recipient	Spells Imbued
2 or lower	One 1st-level spell
3-4	One or two 1st-level spells
5 or higher	One or two 1st-level spells and one 2nd-level spell

The transferred spell's variable characteristics (range, duration, area, and the like) function according to your level, not the level of the recipient.

Once you cast imbue with spell ability, you cannot prepare a new 4th-level spell to replace it until the recipient uses the imbued spells or is slain, or until you dismiss the imbue with spell ability spell. In the meantime, you remain

responsible to your deity or your principles for the use to which the spell is put. If the number of 4th-level spells you can cast decreases, and that number drops below your current number of active imbue with spell ability spells, the more recently cast imbued spells are dispelled.

To cast a spell with a verbal component, the subject must be able to speak. To cast a spell with a somatic component, it must have human-like hands. To cast a spell with a material component or focus, it must have the materials or focus.

IMPLOSION

LEVEL: Cleric 9

CASTING TIME: 1

RANGE: 50 ft.

DURATION: concentration (up to 4 rounds)

SAVING THROW: Constitution negates

SPELL RESISTANCE: Yes

COMPONENTS: V, S

You create a destructive resonance in a corporeal creature's body. For each round you concentrate, you cause one creature to collapse in on itself, killing it. (This effect, being instantaneous, cannot be dispelled.)

You can target a particular creature only once with each casting of the spell.

Implosion has no effect on creatures in gaseous form or on incorporeal creatures.

INCEPTION

LEVEL: Illusionist 9

CASTING TIME: 1

RANGE: N/A

DURATION: Instantaneous

SAVING THROW: Intelligence

SPELL RESISTANCE: Yes

COMPONENTS: V, S

This spell can only be used while having entered into another subject's dreams using the dreaming spell, but allows the caster to plant suggestions at a deep enough mental level that the idea appears to be the subject's own creation. The results of this if successful may not be immediate, but are extraordinarily life-changing- the subject may immediately change alignment, willingly abdicate their lands and titles or follow a similarly dramatic change, while fully believing it was their idea. The spell involves going very deeply into the subconscious, and the caster must succeed at an Intelligence check modified by the hit dice of the creature, or suffer severe mental damage, losing 1d4 Intelligence, Wisdom and Charisma points permanently.

INTERPOSING HAND

LEVEL: Wizard 5

CASTING TIME: 1

RANGE: 150 ft.

DURATION: 1 round/level

SAVING THROW: None

SPELL RESISTANCE: Yes

COMPONENTS: V, S, F

This spell creates a magical hand with the same number of hit points as the caster. The caster can cause the hand to be as small as his or her own, or as large as a shield. The caster selects a foe, and the hand will place itself between the caster and that particular enemy, moving so rapidly that it cannot be avoided. It is strong enough to hold back any creature weighing 200 lbs. or less and will slow heavier opponents to half movement. The movement rates of opponents of truly massive size (such as dragons) will be adjudicated by the CK, being slowed to a quarter movement rate or pushing the hand aside entirely.

INTOXICATION

LEVEL: Illusionist 1, Wizard 1

CASTING TIME: 1

RANGE: Touch

DURATION: 10 minutes/level

SAVING THROW: Intelligence

SPELL RESISTANCE: Yes

COMPONENTS: V, S

MAGIC

This spell immediately renders the subject mildly intoxicated, as if they had one too many alcoholic beverages. They suffer a -1 penalty to Dexterity, Intelligence and Wisdom rolls, but gain a +1 bonus to Charisma rolls. They suffer a -1 penalty to attack rolls, but gain a +1 bonus to damage rolls.

INVISIBLE STALKER

LEVEL: Wizard 6
CASTING TIME: 1
RANGE: 10 ft
DURATION: See below
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S, M

This spell summons an invisible stalker. The stalker will perform one task as commanded by the caster, but resents its slavery and will always seek to misinterpret a command if it is worded ambiguously.

INVISIBILITY PURGE

LEVEL: Cleric 3
CASTING TIME: 1
RANGE: Personal
DURATION: 1 min./level
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S

You surround yourself with a sphere of power with a radius of 5 feet per caster level that negates all forms of invisibility.

Anything invisible becomes visible while in the area.

INVULNERABILITY

LEVEL: Wizard 9
CASTING TIME: 1
RANGE: Personal
DURATION: 1+Int modifier rounds
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S

This spell grants the caster immunity to all magical spells that cause hit point or attribute damage, and to all magical weapons of +4 or lower enchantment. The caster gains SR of 15 against all other spells, unless they actively wish to be affected by them.

IRRESISTIBLE DANCE

LEVEL: Wizard 8
CASTING TIME: 1
RANGE: Touch
DURATION: 1d4+1 rounds
SAVING THROW: None
SPELL RESISTANCE: Yes
COMPONENTS: V

The living subject feels an undeniable urge to dance and begins doing so, complete with foot shuffling and tapping. The spell effect makes it impossible for the subject to do anything other than caper and prance in place. The effect imposes a -4 penalty to Armor Class and a -10 penalty on dexterity saving throws, and it negates any AC bonus granted by a shield the target holds.

LAST BREATH

LEVEL: Necromancer 4, Wizard 4
CASTING TIME: Instantaneous
RANGE: Personal
DURATION: 1 round
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S

This spell allows the caster to remain conscious and active for one round after suffering damage reducing him to below 0 hit points. Upon the end of the

round, the caster will collapse and immediately begin dying, with all attempts to stabilize him made at a -2 penalty.

LAST SIGHT

LEVEL: Chronomancer 2, Wizard 2
CASTING TIME: one minute
RANGE: Touch
DURATION: 1 minute/level
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S, M

Finding out information can be tricky when your informant is dead. However, even the knowledge of who killed the informant can be helpful in tracking them down, or completing a task.

This spell allows its caster to see through the eyes of the corpse to watch its last visions. The caster watches the visions as a tape playing in reverse, starting at the instant point of death and going to previous times. For every minute of time spent watching, the caster can see a minute of sights through the corpse's eyes.

The visions are skewed over time, so the longer the corpse has been dead, the fuzzier and harder to understand the visions will be. A wisdom check is required (CL = the number of days the corpse has been dead). This spell can only be attempted once by a given caster on a given corpse.

LATENESS

LEVEL: Chronomancer 2, Wizard 2
CASTING TIME: 1
RANGE: 50 ft.
DURATION: 1 minute/level
SAVING THROW: Intelligence negates
SPELL RESISTANCE: Yes
COMPONENTS: V, S, M

This spell causes the targets (one creature/2 levels, with INT > 5) to become drastically confused about what the time is, and convinced that they are late for something they need to do (an appointment with a superior, going on shift as a guard, or something similar.)

Creatures from barbaric cultures who have no concerns with set times are not immune to this spell: maybe they are late to arrive at a communal buffalo kill, forgot to bow to their chief and must rush back to make up for this transgression, etc.

Unlike Mismeasure Time, this enchantment is strong enough that affected creatures will not be swayed by clocks, the sun, etc, and will remain convinced until the duration expires.

If the creature is in combat, it will not suddenly disengage, but will become preoccupied with its lateness and suffer a -3 distraction penalty to attack rolls, saving throws, ability checks, and skill checks.

If the creature is not in combat or facing hostile enemies, it will immediately begin moving towards some distant location in the belief that it is 'late'.

LEECH YOUTH

LEVEL: Necromancer 9, Wizard 9
CASTING TIME: 1
RANGE: Touch
DURATION: Permanent
SAVING THROW: Constitution negates
SPELL RESISTANCE: Yes
COMPONENTS: V, S

Leeching the life essence of a living character of less or equal HD or level, and full HP, the caster ages them 10 years, placing them in a coma for a day, killing them outright if such aging would take them beyond their natural lifespan. This stolen life essence physically youthens the caster by 1 year, though they do not lose any knowledge, skill, or ability.

LIFE REMEMBERED

LEVEL: Cleric 6, Necromancer 6

CASTING TIME: 1

RANGE: Touch

DURATION: 1 day/level

SAVING THROW: None

SPELL RESISTANCE: No

COMPONENTS: V, S, M (an article significant to the undead's former life)

Touching the desired undead skeleton or zombie, the caster restores its previous consciousness and identity, including memories and personality. Unless the animated dead is a known individual, the CK should feel free to determine its personality, experience, etc. themselves.

LIFE SHARE

LEVEL: Cleric 2, Necromancer 2

CASTING TIME: none

RANGE: Touch

DURATION: Instantaneous

SAVING THROW: None

SPELL RESISTANCE: No

COMPONENTS: V, S

Touching a character of any alignment not opposed to their own, the caster transfers as many of their own F though the character's HP may not exceed their normal limit, nor can the character refuse the gift of HP.

LIGHT STRIDE

LEVEL: Wizard 3

CASTING TIME: 1

RANGE: Touch

DURATION: 1 day/5 levels

SAVING THROW: Int negates

SPELL RESISTANCE: Yes

COMPONENTS: V, S, M (a feather/a small lead sphere worth 1 cp)

This spell insinuates arcane energies into the character, doubling their movement rate as they become capable of tremendous strides Cast in reverse as Heavy Stride, this spell makes a character's legs feel as heavy as stone, halving their movement.

LIVEOAK

LEVEL: Druid 6

CASTING TIME: 10 minutes

RANGE: Touch

DURATION: one day/level

SAVING THROW: None

SPELL RESISTANCE: No

COMPONENTS: V, S

This spell turns an oak tree into a protector or guardian. The spell can be cast on only a single tree at a time; while liveoak is in effect, you can't cast it again on another tree. The tree on which the spell is cast must be within 10 feet of your dwelling place, within a place sacred to you, or within 300 feet of something that you wish to guard or protect.

Liveoak must be cast on a healthy, Huge oak. A triggering phrase of up to one word per caster level is placed on the targeted oak. The liveoak spell triggers the tree into animating as a treant.

If liveoak is dispelled, the tree takes root immediately, wherever it happens to be. If released by you, the tree tries to return to its original location before taking root.

LOCATE PLANTS

LEVEL: Druid 2

CASTING TIME: 1

RANGE: Caster

DURATION: 1 turn/ caster level

SAVING THROW: None

SPELL RESISTANCE: No

COMPONENTS: V, S, M

Upon casting this spell, the caster is imbued with the ability mentally to locate any specific type of plant upon which he or she concentrates, in the 5 ft. radius/ caster level area the spell radiates around him or her as he or she moves.

LONGSTRIDER

LEVEL: Druid 1

CASTING TIME: 1

RANGE: Personal

DURATION: 1 hour/level

SAVING THROW: None

SPELL RESISTANCE: No

COMPONENTS: V, S, M

This spell increases your base land speed by 10 feet. It has no effect on other modes of movement, such as burrow, climb, fly, or swim.

Material Component: A pinch of dirt.

LOWER RESISTANCE

LEVEL: Wizard 5

CASTING TIME: 1

RANGE: Within Sight

DURATION: 1 round/level

SAVING THROW: Intelligence

SPELL RESISTANCE: No

COMPONENTS: S, V

This spell enables the caster to lower the SR of any creature by 1d6 + the caster's Intelligence modifier, making them more vulnerable to their spells.

LUCUBRATION

LEVEL: Wizard 6

CASTING TIME: 1

RANGE: Personal

DURATION: Instantaneous

SAVING THROW: None

SPELL RESISTANCE: No

COMPONENTS: V, S

You instantly recall any one spell of 5th level or lower that you have used during the past 24 hours. The spell must have been actually cast during that period. The recalled spell is stored in your mind as through prepared in the normal fashion.

If the recalled spell requires material components, you must provide them. The recovered spell is not usable until the material components are available.

MAGE ARMOR

LEVEL: Wizard 1

CASTING TIME: 1

RANGE: Touch

DURATION: 1 hour/level

SAVING THROW: Wisdom negates (h)

SPELL RESISTANCE: No

COMPONENTS: V, S, F

An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC.

Unlike mundane armor, mage armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor.

MAGIC

Focus: A piece of cured leather.

MAGE'S SWORD

LEVEL: Wizard 7
CASTING TIME: 1
RANGE: 50 ft.
DURATION: 1 round/level
SAVING THROW: None
SPELL RESISTANCE: Yes
COMPONENTS: V, S, F

The caster evokes a magical sword into being and can wield it by exerting his or her will. While doing so, he or she cannot cast spells, use magic items, or move, although the spell does not end if the caster's concentration is broken; the sword simply does not attack during that round. The sword attacks as a fighter one-half the caster's level (and always hits on a natural 19 or 20), and it can hit creatures that can ordinarily be hit only with magic weapons. The damage caused by the sword is considerable; it inflicts 5d4 hp against size S and M creatures, or 5d6 against larger creatures. The sword can be dispelled by dispel magic.

The material components for the spell cost 500 gp or more.

MAGIC DARTS

LEVEL: Wizard 3
CASTING TIME: 1
RANGE: 60 feet
DURATION: 1 round/level
SAVING THROW: None
SPELL RESISTANCE: Yes
COMPONENTS: V, S, M

This spell allows the caster to transform standard darts into +2 magical weapons, which do 1d6 damage, instead of the standard 1d3 for darts. These darts can be thrown up to 60 feet, and the caster can throw two of them per round. The caster can transform a number of darts equal to their class level with this spell.

MAGIC VESTMENT

LEVEL: Cleric 3
CASTING TIME: 1
RANGE: Touch
DURATION: 1 hour/level
SAVING THROW: Wisdom negates (h) (object)
SPELL RESISTANCE: Yes (h) (object)
COMPONENTS: V, S, DF

You imbue a suit of armor or a shield with a bonus of +1 per four caster levels (maximum +5 at 20th level).

An outfit of regular clothing counts as armor that grants no AC bonus for the purpose of this spell.

MAGICAL MIRROR

LEVEL: Wizard 7
CASTING TIME: 1 hour
RANGE: N/A
DURATION: 1 minute/level
SAVING THROW: N/A
SPELL RESISTANCE: No
COMPONENTS: V, S, M

This spell transforms a regular mirror into a magical mirror, allowing the caster to commune with an extraplanar being or a deity (or one of the deity's representatives). The being will appear, and will usually allow the mortal to ask questions freely, and will typically answer fully and in detail, though it may choose simply to say 'yes' or 'no'. It may choose to answer or not to answer, but it cannot tell a lie. It will often demonstrate an answer by showing visual images, rather than verbally telling the individual. Though the being cannot actively act against the caster while being questioned, it can of course do so if it desires once the questioning is finished. A figurine or image of the being you desire to summon worth at least 2000 gp is required to cast this spell.

MAGNIFICENT MANSION

LEVEL: Wizard 7
CASTING TIME: 1
RANGE: 50 ft.
DURATION: 2 hours/level
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S, F

You conjure up an extradimensional dwelling (up to three 10-ft. cubes/level) that has a single entrance on the plane from which the spell was cast. The entry point looks like a faint shimmering in the air that is 4 feet wide and 8 feet high. Only those you designate may enter the mansion, and the portal is shut and made invisible behind you when you enter. You may open it again from your own side at will. Once observers have passed beyond the entrance, they are in a magnificent foyer with numerous chambers beyond. The atmosphere is clean, fresh, and warm.

You can create any floor plan you desire to the limit of the spell's effect. The place is furnished and contains sufficient foodstuffs to serve a nine-course banquet to a dozen people per caster level. A staff of near-transparent servants (as many as two per caster level), liveried and obedient, wait upon all who enter. The servants function as unseen servant spells except that they are visible and can go anywhere in the mansion.

Since the place can be entered only through its special portal, outside conditions do not affect the mansion, nor do conditions inside it pass to the plane beyond.

Focus: A miniature portal carved from ivory, a small piece of polished marble, and a tiny silver spoon (each item worth 5 gp).

MAKE WHOLE

LEVEL: Cleric 2
CASTING TIME: 1
RANGE: 50 ft.
DURATION: n/a
SAVING THROW: n/a
SPELL RESISTANCE: n/a
COMPONENTS: V, S

This spell functions like mending, except that make whole completely repairs an object made of any substance, even one with multiple breaks, to be as strong as new. The spell does not restore the magical abilities of a broken magic item made whole, and it cannot mend broken magic rods, staves, or wands. The spell does not repair items that have been warped, burned, disintegrated, ground to powder, melted, or vaporized, nor does it affect creatures (including constructs).

MANTLE OF PROTECTION

LEVEL: Cleric 6
CASTING TIME: 1
RANGE: Personal
DURATION: 1 round/level
SAVING THROW: N/A
SPELL RESISTANCE: No
COMPONENTS: V, S, M

This spell allows the caster to create a magical mantle around themselves, protecting them from any manner of harm inflicted upon them. It allows the caster to make saving throws as if all of their stats were Prime Attributes. This spell requires the use of an expensively made garment, of at least 250 gp in value, which will be destroyed at the end of the spell.

MARK OF JUSTICE

LEVEL: Cleric 5, Necromancer 5
CASTING TIME: 10 minutes
RANGE: Touch
DURATION: Permanent (see text)
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S, DF

You draw an indelible mark on the subject and state some behavior on the part of the subject that will activate the mark. When activated, the mark curses the subject. Typically, you designate some sort of criminal behavior that activates the mark, but you can pick any act you please. The effect of the mark is identical with the effect of bestow curse.

Since this spell takes 10 minutes to cast and involves writing on the target, you can cast it only on a creature that is willing or restrained.

Like the effect of bestow curse, a mark of justice cannot be dispelled, but it can be removed with a limited wish, miracle, remove curse, or wish spell. Remove curse works only if its caster level is equal to or higher than your mark of justice caster level. These restrictions apply regardless of whether the mark has activated.

MASS MONITORING

LEVEL: Cleric 5
CASTING TIME: 1
RANGE: 30 feet
DURATION: 2 hours/level
SAVING THROW: Wisdom
SPELL RESISTANCE: Yes
COMPONENTS: V, S

This spell acts as Status, but effects all individuals within a 30-foot radius.

MASS PLANAR ADAPTATION

LEVEL: Cleric 6, Wizard 6
CASTING TIME: 1
RANGE: 30' radius
DURATION: 2 hours/level
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S

This spell is like Adapt to Plane, but effects all individuals within a 30-foot radius.

MASSMORPH

LEVEL: Illusionist 4, Wizard 4
CASTING TIME: 1
RANGE: 10 ft/level
DURATION: See below
SAVING THROW: None (willing creatures only)
SPELL RESISTANCE: No
COMPONENTS: V, S, M

This spell causes creatures of man size or smaller to appear like an innocent grove of trees to any observers. Up to 10 creatures in a 10×10 ft. square/level area may be enchanted in this manner. The illusion is so powerful that it is maintained even if the massmorphed creatures are touched. The “tree’s” reaction to being stabbed or hacked at is fairly likely to indicate that it is no normal tree, of course, although the illusion is not actually dispelled by a successful attack. The illusion persists until the caster dies or dismisses it (or it is dispelled).

MEASURE TIME

LEVEL: Chronomancer 0, Wizard 0
CASTING TIME: 1 action
RANGE: 450 ft.
DURATION: Instantaneous
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: S

There are two uses for this spell. First, it can be used to determine the current date and time, down to a thousandth of a second.

Second, it can be used to determine the exact amount of time, down to the thousandth of a second, between two events observed by the caster. Thus, for example, it can be used to precisely time a horse in a race. The events can be at Long range, as long as they are in the caster's line of sight. The maximum interval that can be measured this way is 1 hour per level.

MEMORY LAPSE

LEVEL: Illusionist 1, Wizard 1
CASTING TIME: 1
RANGE: Touch
DURATION: Permanent
SAVING THROW: Intelligence
SPELL RESISTANCE: Yes
COMPONENTS: V, S

This spell allows the caster to erase memories of the last short while from an individual. The amount of time that can be erased from the memory is equal to one minute per level.

MIND FOG

LEVEL: Wizard 5
CASTING TIME: 1
RANGE: 150 ft.
AREA OF EFFECT: Fog spreads in 20-ft. radius, 20 ft. high
DURATION: 30 minutes and 2d6 rounds (see text)
SAVING THROW: Wisdom negates
SPELL RESISTANCE: Yes
COMPONENTS: V, S

Mind fog produces a bank of thin mist that weakens the mental resistance of those caught in it. Creatures in the mind fog take a -10 penalty on Wisdom checks and wisdom saving throws. (A creature that successfully saves against the fog is not affected and need not make further saves even if it remains in the fog.) Affected creatures take the penalty as long as they remain in the fog and for 2d6 rounds thereafter. The fog is stationary and lasts for 30 minutes (or until dispersed by wind).

A moderate wind (11+ mph) disperses the fog in four rounds; a strong wind (21+ mph) disperses the fog in 1 round.

The fog is thin and does not significantly hamper vision.

MINOR SEQUENCER

LEVEL: Illusionist 4, Necromancer 4, Wizard 4
CASTING TIME: 1
RANGE: N/A
DURATION: Instant
SAVING THROW: N/A
SPELL RESISTANCE: No
COMPONENTS: V, S

This spell allows the caster to program 2 spells of levels 1 or 2 simultaneously, using up castings of both spells, along with the Sequencer when originally cast. Once cast, these spells can be cast simultaneously at any point during that day or thereafter. For example, this spell could allow two *Magic Missiles* to be cast, or a *Mage Armour* spell combined with Invisibility. Only one Sequencer can be active at a time.

MIRACLE

LEVEL: Cleric 9
CASTING TIME: 1
RANGE: See text
DURATION: See text
SAVING THROW: see text
SPELL RESISTANCE: Yes
COMPONENTS: V, S
XP COST: 5,000 XP (for some uses of the miracle spell; see above)

You don't so much cast a miracle as request one. You state what you would like to have happen and request that your deity (or the power you pray to for spells) intercede.

A miracle can do any of the following things.

- Duplicate any cleric spell of 8th level or lower.
- Duplicate any other spell of 7th level or lower.

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- Undo the harmful effects of certain spells, such as feeblemind or insanity.
- Have any effect whose power level is in line with the above effects.

If the miracle has any of the above effects, casting it has no experience point cost.

Alternatively, the caster can make a very powerful request. Casting such a miracle costs the caster 5,000 XP because of the powerful divine energies involved. Examples of especially powerful miracles of this sort could include the following.

- Swinging the tide of a battle in your favor by raising fallen allies to continue fighting.
- Moving you and your allies, with all your and their gear, from one plane to another through planar barriers to a specific locale with no chance of error.
- Protecting a city from an earthquake, volcanic eruption, flood, or other major natural disaster.

In any event, a request that is out of line with the deity's (or alignment's) nature is refused.

A duplicated spell allows saving throws and spell resistance as normal, but the save CLs are as for a 9th-level spell. When a miracle duplicates a spell that has an XP cost, you must pay that cost. When a miracle spell duplicates a spell with a material component that costs more than 100 gp, you must provide that component.

MISMEASURE TIME

LEVEL: Chronomancer 0, Wizard 1

CASTING TIME: 1

RANGE: 50 ft.

DURATION: 10 minutes/level

SAVING THROW: Intelligence negates

SPELL RESISTANCE: Yes

COMPONENTS: V, S, F

This spell causes a target creature to become confused about the current time, thinking it is up to 1 hour per level earlier or later (the caster decides the exact error in time.) This may cause storekeepers to close early, guards to leave their post and go off-shift, innkeepers to undercharge rent, etc. The affected creature is otherwise mentally lucid, and when the duration is up will realize that they were wrong about the time.

If the target is somehow informed of the true time; for example: told by an ally, looks at a clock or other measuring device before the duration ends, or exits a building and observes the height of the sun; they get an additional saving throw. If it succeeds, the spell effect ends immediately. If it fails, the spell will last for its full duration, and no additional saves will be gained.

MOMENT OF PRESCIENCE

LEVEL: Wizard 8

CASTING TIME: 1

RANGE: Personal

DURATION: 1 hour/level or until discharged

SAVING THROW: None

SPELL RESISTANCE: No

COMPONENTS: V, S

This spell grants you a powerful sixth sense in relation to yourself. Once during the spell's duration, you may choose to use its effect. This spell grants you a bonus equal to your caster level (maximum +25) on any single attack roll, attribute check, or saving throw. Alternatively, you can apply the bonus to your AC against a single attack. Activating the effect doesn't take an action; you can even activate it on another character's turn if needed. You must choose to use the moment of prescience before you make the roll it is to modify. Once used, the spell ends.

You can't have more than one moment of prescience active on you at the same time.

MONITOR

LEVEL: Cleric 2

CASTING TIME: 1

RANGE: Touch

DURATION: 2 hours/level

SAVING THROW: Wisdom

SPELL RESISTANCE: Yes

COMPONENTS: V, S

This ability allows you to keep tabs on the individual you cast the spell on, giving you their location within half a mile and stating whether their condition is 'excellent', 'good', 'fair', 'poor' or 'critical'.

MOUNT

LEVEL: Wizard 1

CASTING TIME: 1 round

RANGE: 50 ft.

DURATION: 2 hours/level

SAVING THROW: None

SPELL RESISTANCE: No

COMPONENTS: V, S, M

You summon a light horse or a pony (your choice) to serve you as a mount. The steed serves willingly and well. The mount comes with a bit and bridle and a riding saddle.

Material Component: A bit of horse hair.

NOMAD

LEVEL: Chronomancer 1, Druid 1, Necromancer 1

CASTING TIME: one round

RANGE: Touch

DURATION: Special

SAVING THROW: Constitution negates (h)

SPELL RESISTANCE: Yes (h)

COMPONENTS: V, S, M

This spell drastically increases the length of time required between meals. The recipient only requires food and drink once every 12 hours per the caster's level, up to 7 days. Also, secondary poison damage is delayed for up to one hour per caster level.

If the recipient has an unusual metabolism to start with, this spell affects accordingly.

NON-DETECTION

LEVEL: Illusionist 3

CASTING TIME: 1

RANGE: Caster

AREA OF EFFECT: 5 ft. radius

DURATION: 1 turn/level

SAVING THROW: None

SPELL RESISTANCE: No

COMPONENTS: V, S, M

This spell shields the caster from the prying eyes of scrying magics, making him or her invisible to divination spells and other means of magical spying such as crystal balls and thought detection.

OBSCURE OBJECT

LEVEL: Cleric 3, Wizard 2

CASTING TIME: 1

RANGE: Touch

DURATION: 8 hours

SAVING THROW: Wisdom negates

SPELL RESISTANCE: Yes

COMPONENTS: V, S, M/DF

This spell hides an object (up to 100 lb./level) from location by divination (scrying) effects, such as the scrying spell or a crystal ball. Such an attempt automatically fails (if the divination is targeted on the object) or fails to perceive the object (if the divination is targeted on a nearby location, object, or person).

Arcane Material Component: A piece of chameleon skin.

PARALYSATION

LEVEL: Illusionist 3
CASTING TIME: 1
RANGE: 10 ft/level
DURATION: Permanent
SAVING THROW: Negates
SPELL RESISTANCE: No
COMPONENTS: V, S

A certain number of creatures within a 20×20 ft. area are frozen in place, magically convinced that they cannot move. The caster can affect creatures with a total number of hit dice equal to twice his caster level. Each creature is entitled to a saving throw against the spell. The caster can end the paralysis at any time; otherwise a *dispel magic* (or *dispel illusion*) spell is the only way to remove the paralysis.

PASS PLANT

LEVEL: Druid 5
CASTING TIME: 1
RANGE: Touch
DURATION: See below
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S, M

By means of this spell, the caster steps into one tree and steps out from a distant tree of the same type. The caster determines the direction in which he or she will travel from one tree to another. Most trees permit a maximum distance of travel of 300 yards, but trees sacred to druids allow travel of considerably greater distance; oak, yew, and rowan trees permit the druid to travel as far as 600 yards. If no tree of the same type is to be found in the direction the druid designates, he or she will emerge from any tree of that species within the spell's range closest to the direction he or she specified. The druid may remain in the first tree for as long as one round per caster level before being forced to leave the other tree, and in this case he or she will be treated in the same way as for a plant door spell. If no appropriate tree is available for the druid to step from, he or she may remain in the first tree for the spell's duration, but will not be able to use the spell for traveling.

PEACEFULNESS

LEVEL: Illusionist 7, Wizard 7
CASTING TIME: 1
RANGE: Sight
DURATION: 5 minutes/level
SAVING THROW: Charisma
SPELL RESISTANCE: Yes
COMPONENTS: V, S

This spell instills feelings of peace and benevolence in one character, and if previously hostile, they will become friendly towards you. Creatures that were previously friendly will fall over themselves to help you, though they will not do anything inherently suicidal to gain your favor. The spell ends, however, if they are attacked by you or one of your allies.

PHANTOM STEED

LEVEL: Wizard 3
CASTING TIME: 10 minutes
RANGE: 0 ft.
DURATION: 1 hour/level
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S

You conjure a Large, quasi-real, horse-like creature. The steed can be ridden only by you or by the one person for whom you specifically created the mount. A phantom steed has a black head and body, gray mane and tail, and smoke-colored, insubstantial hooves that make no sound. It has what seems to be a saddle, bit, and bridle. It does not fight, but animals shun it and refuse to attack it.

The mount has an AC of 18 and 7 hit points +1 hit point per caster level. If it loses all its hit points, the phantom steed disappears. A phantom steed has a speed of 20 feet per caster level, to a maximum of 240 feet. It can bear its rider's weight plus up to 10 pounds per caster level.

These mounts gain certain powers according to caster level. A mount's abilities include those of mounts of lower caster levels.

8th Level: The mount can ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.

10th Level: The mount can use water walk at will (as the spell, no action required to activate this ability).

12th Level: The mount can use air walk at will (as the spell, no action required to activate this ability) for up to 1 round at a time, after which it falls to the ground.

14th Level: The mount can fly at its speed (average maneuverability).

PIT

LEVEL: Druid 2, Wizard 2
CASTING TIME: 1
RANGE: 100 ft.
DURATION: 10 minutes/level
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S

This spell opens up a 10×10 extradimensional hole with a depth of 20 feet, which can be deployed anywhere within 100 feet of the caster. If a creature is standing on the space where you open up the pit, they must make a dexterity saving throw or be caught in the pit, taking falling damage and being trapped. When the spell duration ends, those trapped in the pit rise to the surface.

PLANAR ADAPTATION

LEVEL: Cleric 4, Wizard 4
CASTING TIME: 1
RANGE: Touch
DURATION: 2 hours/level
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S

This spell allows an individual whom the caster touches to become immune to the inherent or atmospheric dangers of a particular plane, for example, preventing them from suffering energy drain on the Negative Energy Plane, or having their lungs burnt by the extreme heat in Hell.

PLANAR BINDING

LEVEL: Wizard 6
CASTING TIME: 10 minutes
RANGE: 50 ft. (see text)
DURATION: Instantaneous
SAVING THROW: Wisdom negates
SPELL RESISTANCE: No and yes (see text)
COMPONENTS: V, S

This spell functions like lesser planar binding, except that you may call a single creature of 12 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 12 (no two of which can be more than 30 ft. apart when they appear). Each creature gets a save, makes an independent attempt to escape, and must be individually persuaded to aid you.

PLANAR BINDING, GREATER

LEVEL: Wizard 8
CASTING TIME: 10 minutes
RANGE: 50 ft. (see text)
DURATION: Instantaneous
SAVING THROW: Wisdom negates
SPELL RESISTANCE: No and yes (see text)
COMPONENTS: V, S

This spell functions like lesser planar binding, except that you may call a single creature of 18 HD or less, or up to three creatures of the same kind whose Hit

MAGIC

Dice total no more than 18 (no two of which can be more than 30 ft. apart when they appear). Each creature gets a saving throw, makes independent attempts to escape, and must be persuaded to aid you individually.

PLANAR BINDING, LESSER

LEVEL: Wizard 5

CASTING TIME: 10 minutes

RANGE: 50 ft. (see text)

DURATION: Instantaneous

SAVING THROW: Wisdom negates

SPELL RESISTANCE: No and yes (see text)

COMPONENTS: V, S

Casting this spell attempts a dangerous act: to lure a creature (One elemental or outsider with 6 HD or less) from another plane to a specifically prepared trap, which must lie within the spell's range. The called creature is held in the trap until it agrees to perform one service in return for its freedom.

To create the trap, you must use a magic circle spell, focused inward. The kind of creature to be bound must be known and stated. If you wish to call a specific individual, you must use that individual's proper name in casting the spell.

The target creature is allowed a **wisdom saving throw**. If the saving throw succeeds, the creature resists the spell. If the saving throw fails, the creature is immediately drawn to the trap (spell resistance does not keep it from being called). The creature can escape from the trap with by successfully pitting its spell resistance against your caster level check, by dimensional travel, or with a successful Charisma check (CL = ½ your caster level + your charisma modifier). It can try each method once per day. If it breaks loose, it can flee or attack you. A dimensional anchor cast on the creature prevents its escape via dimensional travel. You can also employ a calling diagram (see magic circle against evil) to make the trap more secure.

If the creature does not break free of the trap, you can keep it bound for as long as you dare. You can attempt to compel the creature to perform a service by describing the service and perhaps offering some sort of reward. You make a Charisma check opposed by the creature's Charisma check. The check is assigned a bonus of +0 to +6 based on the nature of the service and the reward. If the creature wins the opposed check, it refuses service. New offers, bribes, and the like can be made or the old ones re-offered every 24 hours. This process can be repeated until the creature promises to serve, until it breaks free, or until you decide to get rid of it by means of some other spell. Impossible demands or unreasonable commands are never agreed to. If you roll a 1 on the Charisma check, the creature breaks free of the binding and can escape or attack you.

Once the requested service is completed, the creature need only so inform you to be instantly sent back whence it came. The creature might later seek revenge. If you assign some open-ended task that the creature cannot complete though its own actions the spell remains in effect for a maximum of one day per caster level, and the creature gains an immediate chance to break free. Note that a clever recipient can subvert some instructions.

When you use a conjuration spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

PLANT DOOR

LEVEL: Druid 4

CASTING TIME: 1

RANGE: Touch

DURATION: 1 turn/ caster level

SAVING THROW: None

SPELL RESISTANCE: No

COMPONENTS: V, S, M

This spell allows the caster to travel effortlessly through vegetation of any kind, stepping through it as if it did not exist.

The pathway may also be traveled by a druid of higher level than the caster, but no other creature can take advantage of the spell's effect. The pathway opened by the spell may be up to 5 ft. wide, 10 ft. high, and up to 120 ft/ caster level in length. The caster may even use the spell to shift inside a tree or move through an area of plants affected by a spell (such as entangle).

If the caster is within a tree that is attacked, he or she must leave the tree before it is killed or die with the tree.

POLAR RAY

LEVEL: Wizard 8

CASTING TIME: 1

RANGE: 50 ft.

DURATION: Instantaneous

SAVING THROW: None

SPELL RESISTANCE: Yes

COMPONENTS: V, S, F

A blue-white ray of freezing air and ice springs from your hand. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d6 points of cold damage per caster level (maximum 25d6).

Focus: A small, white ceramic cone or prism.

PREY MARK

LEVEL: Druid 6

CASTING TIME: 2

RANGE: 150 ft.

DURATION: 1 day/level

SAVING THROW: None

SPELL RESISTANCE: No

COMPONENTS: S, M (something belonging to the target)

Summoning the most powerful carnivore within range to their side, the caster sets the creature on the victim's trail. The animal believes the scented victim to be the most delicious prey it has ever encountered, and will pursue the victim until it devours them, is slain, or the spell ends.

PREDICT ATTACK

LEVEL: Wizard 2

CASTING TIME: 1

RANGE: Personal

DURATION: 1 round/level

SAVING THROW: N/A

SPELL RESISTANCE: No

COMPONENTS: V, S

This spell grants the caster incredible insight into the attack patterns and capabilities of a monster, and allows the caster to come up with countermeasures for their attacks. This grants the caster a +2 bonus to armor class and all saving throws against one enemy for the duration of the spell.

PRECISE WEAPON

LEVEL: Wizard 3

CASTING TIME: 1

RANGE: Touch

DURATION: 1 hour/level

SAVING THROW: None

SPELL RESISTANCE: No

COMPONENTS: V, S

This spell allows the caster to make a weapon score a critical hit on 19 as well as 20, and to do bonus damage equal to the caster's Intelligence modifier with all attacks. A weapon so altered is to be considered a +1 magical weapon for purposes of overcoming immunities.

PRIVATE SANCTUM

LEVEL: Wizard 5

CASTING TIME: 10 minutes

RANGE: 50 ft.

AREA OF EFFECT: 30-ft. cube/level

DURATION: 24 hours

SAVING THROW: None

SPELL RESISTANCE: No

COMPONENTS: V, S, M

This spell ensures privacy. Anyone looking into the area from outside sees only a dark, foggy mass. Darkvision cannot penetrate it. No sounds, no matter how

loud, can escape the area, so nobody can eavesdrop from outside. Those inside can see out normally.

Divination (scrying) spells cannot perceive anything within the area, and those within are immune to detect thoughts. The ward prevents speech between those inside and those outside (because it blocks sound), but it does not prevent other communication, such as a sending or message spell, or telepathic communication, such as that between a wizard and her familiar.

The spell does not prevent creatures or objects from moving into and out of the area.

Private sanctum can be made permanent with a permanency spell.

Material Component: A thin sheet of lead, a piece of opaque glass, a wad of cotton or cloth, and powdered chrysolite.

PROTECTION FROM SPELLS

LEVEL: Wizard 8

CASTING TIME: 1

RANGE: Touch

DURATION: 10 min./level

SAVING THROW: Wisdom negates (h)

SPELL RESISTANCE: Yes (h)

COMPONENTS: V, S, M, F

The target creature's (up to one creature touched per four levels) gains a +8 bonus on saving throws against spells and spell-like abilities (but not against supernatural and extraordinary abilities).

Material Component: A diamond of at least 500 gp value, which must be crushed and sprinkled over the targets.

Focus: One 1,000 gp diamond per creature to be granted the protection. Each subject must carry one such gem for the duration of the spell. If a subject loses the gem, the spell ceases to affect him.

PUSH

LEVEL: Wizard 1

CASTING TIME: 1

RANGE: 10 ft. + 3 ft./level

DURATION: Instantaneous

SAVING THROW: None

SPELL RESISTANCE: No

COMPONENTS: V, S, M

The caster casts this spell and points toward the desired target, which is instantly pushed away from the caster. The supernatural force exerted by the spell is only about one lb per level of the caster, but the spell can be used to move small objects or to throw enemies off balance. A small object can be moved at a rate of 10 ft./round (directly away from the caster), and if the object is a weapon held by a creature, the creature will suffer a penalty to hit equal to the caster's level. For example, a 10th level caster could exert so much eldritch force against an attacking orc's axe that the orc would suffer a -10 to hit with it. Moving an actual creature or a heavier object is only possible if the creature's weight in lbs. is not more than 50 times the caster's level.

QUICKEN AGING

LEVEL: Chronomancer 8, Necromancer 8

CASTING TIME: one round

RANGE: Touch

DURATION: 1 round/level

SAVING THROW: Constitution partial

SPELL RESISTANCE: Yes

COMPONENTS: V, S, M

This spell rapidly increases the physical aging of the target creature, aging it 100 years per round. Humans and most humanoids will die from this effect in 1-2 rounds.

Creatures that make their saving throw only age 5 years per round.

RAIN OF TRANQUILITY

LEVEL: Druid 9

CASTING TIME: 1

RANGE: Sight

DURATION: 1d4+Wisdom mod rounds

SAVING THROW: Wisdom (harmless)

SPELL RESISTANCE: No

COMPONENTS: V, S, M

One of the most powerful druidic spells, the Rain of Tranquility allows them to create a huge but gentle rain, affecting a 100×100 area which heals the caster's allies and all animals and plants in the area for 1d10+Wis modifier hit points while the rain is active, as well as cleansing away any poisons, diseases or curses on the creatures or the land surrounding them. Any natural animals or plant creatures attacking the caster or their allies will immediately stop and become friendly or indifferent to the caster. Plants dying of drought and natural or unnatural plant diseases will be returned to the peak of health. There is a 10% chance that any individual ally of the druid or wilderness creature that is slain will be raised from death, provided their body is whole. The material component for this spell is one liter of totally pure water.

RAY OF FROST

LEVEL: Wizard 0

CASTING TIME: 1

RANGE: 50 ft.

DURATION: Instantaneous

SAVING THROW: None

SPELL RESISTANCE: Yes

COMPONENTS: V, S

A ray of freezing air and ice projects from your pointing finger. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of cold damage.

REBUKE

LEVEL: Cleric 2

CASTING TIME: 1

RANGE: 60 feet

DURATION: 1d4+1 rounds

SAVING THROW: N/A

SPELL RESISTANCE: Yes

COMPONENTS: V, S

This spell allows the caster to attempt to turn an evil creature that is neither undead or extraplanar in origin. The caster must make a Wisdom check with the difficulty increased by the creature's hit dice. If successful, the creature is turned for 1d4+1 rounds. This spell cannot be used to destroy a creature, however.

RECALL FROM THE PAST

LEVEL: Chronomancer 5, Necromancer 5, Wizard 6

CASTING TIME: one round

RANGE: 25 ft.

DURATION: 10 minutes/level

SAVING THROW: None

SPELL RESISTANCE: No

COMPONENTS: V, S, M

This spell summons a character from the past who is now dead. The caster must have the corpse or skeleton of that character to cast the spell upon. When the character comes back, he is of a level relevant to the caster's level, even if in his life the character had eventually reached a higher level of experience. Simply, the spell recalls the character from a former time. However, if the character never was of the requested level, he appears at the peak of his capacities.

Caster level	Character level
9 th	3 rd
13 th	5 th
17 th	7 th
20 th	9 th

The spell doesn't bring any equipment along. If any clothing and equipment are on the corpse used for casting, the character will be clothed in them, with some possible problems of differences of size. The character otherwise only has a clouded memory of who he was, but will be surprised to suddenly find himself in this place. Nonetheless he will feel compelled to regard the caster as if affected by a *Charm Monster* spell. When the spell ends, the character disappears, leaving behind the normal corpse. This corpse may be reused to recall the character again, but at each calling, the character doesn't remember any precedent call, and none of them may affect his past life in any way.

Note that the character, if later resurrected, will not gain any experience points for actions performed under the effects of this spell, since they will not be remembered.

Material component: The focus of this spell is a corpse; note however, that for this spell being of real interest, the corpse must be that of someone who had an appropriate class, level, and personality when he was alive. Bringing back a feeble and low-level peasant won't be very useful.

RELATIVITY

LEVEL: Chronomancer 6, Wizard 7

CASTING TIME: 1

RANGE: 50 ft.

DURATION: Instantaneous

SAVING THROW: Wisdom negates

SPELL RESISTANCE: Yes

COMPONENTS: V, S, M

This spell transports the target creature plus their equipment (up to 10 lbs./level) forwards in time up to 100 years per caster level. This is a more precise effect than Temporal Banishment, and the caster can control the exact amount of time by which the target is moved forward.

REPEATED ACTIONS

LEVEL: Chronomancer 2, Wizard 3

CASTING TIME: 1

RANGE: 25 ft.

DURATION: one round/level

SAVING THROW: Intelligence negates

SPELL RESISTANCE: Yes

COMPONENTS: V, S

The caster creates a small, localized time loop centered on the target creature's mind that causes it to repeat their previous round's actions indefinitely. The victim must repeat these same actions each round while under the influence of this spell.

Note that if the previous actions cannot be repeated, the target will attempt its best approximation. If it has used up a spell, it will make the motions to continue casting it, even though this will have no effect. If the target it attacked has teleported or moved too far away, it will aim at the empty air where the target was standing.

If the repeated action is movement, the affected creature will continue moving in a straight line at the same speed, repeatedly bumping into any obstacle if their path is blocked.

If the repeated action was an attack, the creature will do their best to continue attacking the same target even if it has moved. The only non-repeated action that the character may take is a partial move action to remain engaged with a combat foe, if the repeated action includes a melee attack. This action will be taken automatically if necessary.

Also, any dice that had to be rolled will be rolled again as normal each round – this spell cannot be used, for example, to cause an ally to repeat last round's critical hit!

REPENTANCE

LEVEL: Cleric 4

CASTING TIME: 1

RANGE: Touch

DURATION: 1 round/level

SAVING THROW: Charisma

SPELL RESISTANCE: Yes

COMPONENTS: V, S

Casting this spell compels an individual to kneel and confess any serious wrongdoings they have done in the last 48 hours. If they are attacked during this time, however, they will defend themselves normally.

RESET

LEVEL: Chronomancer 7, Wizard 8

CASTING TIME: 1

RANGE: Touch

DURATION: Instantaneous

SAVING THROW: Constitution negates

SPELL RESISTANCE: Yes

COMPONENTS: V, S, M

This spell replaces the target creature by a former version of herself from a past up to 1 minute per level ago, thus suppressing everything that happened to her in the meantime. As such, if the subject suffered damage, poisoning, or any other traumatic event, these vanish; as disappear the same way any beneficial spell that could have been cast, and all knowledge and experience that was gained in the meantime.

In fact, this is not as if they were removed. Rather, the version of the subject who suffered or benefited from these events is replaced by a version who did not live them, but instead jumped into the future and replaced the current character. Note that such a time jump is disorienting, as the subject doesn't understand what happens; so she will suffer a -4 penalty to all her rolls for 1d6 rounds unless making a **wisdom saving throw** vs. a CL 0. Otherwise, this spell only affects living subjects, and not their equipment.

Note that it is very difficult to restore a character from a precise round in battle: this requires a wisdom check at CL 20. It is much safer to reset the target to its state before the battle began, which requires no skill check.

Also, if a Chronomancer casts this spell on himself, the spell slot is still considered expended, even though the earlier self does not remember ever casting it!

RESISTANCE

LEVEL: Cleric 0, Druid 0, Wizard 0

CASTING TIME: 1

RANGE: Touch

DURATION: 1 minute

SAVING THROW: Wisdom negates

SPELL RESISTANCE: Yes

COMPONENTS: V, S, M/DF

You imbue the subject with magical energy that protects it from harm, granting it a +1 bonus on saves.

Resistance can be made permanent with a permanency spell.

Material Component: A miniature cloak.

RESTORE THE BARREN

LEVEL: Druid 4, Necromancer 4

CASTING TIME: 1

RANGE: Touch

AREA OF EFFECT: 50 ft. diameter circle

DURATION: see text

SAVING THROW: None

SPELL RESISTANCE: No

COMPONENTS: V, S, M (a seed and a drop of water)

Touching an area of barren ground, the caster channels life-giving energies into it, immediately making it capable of supporting life. The enriched soil

immediately grows a layer of moist grass. The continued well being of the soil and grass then becomes subject to normal natural forces and tending.

RETRY

LEVEL: Chronomancer 5, Wizard 6

CASTING TIME: 1

RANGE: Personal

DURATION: Instantaneous

SAVING THROW: None

SPELL RESISTANCE: No

COMPONENTS: V, S, M

XP COST: 500

The caster may change an action performed within the last 3 rounds. In effect, the chronomancer is sending a message to his past self.

Example: If a chronomancer cast a Lateness spell in the previous round, and did not realize the target was undead (and thus immune to mind-affecting spells), he can tell his past self to cast Temporal Force Cube instead.

Events changed should follow the same basic course due to temporal momentum, excepting what the caster directly affects based on that one changed action.

REVERSE GRAVITY

LEVEL: Druid 8, Wizard 7

CASTING TIME: 1

RANGE: 150 ft.

AREA OF EFFECT: Up to one 10-ft. cube per two levels (S)

DURATION: 1 round/level

SAVING THROW: None (see text)

SPELL RESISTANCE: No

COMPONENTS: V, S, M/DF

This spell reverses gravity in an area, causing all unattached objects and creatures within that area to fall upward and reach the top of the area in 1 round. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, until the spell ends. At the end of the spell duration, affected objects and creatures fall downward.

Provided it has something to hold onto, a creature caught in the area can attempt a **dexterity saving throw** to secure itself when the spell strikes. Creatures who can fly or levitate can keep themselves from falling.

Arcane Material Component: A lodestone and iron filings.

REVERSE TIME'S RAVAGES

LEVEL: Necromancer 7, Wizard 7

CASTING TIME: 1

RANGE: 50 ft.

DURATION: Permanent

SAVING THROW: None

SPELL RESISTANCE: No

COMPONENTS: V, S, M (a tiny crystal hourglass worth 5 gp that timed the passage of at least a year)

Using this spell, the caster undoes time on the desired object, bringing it back to its pristine, original condition, crumbled remains reassembling, dust reconstituting, ink and paint refreshing, and so on. The caster's level determines how old a remain can be restored.

Caster Level	Age of Object
9-11	2 years
12-14	20 years
15-17	200 years
18-20	2,000 years
21-23	20,000 years
24-26	200,000 years
27+	2,000,000 years

SAVE ITEM STATE

LEVEL: Chronomancer 7, Wizard 8

CASTING TIME: 1 hour

RANGE: Touch

DURATION: Until discharged

SAVING THROW: None

SPELL RESISTANCE: No

COMPONENTS: V, S, M

XP COST: 500 + item cost (see below)

This spell is similar to *Save State*, but only affects a single nonliving item (up to 10 lbs./level). Upon discharge, the caster must pay an *additional* XP cost equal to the total amount of XP that would be required to construct or recharge the item, if magic has been used up that is brought back into existence by this spell.

SAVE STATE

LEVEL: Chronomancer 9

CASTING TIME: 1 hour

RANGE: Touch

DURATION: Until discharged

SAVING THROW: Wisdom negates (h)

SPELL RESISTANCE: Yes (h)

COMPONENTS: V, S, F

XP COST: 2500 + item cost (see below)

This powerful spell allows a willing creature and its carried equipment (up to 10 lbs./level) to be 'saved', so at some point in the future, the creature can be replaced with this earlier version of itself. It is always the caster, not the target creature, who discharges this spell-- to discharge it, and replace the creature with its former self.

Note that any items that have been removed from the target creature after the casting of the spell will disappear and return to the target creature upon discharge.

After the spell is discharged, the target will not remember anything that has happened after the casting of the spell, and loses all XP or items gained in the intervening time. Also, upon discharge, the caster must pay an **additional** XP cost equal to twice the total amount of XP that would be required to construct or recharge any magic items that have been destroyed or used charges, and are brought back into existence by this spell. If any restored item is no longer on the affected character due to having been physically lost or given away, the caster must also pay an additional 10% of its XP creation cost.

SCORCHING RAY

LEVEL: Wizard 2

CASTING TIME: 1

RANGE: 50 ft.

DURATION: Instantaneous

SAVING THROW: None

SPELL RESISTANCE: Yes

COMPONENTS: V, S

You blast your enemies with fiery rays. You may fire one ray, plus one additional ray for every four levels beyond 3rd (to a maximum of three rays at 11th level). Each ray requires a ranged touch attack to hit and deals 4d6 points of fire damage.

The rays may be fired at the same or different targets, but all bolts must be aimed at targets within 30 feet of each other and fired simultaneously.

MAGIC

SEARING LIGHT

LEVEL: Cleric 3
CASTING TIME: 1
RANGE: 150 ft.
DURATION: Instantaneous
SAVING THROW: None
SPELL RESISTANCE: Yes
COMPONENTS: V, S

Focusing divine power like a ray of the sun, you project a blast of light from your open palm. You must succeed on a ranged touch attack to strike your target. A creature struck by this ray of light takes 1d8 points of damage per two caster levels (maximum 5d8). An undead creature takes 1d6 points of damage per caster level (maximum 10d6), and an undead creature particularly vulnerable to bright light takes 1d8 points of damage per caster level (maximum 10d8). A construct or inanimate object takes only 1d6 points of damage per two caster levels (maximum 5d6).

SECOND CHANCE

LEVEL: Chronomancer 2, Wizard 3
CASTING TIME: 1
RANGE: Personal
DURATION: Max 1 hour/level (Until discharged)
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S, M

This spell enables the caster to, at some point in the future, quickly jump to a very recently diverged alternate timeline. In practical terms, it lets the caster cause a d20 roll to be rerolled at some point in the future.

A single caster can only have one instance of this spell active at a time. (i.e., he can't cast it ten times to store up ten re-rolls for later.)

SEE THROUGH WALLS

LEVEL: Wizard 2
CASTING TIME: 1
RANGE: Personal
DURATION: 1 minute/level
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S

This spell grants the caster a 2×2 foot invisible 'peephole' through which they can see what is on the other side of a wall. This spell will only grant a peephole through a particular, specific wall, and not sight through walls generally. The 'peephole' cannot be seen by other creatures, but can be detected with the appropriate spells.

SEEK THE DEAD

LEVEL: Cleric 2
CASTING TIME: 1 hour
AREA OF EFFECT: 5 mile diameter circle
DURATION: see text
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S

Assuming a posture for prayer and quietly uttering a mantra for an hour, the character receives a vision of where the corpse they are trying to locate is to be found, if it is within the area of the spell. If the caster possesses part of, or an item belonging to, the creature whose corpse they are trying to locate, the casting time is reduced to 30 minutes.

SEIZE INITIATIVE

LEVEL: Cleric 6
CASTING TIME: Instantaneous
RANGE: 30 feet around caster
DURATION: Instantaneous
SAVING THROW: Wisdom (harmless)
SPELL RESISTANCE: No
COMPONENTS: V, S

This spell gives all allies within thirty feet of the caster a boost to their Initiative Rolls equal to the caster's Wisdom modifier. Once prepared, the spell goes off immediately when entering a combat situation, unless the caster chooses intentionally to suppress the spell. The spell only remains active for one day, however.

SEPIA SNAKE SIGIL

LEVEL: Wizard 3
CASTING TIME: 10 minutes
RANGE: Touch
DURATION: Permanent or until discharged; until released or 1d4 days + one day/level (see text)
SAVING THROW: Dexterity negates
SPELL RESISTANCE: No
COMPONENTS: V, S, M

When you cast sepia snake sigil, a small symbol appears in the text of one written work such as a book, scroll, or map. The text containing the symbol must be at least twenty-five words long. When anyone reads the text containing the symbol, the sepia snake springs into being and strikes the reader, provided there is line of effect between the symbol and the reader.

Simply seeing the enspelled text is not sufficient to trigger the spell; the subject must deliberately read it. The target is entitled to a save to evade the snake's strike. If it succeeds, the sepia snake dissipates in a flash of brown light accompanied by a puff of dun-colored smoke and a loud noise. If the target fails its save, it is engulfed in a shimmering amber field of force and immobilized until released, either at your command or when 1d4 days + one day per caster level have elapsed.

While trapped in the amber field of force, the subject does not age, breathe, grow hungry, sleep, or regain spells. It is preserved in a state of suspended animation, unaware of its surroundings. It can be damaged by outside forces (and perhaps even killed), since the field provides no protection against physical injury. However, a dying subject does not lose hit points or become stable until the spell ends.

The hidden sigil cannot be detected by normal observation, and detect magic reveals only that the entire text is magical.

A dispel magic can remove the sigil. An erase spell destroys the entire page of text.

Sepia snake sigil can be cast in combination with other spells that hide or garble text, such as secret page.

Material Component: 500 gp worth of powdered amber, a scale from any snake, and a pinch of mushroom spores.

SHADOW DOOR

LEVEL: Illusionist 5
CASTING TIME: 1
RANGE: 10 ft
DURATION: 1 round/level
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: S

With a mystical gesture, the caster creates an illusory door (either in a wall or free-standing). If the caster steps through, he or she disappears from sight and may go where he or she pleases. If anyone else opens the door, they will perceive a small empty room. The caster's invisibility after passing through the *shadow door* is particularly powerful and cannot be seen by use of detect invisibility, although he or she can be seen with more powerful divination magic.

SHADOW RIDE

LEVEL: Illusionist 6
CASTING TIME: 1
RANGE: 5 yards
DURATION: Special
SAVING THROW: Intelligence negates
SPELL RESISTANCE: Yes
COMPONENTS: V

This spell allows the caster to merge with the shadow of any other sentient creature of animal intelligence or greater, provided it is larger than a house cat.

The caster cannot move independently of the host creature but can only be struck by magical weapons, spells and other special attacks (such as dragon breath or a shades claws). He retains his current AC for such purposes.

The host creatures shadow remains the appropriate size for the host but becomes the shape of the caster and is noticeable (by the host or onlookers) if a successful wisdom check is made. CK's may add to the CL of this check in particularly dim or crowded conditions as they deem appropriate.

The caster can see, hear, speak and cast spells while he rides. The spell lasts 1 turn/level but the duration is reduced by 1 round for each level of spell cast while riding a creature thus.

Friendly creatures may deliberately fail their save against this spell.

At the end of the spell the caster is expelled from the targets shadow, wherever that may be.

SHADOW STEP

LEVEL: Illusionist 3
CASTING TIME: 2
RANGE: 30' + 10'/level
DURATION: Special
SAVING THROW: Intelligence negates or (h)
SPELL RESISTANCE: Yes
COMPONENTS: V, S

By means of this spell the caster can transport himself to a new location, emerging via a creature within his line of sights shadow.

The caster can take up to 15 lbs./level of non-living equipment (plus familiars) with him. The shadow used in this transport must be of a living creature of animal intelligence or greater and be at least as large as a house cat. Any creature used in this manner will be aware it's shadow has been thus used if successful with a save versus illusion.

The caster can "step" from shadow to shadow so long as the spells duration lasts, at a rate of 1 shadow step per round. He moves on his initiative roll each round and re appears instantly at his desired location. A caster cannot attack on the same round in which he "steps", it is considered a full action. He can be attacked normally before or after this time (e.g. if he rolled an initiative of 6, he might be attacked by any roll faster than that before he steps, or by any score slower than that at his new location).

Great or short distances might be covered in this manner and travel is considered to be via the plane of shadow and can be blocked by things which would normally block such travel.

This spell does not function in total darkness.

The material component of this spell is a black gemstone (onyx, obsidian, agate, spinel etc) of no less than 10 gp value. One is consumed for every individual "step".

SHAMBLER

LEVEL: Druid 9
CASTING TIME: 1
RANGE: 150 ft.
AREA OF EFFECT: Three or more shambling mounds, no two of which can be more than 30 ft. apart (see text)
DURATION: Seven days or seven months (see text)
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S

The shambler spell creates 1d4+2 shambling mounds with 11 HD each. The creatures willingly aid you in combat or battle, perform a specific mission, or serve as bodyguards. The creatures remain with you for seven days unless you dismiss them. If the shamblers are created only for guard duty, however, the duration of the spell is seven months. In this case, the shamblers can only be ordered to guard a specific site or location. Shamblers summoned to guard duty cannot move outside the spell's range, which is measured from the point where each first appeared.

The shamblers have resistance to fire as normal shambling mounds do only if the terrain is rainy, marshy, or damp.

SHARE SENSES

LEVEL: Wizard 4
CASTING TIME: 1
RANGE: -
DURATION: 10 minutes/level
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S

This spell allows you to see, hear and smell what your familiar does, through their eyes, rather than yours.

SHIELD OF LAW

LEVEL: Cleric 8
CASTING TIME: 1
RANGE: 20 ft.
AREA OF EFFECT: 20-ft.-radius burst centered on caster
DURATION: 1 round/level
SAVING THROW: See text
SPELL RESISTANCE: Yes (h)
COMPONENTS: V, S, F

A dim, blue glow surrounds the subjects (one creature/level), protecting them from attacks, granting them resistance to spells cast by chaotic creatures, and slowing chaotic creatures when they strike the subjects. This abjuration has four effects.

First, each warded creature gains a +4 bonus to AC and a +4 bonus on saves. Unlike protection from chaos, this benefit applies against all attacks, not just against attacks by chaotic creatures.

Second, a warded creature gains spell resistance 14 against chaotic spells and spells cast by chaotic creatures.

Third, the abjuration blocks possession and mental influence, just as protection from chaos does.

Finally, if a chaotic creature succeeds on a melee attack against a warded creature, the attacker is slowed (**wisdom saving throw** negates, as the slow spell, but against shield of law's save CL).

Focus: A tiny reliquary containing some sacred relic, such as a scrap of parchment from a lawful text. The reliquary costs at least 500 gp.

SHIELD OTHER

LEVEL: Cleric 2
CASTING TIME: 1
RANGE: 50 ft.
DURATION: 1 hour/level
SAVING THROW: Wisdom negates (h)
SPELL RESISTANCE: Yes (h)
COMPONENTS: V, S, F

MAGIC

This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you. The subject gains a +1 bonus to AC and a +1 bonus on saves. Additionally, the subject takes only half damage from all wounds and attacks (including that dealt by special abilities) that deal hit point damage. The amount of damage not taken by the warded creature is taken by you. Forms of harm that do not involve hit points, such as charm effects, temporary ability damage, level draining, and death effects, are not affected. If the subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with you because it is not hit point damage. When the spell ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned to the subject.

If you and the subject of the spell move out of range of each other, the spell ends.

Focus: A pair of platinum rings (worth at least 50 gp each) worn by both you and the warded creature.

SLAY LIVING

LEVEL: Cleric 5, Necromancer 5

CASTING TIME: 1

RANGE: Touch

DURATION: Instantaneous

SAVING THROW: Constitution partial

SPELL RESISTANCE: Yes

COMPONENTS: V, S

You can slay any one living creature. You must succeed on a melee touch attack to touch the subject, and it can avoid death with a successful **constitution saving throw**. If it succeeds, it instead takes 3d6 points of damage +1 point per caster level.

SLUMBER'S BLESSING

LEVEL: Necromancer 2, Wizard 2

CASTING TIME: 1

RANGE: 50 ft.

DURATION: 8 hrs,

SAVING THROW: Intelligence negates

SPELL RESISTANCE: Yes (h)

COMPONENTS: V, S, M (brass bell)

When subjected to this spell, the character feels refreshed and energetic, but instantly suffers from exhaustion (-2 penalty to all attacks and saves) when the spell ends, and must sleep for eight hours. This spell may be cast multiple times on the same character, but they must sleep eight hours for every casting if they are to avoid the exhaustion penalty. Characters unable to sleep will not be able to regain their arcane spells. This spell counters Sleep on one creature.

SMOKE ROPE

LEVEL: Illusionist 2

CASTING TIME: 1

RANGE: 5' level. Rope length is 10 yards + 5'/level

DURATION: 1 turn + 1 turn/level

SAVING THROW: Intelligence negates

SPELL RESISTANCE: Yes

COMPONENTS: V, S, M

This spell creates a thin (4" diameter) torrent of rope-like smoke anywhere within 5'/level of the caster. The caster must choose at the time of casting whether the rope is to be "anchored" (equivalent of hemp rope being tied about a sturdy tree) at either or both ends or "free". The magic of this spell allows the smoke rope to be anchored in thin air if so desired. Once set, this "anchor" point cannot be moved.

If unanchored the rope can be picked up, tossed, moved etc, behaving much like normal, hemp rope.

A friendly creature must pass a save vs. arcane magic to believe the rope into reality for himself, an unfriendly creature must successfully disbelieve it to ignore it for himself.

Material component is a pinch of soot or ash.

SOFTEN EARTH AND STONE

LEVEL: Druid 2

CASTING TIME: 1

RANGE: 50 ft.

AREA OF EFFECT: 10-ft. square/level; see text

DURATION: Instantaneous

SAVING THROW: None

SPELL RESISTANCE: No

COMPONENTS: V, S, DF

When this spell is cast, all natural, undressed earth or stone in the spell's area is softened. Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily molded or chopped. You affect a 10-foot square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot. Magical, enchanted, dressed, or worked stone cannot be affected. Earth or stone creatures are not affected.

A creature in mud must succeed on a **dexterity saving throw** or be caught for 1d2 rounds and unable to move, attack, or cast spells. A creature that succeeds on its save can move through the mud at half speed, and it can't run or charge.

Loose dirt is not as troublesome as mud, but all creatures in the area can move at only half their normal speed and can't run or charge over the surface.

Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before.

While soften earth and stone does not affect dressed or worked stone, cavern ceilings or vertical surfaces such as cliff faces can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face of the wall or roof and falls.

A moderate amount of structural damage can be dealt to a manufactured structure by softening the ground beneath it, causing it to settle. However, most well-built structures will only be damaged by this spell, not destroyed.

SOLOMAN'S WARRIORS

LEVEL: Chronomancer 7, Wizard 8

CASTING TIME: 1

RANGE: 50 ft.

DURATION: 1 minute/level

SAVING THROW: Constitution negates

SPELL RESISTANCE: Yes

COMPONENTS: V, S, M

This spell speeds up the metabolism of the target creatures (one living creature/level), making them ideal warriors. They are affected as if by a Haste spell, and gain 2d4+2 points Metabolism bonus to each of Strength, Dex, and Con, for the duration of the spell.

However, this spell also has a major disadvantage: the target is aged 5% of its race's average lifespan each time the spell is cast. Only a Wish or Miracle can undo this aging effect.

Any creature targeted by this spell instinctively knows it will have a negative effect; summoned, conjured, or hired creatures will always try to resist it, and will usually turn hostile if they fail.

SOUL BIND

LEVEL: Necromancer 9, Cleric 9, Witch 9

CASTING TIME: 1

RANGE: Touch

DURATION: Permanent

SAVING THROW: None

SPELL RESISTANCE: No

COMPONENTS: V, S, M, DF

This spell draws the soul from a dead body and places it into a gem (of at least 5000 gp value). The victim must have been deceased for no longer than 1 round per caster level. Once the soul is contained in the gem, it cannot be returned to life via *clone*, *raise dead*, *reincarnation*, *resurrection*, *true resurrection*, or even a *miracle* or a *wish*. Only destroying the gem can free the soul.

SOUL BOND

LEVEL: Cleric 6, Necromancer 6, Wizard 6

CASTING TIME: 1

RANGE: N/A

DURATION: 1 hour/level

SAVING THROW: Intelligence or Wisdom (Can ignore)

SPELL RESISTANCE: Yes (but can ignore)

COMPONENTS: V, S

This spell enables the caster and another individual to become bonded together, allowing them to communicate telepathically. In addition to this, the caster passes on half of all damage inflicted upon him to the other party. An unwilling individual can make a save to avoid this effect.

SPEAK WITH MONSTERS

LEVEL: Cleric 6

CASTING TIME: 1

RANGE: Caster

DURATION: 1 round/ caster level

SAVING THROW: None

SPELL RESISTANCE: No

COMPONENTS: V, S

Within a 30 ft. radius, the caster becomes capable of communicating with any kind of creature provided it has some form of intelligence. The spell does not make the target friendly to the caster; for this, the caster must rely upon his or her charisma.

SPECTRAL ATTACK

LEVEL: Illusionist 4

CASTING TIME: 1

RANGE: 30' + 10'/level

DURATION: Special

SAVING THROW: Intelligence negates

SPELL RESISTANCE: Yes

COMPONENTS: V, S

Spectral Attack allows the caster to launch a spectral attack in a form of his choosing (e.g. breathing fire or roaring like a giant). This attack automatically hits a single selected target for every 2 caster levels over first (e.g. 2 at 3rd, 3 at 5th etc up to a maximum of 10 targets).

This attack causes 1d6 points of damage per caster level and causes a secondary effect, chosen by the caster.

This effect can be:

- Blindness for 1d4+1 rounds;
- Stunned or deaf for 2d4 rounds;
- Target knocked or dragged 5d6 feet in a direction of the casters choosing.
- A subsequent round of damage causing 1d6 damage.

E.g. A caster might call down a thunderclap which strikes and deafens an opponent or breathe acid on them causing more damage on the next round.

If the target saves they suffer 1d4 points of damage plus 1 point for every 2 levels over 1st (e.g. +2 at 3rd, +3 at 5th etc.) and no secondary effects.

SPELL IMMUNITY

LEVEL: Cleric 4

CASTING TIME: 1

RANGE: Touch

DURATION: 10 min./level

SAVING THROW: Wisdom negates

SPELL RESISTANCE: Yes

COMPONENTS: V, S, DF

The warded creature is immune to the effects of one specified spell for every four levels you have. The spells must be of 4th level or lower. The warded creature effectively has unbeatable spell resistance regarding the specified spell

or spells. Naturally, that immunity doesn't protect a creature from spells for which spell resistance doesn't apply. Spell immunity protects against spells, spell-like effects of magic items, and innate spell-like abilities of creatures. It does not protect against supernatural or extraordinary abilities, such as breath weapons or gaze attacks.

Only a particular spell can be protected against, not a certain domain or school of spells or a group of spells that are similar in effect.

A creature can have only one spell immunity or greater spell immunity spell in effect on it at a time.

SPELL SACRIFICE

LEVEL: Cleric 3, Illusionist 3, Necromancer 3

CASTING TIME: 1

RANGE: Touch

DURATION: 1 day

SAVING THROW: None

SPELL RESISTANCE: No

COMPONENTS: V, S

This ability allows the caster to sacrifice a third-level spell slot in order to power the spellcasting of another magic-user, allowing them to cast a 1st through 3rd level spell for 'free'.

SPELL SEQUENCER

LEVEL: Illusionist 8, Necromancer 8, Wizard 8

CASTING TIME: 1

RANGE: N/A

DURATION: 1 day

SAVING THROW: N/A

SPELL RESISTANCE: No

COMPONENTS: V, S

This spell allows the Wizard to store two spells of level 7 or lower to cast when desired. In preparing a Spell Sequencer, the Wizard must cast both of those spells in addition to the Spell Sequencer spell itself. Only one Spell Sequencer can be active at a time.

SPELL TURNING

LEVEL: Wizard 7

CASTING TIME: 1

RANGE: Personal

DURATION: Until expended or 10 min./level

SAVING THROW: None

SPELL RESISTANCE: No

COMPONENTS: V, S, M/DF

Spells and spell-like effects targeted on you are turned back upon the original caster. The abjuration turns only spells that have you as a target. Effect and area spells are not affected. Spell turning also fails to stop touch range spells.

From seven to ten (1d4+6) spell levels are affected by the turning. The exact number is rolled secretly.

When you are targeted by a spell of higher level than the amount of spell turning you have left, that spell is partially turned. The subtract the amount of spell turning left from the spell level of the incoming spell, then divide the result by the spell level of the incoming spell to see what fraction of the effect gets through. For damaging spells, you and the caster each take a fraction of the damage. For non-damaging spells, each of you has a proportional chance to be affected.

If you and a spellcasting attacker are both warded by spell turning effects in operation, a resonating field is created.

Roll randomly to determine the result.

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d%	Effect
01-70	Spell drains away without effect.
71-80	Spell affects both of you equally at full effect.
81-97	Both turning effects are rendered nonfunctional for 1d4 minutes.
98-100	Both of you go through a rift into another plane.

Arcane Material Component: A small silver mirror.

SPIKE STONES

LEVEL: Druid 4

CASTING TIME: 1

RANGE: 150 ft.

DURATION: 10 min./level

SAVING THROW: see text

SPELL RESISTANCE: No

COMPONENTS: V, S, DF

This spell causes stone formations around the caster (such as stone walls, floors or natural strata) to form into long and narrow points of sharpened stone. The spellcaster can effect a 20×20 foot area per level. These points of stone remain unobtrusive until someone other than the caster happens upon them. In this case, they can deal damage and impede movement. The sharpened stones cause 1d8 damage to the unwary. Those carefully searching for the stones must make successful intelligence check at -1 per level of the druid who cast the spell to notice them. A creature moving through the area takes damage for each 5 feet of movement. Those aware of the stones but who move through the area anyway take 1d4 damage per 10 feet.

SPELLSTAFF

LEVEL: Druid 6

CASTING TIME: 10 minutes

RANGE: Touch

DURATION: Permanent until discharged

SAVING THROW: Wisdom negates (object)

SPELL RESISTANCE: Yes (object)

COMPONENTS: V, S, F

You store one spell that you can normally cast in a wooden quarterstaff. Only one such spell can be stored in a staff at a given time, and you cannot have more than one spellstaff at any given time. You can cast a spell stored within a staff just as though it were among those you had prepared, but it does not count against your normal allotment for a given day. You use up any applicable material components required to cast the spell when you store it in the spellstaff.

Focus: The staff that stores the spell.

SPIKE GROWTH

LEVEL: Druid 3

CASTING TIME: 1

RANGE: 150 ft.

AREA OF EFFECT: One 20-ft. square/level

DURATION: 1 hour/level

SAVING THROW: Dexterity partial

SPELL RESISTANCE: Yes

COMPONENTS: V, S, DF

Any ground-covering vegetation in the spell's area becomes very hard and sharply pointed without changing its appearance.

In areas of bare earth, roots and rootlets act in the same way. Typically, spike growth can be cast in any outdoor setting except open water, ice, heavy snow, sandy desert, or bare stone. Any creature moving on foot into or through the spell's area takes 1d4 points of piercing damage for each 5 feet of movement through the spiked area.

Any creature that takes damage from this spell must also succeed on a **dexterity saving throw** or suffer injuries to its feet and legs that slow its land speed by one-half. This speed penalty lasts for 24 hours or until the injured creature receives a cure spell (which also restores lost hit points).

SPIRIT-RACK

LEVEL: Wizard 6

CASTING TIME: 8d6 hours

RANGE: 10 ft. + 1 ft./level

DURATION: See below

SAVING THROW: None

SPELL RESISTANCE: No

COMPONENTS: V, M

This spell is used to utterly banish a particular demon, devil, or the like to its home plane of existence for a number of years equal to the caster's level. To cast the spell, the caster must know the fiendish creature's name, and inscribe it into a scroll, the preparation of which requires 8d6 hours and the expenditure of at least 5,000 gp. Once the spell is cast, if the scroll is read aloud by the caster in the fiend's presence it will have the effects described below.

A caster can create no more than one scroll for any particular fiend and can only keep three such scrolls in existence at any one time; the magic of one will fade if a fourth is created.

When the caster speaks the first words of the scroll in the fiend's presence, the demon is immediately held in place (unless its innate magic resistance allows it to escape this effect). Even if the fiend's magic resistance protects it, the words of the scroll cause considerable agony, and if the creature has the ability to escape it is only 10% likely to remain and try to stop the final reading (0% likelihood if it has no means of attacking the caster, gaining possession of the scroll, or otherwise influencing events in its favor). After one full minute of reading the scroll (i.e., in the second round), the fiend loses 1 hp/hit die from pain. In the third round, the fiend loses 50% of its remaining hit points from the agony caused by the words of the scroll. After the third round of reading, the fiend is banished to its home plane, where it writhes in agony for a period of years equal to the caster's level.

Obviously, any fiend caught with this ritual will seek to negotiate its way out; the CK will determine probabilities based on the fiend's goals and personality, but the base likelihood will be roughly 25% per round that the fiend will agree to perform a task for the caster in exchange for nothing more than the cessation of the ritual.

SPUR THE SAPLING

LEVEL: Druid 5

CASTING TIME: 1

RANGE: 50 ft.

DURATION: Instantaneous

SAVING THROW: None

SPELL RESISTANCE: No

COMPONENTS: V, S, M (a tree seed)

Focusing the forces of nature on a single tree seed he has placed, tossed, or found, the caster causes it to grow to its full size in a single round. The seed must be able to reach a soil or earth surface within 1-ft of it. The tree's growth causes it to smash at impediments with Strength 25, splintering wooden structures, splitting some stone and rock, and denting metal.

STATUE

LEVEL: Wizard 7

CASTING TIME: 1 round

RANGE: Touch

DURATION: 1 hour/level

SAVING THROW: Wisdom negates (h)

SPELL RESISTANCE: Yes (h)

COMPONENTS: V, S, M

A statue spell turns the target creature to solid stone, along with any garments and equipment worn or carried. In statue form, the subject gains hardness 8. The subject retains its own hit points.

The subject can see, hear, and smell normally, but it does not need to eat or breathe. Feeling is limited to those sensations that can affect the granite-hard substance of the individual's body. Chipping is equal to a mere scratch, but breaking off one of the statue's arms constitutes serious damage.

The subject of a statue spell can return to its normal state, act, and then return instantly to the statue state if it so desires, as long as the spell duration is in effect.

Material Component: Lime, sand, and a drop of water stirred by an iron bar, such as a nail or spike.

STICKS TO SNAKES

LEVEL: Cleric 5
CASTING TIME: 1
RANGE: 30 ft.
DURATION: 2 round/level
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S, M

This spell enables the caster to transform sticks into serpents that attack at the caster's will. The snakes may be ordered to take other actions if the caster can speak with them, but this spell alone does not grant the power to communicate with the snakes, only to will them to attack particular opponents. The spell transforms one stick per caster level, and each snake has a 5% chance per caster level of being venomous. The reverse of the spell will change snakes into harmless sticks and can work such a transformation upon snakes created by means of this spell. Sticks of a magical quality, such as wands or magic spears, are not affected by the spell.

STRIKING ORB

LEVEL: Wizard 5
CASTING TIME: 1
RANGE: N/A
DURATION: 1+Int mod rounds/+1 round. per 5 levels
SAVING THROW: Dexterity
SPELL RESISTANCE: Yes
COMPONENTS: V, S

This spell creates a glowing orb, which the caster can control freely as a move action, striking as a +1 magical weapon and inflicting 4d6+1 damage upon any enemy it hits. No attack roll is used, a dexterity saving throw prevents damage. The Striking Orb can move up to 40 feet per round.

STONESKIN

LEVEL: Druid 5, Wizard 4
CASTING TIME: 1
RANGE: Touch
DURATION: see text
SAVING THROW: Wisdom negates (h)
SPELL RESISTANCE: Yes (h)
COMPONENTS: V, S, M

This spell grants the target complete immunity to 1d4 physical attacks plus 1 attack per two levels. Damage dealing spells that aren't a function of weapons, such as *fireball*, *magic missile*, or *lightning bolt*, aren't affected by this spell. Multiple castings are not cumulative; a new casting will replace the previous casting. The duration is permanent until dispelled or no protection remains.

Material Component: Granite and diamond dust sprinkled on the target's skin.

SUDDEN SLOWNESS

LEVEL: Chronomancer 1, Wizard 1
CASTING TIME: 1
RANGE: 50 ft.
DURATION: 1 round
SAVING THROW: Constitution negates
SPELL RESISTANCE: Yes
COMPONENTS: V, S, M

This spell has the same effects as the *Slow* spell, but lasts only a single round.

SUNBEAM

LEVEL: Druid 7
CASTING TIME: 1
RANGE: 60 ft.
AREA OF EFFECT: Line from your hand
DURATION: 1 round/level or until all beams are exhausted
SAVING THROW: Dexterity negates and half (see text)
SPELL RESISTANCE: Yes
COMPONENTS: V, S, DF

For the duration of this spell, you can evoke a dazzling beam of intense light each round. You can call forth one beam per three caster levels (maximum six beams at 18th level). The spell ends when its duration runs out or your allotment of beams is exhausted.

Each creature in the beam is blinded and takes 4d6 points of damage. Any creatures to which sunlight is harmful or unnatural take double damage. A successful **dexterity saving throw** negates the blindness and reduces the damage by half.

An undead creature caught within the beam takes 1d6 points of damage per caster level (maximum 20d6), or half damage if a **dexterity saving throw** is successful. In addition, the beam results in the destruction of any undead creature specifically harmed by bright light if it fails its save.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

SUNRISE/NIGHTFALL

LEVEL: Cleric 9
CASTING TIME: 1
RANGE: Sight
DURATION: 1 hour/level
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S, M

This spell allows the caster to simulate the rising of the sun or the fall of night in an area of one mile around the caster, granting all of the benefits and penalties of either bright daylight or night. Among other things, this spell can immediately destroy most undead creatures, or sustain them when they normally would be unable to act. By timing the spell properly, the caster can maintain daylight or darkness conditions for an extremely long time.

SUPPRESS MAGIC

LEVEL: Wizard 8
CASTING TIME: 1
RANGE: Touch
DURATION: 2 hours/level or Permanent
SAVING THROW: Intelligence
SPELL RESISTANCE: Yes
COMPONENTS: V, S

This spell allows a powerful Wizard to temporarily strip another arcane spellcaster of all magical power, forbidding them from casting any spells. If the spellcaster succeeds in their save, their next spell will fail, but no further penalty is suffered. If a spellcaster of ten levels or more lower than the caster fails their save, their spellcasting ability is lost permanently, with only a wish or miracle being able to restore their spellcasting power.

SUSPEND CREATURE

LEVEL: Chronomancer 3, Wizard 4
CASTING TIME: 1
RANGE: 150 ft.
DURATION: 1 minute / level
SAVING THROW: Wisdom negates
SPELL RESISTANCE: Yes
COMPONENTS: V, S, M

Suspend Creature is similar to a *Temporal Stasis* spell, except that it has a duration limited to 1 minute per level, and can affect multiple creatures (up to 1 living creature / 3 levels, no two more than 30 feet apart). As such, the subjects

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are placed into a state of suspended animation. For them, time ceases to flow and their condition becomes fixed. This has the side effect that no force, magic, or other effect can affect or harm them in any way (even telepathic reading cannot pierce them because time has stopped to pass for them). They likewise cannot be moved, except by a great strength: multiply by 10 the amount of strength required to move them (including the momentum of stopped time they are in); and a flying creature caught in mid-air would not fall brutally, but very slowly as if affected by a *Feather Fall* spell. The subjects are unaware of what happens; and when the spell ends, it seems to them that they jumped into the future and missed the appropriate in-between minutes.

The spell can affect creatures up to Large size. Larger creatures are not affected by this spell. For the same reason that no magic can affect suspended creatures, *Permanency* cannot make *Suspend Creature* permanent.

Note: This spell may seem very similar to Hold Person/Monster spells, but is in fact much different. While a "held" creature may be harmed, a "suspended one" is totally impervious to damage. As such, while Hold Person/Monster could be used to help kill a target, this spell cannot be used to such ends. In fact, ingenious spellcasters could use that property in many creative ways (like for instance save a nearly dying ally on the battlefield).

SUSPEND OBJECT

LEVEL: Chronomancer 2, Wizard 3

CASTING TIME: 1

RANGE: 150 ft.

DURATION: 1 minute / level

SAVING THROW: Dexterity negates (if object held)

SPELL RESISTANCE: Yes (if object held)

COMPONENTS: V, S, F

This spell works exactly as *Suspend Creature*, but affects non-living matter only (up to 10 lbs./level). An item affected by this spell cannot be altered, but cannot be used either. Like suspended creatures, the object can be moved, but as if it weighed ten times as much, and its edges feel dulled due to the time distortion—so weapons will be basically useless. Also, no magical powers of the item can be activated, if it is magical.

In fact, the main purpose of this spell is not to protect an item from natural decay, but from any accident that could happen to it in extreme circumstances. It can also be used offensively, to prevent an enemy from using an important item.

Items affected by *Suspend Object* do not get a saving throw. However, if the targeted item is held by a creature, the creature gets a **dexterity saving throw** to negate the spell.

SWARM FORM

LEVEL: Druid 6

CASTING TIME: 1

RANGE: Personal

DURATION: 1 round/level

SAVING THROW: None

SPELL RESISTANCE: No

COMPONENTS: V, S

This spell allows the caster to take on the physical form of a swarm of insects, in which the caster retains their full hit points but gain immunity to weapon-based attacks and can move at 50. Moving onto a person, the caster can inflict 4d6 damage upon them a round and inflict a spellcasting penalty of 80% upon them. The caster cannot cast any spells while in this form. The caster can transform back into their regular form at any time.

SYMPATHY

LEVEL: Druid 9, Wizard 8

CASTING TIME: 1 hour

RANGE: 50 ft.

DURATION: 2 hours/level

SAVING THROW: Wisdom negates (see text)

SPELL RESISTANCE: Yes

COMPONENTS: V, S, M

You cause an object or location (up to a 10-ft. cube/level) to emanate magical vibrations that attract either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The particular kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the specific alignment must be named.

Creatures of the specified kind or alignment feel elated and pleased to be in the area or desire to touch or to possess the object. The compulsion to stay in the area or touch the object is overpowering. If the save is successful, the creature is released from the enchantment, but a subsequent save must be made 1d6×10 minutes later. If this save fails, the affected creature attempts to return to the area or object.

Sympathy counters and dispels antipathy.

Material Component: 1,500 gp worth of crushed pearls and a drop of honey.

TANGLE OF THORNS

LEVEL: Druid 5

CASTING TIME: 1

RANGE: Sight

DURATION: 1 round/level

SAVING THROW: Strength

SPELL RESISTANCE: No

COMPONENTS: V, S

This spell acts similarly to the spell entangle, trapping all enemies in in a 50×50 area aggressively moving thorns, but unlike entangle, this spell also does 1d8+1 damage per round to all targets, as well as 1 Constitution damage from the heavy bleeding caused by the razor sharp thorns. A successful **strength saving throw** breaks the target out of the tangle of thorns, and can be made each round they are trapped in them.

TELEKINETIC SPHERE

LEVEL: Wizard 8

CASTING TIME: 1

RANGE: 50 ft.

AREA OF EFFECT: 1-ft.-diameter/level sphere, centered around creatures or objects

DURATION: 1 min./level

SAVING THROW: Dexterity negates (object)

SPELL RESISTANCE: Yes (object)

COMPONENTS: V, S, M

This spell functions like resilient sphere, with the addition that the creatures or objects inside the globe are nearly weightless. Anything contained within a telekinetic sphere weighs only one-sixteenth of its normal weight. You can telekinetically lift anything in the sphere that normally weighs 5,000 pounds or less. The telekinetic control extends from you out to medium range (100 feet + 10 feet per caster level) after the sphere has succeeded in encapsulating its contents.

You can move objects or creatures in the sphere that weigh a total of 5,000 pounds or less by concentrating on the sphere. You can begin moving a sphere in the round after casting the spell. If you concentrate on doing so, you can move the sphere as much as 30 feet in a round. If you cease concentrating, the sphere does not move in that round (if on a level surface) or descends at its falling rate (if aloft) until it reaches a level surface, or the spell's duration expires, or you begin concentrating again. If you cease concentrating (voluntarily or due to failing a Concentration check), you can resume concentrating on your next turn or any later turn during the spell's duration.

The sphere falls at a rate of only 60 feet per round, which is not fast enough to cause damage to the contents of the sphere.

You can move the sphere telekinetically even if you are in it.

Material Component: A hemispherical piece of clear crystal, a matching hemispherical piece of gum arabic, and a pair of small bar magnets.

TELEPORT OBJECT

LEVEL: Wizard 7
CASTING TIME: 1
RANGE: Touch
DURATION: Instantaneous
SAVING THROW: Wisdom negates (object)
SPELL RESISTANCE: Yes (object)
COMPONENTS: V

This spell functions like teleport, except that it teleports an object (up to 50 lb./level and 3 cu. ft./level), not you. Creatures and magical forces cannot be teleported.

If desired, the target object can be sent to a distant location on the Ethereal Plane. In this case, the point from which the object was teleported remains faintly magical until the item is retrieved. A successful targeted dispel magic spell cast on that point brings the vanished item back from the Ethereal Plane.

TELEPORT OTHER

LEVEL: Wizard 7
CASTING TIME: 1
RANGE: Sight
DURATION: Instant
SAVING THROW: Intelligence
SPELL RESISTANCE: Yes
COMPONENTS: S, V

This spell allows the caster to teleport an unwilling subject within sight range to any other location within sight instantly. The target receives a single opportunity to resist the teleportation, and then is instantly teleported to that location.

TEMPORAL ANCHOR

LEVEL: Chronomancer 4, Wizard 5
CASTING TIME: 1
RANGE: 50 ft.
DURATION: 1 round / level
SAVING THROW: Wisdom negates
SPELL RESISTANCE: Yes
COMPONENTS: V, S, M

This spell allows the caster to temporally anchor himself to another creature. Any temporal effects that move the creature in time (Push, Teleport, Accelerate/Decelerate, Wandering) affect the caster as well. Note that if the duration of the anchor runs out while an ongoing effect (such as Time Walk) is in place, the anchor is broken and the caster may be stranded in an alternate time.

TEMPORAL ANCHOR TO ITEM

LEVEL: Chronomancer 2, Wizard 3
CASTING TIME: 1
RANGE: 50 ft.
DURATION: 1 hour / level
SAVING THROW: Dexterity negates
SPELL RESISTANCE: Yes
COMPONENTS: V, S, M

This spell temporally anchors the target to a designated item (no more than 10lbs./level). This causes the target creature to become resistant to temporal effects, giving an SR = 5 + (weight of item/10) vs. any Chronomancy effect, provided that the item is not affected or destroyed.

If a temporal effect penetrates this SR, or the target travels more than 1 mile from the anchoring item, the effect is dispelled.

Note that this spell is not powerful enough to drag the target creature along if the target item is affected by a chronomancy effect-- such an effect dispels the temporal anchor. This means the anchoring effect is dispelled if the item is in the possession of the target creature, and someone casts a spell that affects "one creature + equipment".

TEMPORAL BACKSTEP

LEVEL: Chronomancer 3, Wizard 4
CASTING TIME: 1
RANGE: Personal
DURATION: Instantaneous
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S, M

This unusual spell must be declared the round BEFORE it is cast, since it allows the caster to step back one round in time. The caster acts normally in the current round, but in the next round, he will cast this spell, step back in time, and be present in the current round again. In effect, this spell enables him to act twice in the current round. But it is a little more complex than that:

It is easiest to describe this spell from two points of view. Let's call the current round Round 0, and the next round Round 1.

TO THE CASTER: In Round 0, he acts normally. In Round 1, he casts the spell, and steps backwards in time, also walking up to his normal move (in space). While traveling backwards, he appears as a phantasm, and cannot interact with any physical object. When he reaches Round 0 again, he begins moving forward in time, and is able to take a normal round of Round 0 actions, as well as continuing to act normally during Round 1 and beyond.

TO EVERYONE ELSE: In Round 0, a second copy of the caster suddenly appears, and the caster gets two complete sets of actions in this round. The second copy of the caster immediately splits into two (so there are now THREE of the caster), one of which appears as a ghostly phantasm. During Round 1, the ghostly image walks backwards into the original caster, who is casting this spell, and then both are gone (as if disintegrated). The one remaining copy of the caster continues to exist, and acts normally again during Round 1 and thereafter.

This effect can be illustrated in the "world line" diagram below. The vertical axis is time, and the horizontal axis is space.



S = Caster in Round 0. Takes normal actions, but declares he will do a Temporal Backstep next round.

A = Caster in Round 1. Casting Temporal Backstep.

B = Caster in Round 0 again, for the second time.

C = Caster in Round 1 again, where he will (finally!) continue on to Round 2.

There are some major disadvantages to using this spell. If any area effects occur while there are multiple copies of the caster, *both* forward-moving copies of himself take the damage, so in effect the caster takes 2x damage by the end of Round 1. And if the original caster is stopped from casting the spell during Round 1, the 'duplicates' pop out of existence, and any damage or effects cast by them are undone: damage is healed, destroyed objects are magically mended, etc. (The magic of this spell inherently prevents paradoxes in this way.)

In addition, if there are any magical effects on the caster, they go through 3 extra rounds of duration during the course of this spell. (Round 1 first time, Round 1-0 backwards travel, Round 0 again).

TEMPORAL BANISHMENT

LEVEL: Chronomancer 6, Wizard 7
CASTING TIME: 1
RANGE: 50 ft.
DURATION: Instantaneous
SAVING THROW: Charisma negates
SPELL RESISTANCE: Yes
COMPONENTS: V, S, M

This powerful spell pushes the target creature forward in time by a random amount, up to 10,000 years. Effectively it can be used as a more humane form of

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Disintegrate, removing an enemy without actually causing any physical harm. of course, a powerful Chronomancer may be able to return using other spells.

TEMPORAL BARRIER

LEVEL: Chronomancer 4, Wizard 5

CASTING TIME: 1

RANGE: 25 ft.

DURATION: 1 round / level

SAVING THROW: Intelligence negates (if touching wall)

SPELL RESISTANCE: Yes (if touching wall)

COMPONENTS: V, S, M

This creates a thin barrier (up to 10×10/level) of time shaped to desire by the caster at the time of casting. It cannot be touching any creature when created. The wall appears to be a swirling, distorted mass of air.

Anyone trying to pass through the wall must save or be affected as if *Slow* and *Chrindol's Curse* had been cast upon them. Indeed, it was from studying these barriers that Chrindol discovered how to cast his curse.

This does not stop any attacks (physical or magical) that go through the wall in either direction, but does grant all targets to such attacks a +4 to AC and dexterity saving throws.

TEMPORAL DO-OVER

LEVEL: Chronomancer 5, Wizard 6

CASTING TIME: 1

RANGE: Personal

DURATION: Instantaneous

SAVING THROW: None

SPELL RESISTANCE: No

COMPONENTS: V, S, M

This powerful spell allows the caster to jump to an alternate timeline, where events of the past round happened differently. In effect, time is rolled back one round, and all events of the previous round are rerolled.

This applies to *all* events, not just actions taken by the caster: every attack roll by anyone is rerolled, every saving throw rerolled, etc. Creatures may even choose to take different actions than before, in reaction to the different results from the dice, although nobody (except the caster) will have any memory of the previous results of the redone round.

The rollback goes to the point just after the caster's initiative of the previous round, so the caster himself does not actually gain any additional actions. And although the caster will probably choose another action besides casting this spell again, the spell slot is still considered expended.

TEMPORAL PROJECTION

LEVEL: Chronomancer 8

CASTING TIME: 30 minutes

RANGE: Touch

DURATION: See Text

SAVING THROW: None

SPELL RESISTANCE: Yes

COMPONENTS: V, S, M

This spell allows time travel on a spiritual mode rather than an actual physical time travel. It is somewhat similar to *Astral Projection*, and as such frees the caster's spirit from her physical body to allow her to project an astral body into another epoch of the same plane. The caster can bring the astral forms of other creatures with her, provided they are linked in a circle with the caster at the time of the casting. These fellow travelers are dependent upon the character and must accompany the character at all times. If something happens to the character during the journey, the companions are stranded wherever the character left them.

The caster projects her astral self into the Time Plane, leaving the character's physical body behind in the present in a state of suspended animation. The spell projects an astral copy of the subjects and their equipment onto the Time Plane. Since this plane touches upon all epochs, the caster can travel astrally to any of these other times as she wishes. Then, they can enter any of the past or future epochs by forming a new physical body in that time and place. There is however

a major difference with actual physical time travel: the characters are not projected into an actual epoch, but rather in the "shadows of time". As such, time travels through this spell can only be informational, because whatever the characters do in these "shadows of time", it won't affect real history.

The spell works as follows:

1) *Time Destination*: The caster must choose a time and place on the same plane, which he wants to visit. However, since this is a spiritual rather than a physical travel, the characters form a material body not in the targeted area, but into the version of the *Cavern of the Ages* that is related to that time, place, and protagonists (including the time travelers, as well as the persons that the casters wanted to know about).

2) *Cavern of the Ages*: The *Cavern of the Ages* is created by the spell, and thus only exists for the characters and until the spell ends. It appears as an immense cavern filled with enormous smoky crystals. These crystals are very important in that they hold images of the possible alternate times that the cavern gives access to. The more defined and distinct those images, and the more probable or possible that alternate history could be as related to the real one. Conversely, dim and blurred images show an alternate timeline unlikely to have existed, or that could possibly exist in the future. Then, there are several exits out of the cavern. Some are large and ease of access, when others are small, and maybe even too narrow for a gnome being able to crawl into. All these exits lead to the alternate possible histories of the same place and characters, with the more impracticable exits leading to the more improbable version of that history. The crystals near these exits display the images of what occur in the alternate reality where they lead. Note that small and narrow exits are difficult to find (requiring Search checks), while the true version of the past is accessed via a large and very obvious opening.

3) *Shadows of Time*: The exits are tunnels that lead into the time and place first sought by the caster. However, any alternate history reached, as well as the real past, are only "shadows of time". That means that the character will be able to do anything they want in such places, it won't affect in any way the real history. Also, the more improbable the version of that history, the more shadowy will appear the world and creatures around them. An impossible alternate history would appear as a blurred mass of inform shadows.

When there exist two dissimilar but extremely probable histories in the past, it may indicate that a time traveler actually changed history through alteration of events. The only practical use of visiting such shadows of time, is to get information without risks of modifying history, and to learn what could happen (or could have happened) "if"...

This spell otherwise functions like *Astral Projection*, with regard to silver cord, spell duration, etc.

Material component: A set of precisely cut gems worth at least 1,000 gp, plus a 5 gp nugget of silver for each person to be affected.

TEMPORAL PUSH

LEVEL: Chronomancer 4, Wizard 5

CASTING TIME: 1

RANGE: 25 ft. + 5 ft./level

DURATION: Instantaneous

SAVING THROW: Strength special

SPELL RESISTANCE: Yes

COMPONENTS: V, S

This spell throws the target creature and all of it's carried gear forward in time up to 1 round per every two levels of the caster (5 rounds maximum). The amount must be decided during the casting of the spell. The creature reappears at the same location unless it is occupied physically, whereupon it is displaced to the nearest unoccupied location (5 ft. square). If the target succeeds in its saving roll, then the caster must also save or it is he who is thrown forward in time.

TEMPORAL REVERSAL

LEVEL: Chronomancer 6, Wizard 7

CASTING TIME: 1

RANGE: 25 ft. + 5 ft./level

DURATION: Permanent

SAVING THROW: Wisdom negates

SPELL RESISTANCE: Yes

COMPONENTS: V, S, M

XP COST: 500

It is recommended that this spell only be allowed for NPCs, due to the difficulty of a CK handling it without total knowledge of future PC actions! This spell causes the target creature to be reversed in time, traveling backwards relative to the rest of the universe. (See Temporal Backstep for a description of one round of backwards travel.)

While traveling backwards, the creature cannot interact with any physical object, and appears as a ghostly backwards-moving phantasm.

Unlike Temporal Backstep, this effect does not automatically turn the target around in the right direction-- they are traveling back in time forever, unless they have or find a spell to reverse them again.

TEMPORAL SAFE

LEVEL: Chronomancer 3, Wizard 4

CASTING TIME: 1

RANGE: Touch

DURATION: Up to 1 year/level

SAVING THROW: Dexterity negates (if held by creature)

SPELL RESISTANCE: Yes (if held by creature)

COMPONENTS: V, S

This spell causes a nonliving object (up to 10 lbs./caster level) to be pushed forward in time, by an amount designated by the caster. The most common use is to keep an item safe until needed, once affected, the object is immune from theft or interference until it reappears. However, the spell can also be used offensively, to deprive an enemy of a weapon or magic item.

TEMPORAL SCRYING

LEVEL: Chronomancer 5, Wizard 6

CASTING TIME: 1 hour

RANGE: See text

DURATION: 1 minute/level

SAVING THROW: None

SPELL RESISTANCE: Yes

COMPONENTS: V, S, F

XP COST: 500 + #years

This spell allows its caster to see and hear some creature, which may be at any distance and may be in the past or future. The difficulty depends on how far away in time the vision is, how familiar the caster is with the given subject in the given time, and what sort of physical connection the caster has to the creature. Note that unlike a normal Scry spell, this does not allow any magic to be cast through the scrying.

The base CL to scry successfully is 5, subject to the following (cumulative) modifiers.

Situation	Adj.
Looking into the future	+5
1+ year in the past/future	+1
10+ years in the past/future	+1
100+ years in the past/future	+1
1000+ years in the past/future	+1
Caster met subject	-1
Has been within 1 month of target time	-2
Caster knows subject well	-1
Has a likeness or picture of subject	-1
Has a possession of subject	-2
Has a body part of subject	-3

TEMPORAL SHEEN

LEVEL: Chronomancer 1, Wizard 1

CASTING TIME: 1

RANGE: Touch

DURATION: one minute/level

SAVING THROW: Intelligence negates (h)

SPELL RESISTANCE: Yes (h)

COMPONENTS: V, S, M

This spell takes the powers of time and creates a physical covering around the creature touched. This covering causes time to bend slightly, causing the recipient to see where opponents (and allies) will be an instant before they are there. This allows them to better judge their attacks and defenses, giving a +2 bonus to all attack rolls and a +1 bonus to AC for the duration of the spell.

TEMPORAL SHOVE

LEVEL: Chronomancer 1, Wizard 2

CASTING TIME: 1

RANGE: 50 ft.

DURATION: one partial action (may be delayed)

SAVING THROW: Dexterity negates

SPELL RESISTANCE: Yes

COMPONENTS: V, S, M

The targeted creature or item (10 lbs./level) will be pushed ahead in time, disappearing for the duration of one round and reappearing in the same place. During this interval the item or creature is completely gone, and nothing can affect it. The effect can be delayed to the initiative of any creature in the caster's sight.

Example: Suppose the chronomancer sees that a dragon is attacking an allied fighter. He can cast this spell on the fighter, declaring that he will hold the effect until the dragon's initiative. Then, upon the dragon's initiative, the fighter will disappear, avoiding the breath weapon the dragon was about to unleash on its adversaries. The fighter will reappear just in time for the dragon to attack him next round.

Alternatively, the chronomancer can cast the spell on the dragon, optionally delaying until the dragon's initiative.

TEMPORAL SIMULTANEOUSNESS

LEVEL: Chronomancer 4, Wizard 5

CASTING TIME: 1

RANGE: Personal

DURATION: See text

SAVING THROW: None

SPELL RESISTANCE: No

COMPONENTS: V, S, M

This spell distorts time in such a way that the caster lives the next 1d4+2 rounds not in a linear fashion (as normally), but in simultaneity at some point in time during the spell duration. It works as follows: when the spell is cast, roll 1d4+2: this is the number of rounds affected. During this number of rounds the caster disappears from the current reality. However, at some point in the meantime (randomly determined on a d3, d4, or d6 as relevant) he reappears, bringing along all the selves that should have existed at each round. So, during that round a number of duplicates of himself equal to the number that was rolled, can operate simultaneously. They can do anything they want for a full round as normal.

Note that they will be displaced just enough so they do not occupy the same physical space. If one is damaged or healed, the 'future' selves may also be affected.

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Example: Suppose this spell is cast and 3 versions of Chronomancer Joe appear on round 2. One of them is 'Round 1 Joe', one is 'Round 2 Joe', and one is 'Round 3 Joe'. A dragon, not knowing which to attack, hits Round 2 Joe for 50 points of damage, killing him. Round 1 Joe is not affected, but Round 2 Joe and Round 3 Joe both fall down dead, and at the end of the spell, Joe reappears dead.

On the other hand, suppose the caster casts *aid* on Round 1 Joe just before the dragon attack, giving him 10 temporary hit points. Round 2 Joe also has these hit points, which are just enough to prevent him from being killed, though the dragon brings him to -5 hit points. Round 3 Joe falls, and bleeds, bringing Joe's total to -6 hit points when the spell ends. If the caster had targeted Round 3 Joe instead, the Aid would have come too late, and Joe would still be dead!

TEMPORAL TELEPORT

LEVEL: Chronomancer 9
CASTING TIME: 1
RANGE: Touch
DURATION: Instantaneous
SAVING THROW: Wisdom negates
SPELL RESISTANCE: Yes
COMPONENTS: V, S, M
XP COST: If into past, 1000 + #years²

This spell allows the caster (and possibly some companions) to travel anywhere in time. Note that there is no spatial component to this teleportation, so the caster will appear in the exact same place at the alternate time. If the space is occupied at the selected time, the targets will be displaced to the nearest free location.

If used to travel into the past, this spell is very strenuous, and takes a toll in XP cost.

In addition, it is difficult to precisely travel into the past. A wisdom check must be made, CL 15. The caster gets a bonus of +4 if this is a time to which he has previously traveled.

If this check fails, roll a d4 to determine the number of years by which the teleportation was off. For every five points by which it failed, increase the die size by one category. And if a natural 1 was rolled, the caster has accidentally teleported the targets to the Elemental Plane of Time.

TEMPORALLY TELEPORT OBJECT

LEVEL: Chronomancer 8, Wizard 9
CASTING TIME: 1
RANGE: 50 ft.
DURATION: Instantaneous
SAVING THROW: Dexterity negates (if item held)
SPELL RESISTANCE: Yes (if item held)
COMPONENTS: V, S, M
XP COST: If into past, 500 + #years²

This is similar to the Temporal Teleport spell, except that it only affects a single nonliving item (max 10 lbs./level). Transporting an item into the past does still create a danger of paradox, however, so this spell also has an XP cost.

The chance and consequences of failure are the same as described under the Temporal Teleport spell.

THORN ARMOR

LEVEL: Druid 4
CASTING TIME: 1
RANGE: Touch
DURATION: 1 round/level
SAVING THROW: Constitution
SPELL RESISTANCE: No
COMPONENTS: V, S, M

This spell grants the caster a +3 bonus to their armor class, as barkskin, but also inflicts 1d4+1 damage automatically to any enemy that hits the caster. The enemy must also make a successful constitution saving throw or lose 1 Constitution point from the bleeding created by the thorns.

THORNSTAVE

LEVEL: Druid 3
CASTING TIME: 1
RANGE: Touch
DURATION: 1 turn
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: S, M (a handful of natural thorns)

Drawing upon the energies in the wooden staff or club he is touching, the caster causes it to sprout extremely hard spikes on one end, making it inflict double damage for the spell's duration. A weapon effected by this spell counts as magical while it is in effect.

THUNDERBOLTS

LEVEL: Druid 8
CASTING TIME: 1
RANGE: 60 feet
DURATION: 10 minutes/level
SAVING THROW: Wisdom
SPELL RESISTANCE: No
COMPONENTS: V, S

This spell allows the caster to *transform* ordinary javelins into mighty thunderbolts, which can be thrown up to 60 feet and strike as +5 magical weapons, doing 4d8+5 damage and punching through spell resistance and damage reduction. All enemies must make a wisdom saving throw when struck or be blinded and deafened by the impact. The caster can transform up to 1d10+Wis modifier javelins in this manner.

TIME AND SPACE FOLDING

LEVEL: Chronomancer 5, Wizard 6
CASTING TIME: 1 minute
RANGE: 5 ft.
DURATION: Concentration, max 1 round / level
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S, M

This spell allows a 10'x10' magical gate to be created between two distant points in space. Note that it does not actually enable travel through time.

It works by taking advantage of the folded nature of space-time to connect two distant points. The gate created is a square opening with a maximum size of 10 feet by 10 feet, with borders appearing as shifting distortions one foot wide. In effect this is a sort of window through which you can see what is in the other place. The gate is bi-directional in that it allows sight and travel from one side to the other in either direction. One can peer through this window to see in the other distant place, and anyone or anything that moves through is instantly transported there.

The caster may hold the gate open only for a brief time (no more than 1 round per caster level) and must concentrate on doing so or end the planar connection. The gate opens 5 feet in front of the caster, while the other side of the gate opens 5 feet in front of the place the caster wants. However, the gate doesn't always open where the caster wants, especially if the caster is not very familiar with the place he wants to reach. To see how well the spell works, roll d% and consult the table below.

Familiarity	On Tgt	Off Target	Similar Area	Aging Chance	Aging Amount
Very	01-97	98-99	100	2%	1 year
Studied	01-94	95-97	98-100	5%	1d4 years
Seen	01-88	89-94	95-100	10%	1d6 years
Seen Once	01-76	77-88	89-100	15%	1d8 years
Described	01-52	53-76	77-100	25%	1d10 yrs
False	-	-	01-100	30%	1d12 yrs

Familiarity: "Very familiar" is a place where the caster has been very often and where he feels at home. "Studied carefully" is a place the caster knows well, either because he has been there often or has used other means to study the place. "Seen casually" is a place that the caster has seen more than once but with which he is not very familiar. "Viewed once" is a place that the caster has seen once, possibly using magic. "Description" is a place whose location and appearance the caster knows through someone else's description, perhaps even from a precise map. "False destination" is a place that doesn't exist. When opening the gate to a false destination, the caster always gets a similar area rather than rolling d%, since there is no real destination for the character to hope to arrive at or even be off target from.

On T The gates opens to where the caster wants.

Off T The gate opens at a random place away from where the caster wants, in a random direction. Distance off target is $1d10 \times 1d10\%$ of the distance that was to connect the two places. The CK determines the direction off target randomly.

Similar Area: The gate opens in an area that is visually or thematically similar to the target area. Generally, it opens in the closest similar place, but since the spell has no range limit, it could conceivably be anywhere across the globe.

Aging: As this spell warps time in order to connect the two places, there are chances that anyone who passes through the gate could be affected by aging effects. Check the chance when the spell is cast. Then, if positive roll the relevant die each time someone or something (including characters' equipment) goes through the gate.

Material component: a silken handkerchief embroidered with the image of a door with golden threads. This must be an expert item costing no less than 500 gp.

TIME BLINK

LEVEL: Chronomancer 3, Wizard 4

CASTING TIME: 1

RANGE: 50 ft.

DURATION: 1 blink / 3 levels

SAVING THROW: Dexterity negates

SPELL RESISTANCE: Yes

COMPONENTS: V, S, M

This spell causes the target creature to be pushed forward in time $1d3+1$ rounds, once for every three levels of the caster. When the target is affected by this spell, it will disappear, only to reappear randomly $1d3$ rounds later in the same location. Once reappearing, it will remain for one round, then disappear again.

Note that the affected creature will have no knowledge of any events that have occurred during its absence.

TIME DISTORTION CUBE

LEVEL: Chronomancer 2, Wizard 3

CASTING TIME: 1

RANGE: 50 ft.

DURATION: Instantaneous

SAVING THROW: Constitution half

SPELL RESISTANCE: Yes

COMPONENTS: V, S, M

This spell creates small cubes (one cube / 2 levels) of distorted time, 6-inch cubes where time quickly moves forwards at random rates. They can be hurled by the caster to cause physical damage to a target (caused by its flesh being torn apart as it ages at varying rates), using a ranged touch attack. Each cube does $1d12$ points of damage if it hits.

TIME LEAP

LEVEL: Chronomancer 2, Wizard 4

CASTING TIME: One full round

RANGE: 0

DURATION: Instantaneous

SAVING THROW: None

SPELL RESISTANCE: No

COMPONENTS: V, S, M

The caster (plus 2 willing creatures / level + one round per additional traveler) is able to briefly ride the flows of time into a point in the future where they return to the normal flow of time. During this ride, the caster's body, clothing, and equipment appear in a ghostly form, but cannot be harm to affected sort of a *wish* or *miracle*. The time that the caster will return must be chosen during the casting of the spell, and cannot be more than one day or less than one round.

For an additional casting time of one round per passenger, the caster can elect to take additional travelers with him. The caster can take up to two persons (including himself) per level. However, the extra persons cause less flexibility in length of time jumped. For each additional person taken, the maximum time spent is decreased by $\frac{1}{2}$ (2 people – up to $\frac{1}{2}$ day, 3 people – up to 6 hours, 4 people – up to 3 hours, etc.). The minimum time forward remains the same no matter how many persons are take with the caster.

Anyone traveling with the caster must be willing and touching the caster at the time of casting.

TIME WALK

LEVEL: Chronomancer 8, Wizard 9

CASTING TIME: Ten minutes

RANGE: Personal

DURATION: 1 day subjective time / level

SAVING THROW: None

SPELL RESISTANCE: No

COMPONENTS: V, S, M

XP COST: 500 + 100 per change in direction

It is recommended that this spell only be allowed for NPCs, due to the difficulty of a CK handling it without total knowledge of future PC actions! This is similar to Temporal Reversal, except that the caster can change direction backwards and forwards in time.

As with other Wandering-type Chronomancy, the character appears to be a ghostly phantom when traveling backwards, and cannot interact with any physical objects. However, solid objects that exist continuously (such as walls or floors) do block the character's movement.

TITHE

LEVEL: Cleric 4

CASTING TIME: 1

RANGE: Touch

DURATION: Instantaneous

SAVING THROW: N/A

SPELL RESISTANCE: No

COMPONENTS: V, S, M

This spell allows a caster to transform a number of silver pieces equal to their class level into an equivalent number of gold pieces. This spell is intended largely to assist clerics in their necessary living expenses. Clerics that use this spell know full well that the silver pieces are considered to be simply a down payment, and that eventually they will be expected to pay back the sum, either through their share of a treasure or through service.

TOUCH OF ANXIETY

LEVEL: Wizard 2

CASTING TIME: 1

RANGE: Touch

DURATION: 1 round/level

SAVING THROW: Intelligence

SPELL RESISTANCE: Yes

COMPONENTS: V, S

With a simple touch, the caster can give another person an incredible sense of the caster's power and personal charisma. This bizarre feeling of familiarity reduces their charisma saving throw by 2 against the caster and by 1 against any other individual, as they become dissociated and somewhat anxious about the situation. If the caster has a positive Charisma modifier, that individual's save against Fear is lowered further by that amount.

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TOUCH OF CORRUPTION

LEVEL: Cleric 3, Necromancer 3
CASTING TIME: 1
RANGE: Touch
DURATION: 2 hours/level
SAVING THROW: Wisdom
SPELL RESISTANCE: Yes
COMPONENTS: V, S

With this spell, an evil cleric can 'grant' a victim an SR of 12 against all healing and restoration spells, as well as barring any healing from rest during the duration of the spell.

TOUCH OF IDIOCY

LEVEL: Wizard 2
CASTING TIME: 1
RANGE: Touch
DURATION: 10 min./level
SAVING THROW: No
SPELL RESISTANCE: Yes
COMPONENTS: V, S

With a touch, you reduce the living target's mental faculties. Your successful melee touch attack applies a 1d6 penalty to the target's Intelligence, Wisdom, and Charisma scores. This penalty can't reduce any of these scores below 1.

This spell's effect may make it impossible for the target to cast some or all of its spells, if the requisite ability score drops below the minimum required to cast spells of that level.

TREE STRIDE

LEVEL: Druid 5
CASTING TIME: 1
RANGE: Personal
DURATION: 1 hour/level or until expended; see text
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S, DF

You gain the ability to enter trees and move from inside one tree to inside another tree. The first tree you enter and all others you enter must be of the same kind, must be living, and must have girth at least equal to yours. By moving into an oak tree (for example), you instantly know the location of all other oak trees within transport range (see below) and may choose whether you want to pass into one or simply step back out of the tree you moved into. You may choose to pass to any tree of the appropriate kind within the transport range as shown on the following table.

Type of Tree	Transport Range
Oak, ash, yew	3,000 feet
Elm, linden	2,000 feet
Other deciduous	1,500 feet
Any coniferous	1,000 feet
All other trees	500 feet

You may move into a tree up to one time per caster level (passing from one tree to another counts only as moving into one tree). The spell lasts until the duration expires or you exit a tree. Each transport is a full-round action.

You can, at your option, remain within a tree without transporting yourself, but you are forced out when the spell ends. If the tree in which you are concealed is chopped down or burned, you are slain if you do not exit before the process is complete.

TREMOR

LEVEL: Cleric 2, Druid 2
CASTING TIME: 1
RANGE: 60 feet
DURATION: Instant
SAVING THROW: Dexterity
SPELL RESISTANCE: No
COMPONENTS: V, S

This spell creates an intensely localized earthquake in a 10×10 area. Anyone caught in the area must make a successful dexterity saving throw or be knocked prone, and suffer 1d4 damage.

TRUE DISINTEGRATE

LEVEL: Chronomancer 9
CASTING TIME: 1
RANGE: 150 ft.
DURATION: Permanent
SAVING THROW: Charisma partial
SPELL RESISTANCE: Yes
COMPONENTS: V, S, M
XP COST: 1,000

This spell not only disintegrates a creature or object, but completely erases all traces (past and present) of its existence. Written documents will be altered, memories erased, etc, as though the target had never been born or created. Only the caster will remember the original target's existence, and it will be a dreamlike recollection. Even a True Resurrection cannot bring the target back, since no clear memory of the creature exists. (Only Wish or Miracle can reverse this effect.)

Note that this may not always bring about the outcome the caster intended!

Example: Suppose in a heated battle against the Temple of Lolth, a chronomancer casts *true disintegrate* on the high priestess. If she fails her save, the priestess will disappear as intended-but, in the rewritten history that is now created, someone else would have risen to the position of high priestess, and attained approximately the same level of power. So the current battle will still be going on, and the chronomancer may find that he has not gained any tactical advantage at all, and is merely fighting a different high priestess.

If the target makes their saving throw, they are affected as if by an ordinary *Disintegrate*. (This means they will need to make one more saving throw, vs that effect.) In this case, there is no XP cost to the caster.

TRUE STRIKE

LEVEL: Wizard 1
CASTING TIME: 1
RANGE: Personal
DURATION: see text
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, F

You gain temporary, intuitive insight into the immediate future during your next attack. Your next single attack roll (if it is made before the end of the next round) gains a +20 bonus. Additionally, you are not affected by modifiers applied to attackers trying to strike a concealed target.

Focus: A small wooden replica of an archery target.

UNDEATH TO DEATH

LEVEL: Cleric 6, Necromancer 6, Wizard 6
CASTING TIME: 1 round
RANGE: 150 ft.
AREA OF EFFECT: Several undead creatures within a 40-ft.-radius burst
DURATION: Instantaneous
SAVING THROW: Wisdom negates
SPELL RESISTANCE: Yes
COMPONENTS: V, S, M/DF

This spell functions like circle of death, except that it destroys undead creatures as noted above.

Material Component: The powder of a crushed diamond worth at least 500 gp.

UNDETECTABLE ALIGNMENT

LEVEL: Cleric 2
CASTING TIME: 1
RANGE: 50 ft.
DURATION: 24 hours
SAVING THROW: Wisdom negates (object)
SPELL RESISTANCE: Yes (object)
COMPONENTS: V, S

An undetectable alignment spell conceals the alignment of an object or a creature from all forms of divination.

VIRTUE

LEVEL: Cleric 0, Druid 0
CASTING TIME: 1
RANGE: Touch
DURATION: 1 min.
SAVING THROW: Constitution negates (h)
SPELL RESISTANCE: Yes (h)
COMPONENTS: V, S, DF

The subject gains 1 temporary hit point.

VISION OF YOUTH

LEVEL: Chronomancer 2, Wizard 3
CASTING TIME: 1
RANGE: 25 ft.
DURATION: 1 minute/level
SAVING THROW: Intelligence negates
SPELL RESISTANCE: Yes
COMPONENTS: V, S, F

A *Vision of youth* spell shows the caster an item or creature as it was in former times. The caster may choose to see it as it was when newly born /created. He can also choose to see a specific age (stating the number of days, months, years, etc. backward in time from now).

It is possible to see different ages, but no more than one per minute (of spell duration). If the caster asks for a time during which it did not yet exist, he instead sees the item or creature as it was when born /created. This vision has a duration of 1 minute per level, and visually replaces (and moves with) the current aspect of the creature or item upon which the spell is cast. A disguised creature gets a +2 to its saving throw, +4 if the disguise is magical, and +6 in cases of a *Polymorph* type spell. If the save is failed, the caster sees the creature without its disguise, as it was in the selected time.

Material Components: a pinch of gold powder worth at least 1 gp.

WALL OF FOG

LEVEL: Illusionist 1
CASTING TIME: 1
RANGE: 30 ft
AREA OF EFFECT: 20 ft/ level cube
DURATION: 2d4 rounds + 1 round/ level
SAVING THROW: None
SPELL RESISTANCE: No
COMPONENTS: V, S, M

The caster creates a curtain of obscuring fog in the area of effect. Vision of all kinds is reduced to 2 ft. through the swirling vapor The fog can be affected by normal or magical wind and breezes.

WARD TIME'S RAVAGES

LEVEL: Wizard 8
CASTING TIME: 1
RANGE: Touch
DURATION: 1 week
SAVING THROW: None
SPELL RESISTANCE: Yes (h)
COMPONENTS: V, S, M (a golden hourglass filled with diamond dust worth 75+ gp)

An invisible energy field surrounds the character subjected to this spell, completely retarding their aging while the spell is in effect, also providing a save against any aging effects the character might encounter, even if such do not normally allow for a save If the character is slain while the spell is still in effect, it will still continue to protect the body until its duration ends.

WATER TO WINE

LEVEL: Cleric 6
CASTING TIME: 1
RANGE: 30 feet
DURATION: Permanent
SAVING THROW: N/A
SPELL RESISTANCE: No
COMPONENTS: V, S, M

This spell allows the caster to transform water into any other liquid substance known to the caster, such as wine, oil, acid, or any other comparable liquid. The caster can transform ten liters per the caster's level of one substance into the other. This ability can also be used to transform any other liquid, such as acid, oil, or wine, into pure water.

WEATHER'S BLESSING

LEVEL: Druid 4
CASTING TIME: 4
RANGE: Touch
DURATION: 1 hour/level
SAVING THROW: Wisdom negates
SPELL RESISTANCE: Yes
COMPONENTS: V, S, M (five leaves knotted together by their stems/a dry stone that has been left in a storm and in a desert)

Blessed by the caster, the character effected by this spell may completely ignore natural weather effect, rain, wind, driven sand, natural lightning, and even natural heat suffering no impediment or damage Rain simply refuses to touch the character, wind whistles around them, lightning does not harm them, and they lose no more water than usual due to heat Cast as a curse, weather doubles its intensity and effect in regard to the character This slows them twice as much, soaks them in twice as much water, creates a need for twice as much water to be drunk in conditions of heat, causes 1 hp extra damage per dice of damage inflicted, and so on The victim also automatically fails their saves against any weather-based spells while this spell is in effect.

WHISPERING WIND

LEVEL: Wizard 2
CASTING TIME: 1
RANGE: 1 mile/level
AREA OF EFFECT: 10-ft.-radius spread
DURATION: No more than 1 hour/level
SAVING THROW: None or until discharged (destination is reached)
SPELL RESISTANCE: No
COMPONENTS: V, S

You send a message or sound on the wind to a designated spot. The whispering wind travels to a specific location within range that is familiar to you, provided that it can find a way to the location. A whispering wind is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates.

You can prepare the spell to bear a message of no more than twenty-five words, cause the spell to deliver other sounds for 1 round, or merely have the

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whispering wind seem to be a faint stirring of the air. You can likewise cause the whispering wind to move as slowly as 1 mile per hour or as quickly as 1 mile per 10 minutes.

When the spell reaches its objective, it swirls and remains in place until the message is delivered. As with magic mouth, whispering wind cannot speak verbal components, use command words, or activate magical effects.

WITHDRAW

LEVEL: Chronomancer 2, Wizard 3

CASTING TIME: 1

RANGE: Personal

DURATION: 1 minute/level

SAVING THROW: Intelligence negates subjective time

SPELL RESISTANCE: Yes

COMPONENTS: V, S

This spell puts the caster slightly apart from the normal flow of time, giving her 1 minute/level of time within a single round. As such, the caster seems to be put in a sort of haze, and if she interacts in any way with anything around her (including just walking or speaking to someone else), it will put an end to the spell.

For the round of 'real' time (to outside observers) that the spell is in effect, the caster cannot benefit from AC bonus due to dexterity or use of a shield (meaning dodging, moving, etc.), or will likewise break the spell. In fact, while in this state the caster may only do simple actions such as thinking, reading, or manipulating pieces of her equipment. She may also cast spells, but only Divination spells, or spells cast on herself only; spells that would require to interact with the environment ends the Withdraw spell.

WORD OF CHAOS

LEVEL: Cleric 7

CASTING TIME: 1

RANGE: 40 ft.

AREA OF EFFECT: Non-chaotic creatures in a 40-ft.-radius spread centered on you

DURATION: Instantaneous

SAVING THROW: None or wisdom negates; see text

SPELL RESISTANCE: Yes

COMPONENTS: V

Any non-chaotic creature within the area who hears the word of chaos suffers the following ill effects.

The effects are cumulative and concurrent. No saving throw is allowed against these effects.

HD	Effect
Equal to caster level	Deafened
Up to caster level -1	Stunned, deafened
Up to caster level -5	Confused, stunned, deafened
Up to caster level -10	Killed, confused, stunned, deafened

Deafened: The creature is deafened for 1d4 rounds.

Stunned: The creature is stunned for 1 round.

Confused: The creature is confused, as by the confusion spell, for 1d10 minutes. This is a mind-affecting enchantment effect.

Killed: Living creatures die. Undead creatures are destroyed.

Furthermore, if you are on your home plane when you cast this spell, non-chaotic extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the word of chaos. The banishment effect allows a **wisdom saving throw** (at a -4 penalty) to negate.

Creatures whose HD exceed your caster level are unaffected by word of chaos.

WORLD WAVE

LEVEL: Druid 9

CASTING TIME: 10 minutes

RANGE: Sight

DURATION: 1 hour/level

SAVING THROW: None

SPELL RESISTANCE: No

COMPONENTS: V, S

This spell allows the caster to call up a massive wave of either earth or water to move the caster across large distances swiftly, damaging all in its path. The wave forms a stable platform of approximately 10×10, allowing the caster to take allies with them, and the wave travels at a steady speed of 50 mph. All structures in the path of the wave are destroyed, and if they are too strong to be destroyed, are simply traveled over. All living things that stand in the path of the wave suffer 10d10 crushing damage and are pushed aside. The caster can control the wave if she is awake, but the wave will continue to travel in a straight path if the party is asleep. The caster can stop the progress of the wave at any time, and the wave will automatically stop at a large body of water (if earth) or a shoreline (if water).

WRITE

LEVEL: Wizard 1

CASTING TIME: 1

RANGE: Caster

DURATION: 1 hour/level

SAVING THROW: None

SPELL RESISTANCE: No

COMPONENTS: V, S, M

This spell enables the wizard to make a written copy of a spell he or she cannot yet cast, a somewhat dangerous proposition. In order to succeed in this task, the caster must make a **wisdom saving throw**, with a modifier determined by the difficulty of the spell being transcribed. If the spell is up to one level higher than the wizard can cast, the saving throw is made at +2. If the spell is two levels higher than the wizard can cast, there is no bonus or penalty to the saving throw. If the spell is more than 2 levels higher than the wizard can cast, each additional level adds a -1 penalty. If the wizard fails this saving throw, the spell is not successfully copied, the caster takes 1d4 points of damage for each level of the spell, and he or she is knocked unconscious for 1 turn per hit point sustained thereby. The damage sustained cannot be healed more quickly than 4 hp per day, even with the assistance of magical healing.

If the saving throw is successful, the wizard may copy the spell, which takes one hour per level of the spell. The material component is ink costing at least 200 gp.

ZONE OF RETARDED MAGIC

LEVEL: Chronomancer 6, Wizard 7

CASTING TIME: 1

RANGE: 150 ft.

AREA OF EFFECT: 30' radius

DURATION: 1 minute/level

SAVING THROW: None

SPELL RESISTANCE: Yes

COMPONENTS: V, S, F

Any spell or supernatural effect that is cast (including from a magical item) in the area of effect will occur only at the end of *Zone of Retarded Magic*. So, if several spells are cast there until *Zone of Retarded Magic* ends, all these spells will occur simultaneously when the duration of *Zone of Retarded Magic* is over.

Note that if a spell targets a creature or object within the zone, and the target leaves the zone, the spell takes effect immediately, even if the Zone of Retarded Magic still has duration remaining.

ZONE OF TRUTH

LEVEL: Cleric 2

CASTING TIME: 1

RANGE: 50 ft.

AREA OF EFFECT: 20-ft.-radius emanation

DURATION: 1 min./level

SAVING THROW: Wisdom negates

SPELL RESISTANCE: Yes

COMPONENTS: V, S, DF

Creatures within the emanation area (or those who enter it) can't speak any deliberate and intentional lies. Each potentially affected creature is allowed a save to avoid the effects when the spell is cast or when the creature first enters the emanation area. Affected creatures are aware of this enchantment. Therefore, they may avoid answering questions to which they would normally respond with a lie, or they may be evasive as long as they remain within the boundaries of the truth. Creatures who leave the area are free to speak as they choose.

ADDING SPLENDOR TO YOUR SPELLS

Magic is one of the cornerstones of *Castles & Crusades*, and provides much of the mystical feel so beloved of the fantasy genre. Unfortunately, despite magic being of such importance to the game, all too many uses of magic in the game are described with no more flair than, "I cast a Fireball spell". As this article explains, spellcasting in the game can be easily made that bit more exotic, enriching the roleplaying experience in the process.

Making magic memorable does take imagination and a little thought, but the result is always worth it, can entertain both of you, the CK, and other players, will certainly enrich the game, and perhaps even garner some additional XP for roleplaying. Anyone can say "I cast a Fireball! A ball of fire flies forth and strikes my target!" but if you can state something like "I invoke Serleran's Searing Orb! A ball of vivid green flame spirals swiftly through the air, shrieking, and the scent of brimstone in its wake!" you've just made the tired old Fireball exciting, and magic as truly magical as it should be.

DESCRIBING THE SPELL: You know what spell you want to cast, and who you want to target, but actually describing the spell's casting and appearance can turn even the most common spell into something of wonder. Just by considering each of the following components of a spell's description, you can make it far more unique. Even the divine magic used by clerics and druids, can be made more appropriate to their patron deities using the guidelines provided below.

APPEARANCE: What exactly does the spell look like? What substance forms the physical aspect of the spell? A Fireball, for example, need not look like a simple ball of flame. It could like a flaming winged skull, a flaming fist, flaming heart, glowing phoenix, etc. It's still a Fireball, but it need not look so basic. Also consider the color or colors of the spell; where magic is concerned you need not adhere to the expected. Why not make the fireball eerie green, blue, purple or even pink? Giving the spell an unusual appearance is entirely permissible, providing it makes no change to the effect of the spell. Another part of the spell's appearance is its motion. If the spell has to cover a distance, how does it do so? Does it simply appear there, or does it travel? Following the Fireball example, does it fly through the air, and if so, does it fly straight, spiral, or zigzag? Does it simply appear out of nowhere to engulf the target? Does it bounce or roll along the ground?

SOUND: What does the spell sound like? Sound accompanies the casting of many spells, and can range from the tinkling of bells to the rumble of thunder, from echoes of chilling laughter, to the crackle and sizzle of energy. Once again, giving just a little thought to this aspect of a spell gives it much more depth, and the sound need not necessarily match the spell. Why not have your Fireball sing as it flies through the air? Once again, providing the sound has no game effect, why not be creative?

SMELL: The least important of the descriptive elements in most cases, describing the scent of the spell can make it seem far more real in the mind's eye. Once again, the scent of the spellcasting, if indeed there is any, can be unique or unexpected. For example, the Fireball may well smell of brimstone, but it could just as easily smell of lavender or anything else you desire.

NAMING THE SPELL: A well-described spell can be made to seem even more unique and impressive, if it's given a different name, although the original

spell name should always be placed in brackets afterwords: for example, Serleran's Searing Orb (Fireball). Given the eccentricity and egotism of many spellcasters, it is hardly surprising that even the most mundane of cantrips may often bear flamboyant titles. Precious few magicians, having spent weeks or months in toil creating a new spell, would then give their unique creation a humdrum name like "Fireball". Instead, they would make it grandiose, taking pride in their personal achievement. Giving a newly created spell a good title is satisfying and easy. All spell-titles are composed of one or more of the following components, although two or three components is the optimum.

DESCRIPTIVE TITLE: The most vital part of any spell name informs of the spell's effects, appearance, or less commonly, results, and in many cases, a truly evocative Descriptive Title is often all that's needed to make a spell sound fantastical. When describing the spell, try to avoid the most mundane descriptions, and choose those less immediately obvious. For example, while "Fireball" does accurately describe the spell producing the ball of fire, it is hardly flamboyant. Take a second to think of alternate or related words that can be used to describe the same thing. In this case, such words as Flaming, Blazing, Incendiary, Conflagrating, Scorching, Burning, Searing, and Lambent, as well as Sphere, Orb, and Globe, are also appropriate substitutes for "Fire" and "Ball". "Searing Orb" sounds far more exotic than "Fireball".

CREATOR'S NAME: A common spell-naming convention, especially as regards the more egotistical or famous creators of spells, is that of appending the individual's name to the front of the spell's title. For example, an infamous pyromancer named Serleran may very well have created the Searing Orb spell, and named it "Serleran's Searing Orb".

EMBLEMMENT: Spell creators sometimes add certain extravagant descriptors to a spell's title, particularly if especially proud of the spell, or excessively egotistical, as many wizards are. For example, if Serleran was particularly proud of his Searing Orb spell, he might add such a word as Excellent, Magnificent, Superior, Superlative, Brilliant, Triumphant, etc. to the spell's title. It might therefore have been named "Serleran's Triumphant Searing Orb" in this case.

SPELL, INCANTATION, DWEOMER: Another common spell-naming convention is the actual referral to the spell as being a spell, placed before or after the main description. For example, Sazzlemun might have named his Fireball spell, "Serleran's Searing Orb Spell" or "The Spell of Searing Orbs". Alternately, he could have chosen to use a different word, such as Dweomer, Charm, Glamor, Weird, or Incantation, etc.

MIRACLES

Despite many of the innovations introduced in some recent supplements, divine magic in most fantasy games is still based on the fundamental system of spells per level per day, with each spell having a predefined mechanical effect whose power is directly related to caster level. The value of this system is that it ensures consistency and game balance for both players and CKs; the price, however, is a certain loss in *wonder*-the quality of awesome might, singular spectacle, and world-shaking import that accompanies all the miracles of mythology.

Likewise, playing a cleric, druid or paladin with the standard divine magic system tends to focus player attention on tactical spell selection, "leveling up," and number of hit points healed, rather than on roleplaying the duties, strictures, and vocation of divine service-the things that make a cleric or druid more than just a different kind of magic-user, and a paladin more than just a fighter who can heal wounds, turn undead and get into arguments about whether it's evil to kill orc babies or not.

The system presented here takes a completely different view of divine magic. There are no specific spells, no preset effects, no formalized domains, and no bonus spells for high Wisdom or Charisma (although these abilities do contribute to effective miracle-working). Instead, players of divine miracle-workers call upon their characters' deity or deities of choice directly, asking for the miracle they need or want at the moment they need it - and the Castle Keeper, roleplaying the Power in question, dictates the exact result based upon the character's accumulated reserve of divine Grace, their success at Invocation (and subsequent Humility), the Hubris they have incurred, and the scope of the miracle sought.

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These rules are deliberately far more flexible than the standard system, and are designed to reward and encourage roleplaying, imagination and drama rather than tactical min-maxing. CKs who like highly organized, structured adventures should be aware that even a low-level character may be able to pull off plot-derailing miracles with sufficient preparation and roleplaying.

Players used to knowing exactly what their characters can and cannot do may likewise find the unpredictability of this system, and the CK's strong role in resolving their characters' prayers, to be frustrating or antagonistic. Groups using these rules are encouraged to err on the side of drama, rather than tactics or "fairness".

DOCTRINES OF SERVICE

Not just anybody may bear the power, authority, and responsibility of the gods. Becoming, and being, a *divine servant* (this term replaces "divine spellcaster" in these rules, and includes all characters and classes who cast divine magic) requires a PC to prove his or her worthiness to their chosen Power through dedication, self-sacrifice, and discipline. Divine servants are men and women who have chosen to put their faith and their god *first*, above all else. They must consider all decisions and all actions in their lives in the light of that faith, and many of those actions have direct consequences on their power and their standing with their god.

This may be explicitly codified in a cleric's formal vows of ordination or a paladin's oath of service, or implicit in the rigorous principles embraced by a solitary druid or ranger. For game purposes, all such vows, oaths, or binding ideals are defined by the PC's *Doctrine*, the specifics of what the divine servant must do to earn the favor of the Power he or she serves – and what he or she must *not* do to avoid provoking that Power's wrath!

A Doctrine consists of two parts: *Duties*, the activities favored and required by the divine servant's faith, and *Prohibitions*, the activities forbidden by the faith. When creating a divine servant PC, the CK and player should write up both Duties and Prohibitions in as much detail as possible, to provide guidelines for the character's faith and powers. Duties and Prohibitions between them are what define a religion's or servant's morals, ethics, and principles, and which may in turn embody the intentions and goals of the church leadership and, ultimately, the god in question.

Typical Duties include:

- Conducting religious services regularly, for their congregation and for themselves. Clerics and druids, if living within a community of the faithful, must typically hold such services at least weekly, while paladins usually lead such services only among their own kind if at all, but all divine servants usually spend at least fifteen minutes to an hour each day on their own daily meditations.
- Advancing the cause of the deity and the religion. This includes everything from preaching your faith in an effort to gain converts, to defending churches (or other sacred spaces, like druidic groves or deep virgin forest) threatened by invasion, misrule or corruption, to convincing local rulers or communities to build new churches. While not all faiths consider other paths false or evil, they *do* all contend their own way is *best* – a devout divine servant has a duty not just to his god and his fellow believers, but to every sentient being, to bring them enlightenment (as he and his faith see it).
- Carrying out the commandments of the religion, or of the deity itself. This can range from protecting the innocent from danger to sacrificing them by torture, depending on the faith. For druids and rangers, this typically includes protecting the wilderness from the undue exploitation of mankind or other races. (What constitutes "undue exploitation" can, of course, be a remarkably subjective thing – and of such disagreements and dilemmas is interesting roleplaying made.)

Typical Prohibitions include:

- Explicitly, openly denying one's service or relationship to the deity and religion. All divine servants are expected to stand up for their faith, no matter the consequences – although some religions do allow a distinction between openly denying one's faith and simply not calling attention to it or to one's status. Some evil religions require

the divine servant to *conceal* his or her status from all but fellow faithful, in which case the Prohibition is typically against *revealing* oneself without urgent need.

- Disobeying the orders of superiors in the religion. As all the divine servants in a church are nominally sworn totally to the service of their deity, that chain of command typically flows in an unbroken line from head of the faith to the newest novice. (This presumes such orders are in keeping with the religion's purpose and nature – sometimes *defying* an unjust order from a corrupt superior is what is needed to gain true Grace.)
- Actions against the alignment of the deity or the religion. Most religions don't require their servants to be of precisely the same alignment as their primary deity or canon, but they do require that their servants not commit actions in egregious violation of that alignment – a cleric of a lawful evil god might himself be lawful neutral, but he is still not permitted to perform truly good acts (e.g. helping an innocent free of charge) - his faith prohibits it, even if it wouldn't trouble his own conscience. Likewise, a chaotic good priest of a lawful good religion might rapidly find himself in trouble for breaking the rules of his church, even if done for benevolent motives.
- Behavior that damages the divine servant's own spiritual purity or worthiness. Almost all faiths require their believers to abstain from certain behaviors, typically vices of one kind or another (lying, lust, drunkenness, gluttony, greed, etc.). Some vices may be permitted in moderation or in specific circumstances, while others may be outright forbidden; the CK should work out exactly what each specific faith frowns on and why. Pelor, for example, is a god of healing and health; his clerics therefore abstain from vices such as drugs, alcohol in excess, or gluttony, because these things damage the body's health for the sake of transitory pleasure. Likewise, many gods of Good prohibit or discourage lustful behavior that does not include compassion for others or concern for their welfare (an essentially selfish, and therefore Evil, attitude).

Interestingly, evil gods do not always prohibit nominally virtuous behavior the same way. Many evil religions rely on deception, hypocrisy and betrayal to accomplish their aims; evil divine servants must therefore be able to affect "good" behavior, so as to fit in with the society they are working to corrupt. An evil cleric may be permitted to offer good and wise counsel, if by doing so he can win a position in court where he can corrupt kings and nobles or set them at odds. What evil Powers tend to frown on are *genuine* expressions of compassion or trust, or any good behavior done solely for the sake of the behavior itself rather than an ulterior Evil motive; this, to most evil gods, is an unforgivable weakness.

Example: Brian is creating a priest PC of the Church of Ascension, a faith patterned after the medieval Roman Catholic Church. As a servant of the Church's primary deity, the Lady of Destiny, Brian's PC's Duties and Prohibitions have already been worked out in some detail by the CK.

His Duties include:

- Conducting religious services at least weekly (an hour's ceremony), if in a community of the faithful;
- Conducting personal religious devotions daily (at least fifteen minutes' ceremony);
- Preaching the Word of the Lady of Destiny to any who may hear it;
- Donating all income but the minimum needed to live on to the Church;
- Protecting the innocent and those in danger;
- Assisting those in need of either heart's counsel or alms.

His Prohibitions include:

- Denying his faith or denouncing the Word, in speech or action;
- Disobeying a just and lawful order from his superiors;
- Drinking to intoxication, or seducing someone for lust with no love or loyalty;
- Accepting divine help (e.g., curative miracles) from the priests of any other pantheon;
- Any acts in keeping with an Evil alignment – priests of the Church of Ascension need not be Good-aligned as long as they fulfill their Duties, but they must not actively partake of Evil acts, or allow evil to occur through their own inaction.

GRACE AND HUBRIS

These two scores track the current standing of the divine servant with his or her deity, and must be maintained carefully throughout gameplay. In order to fuel their holy powers, divine servants must draw upon their *Grace*, a quality that denotes the favor and blessing they currently bear from their god. Every time a PC performs a Duty, the CK should award him or her from 1 to 5 points of Grace; the more significant and meaningful the action, the more points of Grace the PC receives. It is often a good idea to write down examples of just what degree of action is necessary to earn varying levels of Grace. In the sample Doctrine outlined above, for example, a PC might earn Grace as follows:

- 1 point – Performing daily devotions or weekly services, tossing coppers to a beggar, or counseling a friend (fellow PC) in despair.
- 2 points – Rendering significant assistance (more than a casual gift of funds or an easy service) to a stranger in need, opening a new place of worship, or standing up for the faith at some personal cost or inconvenience.
- 3 points – Making a significant advance to the faith's goals (converting a key political leader, opening up the first temple in a new land), standing up for the faith at risk to one's life or great personal sacrifice.
- 4 points – Putting oneself in *great* danger for the sake of the faith, helping to end a war, defeating a major enemy of the faith.
- 5 points – Saving a village of innocents from an escaped demon, preaching so convincingly to a king that you convince him to outlaw slavery, or using the hoard of a slain dragon to feed a city's hungry.

There is no limit to the amount of Grace a PC may earn.

Option: The CK may choose to assign Grace to PCs who resist great temptations to break their Prohibitions. This is not generally recommended, as it can lead to players reminding the CK at every opportunity that the PC didn't break his or her Prohibitions that day and should therefore earn some Grace.

However, in some instances where a PC endures great privations or hardship in order to avoid breaking a Prohibition; a paladin risking his or her life under

torture to keep from revealing church secrets, for example; the CK, in the persona of the character's deity, may decide that an "extra-special" reward is merited.

Option: CKs who want to keep the potential power of divine servants in line with fellow players may impose a limit on the Grace a PC can collect at any one time; 5 + 5 points/level is usually a good default "cap" (for a maximum of 10 Grace at 1st level, 15 at 2nd level, 20 at 3rd level, etc.) Once a player has reached their limit, they cannot gain more Grace until they have spent some on Miracles. This will keep a low-level divine servant from building up enough Grace over time to deliver an adventure-derailing Miracle, it also tends to make Miracles more common in general, as players will have no reason not to spend Grace once they "top up the tank." CKs should tailor such limits to the needs, atmosphere and style of their particular campaign and play group.

Performing acts that break Prohibitions, or failing to show thanks and reverence during or after the invocation of a miracle, will earn the PC *Hubris*; the arrogance and pride that comes from daring to wield the power of the Gods without showing the proper humility and respect, or paying the price of service. Like Grace, Hubris is measured in points and begins at 0, but high Hubris is a decidedly negative thing; the more Hubris a PC accumulates, the harder he will find it to invoke miracles, and the more he will suffer his god's displeasure. Hubris that climbs too high may earn the divine servant a *Rebuke* from his god, and ultimately condemn him to *Execration*, becoming accursed in the sight of gods and men.

Whenever the PC breaks a Prohibition of his Doctrine, the CK must assign 1 to 5 points of Hubris; as with Grace, the more blasphemous the act the more Hubris is gained. A priest of the Doctrine of Ascension, for example, might earn Hubris as follows:

- 1 point – Kicking a sleeping beggar off the steps of his church, defying a minor order of a superior in an indirect or passive way, accepting miracles from another Power, or deliberately drinking to excess.
- 2 points – Stealing funds from the church collection tithes, killing accidentally in an unnecessary fight, or denying one's faith to save one's life.
- 3 points – Visiting a concubine on a regular basis (per visit), stealing from the poor or the needy, or denying one's faith for reasons of personal greed or convenience.
- 4 points – Actively working against church interests, willfully taking an innocent life, covertly denouncing the faith, or openly disdaining a high church authority.
- 5 points – Conducting human sacrifices on the church altar after midnight, or openly denouncing the faith in public.

Option: The CK may also choose to assign Hubris if the PC goes too long without performing any of his or her Duties, or deliberately skips a chance to perform a Duty for no good reason. As above, this isn't generally recommended; failure to earn Grace is usually enough penalty, and it is very easy to get into arguments over conflicting player-GM assumptions about what's been happening "offstage" ("But I told you I'd conduct services at every village where we stopped!"). However, it can sometimes be appropriate for a player being too cavalier about his character's behavior, to emphasize that even characters who have earned great amounts of Grace must still adhere, well, religiously to their Doctrines.

Newly created first-level divine servant PCs begin with points of Grace equal to their Charisma or Wisdom modifier (whichever is higher) + 1d6. Clerics and druids can use this Grace to invoke Miracles immediately. Rangers and paladins cannot actively invoke Miracles until they reach 4th level, but receive the benefit of their Benedictions immediately; they can (and should) also receive additional Grace through performing their Duties.

For evil deities and churches, the counterpart of Grace is *Malefice*, the power invested in the divine servant by the black Power he or she serves, which is earned by performing Duties in keeping with the Power's dark desires. The counterpart of Hubris is *Weakness*, received for those moments of doubt, fear, hesitation or soft-heartedness which cause an evil divine servant to break the Prohibitions of his faith and commit actions of goodness or compassion.

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BENEDICTIONS AND MIRACLES

The powers earned by devout service to the gods are of two types: *Benedictions*, which represent ongoing or permanent abilities such as the paladin's ability to detect evil or immunity to disease, and *Miracles*, which are active, unique invocations of the power of the character's deity to accomplish a desired end. Miracles of evil gods are often known as *Banes*, and the Benedictions of a dark faith are usually called *Sacrileges*.

BENEDICTIONS

A Benediction costs no Grace and requires no roll to use, but the PC must maintain a certain minimum level of Grace to receive the benefits; some Benedictions may also have other prerequisites like a minimum experience level, or qualifying quest or task. If the PC's Grace falls below the minimum necessary to earn the Benediction, that Benediction ceases to operate and is unavailable to the player until the character's Grace rises once more to the appropriate level. (This is one reason paladins tend to use Miracles less often than clerics, as they need to keep their Grace in reserve to sustain their Benedictions.)

The exact Benedictions available to a particular character, and their prerequisites, vary by class and faith. As an example, the Benedictions of the "typical" druid and paladin are outlined below, adapted from the special features of these classes as listed in the *Player's Handbook*. These Benedictions require only the minimum level of Grace to be active; specific level requirements are *not* carried over.

CKs who wish to give clerics Benedictions of their own, or develop Benedictions for rangers analogous to those of paladins, should define the Benedictions in keeping with the specifics of each faith. Priests of fire-gods may receive a Benediction of resistance or immunity to fire, while priests of a god of truth or chivalry may receive Benedictions of infallible truth-sense, or the ability to compel others to obey any oaths they have sworn. Rangers may receive some of the same Benedictions as druids, to a lesser degree – Wild Shape and Timeless Body may not be appropriate, but Trackless Step, Woodland Stride and Nature Sense would be (although requiring a higher level of Grace to achieve and sustain); likewise, a ranger may well have a special mount equal to a paladin's.

BENEDICTION LIST

Minimum Grace	Druid	Paladin
5	Nature Sense, Animal Companion	Detect Evil, Divine Grace, Divine Health, Lay on Hands
10	Woodland Stride	Aura of Courage, Smite Evil
15	Trackless Step, Resist	
20	Nature's Lure	Remove Disease (1/week)
25	Wild Shape (1/day)	Special Mount*
30	Wild Shape (3/day)	Remove Disease (2/week)
30	Venom Immunity, Wild Shape (5/day)	Remove Disease (3/week)
40	A Thousand Faces, Wild Shape (Tiny, Large)	Remove Disease (4/week)
50	Wild Shape (Dire, Huge)	Remove Disease (5/week)
75	Wild Shape (Elemental)	Remove Disease (6/week)
100	Timeless Body	

* - The paladin must achieve a Grace of 20 to qualify for this Benediction, but unlike most Benedictions, the character does *not* lose the mount if his Grace should fall below 20 after having received the mount's service. (However, the CK may declare that the mount will no longer serve the character as a form of *Rebuke* – see below.)

MIRACLES

While Benedictions usually have fairly well-defined and specific effects, Miracles are open to player and CK definition. Any divine servant can theoretically request *anything* from his or her god. However, the scope of the desired miracle, the ceremony used to propitiate the Powers, the Grace spent on the miracle and the Hubris inhibiting it, and the nature of the miracle in relation to the nature of the god, all affect the likelihood of the miracle coming to pass.

To determine the difficulty and requirements of the miracle, the CK must set its *Scope*, based on the player's request/description.

Scope is ranked in five levels:

- *Subtle*: These miracles are so quiet and low-key, or so widely accepted as "standard practice", that they are often not noticed as miracles at all or considered anything special. A wordless hunch, a brief lucky break, restoring 1 or 2 hit points, or turning undead (something most priests are expected to do as a matter of course) all qualify as Subtle. The effects of most 0- or 1st-level spells are equivalent to Subtle Miracles.
- *Minor*: Minor Miracles clearly demonstrate a god's power in a controlled but definite way, and have effects roughly equivalent to most 2nd- or 3rd-level spells. Symbolic guidance for near-future decisions, restoring hit points equivalent to a minor wound, curing a minor disease, calming a wild animal so that it will not eat you, or providing a temporary enhancement bonus (up to +2) to Strength for one fight, or Charisma for one scene, are all Minor Miracles.
- *Major*: Major Miracles are roughly equivalent to most 4th- or 5th-level spells, and are of sufficient power to make unbelievers sit up and take serious notice. Clear visions of the future, healing enough hit points for major damage, walking on water, curing a major disease, allowing a crowd to understand you as if they all had *comprehend languages*, or creating a spring of water in the middle of a desert are all Major Miracles.
- *Heroic*: These Miracles are life-changing experiences for anyone who witnesses them (and often for those who perform them!). Reviving the recently dead, regrowing a limb, curing all a subject's hit point damage, curing blindness or deafness, calling down a pillar of fire from heaven, banishing a demon or outsider, making prophecies of great import for the future, and surviving a blast furnace or dragon's breath without harm are all Heroic Miracles (roughly equivalent to 6th or 7th-level spells).
- *Mythic*: This is the stuff of legend, fantasy, and mythology – the raising of the long-dead, striking down a nation with plague or famine, feeding thousands from five fish and two loaves, casting down city walls in an earthquake, stopping the sun in the sky, the parting of the Red Sea. Miracles of this sort will terrify as many people as they inspire to awe, and typically require tremendous amounts of Grace. Mythic Miracles tend to be equal to 8th- and 9th-level spells, and can surpass even these.

The Scope of the Miracle determines the Difficulty Class for the Miracle's *Invocation Roll*, the *Base Cost* to attempt invoking it, and the time the divine servant must spend in *Ceremony*, as set out below:

Scope	CL	Base			Typical Description
		Cost	Ceremony		
Subtle	-5	1	1 round	Turning undead, superficial healing, lucky coincidence	
Minor	-3	2	1 minute	Curing minor wounds, calming wild beasts	
Major	0	3	15 minutes	Boosting Str, creating water, curing major wounds	
Heroic	5	4	1 hour	Reviving newly dead, regeneration, calling heavenfire	
Mythic	10	5	1 day	Raising the long-dead, smiting armies, feeding thousands	

A Miracle too opposed to the nature of the god may be of a higher Scope in practice than the miracle itself would imply; even a minor act of healing would be a Major Miracle for a god of war like Hextor or Ares.

The Invocation Roll for a Miracle is: **d20 + Charisma modifier**

+ **caster level (- current Hubris, up to a maximum of -10)**. This roll must equal or exceed the CL of the desired Miracle's Scope. At the player's option, additional Grace points above the Base Cost may be spent; every Grace point spent adds +1 to the Invocation Roll. This Grace must be spent before rolling, and is spent regardless of whether the Invocation succeeds or not.

Example: A 7th-level cleric with 17 points of Grace, 2 points of Hubris, Wisdom 14 (modifier +2) and Charisma 15 (modifier +2) wants to invoke a Major Miracle, restoring half his warrior colleague's hit points. He prays over the warrior's wounds for 15 minutes, then spends 3 Grace to invoke the Miracle and an extra 2 Grace for a +2 bonus on the roll. He rolls $d20 + 2$ (his Charisma modifier) $+ 7$ (his level) $- 2$ (his Hubris) $+ 2$ (the extra Grace), for a total modifier of $+ 9$. He rolls 19, for a total of 28, and succeeds handily. (To ensure success regardless of the roll, he would have had to spend 10 Grace points for a $+ 10$ bonus; a total cost of 13! Commanding divine power is not cheap.)

Option: Dramatically-inclined CKs may also give a circumstance bonus from $+ 1$ to $+ 4$ to the player's Invocation Roll, depending on how well the player roleplays the plea to his or her character's god.

If the Invocation Roll of a particular Miracle fails, the divine servant is free to try again, but does not recover any Grace spent on the failed attempt. It is possible for low-level divine servants to weary their deity's patience with constant importunings for power beyond what they have earned....

The *Base Cost* of a Miracle is the minimum number of Grace points that must be expended for the Miracle to take place. If desired, the player may also pay this cost by taking Hubris points instead of expending Grace points, in any amount up to the Base Cost – a cleric invoking a Major Miracle could pay for it by spending 3 Grace, by spending 2 Grace and taking 1 Hubris, by spending 1 Grace and taking 2 Hubris, or by taking 3 Hubris and spending no Grace at all. Hubris cannot, however, be taken to improve the Invocation Roll's chance of success – only true Grace will do that. Any Hubris taken to pay for a Miracle does not affect *that Miracle's Invocation Roll* – it's the next Miracle that will be a problem.

Ceremony is the time the character must spend in prayer, meditation and ritual in order to bring the Miracle about; the character must be able to move freely, speak in a murmur at minimum, touch or see the subject of the Miracle, and have his divine focus to execute the ritual effectively. It is possible to invoke a Miracle instantly with a wordless cry to one's god, an action called *Spontaneous Invocation*. This requires no Concentration, but the invoker must pay *double* the Base Cost in either Grace or Hubris.



Following the success of the Miracle, the divine servant must make a *Humility Roll* to avoid gaining Hubris from the giddy triumph of directing godly might. The Humility Roll is: $d20 +$ Wisdom modifier $+ 1$ (caster level $-$ current Hubris, up to a **maximum of $- 10$**), and is made against the same CL as the base

CL of the Miracle's Scope. If this roll succeeds, the character gains no Hubris; if the roll fails, the character gains 1 point of Hubris for every point by which the roll failed, up to the Base Cost of the Miracle in Hubris. (This roll is not necessary if the Invocation Roll failed, nor is it necessary if the character paid for the Miracle by taking Hubris points directly.) For evil divine servants, this roll is called the *Conviction Roll*, to demonstrate the strength of their will and their determination to wield the gods' dark powers.

Option: CKs who judge that a PC is invoking a Miracle for trivial reasons or selfish convenience, rather than from genuine devotion to the deity, may apply a

$- 1$ to $- 4$ circumstance penalty to the Humility Roll, depending on their assessment of the character's behavior

Example: The 7th-level cleric above, who successfully healed his comrade with a Major Miracle, must now make a Humility Roll. He rolls against CL 0, but his Wisdom bonus ($+ 2$) is countered by the penalty for his current Hubris ($- 2$) - he rolls only $d20 + 7$. He winds up rolling only 6 on the die, for a total of 13 – missing the CL by 2 points. His Hubris increases by 2, to 4, and he will take $- 4$ to the next Invocation Roll he makes. (Had he missed by 3 points or more, he would have received 3 Hubris, the maximum possible for a Major Miracle.)

Option: CKs who wish a sense of “mysterious ways” for their deities may institute special results on rolls of natural 20 or 1. A natural 20 on the Invocation Roll means the Invocation succeeds automatically, regardless of Scope, Grace or Hubris; likewise, a natural 1 on the Invocation Roll indicates that the Power does not answer, for reasons the divine servant may never know or understand. Conversely, a natural 20 on the Humility Roll results in no Hubris at all being gained, even if the roll would otherwise fail, while a natural 1 automatically inflicts the maximum Hubris appropriate for the Miracle's Scope, even if failure would normally be impossible. This fluke chance of success or failure for any Miracle, no matter how grandiose or humble, can be useful for characters who have begun to take their divinely-bestowed powers for granted; nothing about the gods should ever be completely under human control....

Option: Alternately, to make the relationship between PC and deity purely a matter of roleplaying and drama, the CK may choose to dispense with Invocation and Humility rolls altogether-the CK decides each and every time if and how the god will answer the PC's prayers, based on the Grace the PC has invested in the Miracle, the Scope of the Miracle compared to the PC's level, and the Hubris of the request. This can add greatly to the mystery and unpredictability that should be part and parcel of serving a divine Power, but can also be frustrating if the CK and player butt heads too often over what's dramatically appropriate and/or interesting. Advice on how to roleplay deities, and how to resolve disagreements of this sort, can be found below.

TYPE AND SCOPE OF MIRACLES

The range and power of miracles in this system is literally infinite, limited only by the imagination and sense of drama of the CK and players. However, for ease of play, some guidelines are provided here for the most common types of miracles, the typical potency in game terms of varying Scopes of Miracle, and how types of miracles relate to types and alignments of deities.

The seven basic types of Miracles are: *Creation, Dominion, Health & Healing, Insight, Protection & Warding, Smiting, and Summoning & Banishing.*

CREATION

Miracles of Creation cause elements, objects, people or forces to appear out of thin air, be “found” by seeming chance nearby, or be transfigured from some base raw material; in all instances, the creation has been called into being by the force of the deity. In general, deities will only create things related to their domains of influence: fire gods will not create freshwater springs, gods of healing will not create weapons, and so on. As these creations are the work of gods, they are typically as real and permanent as anything which already exists, but are thus subject to the same physical laws as normal reality. (Creations that violate physical law can be specified, but this causes the Miracle's Scope to be much higher; invoking a spark in tinder is Subtle for a fire-god, but invoking a fire that will never go out is Heroic at least!)

- *Subtle:* Creating something extremely small or insignificant, or “finding” something in a room that might believably have been present already. Calling fire to tinder in wet weather is a Subtle creation, as would be “finding” a rapier in a room full of maces and polearms.
- *Minor:* Creating something small but with definite use.
- Spontaneously causing all the torches in a church to come alight, filling the party's bottles with water from nowhere, or “discovering” a pigeon in a dungeon complex who can carry a written message to safety are all Minor creations.
- *Major:* Creating something sizable or with significant value in an obviously supernatural way. Creating a spring inside a subterranean

cavern or causing a well to refill with fresh water, producing a feast from nowhere, turning water into wine or a staff into a serpent (and vice-versa), or (for evil clerics) creating a skeleton or zombie out of bone fragments are all Major creations.

- *Heroic*: Creating something that will affect dozens or hundreds of people, or that will be strongly useful for the indefinite future, or that breaks physical laws. A temple flame that will never go out, a stone wall that seals off the only pass between a peaceful nation and its evil enemies, or a house in the wilderness whose cupboards are always full of food and water, would be Heroic creations.
- *Mythic*: Creating something that will affect the destiny of nations and shape the history of the region, if not the world. A freshwater lake appearing in the middle of a formerly-impassable desert – changing everything from caravan routes to local weather patterns – would be a Mythic act of creation, as would creating enough food to feed thousands and avert a famine.

DOMINION

Miracles of Dominion allow the divine servant to command forces, objects, creatures or events to obey his orders, by invoking the power of his deity. In general, this type of Miracle is used to control things already part of the natural world; affecting unnatural things such as undead or outsiders falls under Protection & Warding or Summoning & Banishing. As with Creation, gods will generally only allow their servants Dominion over those forces or elements specifically part of their portfolio, and in ways that match their nature and alignment; a servant of a god of earth will find it very difficult to command the winds or the sea, and a servant of a god of truth will not be able to compel someone to lie.

If the divine servant attempts to dominate a sentient creature or creatures by Miracle, the subject gains a **wisdom saving throw** to resist, rolling against the base CL of the Miracle's Scope. The CK may apply circumstance bonuses or penalties to this save depending on how closely the Miracle's compulsion matches the target's own desires – even the mightiest Miracles will generally not compel a good man to kill his own family (+10 to the **wisdom saving throw!**), but a Miracle convincing a lazy, sleepy guard to doze off at just the right time is very easy (-6 or more).

- *Subtle*: These commands influence things in tiny, near-unnoticeable ways, often by creating apparent “lucky coincidences” in the divine servant's favor. A guard falling asleep at the right moment, a dice roll falling your way, a shift in the breeze that hides your scent from hounds, are all examples of Subtle Dominion.
- *Minor*: Minor Miracles of Dominion allow momentary control or strong influence over objects, forces or creatures. Examples of Minor Dominion include triggering an avalanche in a mountain pass, calming a maddened horse or convincing a predator to avoid you, calling rain out of an already-overcast sky, or convincing a fair-minded judge of your innocence despite lack of proof.
- *Major*: Major Miracles of Dominion make it clear that divine power is being exercised, and allow temporary but complete control over specific things or major influence over large groups and forces. Summoning or dispelling the winds, commanding someone to obey your order against their own best interest, and ordering birds and beasts to find food for you are all miracles of Major Dominion.
- *Heroic*: Heroic Miracles of Dominion allow complete, long-term control over groups, forces or elements.
- Sustaining a favorable wind for an entire voyage, calming a panicked or maddened city mob, leading an army of bears and wolves to fight for you, rousing a forest to slow your pursuers, or animating a great statue or stone idol to become a golem-like servant, are all miracles of Heroic Dominion.
- *Mythic*: Commands affecting huge objects, great forces or entire armies or nations; casting down the walls of a city, calling a mighty storm from a clear sky, stopping the sun's movement, parting a great sea's waters, or ordering an army to turn around and go home are all miracles of Mythic Dominion.

HEALTH & HEALING

Miracles of Health & Healing channel positive energy to remove diseases, nullify poisons, close wounds, and restore limbs or organs lost to maiming. This is perhaps the most common type of miracle, and even gods not specifically devoted to this portfolio often grant this power. Only truly evil gods will deny this Miracle to their followers (it is a source of some debate whether this is from malice, or fundamental inability).

In general, most divine servants can use such Miracles as freely as their Grace and caster level permit, but even the most benevolent Powers will usually encourage the servant to reserve his Grace for fellow devotees except in emergencies. Healing a comrade who has come near to death to protect a village of innocents, or advance a common cause, is one thing, but expending Grace on a nonbeliever of a different alignment who repeatedly risks his life solely for personal greed may exhaust the patience of even the most charitable deity. This may be one reason why miraculous healing does not always transform a medieval society. Divine servants do *not* need to know anything of anatomy or medicine to invoke such Miracles – which may, ironically, be another reason the gods sometimes limit their availability: to encourage humans to develop medical knowledge for themselves.

- *Subtle*: Subtle Miracles can cure one subject's superficial injuries (up to 10%, minimum 1, of the subject's normal maximum hit points) or remove trivial diseases such as the common cold, 24-hour stomach flu or (should this ever be considered miraculously necessary) hangovers.
- *Minor*: Minor Miracles can cure light injuries for one subject (anything up to 25% of the subject's normal maximum hit points) or cure superficial injuries for multiple subjects (up to 10% max hp, minimum 1), for a number of subjects equal to caster level. Minor Miracles can also remove significant afflictions like influenza, gout, measles or pneumonia.
- *Major*: Major Miracles can cure heavy injuries for one subject (anything up to 50% of the subject's normal maximum hit points) or light injuries for multiple subjects (up to 25% of subjects' normal max hp, for up to 1 subject per caster level). Major Miracles can also cure dangerous diseases such as cholera, typhus or syphilis.
- *Heroic*: Heroic Miracles can cure up to 100% of a single subject's injuries, or heavy injuries for multiple subjects (up to 50% As part of this healing, Heroic Miracles can regenerate lost, severed or crippled limbs to full functionality, and can revive in full health the recently dead (the subject can typically have been dead for up to 1 day per caster levels). Heroic Miracles are also needed to cure mortal ills such as cancer, leukemia, smallpox, black plague and other such diseases; a Heroic miracle can also cure a *magical* disease, or break an evil curse (see *Miracles vs. Miracles*, below).
- *Mythic*: At this level essentially anything is possible. Great crowds or entire cities may all be instantly cleansed of mortal disease, and the long-dead (up to 10 years dead per caster level) may be resurrected whole and entire, even without remains being present.

Option: The “default” condition for curing or removing diseases is a complete, miraculous cure, instantly alleviating all symptoms, effects and contagion and restoring full health, with the Scope set by the lethality and virulence of the disease in question. To tailor disease-curing to a particular situation's dramatic needs, CKs may make the following options available to players:

- *Suspend Disease*: This halts the progress of the disease and stops it from being fatal or contagious (if appropriate), but does not alleviate symptoms currently being experienced.
This usually reduces the appropriate Scope of the Miracle by one level.
- *Partial Cure*: This removes the disease and any active symptoms, but does not undo any permanent effects (e.g. scarring, Str or Con loss) the disease may already have inflicted on the subject. This typically reduces the appropriate Scope of the Miracle by one level.
- *Full Immunity*: This not only cures and removes all effects of the disease but provides the subject with a permanent ongoing immunity to that disease, as if they had recovered naturally. This typically

increases the appropriate Scope of the Miracle by one level, where it is available at all.

INSIGHT

Miracles of Insight provide information, knowledge, and guidance to the divine servant and his or her colleagues and followers. They are often less flashy and visible than other miracles, and can provide great assistance and support without displaying the divine servant's powers for all to see. The type of information gained is, like all other types of Miracles, limited by the specified domains of the god in question: a god of death could tell his worshipers the when, where and how of a specific death, or of deaths throughout history, and could warn a faithful priest of the nearness of death, but could not provide any useful information about inanimate objects, or future outcomes not related to mortality.

Miracles of Insight can also be used to *transmit* information from the mind of the divine servant to desired recipients. This can range from creating symbolic omens for one supplicant (Subtle), gifting a small group with the ability to *comprehend languages* as per the spell (Major), or sharing a dream vision with the populace of an entire nation (Heroic if the dream is obscurely symbolic, Mythic if it consists of clear and explicit commands!).

- *Subtle*: Most basic detection effects (undead, life, animals and plants, magic, poison, direction) as outlined in the *Players Handbook* are Subtle miracles of Insight: the invoker can simply recognize or sense the presence of the desired condition when he looks at it, or can sense its direction by concentrating on it, as per the description of the corresponding spells. This Scope of Miracle also covers momentary intuitions unique to a situation (which door is the better choice, etc.), in a manner similar to the *augury* spell.
- *Minor*: This is the level of Miracle needed to read someone's thoughts, emotions or alignment. It can *also provide the ability to see (clairvoyance) or hear (clairaudience)* a specific locale as if you were there, and gives the ability to understand written or spoken tongues as if you were a native (though it takes a Major Miracle to bestow that ability on others so *they can understand you*). Spontaneous omens or dreams that provide symbolic warnings (which may be wrongly interpreted) can also occur in response to a Minor Miracle.
- *Major*: This level of Miracle allows the invoker to make his words understood to any reader or hearer, regardless of language differences; it also allows the invoker to make visible the results of a detection or clairvoyance Miracle, usually via a bright glow or visible image suspended in midair. Major Miracles also provide information equal to the spells *divination*, *commune* or *commune with nature*, as per the *Players Handbook*. A dream vision that gives a clear and unequivocal direction or warning to one person, or a symbolic and obscure warning to a small group of people (up to 1 subject per caster level) also qualifies as a Major Miracle.
- *Heroic*: Heroic Miracles provide information that could not be discovered any other way, or in any reasonable amount of time, often about subjects that are not present or events in the distant past – gaining information equal to the *true seeing* spell or the *legend lore* spell from the *Players Handbook* is typical of a Heroic Miracle. Heroic Miracles can also provide prophecies of import about the future, usually within the next year.
- *Mythic*: Miracles of Mythic Insight can be dangerous to one's sanity. Used upon a person, this level of Miracle confers *complete* understanding and knowledge of the subject, as if for a short time the invoker and the subject were the same person—this does not confer any skills of the subject upon the invoker (with the exception of languages), but does allow the invoker to flawlessly predict and guess the decisions and thoughts of the subject for some time afterwards. Used upon a place or object, the invoker gains *complete* knowledge of the subject—its nature, history, composition, layout (for places), secret compartments or passages, and so on. It can also provide precognitive powers equal to those of the *foresight* spell from the *Players Handbook*, or share a dream vision with a vast quantity of people throughout nations and cities.

Mythic Miracles of Insight also allow the invoker to make prophecies about the *distant* future - no sooner than five to ten years, and possibly anywhere from centuries to millennia away. This is typically of limited utility to most characters, who are usually more worried about surviving the next week than the next thousand years. However, such prophecies can provide interesting transition tools for generational campaigns (where a player group's next party of adventurers are the children or descendants of the first characters), and can also provide great McGuffins for current adventures

- many powerful leaders fear prophecies, and will attempt to kill prophets in an attempt to ensure the prophecy never comes to pass....

PROTECTION & WARDING

These Miracles keep bad things from happening to good people (in theory). Miracles of Protection & Warding repel creatures and forces, or prevent potential events, antithetical to the god's purposes or nature: gods of good will protect against evil, gods of fire will protect against water or cold, and so on. Protection & Warding Miracles also allow divine servants to escape hostile forces through supernatural means, and can hide the divine servants from the sight (mystical and otherwise) of their foes. After Health & Healing, this is probably the second most common type of Miracle – almost all gods provide ways for their servants to protect against or escape the enemies of the faith, or the obstacles and events that might hinder those servants.

It should be noted that Protection & Warding Miracles usually work best against either natural but non-sentient forces (weather, fire, exposure, etc.) or supernatural opposition (outsiders, elementals, undead, etc.). Ordinary human beings or other non-magical creatures, whose only evil is in their intent, are often resistant or even utterly immune to all but the mightiest of these Miracles – for example, the AC deflection bonuses or temporary DR scores of Subtle, Minor or Major Miracles apply *only* to attacks using melee or ranged weapons; a sufficiently enraged foe could still beat the divine servant to death with his bare hands, or strangle or drown him! Even today, it remains unclear why this is so; the best answer most clerics have, unsatisfying as it is, is that the gods cannot justly interfere with the free choices of mortals save on the most temporary and limited basis – otherwise, those mortals' choices would have no power, and thus their worship would have no meaning.

- *Subtle*: Subtle Miracles of this type include turning undead (see *Miracles vs. Miracles* below), bestowing low-level protection equivalent to the *protection from good/evil/law/chaos* spells, or deflecting the strikes of incoming arrows or weapons (gaining an effective +2 to Armour Class for the duration of one combat).
- *Minor*: A Minor Miracle allows divine servants not only to turn undead, but to protect others from their negative *energies (in a manner similar to the negative plane protection spell)*, and extend the protections of Subtle Miracles to the area within a 10' radius (or similar size). Armour and shield AC bonuses may be augmented in a manner similar to the *magic vestment* spell, and elemental energies can be completely shielded against (absorbing up to 12 hp of damage per caster level of a specified type of elemental force). Minor Miracles also allow divine servants to survive, without harm, short-term exposure to hostile environments like badlands, arctic tundra or chilling rainstorms.
- *Major*: Major Miracles can provide virtual if temporary immunity to normal weapons (DR 15 for the duration of one combat), complete immunity to one specified spell, or a spell resistance bonus equivalent to +12 plus +1 per caster level. Major Miracles also allow divine servants to survive, without harm, longer-term exposure to *greatly* hostile environments – equatorial desert, howling blizzards or polar cold.
- *Heroic*: This is the level of Miracle needed to provide complete immunity to all mundane harm, ranging from all forms of mundane attack to the heat of a blast furnace or the freezing weight of a mighty avalanche. Heroic Miracles can also reflect spells back at their caster (see *Miracles vs. Arcane Magic*, below) and can safely transport the invoker or someone else back to a predefined church centre.
- *Mythic*: This level of Miracle helps one survive or ward off truly epic foes: enduring the breath of an ancient red dragon at close range without singing your tunic, holding back a demon lord or prince of

MAGIC

devils, or utterly immunizing oneself from mind control, scrying or direct magical attack.

SMITING

These are the Miracles by which a divine servant carries the fight directly to their god's foes – Miracles of Smiting either inflict harm directly, dispel opposing powers, or weaken and undermine opponents' abilities. As with Protection & Warding, Miracles of Smiting can typically only affect those things directly opposed to the god or directly within the god's portfolio- a god of fire can smite both creatures of water and (should that be needed) creatures of fire, but cannot affect elementals of earth or air.

Targets of Smiting Miracles can roll to resist the effects with a Fortitude, Reflex or **wisdom saving throw** as appropriate to the Miracle – physical bursts of energy can be evaded (Dexterity), direct damage or disease can be resisted (Constitution), and spiritual or psychic effects can be withstood by sheer determination (Wisdom). The target must roll his save against the divine servant's Invocation Roll as an opposed check – if the target's roll is higher than the Invocation Roll, the Miracle's effects are weakened or negated as appropriate; direct hit point damage is halved, and non-numerical effects are negated.

- *Subtle*: Subtle Miracles of Smiting can augment normal attacks, adding +1 to a weapon's damage or attack roll, or inflict effects not immediately perceptible or obvious in their scope – causing fear in an enemy's heart that causes them to flee, inflicting up to a -2 penalty to opponent attack rolls, damage rolls and saves.
- *Minor*: Minor Smites constitute significant strikes on an enemy. Damage can be directly inflicted via touch in a manner similar to the *inflict wounds* spells; for Minor Miracles, this is equal to up to 25% of the target's current hit points. Creatures already dying can be smitten in a manner similar to the *death knell* spell, and the servant's own Str can be boosted by 1d4+1 for one hour per caster level. Weapons can be animated and fight on their own, and magic can be dispelled (see *Miracles vs. Spells*). Targets may also magically contract disease as if they had been exposed to it normally.
- *Major*: Anything designed to do significant damage quickly to a foe calls into the category of Major Smiting. In addition to direct damage effects by touch of up to 50% of the target's hit points, blasts of divine fire can be called down (doing 1d6 damage per caster level, reduced to ½ damage by a successful **dexterity saving throw**). Plagues of insects can be dispatched, and weaker undead such as skeletons or zombies can be destroyed with a touch. Enchantments may be broken as well, and the target's loved ones (if he has any) may find their love for him withering and fading.
- *Heroic*: Heroic Smites include effects similar to the *blasphemy/dictum/holy word/word of chaos* spells in the *Players Handbook*, and also allow the caster to destroy all but 1d4 of an opponent's hit points by touch. Large numbers of lesser foes can be damaged or destroyed. City walls may be cast down and broken. Blade barriers may be called into existence (this may also be considered a Protection & Warding Miracle) and a single word may stun enemies of up to 150 hit points.
- *Mythic*: Mythic Smites are, literally, the Wrath of God. This level of Miracle can destroy whole cities or armies, send plague sweeping throughout a nation and can kill all the *firstborn of a people in one night*. The *mightiest evil* creatures can be smashed and cast down. A single word can blind or kill enemies.

SUMMONING AND BANISHING

Almost all gods have a host of tutelary and subordinate spirits, entities or mythic creatures in their service, from the nymphs and nature-spirits of Olympus, the elementals and fae of Celtic myth and the angels of God and Allah to the hierarchy of devils and demons under the Dark Gods. For those instances when you can't stick around to fight, when you need friends in high (or low) places, or when you need to get rid of *other* people's highly (or deeply) placed friends, Summoning and Banishing Miracles can call outsiders in your god's service to

your side, or send enemy outsiders back to where they came from without bloodshed.

Like Protection & Warding and Smiting Miracles, divine servants can typically only Summon beings specified to be in their god's service or portfolio, and can only Banish by force creatures directly opposed to their god. The Invocation Roll for Banishment Miracles must beat not only the appropriate CL of the Miracle, but the opposing creature's **wisdom saving throw** if any. The type of creatures that can be summoned should be tailored to each character's deity.

- *Subtle*: You may summon or banish a single low-power outsider.
- *Minor*: You may summon or banish a single outsider of moderate power, or 1d4+1 creatures of lesser power.
- *Major*: You may summon or banish a single outsider of great power, 1d4+1 creatures of moderate power, or 2d6 low-power creatures.
- *Heroic*: You may summon or banish a single outsider of awesome power, 1d4+1 creatures of great power, or 2d6 creatures of lesser power.
- *Mythic*: You may summon the mightiest of your deity's servants, banish a single mighty archenemy, or hordes of lesser enemies-and with a particularly good roll, or by spending copious amounts of Grace, your deity Himself (or Herself) may put in an appearance....

MIRACLES VS. MIRACLES

Gods almost never go directly head to head in this plane of existence, for the same reason that mortals don't fight on icebridges in the sun: the arena will not bear the combatants' weight. A true, no-holds-barred contest between Good and Evil would lay waste to all of Creation, not just this. In this plane, gods do battle through the Miracles of their divine servants.

When a PC is facing an NPC opponent who is also a miracle-worker, a "duel of miracles" can sometimes arise. The first rule for resolving such contests is also the simplest: *In direct opposition, the Miracle of the higher Scope always wins* – a Major Miracle of Smiting will always trump a directly opposed Minor or Subtle Miracle of Protection (but will not affect a Miracle *not* so opposed; a Major Smite will have no effect upon a Subtle Insight!). Divine servants of all types can automatically evaluate the Scope of a Miracle properly, with no need to roll and no chance of failure, but have no way of knowing how much Grace or Hubris an opponent possesses or is spending on a particular Invocation Roll save with a properly executed Miracle of Insight.

It should be noted that although Miracles of greater Scope are more powerful, they also take longer to invoke for the most part; a Major Smiting that takes 15 minutes to bring about can be less useful than the Minor Smiting that only takes 1 minute!

When two Miracles of equal scope are directly opposed, the two divine servants must compare Invocation Rolls in an opposed check; the higher roll signifies which Miracle takes effect. When Miracles are *not* directly opposed, *both* Miracles will take effect if both Invocation Rolls are successful; a servant of Good trying desperately to penetrate his opponent's evil plans with a Miracle of Insight may succeed, only to fall victim to his opponent's Miracle of Dominion!

Affecting Undead: This is a variety of miraculous conflict that directly pits a divine servant's positive or negative force against the negative force of the undead, either to ward the creatures off or to command their respect and obedience. A divine servant must spend 1 Grace to initiate a turning attempt; this takes only 1 action and can be done repeatedly, as often as the servant likes, until his Grace is exhausted. His base turning roll is as normal for any Invocation Roll-d20 + Charisma modifier + caster level – current Hubris-and the divine servant may spend extra Grace to increase the result as usual.

Each *type* of undead facing the caster then makes a single **wisdom saving throw**, the most powerful of each type rolling for its kin; if three vampires, two ghouls and nine skeletons are facing the divine servant, the undead opponents make three saving throws, one for the strongest vampire, one for the strongest ghoule and one for the strongest skeleton. The result of each save is subtracted from the result of the divine servant's turning check, and the *Turning Damage* inflicted by the servant is shown on the table below:

TURNING DAMAGE TABLE

Result of Turning Check vs. wisdom saving throw	Turning Damage Inflicted
-10 or less	No Turning Damage; no creatures of this type are affected.
-7 to -9	Up to (caster level/2) Turning Damage points inflicted.
-4 to -6	Up to (caster level) Turning Damage points inflicted.
-1 to -3	Up to (1.5 x caster level) Turning Damage points inflicted.
0	Up to (2 x caster level) Turning Damage points inflicted.
+1 to +3	Up to (2.5 x caster level) Turning Damage points inflicted.
+4 to +6	Up to (3 x caster level) Turning Damage points inflicted.
+7 to +9	Up to (3.5 x caster level) Turning Damage points inflicted.
+10 or more	Up to (4 x caster level) Turning Damage points inflicted.

The character may then allocate Turning Damage points rolled against each creature type to the creatures in that group. Three results may be selected:

- Hold at Bay:** The undead creature may be prevented from approaching within 5' of the character and cannot attack, but will remain aggressively nearby waiting for a chance to strike. Sentient undead capable of using ranged attacks (such as missile weapons or spells) may still make such attacks upon the divine servant. This costs ½ the creature's Hit Dice, rounded up, in Turning Damage points (minimum 1). Evil divine servants may *Pacify* an undead creature for the same cost: the creature falls into a somnolent, passive trance state, and will neither assist nor hinder the character for the next minute (but this trance breaks immediately if the creature is attacked).
- Put to Flight:** The undead creature will flee immediately by the best and fastest means it can for 10 rounds (1 minute). Creatures unable to flee will cower, unable to attack by any means or approach within 10 feet. If the turning character approaches the cowering undead within 10', the undead may attack, but otherwise the undead is pinned and helpless; you may make ranged attacks from 10' or beyond, and other characters may approach and make melee attacks, without response. This costs the creature's Hit Dice in Turning Damage points. Evil divine servants may *Awe* an undead creature for the same cost; the creature cowers as if trapped, above, but will not flee even if a method of escape exists, and will not attack unless attacked.
- Destroy:** The undead creature is instantaneously destroyed. This costs 2 x the creature's Hit Dice in Turning Damage points. Sentient undead gain a second saving throw against this effect, vs. a CL equal to the character's original Turning Check result; on a success, they are not instantly destroyed, taking instead 1d4 hit point damage for every point of Turning Damage applied against them. Evil divine servants may *Command* an undead creature for the same cost; a divine servant may command a number of undead whose total Hit Dice do not exceed his caster level, or one undead with more HD than his level at the price of constant concentration.

Example: Our old friend the Nameless 7th-Level Priest of the Example is back, and this time he's facing a horde of minor undead led by a more-than-usually-cunning ghastr: 1 ghastr, 5 ghouls, and 13 skeletons. The cleric spends 1 Grace point to invoke his power, then rolls: d20 + his Charisma modifier (+2), + his caster level (+7), minus his Hubris (-2). Against these numbers, he decides to err on the side of safety; he tells the CK he's spending an additional 5 Grace, for +5 on the turning roll. His total modifier is +12, and he rolls... 6, for a total of 18.

The ghastr, the strongest ghoul, and the strongest skeleton must now each make their wisdom saving throws. The ghastr rolls d20 +8, the strongest ghoul rolls d20 +6, and the strongest skeleton rolls d20 +3, for results of 26, 7 and 13, respectively.

These results are each compared to the turning check of 18, as follows:

- Subtracting the ghastr's check of 26 from the priest's check of 18 gives -8. The priest inflicts 4 Turning Damage points (7/2) against the ghastr. This is not enough to Put to Flight the ghastr (which is stronger than normal, at 6 HD), but he spends 3 Turning Damage Points to Hold the ghastr At Bay (the extra point is lost, and *does not* carry over to the other checks).
- Subtracting the ghoul's check of 7 from the priest's check of 18 gives +11! The priest inflicts 28 Turning Damage points (7×4) against the ghouls. With 2 HD each, it costs 4 points to destroy a ghoul; the priest attempts to destroy all five ghouls. Each gains a second **wisdom saving throw** against a CL of 3; three fail and are instantly destroyed, two succeed and take 4d4 damage each. As above, the "leftover" Turning Damage Points are lost.
- Subtracting the skeleton's check of 13 from the priest's check of 18 gives +5. The priest inflicts 21 Turning Damage points against the skeletons. These skeletons are Medium-size, with 1 HD each; the priest spends 16 points to destroy 8 of the skeletons (who, being mindless, get no saving throw), and spends his last 5 points to Put To Flight the 5 remaining skeletons.

Unable to approach, and bereft of its servants, the ghastr screams its defiance and flees, taking the two surviving ghouls with it.

The priest struggles to restrain his triumph, knowing that the victory was not his, but his God's-and that should the ghastr return with more slaves, he may not have the Grace to prevail next time....

Option: Divine servants cannot normally spend additional Grace to improve their Invocation Roll result after they have made the roll. At the CK's discretion, this rule may be waived for affecting undead or for Banishing Miracles: the divine servant can spend additional Grace on a turning/rebuke check, or on a Banishing Invocation Roll, after rolling the die, and can continue to spend Grace until he either runs out or the CK informs him the desired result has taken effect. This creates the dramatic tension of many literary and fictional standoffs between good and evil, as the PC continues to invest more and more Grace while the CK describes the result, waiting to see who will reach their limit first....

MIRACLES VS. ARCANE MAGIC

In general, the potency of a Miracle vs. an arcane spell can be estimated by comparing arcane spell level to Miracle Scope as follows: 0- and 1st-level spells are equal to Subtle Miracles, 2nd- and 3rdlevel to Minor Miracles, 4th and 5th-level to Major Miracles, 6th- and 7th-level to Heroic Miracles and 8th-/9th-level to Mythic Miracles. As with Miracles vs. Miracles, Miracles of a Scope greater than the spell's equivalent will generally overpower it without resistance-the power of the Gods trumps all but the mightiest human wizards and sorcerers.

To accomplish more exotic effects than simply neutralizing the spell – like reflecting a spell back at its caster or changing the spell's effect to something harmless or even beneficial to its target – the Scope must be at least *two* levels greater than the spell's equivalent. It requires a Heroic Miracle, for example, to reflect even a 3rd-level arcane spell back at its caster!

If a Miracle is turned against an arcane spell of equal or higher level than the Scope equivalent (as may happen when the divine servant does not know the exact spell or spell level he or she is struggling against), the Invocation Roll of the Miracle must equal or exceed the saving throw CL of the spell (i.e. 10 +

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spell level + relevant caster ability bonus) *as well as* beating the Invocation CL to succeed. This will only neutralize the spell; to achieve more exotic results, as above, the Invocation Roll must exceed the saving throw CL of the spell by 10 or more.

The comparative power of Miracles in this regard is counterbalanced by the time they take to invoke in most instances; while Spontaneous Invocation can overcome this problem, it also vastly speeds up the rate at which a divine servant exhausts his reserves of Grace. This is one reason why divine servants do not always confront evil wizards or necromancers directly, but instead cast down their fortress or tower from well beyond their reach.

REBUKES, EXECRATION, AND ATONEMENT

The penalty inflicted by even a middling Hubris score (up to -10 to Invocation and Humility rolls) is reason enough for players not to want to acquire any more Hubris than they have to. However, if it should happen that a character winds up with excessive Hubris for one reason or another, the CK will have to step in, playing the character's deity, to *Rebuke* the divine servant.

REBUKES

Rebukes may be inflicted upon a divine servant whenever his or her Hubris rises to 10 or higher, and take the form of temporary, relatively mild (but still significant) penalties to character abilities. Rebukes should be tailored to the servant's sins and the nature of the Power. Some sample Rebukes might be:

- *Weakness of Hand:* The character takes a -4 penalty to all melee and ranged attack rolls, lasting anywhere from the next fight to the rest of the day. Gods of war or battleprowess may inflict this on Hubristic servants, and paladins of any faith often suffer this Rebuke for excessive Hubris as well.
- *Blindness of Arrogance:* The divine servant is struck blind for a day, with the typical penalties (50% miss chance in combat, all opponents considered to have full concealment, no Dex bonus to AC, half movement speed, and -4 to Search checks and Str/Dex-based skill checks). The servant regains his or her sight at dawn the next day. Gods of knowledge, lore, or wise counsel may inflict this on Hubristic servants to teach them how easy it is to be limited by one's perspective.
- *Plague of Reproof:* The divine servant develops a disease that can only be cured by *atonement* (see below). The disease will reduce 3 of the character's ability scores by 1d8 each, and the exact symptoms depend on which abilities are reduced – a disease that reduces Str, Con and Wis might be a form of influenza, rendering the character frail and numbing his senses, while a disease that reduces Dex, Int and Cha might be a delirium-inducing palsy. Gods of healing may inflict this as a reminder not to take one's own health for granted, or as a way to teach or reawaken sympathy for the afflicted.
- *Loss of Worldly Goods:* Through seeming chance or inexplicable disappearance, the divine servant loses one or more treasured possessions. This need not be a physical item; loss of position, reputation, or followers all count as well. Gods of wealth or money often inflict this Rebuke to remind a servant to be properly thankful for his own goods, and any god may inflict this if the Power feels the servant is becoming too enamored of worldly luxury over the rewards of service.
- *Curse of Ill-Fortune:* The divine servant takes a -10 to three checks during the next 24 hours, selected at the CK's whim or sense of appropriateness. Gods of luck, fate or fortune often choose this Rebuke as a lesson to ungrateful servants. Though (mostly) temporary, Rebukes may be applied again and again, either the same effect or a different one each time, to a PC whose Hubris is not reduced below 10.

EXECRATION

If a divine servant's Hubris ever rises to 20 or higher, the CK, playing the PC's god, has the option of declaring *Execration* upon the character. This represents the full wrath of the divine servant's master. The divine servant immediately loses all Grace points and all Benedictions he or she may have, and cannot

invoke Miracles or gain XP in his divine servant class until he or she has *atoned* (see below). He or she may also suffer one or more of the following penalties, or other original punishments as appropriate:

- *The Gods Taketh Away:* All the divine servant's worldly goods, possessions and status are lost, and the servant is reduced to a pauper. Moreover, the divine servant will find that any attempt to earn more money or gain more possessions will mysteriously fail – retrieved treasure will be stolen or lost, all attempts to find employment will come to nothing, etc. Typically the servant is reduced to living off alms, begging, and the charity of friends or strangers.
- *The Mark of the Outcast:* The divine servant becomes an object of horror and repulsion to all but his most loyal friends (this may or may not include the other PCs at the players' discretion!). Anybody who interacts with the character at all must make a **wisdom saving throw** to refrain from reacting with open hostility, fear and anger. Success means only that the character will be ignored except for the absolute minimum necessary response; failure will earn reactions ranging from spitting and running (from less powerful character) to stoning from angry mobs or open attack from powerful NPCs. Anybody who wishes to interact with the character in a relatively civilized manner must make a **wisdom saving throw** vs. CL 5; if they do not succeed, they cannot bring themselves to talk to the character at all, though they need not attack him if they don't wish to.
- *Blindness of Judgment:* As above for "Blindness of Arrogance", but enduring until the PC *atones*.
- *Shroud of Corruption:* The divine servant brings a taint of death and rot to all he touches or approaches. Anything metal he wears or carries for longer than a few minutes a day will rust into uselessness in 2d10 days, no matter how hard or how frequently he cleans it. Insects and plants within 10 feet of him will die if he stays in one place for more than a few minutes. Miracles of Health and Healing cannot be worked upon him or upon anyone else within 10 feet of him, and wounded characters (anybody with any amount of hit points missing) will lose 1 additional hit point for every hour in which they are within 10 feet. A subtle but notably foul reek surrounds him, as well; rolls to detect him by scent have their CL reduced by 5.
- *Plague of Damnation:* Like the Plague of Reproof, but worse: the character contracts a disease that inflicts a 2d6 loss to *all* his ability scores, to a minimum of 1. Moreover, the character suffers from shakes and tremors that inflict a -4 penalty to all rolls in combat and all skill checks requiring physical control of movement (including Balance, Climb, Jump, Move Silently, Open Lock, Pick Pocket, Ride, Swim, Tumble, and other skills as the CK judges appropriate). These tremors also reduce movement rate by 20 feet, and the character suffers unpredictable flashes of pain and ache that give a -2 to all mental skill checks. If the character has *any levels in arcane spellcasting classes*, this *ongoing agony* means that *all* arcane spells require Concentration checks as if cast defensively in combat, and any conditions that would already require a Concentration check (violent or vigorous motion, entanglement, etc.) prevent arcane spellcasting completely.

REDUCING HUBRIS AND ATONEMENT

Obviously, a divine servant who has acquired Hubris is best advised to reduce or eliminate it promptly. A character with less than 10 Hubris can reduce it directly by spending Grace points and spending an hour in prayer and meditation; 5 points of Grace must be spent to eliminate 1 point of Hubris. A divine servant can also declare, before performing a Duty, that it will be done to reduce his Hubris rather than earn Grace; this allows the character to eliminate Hubris on a 1-for-1 basis, eliminating 1 Hubris point for every Grace point the Duty would have earned. (Once he has made this declaration, though, the divine servant cannot change his mind if he suddenly decides in mid-Duty he needs more Grace rather than less Hubris.)

A character with 10 Hubris or more, whose Invocation/Humility Roll penalty has climbed to the maximum -10, can only reduce his Hubris score by *atonement*. This is a deliberate ritual of penance that takes a full day; it may or may not require the assistance/presence of other divine servants of your faith,

depending on the nature of your religion – clerics and paladins are usually required to confess to their superiors and ask for penance, whereas rangers and druids may meditate alone in the wilderness and await the flash of insight that makes their purpose clear. Once the day is over, the character will be assigned a *Penance* matching the player's stated desire for Hubris reduction, and tailored to the character:

- A *Minor* Penance removes 1 point of Hubris. This usually requires tasks that the character finds unpleasant, costly, or humiliating, but seldom actually dangerous: the PC might have to spend a week helping a poor family bring in the harvest, or cleaning out the King's stables single-handedly, or may have to give half his wealth to the poor.
- A *Moderate* Penance removes 2 points of Hubris. This requires tasks the character will find *extremely* humiliating (service as a slave to a hated enemy), or that require him to sacrifice something extremely valuable, like a treasured heirloom or family estate.
- A *Major* Penance removes 3 points of Hubris. This requires tasks that are physically dangerous on some level: leading the defense of a border town against marauding orcs, or traveling across a hostile kingdom to retrieve a lost relic for the Church. Major Penances may also require the sacrifice of something crucially important to you, such as a favored magical weapon or all the wealth and property you have.
- A *Heroic* Penance removes 4 points of Hubris. This requires tasks that are extremely physically dangerous, like saving a prisoner from the fortress of the Dark Emperor, or the sacrifice of something or someone utterly beloved (this need not mean actually killing them; a spouse or child leaving your household in anger, never to return, is more painful in many ways than simple death).
- An *Ultimate* Penance removes 5 points of Hubris. This usually requires tasks that are as likely to kill the character as not: retrieving one specific item from the hoard of an ancient red wyrm, for example, or going to the court of the Dark Emperor and imploring him to his face, in public, to renounce his evil.

The Hubris is removed once the Penance is completed. If this drops the character's Hubris below 20, any Execration the character is experiencing ends; the character regains the ability to collect Grace, earn Benedictions and perform Miracles, and gain experience in his divine servant class. If this drops the character's Hubris below 10, any Rebukes the character may be experiencing end.

Option: Sometimes, the important thing is not whether you succeeded or not, but that you honestly gave it your best try. Merciful or capricious deities may decide that the honest attempt at a Penance is enough, even if the character fails to accomplish the stated task; and the tasks for Heroic or Ultimate Penances are often well beyond the reasonable accomplishment of even a fully empowered divine servant. It can be a great surprise to Execrated characters to find their powers returning to them right at the moment of their greatest failure; and a powerfully dramatic moment for the player and CK.

ROLEPLAYING DEITIES

Divine servants are not wizards or sorcerers; they do not gain their powers through their own inborn talent or hard-acquired skill. Their powers are *invested responsibilities*, meant for a purpose that goes beyond the divine servant's own ambitions or desires. A key part of making a divine servant effective is understanding that purpose – knowing the will, in other words, of their God. Thus, this system places a great deal of emphasis, by necessity, on the relationship between the divine servant and his or her chosen Patron.

Unlike most relationships between characters in the game, the deity-servant relationship is one in which, again by necessity, the deity (and the CK) has all the final power of decision. This can grate upon players used to characters who are more self-reliant and self-determining. The key to avoiding the twin pitfalls of railroading on the one hand (in which the PC's powers work more for the benefit of the CK's storyline than the player's wishes, frustrating the player) and an "everything goes" laissez-faire on the other (in which the flexibility and potential power of miracles can wind up derailing the adventure and marginalizing the other players) is to make sure that the divine servant's deity

has a real, self-consistent, and relevant presence in the game. But just how does one convincingly and compellingly roleplay a being beyond the concerns and limits of mortality, without watering down the divine personality into just another NPC?

Divine personalities, and the ways they interact with their mortal servants, should be defined not in the fine detail of human-like characters but in the broad strokes of archetypes. Most gods in history and current belief can be grouped under a very few "traits" of personality, as follows:

Benign: Benign gods are typically (though not always) Good-aligned, in that they are believed to desire the happiness, prosperity and fulfillment of their followers (and sometimes of all life in general). What exactly constitutes "happiness, prosperity and fulfillment" is open to debate, of course, but in general this means what you'd expect: a long life with love, material satisfaction and purpose throughout. Benign gods almost always grant Health & Healing and Protection & Warding, and often grant Insight as well. Divine servants of Benign gods will be expected to practice a similar benevolence, for their followers at least and sometimes for all sentient beings (with the possible exception of those dedicated to the god's divine enemy, if any exist).

Capricious: Capricious gods are often (though not always) Chaos-aligned, in that they are fundamentally unpredictable – either by virtue of a human-like personality as flexible and contradictory as any real person (the Greek and Norse gods, mythically, are often represented this way) or because their purpose is to provide the universe with randomness and uncertainty, or to test the cleverness of mortal beings (the Trickster gods, like Loki and the Native American totem Coyote, are the ultimate manifestation of this principle). Capricious gods may provide any type of Miracle, but will seldom provide it consistently; divine servants attempting to invoke the same type of Miracle too often or too predictably may be struck with Hubris for the attempt.

Cruel: Cruel gods are typically (though not always) Evil-aligned, in that they tend to advocate not only the necessity, but the pragmatic desirability, of pain and suffering. The Aztec gods, whose appetite for sacrificial blood had to be fed to keep the world turning, were Cruel even while they protected the Aztec Empire, as were some of the darker Egyptian gods. Smiting is by far the favored type of Miracle for Cruel gods. Divine servants of Cruel gods need not be masochists *per se*, but they must accept that they will sometimes endure pain and suffering for no apparent reason; they may be authorized to use similar cruelty themselves, or dispatched to preach on the necessity of enduring suffering through their own example.

Impersonal: This can refer either to a set of abstract principles, as in Buddhism or Taoism, or to a god so detached that he never interacts personally with any of his servants, even the highest. Impersonal deities are often, though not always, Neutral-aligned. Divine servants do not have a "relationship" with this kind of deity, *per se*; instead, they attempt to understand the purpose of their powers through philosophical analysis, examination of their own conscience, and mystical revelation. Impersonal deities may provide any kind of Miracle, though they are often weak on Summoning & Banishing miracles (a set of cosmic principles does not usually have demigod servitors).

Ineffable: Ineffable deities are characterized by their enigmatic nature; they are not unpredictable or incomprehensible in the *same way* Capricious deities are, but there is always a feeling of "mysterious ways" to their interaction, a sense that even the most enlightened divine servant cannot understand all the god's will, purpose or plans. They may be of any alignment, even Lawful, as all gods go beyond human mentality by definition; Supreme Allmaker gods almost always possess this quality. Divine servants of Ineffable gods may have clear Doctrines set out for them, but the reason and logic behind those Doctrines may not always be clear; part of the history of the religion may involve the slow understanding of the purpose behind certain Doctrines, as history reveals more of the world. They can provide Miracles of any type appropriate for their portfolio, but are often most renowned for Miracles of Insight.

Rigorous: Rigorous deities are typically (though not always) Lawful-aligned, in that they tend to promote or uphold rigid codes of philosophy and behavior. Many of the Egyptian gods set out very precise and complicated rituals for their worship, deviation from which was strongly frowned upon. Rigorous deities are often the first source of formal law or social code for their cultures (cf. Moses bringing down the Ten Commandments from Mount Sinai). As such, religions dedicated to them are often hierarchical, strictly regulated, and very detailed and specific in their Doctrines. Divine servants of Rigorous Powers who behave in a chaotic or haphazard manner will often find themselves incurring Hubris.

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Rigorous Powers often specialize in Miracles of Dominion – the better to keep every element of the cosmos in its proper place.

Historically, gods have often been imagined to possess different traits depending on the culture, time and place of worship in question. Cultures from rich and prosperous lands typically perceive their gods as Benign, while cultures from harsh and demanding lands often perceive their gods as Cruel. A highly organized and detailed faith will make the deity it glorifies seem Rigorous, while a deity whose folk myths all center around his cleverness, whimsy and impulse will become Capricious in his believers' eyes. Almost all deities, however, have a hint of Ineffability in their nature – no man will ever understand all the ways of the gods; if he did, there would be no difference between gods and men anymore....

VISITATIONS

In most situations, the divine servant will not speak directly to his or her deity; he or she will simply pray for a desired result, and the deity's response is shown in the exact nature of that result. Other instructions nominally coming from the deity will be passed down by superiors in the religious hierarchy rather than conveyed directly. On occasion, however, any divine servant may be granted the ultimate grace: to see and speak with their God directly, or at least as directly as they can. This is where the real fun for a CK kicks in.

Visitations are never casual, meaningless phenomena, even for the most Capricious gods; all visitations have a *purpose*. A CK should always know exactly why the god is choosing to communicate with the PC at this time, and choose the form of the *visitation to suit the god's personality*, as defined above, and desired purpose. Some typical reasons gods appear to their servants are as follows:

- *Warning of Danger*. Something Very Bad is about to happen – this may not necessarily be End-of-the-World bad, but usually it's bad enough to cause a great deal of harm to things, people, or places the god cares about. These visitations are meant to warn the PC or his colleagues of the faith of the incipient threat.
- *Mission*. Something needs to be done, and the PC has been selected as the one to do it. This may be combined with the Warning of Danger, to appoint the PC to address the threat, or it may be a task long left undone or a prophecy left unfulfilled, as with Moses' mission to save the Hebrews from Egypt.
- *Warning of Reproof*. Sometimes the warning is not about an external threat but an internal weakness. For whatever reason, the PC gets a cautionary reminder that his recent behavior has wavered close to the edge, and that he had better shape up (or get shipped out!). PCs with Hubris between 5 and 10 may receive these visitations, especially if it's been a long time since the last occasion they gained dangerous levels of Hubris.
- *Display of Approval*. Not every godly visitation is a warning or command. Sometimes (especially upon the completion of particularly dangerous tasks or important ceremonies) the god will manifest part of its power in order to commend or publicly celebrate the servant's actions. This display is usually harmless and does not provide much tangible effect, but is always visible and highly spectacular (an aura of fire settling on a character's brow, a flight of doves going overhead in sunbeams and music, etc.).
- *Test of Virtue*. Gods will sometimes arrange situations so as to test the qualities they desire in their servants; they, or their servitor beings/spirits, will take the earthly form of an old or helpless person and ask for help to test the servant's compassion, or allow demons of sexual excess to tempt the PC to test his virtue under fire. Players should always be given a free choice as to how they will respond to such tests, rather than making results contingent upon wisdom saving throws; making the "wrong" choice will incur Hubris.

One thing remains common to all visitations: they *never* show the god in its true appearance. Such power would blind or blast the sanity of any witnesses, much as Zeus' full revealed splendor killed the nymph Semele on the spot. Visitations take different forms depending on the nature of the Power from which they originate:

- *Benign*. Benign visitations are usually fairly direct, often consisting of light, animals of light color or gentle nature (often in places where no such animal could reasonably be), beautiful images or shapes appearing in the sky, or mysterious voices emerging from the thin air of a mountaintop or the fire of a burning bush. However, they can also take the form of perfectly clear and direct statements that simply happen to be coming from a local mortal mouth, in the manner of God on *Joan of Arcadai*.
- *Capricious*. Capricious visitations can be literally anything, but usually consist of outlandishly improbable events – e.g. spilling a purse of coins and having them all land on edge, then tip over to spell a message – or a direct face-to-face encounter with a strange and frustrating person who always talks in riddles, hints and elliptical references (think of Kosh from *Babylon 5*, only *slightly* less obscure) and who is later revealed to have been the god or a god's servitor.
- *Cruel*. Cruel visitations are usually overwhelming, and often sanity-threatening: the CK may rule that the divine servant takes 1d4 Subdual damage for every minute experiencing the visitation. Images are often of terrifying or threatening things like fire, blinding darkness, a sudden freezing cold, and predatory or fantastic beasts (lions, dragons, wolves, etc.), *sometimes speaking in powerful and ominous voices*.
- *Impersonal*. Impersonal deities, or the philosophies that replace them, don't provide visitations of the same immediate nature. What visitations do occur are more likely to be called "the power of the subconscious mind at work": rather than interacting with an apparently real separate entity who speaks in a separate voice from yours, believers in Impersonal gods will receive flashes of understanding by which they simply *know* what they need to, and what if anything they should do about it. At most, an elaborate dream sequence with images relevant to the character's own life may be experienced.
- *Ineffable*. Ineffable visitations tend to be much more obscure than other types, or clearer only in hindsight - sometimes for very good reasons (gods know about the principles of self-fulfilling prophecies as well as any wizard or priest). They often take the form of natural forces of unusual magnitude or rarity: the voice issuing inexplicable commands from a tornado, the words seen in the flames of a forest fire or multi-building city fire; they may also take the subtle, open-to-player interpretation messages never clearly seen, only felt with the heart and the conscience.
- *Rigorous*. Rigorous gods don't often employ visitations; by many such gods' lights, everything their servants should need to know was already written down in the primary revelations. Thus the most blatant a Rigorous god will get is usually arranging for the primary holy text to fall open to a key or indicative bit of scripture. However, they may also take the form of hallucinatory encounters in an impossibly perfect building or garden area, where an image representing the god (a perfect marble statue of the god's sacred beast, a geometric pattern of light, a column of sourceless fire) will make the necessary pronouncements before the divine servant finds himself back in mortal lands. The divine servant is not usually invited to converse with the god, only to receive the words and act upon them.

Visitations should never take the form of simple, direct human conversation, except in situations where the player is not meant to realize it's a Visitation until after it's over. Gods who talk just like people lose all their mystery.

If the god talks at all, it should be in cryptic utterances or portentous

pronouncements; the player may also see representative images – a dying tree to warn of a blight coming upon a druid's forest, or a single sprouting seed in a desert to announce the coming of a prophesied hero.

Very often, other people cannot see or experience the Visitation, and attempting to explain or prove the veracity of the experience is impossible; visitations that make the god's power clearly evident to nonbelievers, or infidels (this term merely means people of a faith different from the PC's) are rare. It is not known why this should be so, but there are some indications that the more

pure faith a worshiper shows – believing without need for personal “proof”, whatever standard is held for that – the more beneficial it is to the deity. However, there *are* exceptions, and these can often be campaign-changing events.

TATTOO MAGIC

GENERAL RULES

- Tattoos cannot be found as random treasure
- Cost is quintuple that of a scroll of equivalent ability
- Characters do not gain experience for making, or using, tattoos
- Tattoos do not vanish after use, but do have a limit on uses; the bearer radiates as magical constantly
- Subject to the *erase* spell; generated effects subject to all rules for magic; penalties are permanent
- Difficulty and effects based on the character using tattoo, and not its creator; power also based on tattoo size
- Characters are limited in the number of tattoos obtainable, based on sizes; only humanoids may have tattoos
- Tattoos can be modified with augmentations, or replaced with similar tattoo
- Use of a tattoo is a full-round action and the tattoo must be plainly visible
- Gaining a tattoo has penalties which cannot be healed or restored

SIZE RULES

One large tattoo = two medium = three small A creature of small size is limited to the following number of tattoos, per extremity:

Head (includes Neck and Face): 1 Small

Torso (includes Chest, Abdomen, and Groin): 1 Large

Back (includes Shoulders and Pelvis): 1 Large

Arm [per Arm] (includes Wrist and Hand): 1 Small

Leg [per Leg] (includes Ankle and Foot): 1 Small

A creature of medium size is limited to the following number of tattoos, per extremity:

Head (includes Neck and Face): 1 Small

Torso (includes Chest, Abdomen, and Groin): 1 Large

Back (includes Shoulders and Pelvis): 1 Large

Arm [per Arm] (includes Wrist and Hand): 1 Medium

Leg [per Leg] (includes Ankle and Foot): 1 Medium

A creature of large size is limited to the following number of tattoos, per extremity:

Head (includes Neck and Face): 1 Medium

Torso (includes Chest, Abdomen, and Groin): 2 Large

Back (includes Shoulders and Pelvis): 2 Large

Arm [per Arm] (includes Wrist and Hand): 1 Large

Leg [per Leg] (includes Ankle and Foot): 1 Large

Large tattoos are not subject to power capping; a medium tattoo can only add half hit dice or level; a small tattoo is always considered a first level effect.

GAINING TATTOOS

Creating tattooing ink is a process much like that of potion-making, having the same restriction on spellcaster level, or alchemical ability. However, the ink has a cost of 500 gold pieces per level of its creator, but requires only one day to manufacture, provided the creator works on the substance for eight to twelve hours. This assumes enough ink is made for one small tattoo; should the creator wish to make a larger tattoo, costs are doubled per size category, but the length of time does not change. After the ink is made, anyone capable of drawing a tattoo can apply it, including the one who is to gain the tattoo. The area to be tattooed must be clearly visible, and exposed, and must be able to be reached; most creatures, for example, cannot self-apply a tattoo to their own back. However, simply drawing the tattoo does not render it magical, though the receiver’s flesh will radiate as magical. To give life to the tattoo requires the application of a modified *awaken* spell, treated as a 6th level spell for wizards, and clerics; druids and illusionists do not gain this spell. Immediately after having the tattoo drawn, the bearer is in excruciating agony, suffering a penalty of four on all physical abilities (Strength, Dexterity, and Constitution) for one week per size of the inked tattoo. In addition, a large tattoo causes the permanent loss of two points of Constitution, a medium tattoo causes the loss of one, and a small tattoo causes the loss of zero point of Constitution; these penalties remain, even if the tattoo is later affected by the *erase* spell.

For purposes of allowable magic items, a tattoo is considered “slotless.”

Note: A creature with innate spell resistance, such as fey, loses that ability if it gains a magic tattoo.

AUGMENTING TATTOOS

Tattoos can be combined, forming a larger, and more pronounced effect; such tattoos are usually extremely vivid images. In general, if a tattoo is augmented, its abilities are considered to be of a larger size, though, no tattoo can be more powerful than large; however, the number of times the tattoo can be activated remains normal— only the effects created are amplified. A tattoo which serves to augment another cannot be activated on its own; both the augmenting, and associated tattoo, must be used at the same time. Augmenting tattoos are a size lesser than the tattoo to which they apply, and count against the total number of tattoos a creature can have; an augment for a small tattoo is considered to be of small size, and it is impossible to have a large augmentation. These tattoos also carry all penalties, and costs, as normal for their size.

Example: F’gahn has a small tattoo, composed of an anchor, around which he wraps a broken chain. The chain will augment the anchor, giving it a more pronounced effect. When activated, which can be done three times (the anchor is small), it produces both the effects of a small broken chain tattoo and that of a medium anchor tattoo. He has also paid the costs, and taken the penalties for, two small tattoos.

USING TATTOOS

A tattoo must be fully visible and exposed to be activated, but does not need to be touched. No other action can be performed during the activation, including movement. Interrupting the activation of a tattoo causes it to fail, though it can be re-activated the following round; such interruptions do not count against the number of activations allowed. Tattoos are permanent, but they are not constant; a tattoo can be activated an inverse number of times, based on its size, as listed below:

Tattoo Size	Number of Activations
Small	3
Medium	2
Large	1

Tattoos are subject to effects which alter, hinder, or negate magic effects, and cannot function in an anti-magic *field*. Those that generate outside effects or which affect a target other than the bearer are subject to Spell Resistance. If the bearer of a tattoo is subjected to a *dispel magic* effect, it is resolved as if the bearer, and all tattoos worn, were magic items; that is, a successful application of the spell prevents the bearer from using tattoos, or other forms of inherent magic.

MAGIC

When a tattoo that is augmented is activated, so is the associated tattoo.

All tattoos have a duration, in rounds, equal to their level of effect, except those which simply function as a spell; in these cases, the duration is identical as that of the spell, as cast at the level of effect.

THE TATTOOS

It is impossible to detail all possible tattoos, their variants, and the unique designs invented by a particular artist. However, the listing below is an attempt to generalize, based on real-world symbolism, modified to function within a fantasy genre. Castle Keepers, and their players, are highly encouraged to develop additional tattoos, and to invent wholly new ones, using these examples as inspiration.

AEGISHJALMAR (RUNES)

Description: A cross composed of Futhark runes, extending outward in fractal-like patterns.

Effect: Mesmerizing or focusing of the self.

Small - +1 Wisdom checks or *hypnotism*.

Medium - +2 Wisdom checks or *hypnotic pattern*.

Large - +3 Wisdom checks or *confusion*.

ALL-SEEING EYE (SUN)

Description: An eye shrouded in flame or rays of light.

Effect: Enhances vision.

Small – Double visual distance and grants one type of vision not already possessed.

Medium – Double visual distance, grants one type of vision not already possessed, and grants Sharp Senses.

Large – Double visual distance, grants two types of vision not already possessed, and affected as per *true sight*.

AMULET (SCARAB, CROSSED SWORDS)

Description: Magic sigil surrounded by a circle or a scarab beetle.

Effect: Protects from harm.

Small - +1 AC.

Medium - +2 AC.

Large - +3 AC.

ANCHOR

Description: An ordinary, often two-pronged, naval anchor.

Effect: Provides foundation.

Small - +1 bonus on opposed Strength or Dexterity checks.

Medium - +2 bonus on opposed Strength or Dexterity checks.

Large - +3 bonus on opposed Strength or Dexterity checks.

ANGEL

Description: Winged humanoid of great beauty, often with a sword or harp.

Effect: Magnifies faith and devotion or allows deific communication.

Small - +1 bonus on Charisma checks or *augury*.

Medium - +2 bonus on Charisma checks or *divination*.

Large - +3 bonus on Charisma checks or *commune*.

ANIMAL

Description: An ordinary animal.

Effect: Summons or conjures the depicted animal.

Any size – *Summon monster* (only animals of the same type depicted as tattoo.)

ANKH (HALO)

Description: Cross topped with a loop.

Effect: Repels undead.

Any size – As Turn Undead.

ASO

Description: Dog-headed feathered serpent.

Effect: Protects from malevolent intentions.

Small – *Protection from evil*.

Medium – *Magic circle against evil*.

Large – *Repulsion*.

AZTEC SUN

Description: Half-circle with projecting, alternating, bands of orange, red, and white.

Effect: Heals, or harms, depending on alignment of bearer; neutral characters select each activation.

Small – *cure light wounds / cause light wounds*.

Medium – *cure serious wounds / cause serious wounds*.

Large – *cure critical wounds / cause critical wounds*.

BARBED ROSE (SPIDER WEB)

Description: Entwined rose stems with projecting barbs, often shaped to form a circle or heart .

Effect: Prevents scrying.

Small – *Hide thoughts*.

Medium – Non-detection.

Large – *Mind blank*.

BAT

Description: A bat, often with wings outspread.

Effect: Heightens hearing and stealth.

Small – Grants +1 bonus on Listen and Hide checks.

Medium – Grants +2 bonus on Listen and Hide checks.

Large – Grants +3 bonus on Listen and Hide checks.

BEE

Description: A bee or several gathered bees, usually with a honeycomb.

Effect: Promotes cooperation, and inspires industry.

Any size – As Exalt.

BLACK WIDOW (SPIDER)

Description: Black widow spider, generally with, or on, a web.

Effect: Enhances treachery, deception, and grants minor spider-like qualities.

Small – *Web*, as Back Attack, or as Poisons.

Medium – *Web*, as Back Attack / Sneak Attack, or as Poisons.

Large – *Web*, as Death Attack, or as Poisons.

BLUEBIRD (BROKEN CHAIN, SWALLOW)

Description: Any bluebird, often with a scroll between its feet or carried by the beak.

Effect: Grants magical means of travel.

Small – *Jump*.

Medium – *Dimension door*.

Large – *Teleport*.

BORNEO ROSETTE

Description: Open flower having dark petals and a swirl in the center of the bud.

Effect: Aids in combat.

Small - +1 bonus to hit and damage.

Medium - +2 bonus to hit and damage.

Large - +3 bonus to hit and damage.

BRAND (BAR CODE)

Description: Signature symbol of possessing entity, taking many forms and shapes.

Effect: Controls actions of bearer. This tattoo is considered a cursed magic item. It is always active.

Small – *Charm person*.

Medium – *Suggestion*.

Large – *Geas*.

BULL (WOLF)

Description: A bull head or body.

Effect: Empowers the muscles and heightens aptitude for cunning.

Small - +1 bonus on Strength checks and grants Spell Resistance 1 against *maze* spell

Medium - +2 bonus on Strength checks and grants Spell Resistance 10 against *maze* spell.

Large - +3 bonus on Strength checks and grants immunity to *maze* spell.

BULLDOG

Description: Wrinkled face of a bulldog often depicted smiling.

Effect: Increases stamina and tenacity.

Small - +1 bonus on Constitution checks and death / unconsciousness occurs at -3 hit points.

Medium - +2 bonus on Constitution checks and death / unconsciousness occurs at -6 hit points.

Large - +3 bonus on Constitution checks and death / unconsciousness occurs at -10 hit points.

BUTTERFLY (FROG)

Description: Brightly colored butterfly.

Effect: Encourages metamorphosis or enhances mobility.

Small – Any 0-1st level Illusionist spell or +1 bonus on Dexterity checks.

Medium – Any 2-4th level Illusionist spell, +2 bonus on Dexterity checks, or as Fast Movement.

Large – Any 5-7th level Illusionist spell, *freedom of movement*, or +3 bonus on Dexterity checks.

CARD (DICE, HORSESHOE, RABBIT, SHAMROCK)

Description: A single card, often an ace or deuce, or a pair of cards, from a standard playing deck; spades are preferred.

Effect: Increases luck.

Small - +1 on any check, save, or roll, including attack or damage.

Medium - +2 on any check, save, or roll, including attack or damage.

Large – Re-roll failed check, save, or roll; second roll has +2 bonus, but result must be kept, even if failed.

CELTIC KNOT (JAGUAR)

Description: Interwoven lines and circles in repeating, complex, patterns.

Effect: Grants power over nature.

Small – As Nature Lore or any 0-1st level Druid spell.

Medium – As Nature Lore or any 2-4th level Druid spell.

Large – As Nature Lore or any 5-7th level Druid spell.

CHAIN, UNBROKEN

Description: Unbroken segment of chain often interconnected as a circle.

Effect: Imprisons bearer. This tattoo is a cursed magic item. It is always active.

Small – *Binding*.

Medium – *Trap the soul*.

Large – *Imprisonment*.

CHERRY, UNPLUCKED (LILY)

Description: Bright red cherry, stem attached.

Effect: Purifies mind, body, and soul.

Small – As Divine Health

Medium – As Still Mind

Large – *Death ward*

CHRYSANTHEMUM

Description: Various chrysanthemum flowers and colors.

Effect: Ennobles the bearer.

Small – As Inspire

Medium – As Embolden

Large – As Call to Arms; followers are attracted for 1d4 days, during which tattoo cannot be activated

CLIPPER

Description: Large, multi-sail, waterborne vessel, often shown riding waves.

Effect: Assists in navigation and water-based activities.

Small – *Know direction* and +1 on Swim and Dexterity checks to avoid slipping.

Medium – *Locate object*, +2 on Swim, Climb, and Dexterity checks to avoid slipping.

Large – *Find the path*, +3 on Swim, Climb, and Dexterity checks to avoid slipping.

COBRA (SNAKE)

Description: Cobra with exposed fangs, typically coiled, with head in active striking position.

Effect: Enhances charm and speed, or helps restore youth.

MAGIC

Small - +1 Charisma checks and +5 feet movement, or +1 save bonus to resist the penalty for *haste*.

Medium - +2 Charisma checks and +10 feet movement, or +2 save bonus to resist the penalty for *haste*.

Large - +3 Charisma checks and +15 feet movement, or +3 save bonus to resist the penalty for any aging effect.

COMPASS (LIGHTHOUSE)

Description: Circle containing crossbar ending with an arrow facing upward; lettered with radial lines indicating directions.

Effect: Provides spiritual guidance.

Small – *Aid*.

Medium – *Prayer*.

Large – *Atonement*.

CROSS, STANDARD

Description: Vertical bar crossed by a lateral bar, forming perfect rectangular division.

Effect: Imbues bearer with mastery over the elements.

Small – *Endure elements*.

Medium – *Protection from elements*.

Large – *Summon elemental*.

CROWN (DOG, LION)

Description: Crown adorned with gems and other items of luxury.

Effect: Bearer gains dominion and authority.

Small – As *Combat Dominance*.

Medium – As *Aura of Courage* or *Demoralize*.

Large – As *Exhort Greatness*.

DAGGER (SWORD, WEAPON)

Description: Hilted dagger, often double-edged, finely detailed; this tattoo is often used as an augmentation.

Effect: Warns of danger or allows conjuring of dagger.

Small – *Detect poison* or produces non-magical expert weapon.

Medium – *Detect traps* or produces weapon +1.

Large – As *Combat Sense* or produces weapon +2.

DEVIL (GEISHA, PENTAGRAM, ROOSTER)

Description: Horned devil, often with pitchfork, cloven hooves, and rotund body; can be formed of demonic imagery.

Effect: Imbues bearer with otherworldly knowledge.

Small - +1 Intelligence checks or *detect magic*.

Medium - +2 Intelligence checks or *identify*.

Large - +3 Intelligence checks or *legend lore*.

DOLPHIN (WHALE)

Description: Dolphin often depicted as jumping from water.

Effect: Heightens intellect and encourages health.

Small - +1 Intelligence and Constitution checks or *delay poison*.

Medium - +2 Intelligence and Constitution checks or *neutralize poison*.

Large - +3 Intelligence and Constitution checks or *cure disease*.

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DRAGON

Description: Any dragon, generally depicted with an amassed fortune, engaged in combat.

Effect: Inspires fear or increases inherent magical qualities.

Small – *Scare* or any 0-1st level Wizard spell.

Medium – *Fear* or any 2-3rd level Wizard spell.

Large – *Antipathy* or any 4-6th level Wizard spell.

DRAGONFLY

Description: Dragonfly, wings extended, and tail curled.

Effect: Grants power over light and darkness.

Small – Grants *Deepvision* or *light / darkness*.

Medium – Grants *Deepvision* and *Darkvision* or *continual flame / darkness*.

Large – Grants *Deepvision* and *Darkvision* or *see invisibility*.

DREAMCATCHER

Description: Web-like strands tied within a circle, often having trailing flare.

Effect: Protects the bearer when sleeping; this tattoo activates whenever the bearer sleeps and has an eight-hour duration.

Small - +1 save bonus against *nightmare* and +1 bonus on all saves against Night Hag attacks.

Medium - +2 save bonus against *nightmare* and +2 bonus on all saves against Night Hag attacks.

Large - +3 save bonus against *nightmare* and +3 bonus on all saves against Night Hag attacks.

EAGLE

Description: Profile of an eagle, often with talon upraised.

Effect: Aids in hunting and survival.

Small – As *Survival* and +1 bonus on *Track* and *Nature Lore* checks.

Medium – As *Survival* and +2 bonus on *Track* and *Nature Lore* checks.

Large – As *Survival* and +3 bonus on *Track* and *Nature Lore* checks.

FAN

Description: Open fan, typically depicting a landscape such as a waterfall.

Effect: Grants the bearer power over wind.

Small – *Gust of wind* or *feather fall*.

Medium – *Wind walk* or *fly*.

Large – *Whirlwind*.

FEY

Description: Various fey, fey-like, or elven port raiture.

Effect: Resists magic; this tattoo is always active.

Small – Grants *Spell Resistance* 1; this is considered an innate ability.

Medium – Grants *Spell Resistance* 5; this is considered an innate ability.

Large – Grants *Spell Resistance* 10; this is considered an innate ability.

FISH (LOTUS, MANDALA, OWL)

Description: Any fish, often in skewed profile.

Effect: Enhances wisdom and understanding.

Small - +1 bonus on *Wisdom* checks.

Medium - +2 bonus on Wisdom checks.

Large - +3 bonus on Wisdom checks.

FIST

Description: Hand tightened into a fist.

Effect: Imbues bearer's hands with power.

Any size – As Ki Strike or Unarmed Attack.

FLAMES

Description: Shroud of flames; this tattoo is often used as an augmentation.

Effect: Produces destructive fire.

Small – *Produce flame.*

Medium – *Fireball.*

Large – *Wall of fire.*

FLOWER

Description: Any type of flower or vine.

Effect: Grants mastery over plants.

Small – *Entangle, pass without trace, barkskin, or shillelagh.*

Medium – *Warp wood, plant growth, snare, anti-plant shell, or speak with plants.*

Large – *Control plants, commune with nature, ironwood, or command plants.*

GANESH

Description: Multicolored elephant-headed humanoid often depicted sitting, and smiling.

Effect: Assists in obtaining wealth.

Small - +1 bonus on opposed Charisma checks or grants Pick Pockets.

Medium - +2 bonus on opposed Charisma checks or grants Pick Pockets.

Large - +3 bonus on opposed Charisma checks or grants Pick Pockets.

GARGOYLE

Description: Stone gargoyle, often shown with water pouring from its mouth, or in flight.

Effect: Imbues bearer with mastery of stone.

Small – *Detect snares and pits, magic stone, or meld into stone.*

Medium – *Shape stone or wood, spike stones, or stone tell.*

Large – *Wall of stone, repel metal or stone, or earthquake.*

GECKO

Description: Lizard with a cut tail, severed, the other half resting nearby.

Effect: Imparts regenerative qualities unto bearer.

Small – As Lay on Hands.

Medium – As Fast Healing.

Large – *Regenerate.*

GRAPES (SCORPION)

Description: Grapes in a bunch, typically on a vine, often clumped into units of three.

Effect: Immunizes bearer from imbibed poisons.

Small - +1 save vs. poison or *detect poison.*

Medium - +2 save vs. poison or *delay poison.*

Large - +3 save vs. poison or *neutralize poison.*

GRIM REAPER (JACKAL, SICKLE)

Description: Cloaked, skeletal, humanoid bearing a scythe, hourglass, or skull.

Effect: Grants the bearer mastery over undead; the bearer can control a number of hit dice of undead equal to effective level.

Small – *Animate dead.*

Medium – *Create undead;* tattoo can be activated once per week.

Large – *Create greater undead;* tattoo can be activated once per month.

HAMMERHEAD SHARK

Description: Hammerhead shark often depicted devouring a school of fish or sea mammal.

Effect: Encourages and provides ferocious rage.

Small – As Primal Might

Medium – As Primal Fury

Large – As Primal Will

HARP

Description: Multi-stringed musical instrument.

Effect: Imparts mastery of sound upon bearer.

Small – Grants Move Silently or *ghost sound.*

Medium – Grants Move Silently or *sound burst.*

Large – Grants Move Silently or *silence.*

HEART

Description: Inverted, rounded, triangle, with a dip in the top, forming a classic heart -shape.

Effect: Focuses life force, providing life.

Small – *Cure light wounds.*

Medium – *Heal;* this tattoo can be used once per week.

Large – *Raise dead;* this tattoo can be used once per month.

HORSE

Description: Equine depicted running, carrying a heavy load.

Effect: Increases stamina, endurance, and strength.

Small - +1 bonus on allowable Encumbrance.

Medium - +2 bonus on allowable Encumbrance; medium loads considered light loads.

Large - +3 bonus on allowable Encumbrance; medium loads considered light loads.

INFINITY (ORBOUROS)

Description: A figure eight lain sideways; a Möbius strip.

Effect: Encourages limitless possibilities.

Small – Grants Disguise and *alter self* or *alter size.*

Medium – Grants Disguise or and *polymorph.*

Large – Grants Disguise and *shapechange.*

KARASHISHI

Description: Foo dog; dragon and dog metamorphosed together, but wingless.

Effect: Prevents panic and inspires courage.

MAGIC

Small – *Remove fear*.

Medium – *As Aura of Courage*.

Large – *Holy aura*.

KHAMSA

Description: Hand of Fatima depiction.

Effect: Protects the bearer from curses.

Small – *Remove curse*.

Medium – *Dismissal*.

Large – *Dispel evil*.

KINTARO

Description: Strong warrior bearing two-handed weapon.

Effect: Increases fighting effectiveness.

Small – Grants Weapon Specialization.

Medium – Grants Combat Dominance.

Large – Grants Extra Attack.

LOGOGRAM

Description: Calligraphic depiction of ideographic language.

Effect: Increases understanding of language.

Small – *Read magic*.

Medium – *Comprehend languages*.

Large – *Tongues*.

MAORI DESIGN

Description: Curvilinear design with repeating spirals, circles, and arches.

Effect: Enhances physical beauty.

Small - +1 bonus on Charisma checks or *charm person*.

Medium - +2 bonus on Charisma checks or *suggestion*.

Large - +3 bonus on Charisma checks or *geas*; this tattoo can be used once per month.

MOON (THIRD EYE, UDJAT, EYE OF HORUS)

Description: Crescent moon often depicted with a female face.

Effect: Encourages psychic awareness.

Small – *Detect thoughts* or *discern lies*.

Medium – *Divination* or *screaming*.

Large – *Greater screaming* or *discern location*.

NIHO MANO

Description: Rows of triangles, alternating in upright or inverse position, resembling shark teeth.

Effect: Increased damage.

Small - +1 bonus on damage rolls.

Medium - +2 bonus on damage rolls.

Large - +3 bonus on damage rolls.

OM

Description: Pictorial representation of primeval sound.

Effect: Creates physically real objects.

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Small – *Mending*.

Medium – *Minor creation*.

Large – *Major creation*.

PHOENIX

Description: Bird sheathed in flames rising from ash.

Effect: Imparts tremendous healing qualities. This tattoo can be used once, and is then erased; all penalties remain.

Small – *Heal*.

Medium – *Mass heal*.

Large – *Resurrection*; this tattoo activates automatically upon the bearer's death.

PIRATE

Description: Humanoid face, often scarred or wearing an eye-patch or hat, grimacing.

Effect: Enhances thieving abilities.

Any size – Grants all Rogue abilities; this tattoo can only be used at sea.

RAINBOW

Description: Arched, multicolored rainbow.

Effect: Imbues bearer with prismatic qualities.

Small – Grants Twilight Vision, Duskvision, or *color spray*.

Medium – Grants Twilight Vision, Duskvision, or *prismatic spray*.

Large – Grants Twilight Vision, Duskvision, or *prismatic wall*.

SKULL

Description: Humanoid skull, often smiling, or with pinpoint lights in the eyes.

Effect: Allows communication with the dead.

Small – *Detect undead*.

Medium – *Speak with dead*.

Large – *Astral projection*.

TEARDROP

Description: An ellipsoid tear, often translucent; this tattoo is often used to augment others.

Effect: Alleviates guilt.

Any size – Grants Death Attack or Poisons.

THREE DOT PYRAMID

Description: Three dots, arranged in a pyramidal shape.

Effect: Identifies affiliated groups and members; this tattoo is always active, and is always small.

Small – Grants Cant or Druidic Tongue.

THUNDERBIRD (MJÖLNIR)

Description: Bird discharging electrical bolts.

Effect: Grants bearer mastery over lightning.

Small – *Shocking grasp*.

Medium – *Lightning bolt*.

Large – *Call lightning* or *chain lightning*.

TRISKELION

Description: Three humanoid legs, protruding out in a different direction, bent backwards as if running.

Effect: Aids in physical movement.

Small – As Fast Movement.

Medium - +20 feet base movement.

Large - +30 feet base movement.

WINGS

Description: Extended wings, often feathered, but also leathery; this tattoo is often used as an augmentation.

Effect: Enables the bearer to fly.

Small – Feather fall.

Medium – Fly.

Large – Fly.

TOTEMIC MAGIC

Ancient cultures often believed in the physical manifestation of deific power through animals, each species selected for its specific traits, imbued with some measure of the divine. Such practices sometimes led to the worship of, and even the ritual sacrifice of, animals. These people would then adopt the animal as their own, seeking to become imbued with, or empowered by, the strength, will, and ability, of whatever animal was adopted. Skins, bits of the animal and even depictions, would sometimes be used to identify an individual, and, often, an entire family or tribe, as belonging to, or protected by, a specific deity. Generally, complex and highly evolved theologies would form, based on the observable traits of an adopted animal, ultimately resulting in the formation of animal cults, especially among the less civilized and more barbaric inhabitants, often epitomized in the carving and construction of sacred totems, symbols of the Beast-Gods' might. In these religions, possessing something desired, eaten, or left by an adored animal was to be touched by the God, allowing the worshiper* direct access to that being, elevated in status. However, totems do not represent a single entity. In fact, they typically serve as a sort of divine fetish for as many as ten different deities, with placement not necessarily indicating importance, this being determined by the function of the pole, rather than the contents; the spiritual totem is another matter, and is the subject of this work.

*-- Historically, in the real world, totemic animals were not worshiped as gods, in the traditional sense— they were seen as emblems, and oracles of a particular entity's presence, or seen as guides. Popular belief, however, ascribes a true theology to this type of animism, and this later, if in correct, method is the one adopted here. Totem poles, unlike common thought, were not locations of worship such as temples, but were identifying features, and actually indicate socialistic qualities. In fact, several varieties of totems exist, from burial markers to ridicule poles, with many means of construction; generally, totem poles are singular pieces, though they have been found as the cornerstones of buildings, and as landmark artistry.

CLIMBING THE LADDER: THE FIRST RUNG: THE VISION QUEST

Culturally, a religion that utilizes totems will often have several rites of passage, often performed by adolescents for various reasons, most often of which is to prove worthy of some bestowment, often of acceptance into the tribe as an equal, but it could also be something as mundane as being allowed to grow food. Such traditions are held with the utmost respect, for deviation or interference brings the wrath of the gods; at minimum, a person found to have excised means to mitigate the dangers of these rites will be ostracized, never able to return. These rites are generally both dangerous, and complex, and can, in fact, be lethal. The rite of the vision quest is no exception. In fact, the vision quest is generally viewed as the most important, for it is the last test a youth undertakes, its outcome forever dominating the path of its seeker*.

*-- It should be noted that vision quests are not always relegated to the final position of passage rites, though, it is always held with high regard, and considered the ultimate challenge. Sometimes, outsiders, seeking to enter the

graces of a primitive tribe will be subjected to a vision quest as well, with success granting the same privileges as a true tribe member.

Vision quests are complex, composed of stages, which must be followed in an exact process, or the quest is doomed to failure. There are no immediate rules for these stages, but they are described, with notes on general trends, with suggestions for adding complication. Individual Castle Keepers are encouraged to develop, and modify, additional steps, or to add a more concrete rules system, as they desire, noting that the successful completion of a vision quest is supposed to be hard, but not impossible.

The stages of a vision quest are as follow, in order:

Preparation: All needed instruments are gathered, from ceremonial tools and clothing to ancestral fetishes, this being especially important in a filiopietistic religion. The youth is informed of boundaries and expectations, and is often allowed a final indulgence before entering the world of adulthood. Peyote or other state-altering substances are brought, and readied. A presiding shaman or holy figure speaks a ritual prayer, often performed by, and with, the seeker, immediate family, and select members of the tribe or clan.

Rules: The first step of a vision quest is usually performed before a character has obtained a character class, as the quest itself determines a path. As such, any checks or rolls during a vision quest are unmodified; this applies equally, even to those who have already achieved a class, or to those undergoing a second vision quest, such as a Beastsoul seeking a second Power Animal. Note, this does not preclude the use of class abilities such as Survival, but, rather, reflects the difficulty inherent to the process, as the character is, for lack of a better phrase, trying to touch a God.

Purification: Cleansing of the mind, body, and spirit is mandatory, and this stage is the beginning of the true difficulties. There are myriad purification practices, though the most common means involve sweat production, bleeding, and fasting, all resulting in both physical exhaustion and psychic awareness. During this stage are numerous demands of the body, from performing elaborate ceremonial dances to orgiastic festivals, coupled with the rhythmic recitation by the petitioner, family, and clan, of legendary tales and of tribal history. The goal of this stage is to fuse the seeker, opening the spirit to divine will, forming a theandric bond. It is very demanding.

Rules: A character undergoing the second stage of a vision experiences extreme exhaustion, almost to the point of catatonia. Effectively, the character is not considered to have Constitution as Prime for the duration of the trial; should the character not have Constitution as Prime then one attribute that is Prime is considered to not be, reflecting both the physical, mental, and spiritual drain excised before the quest begins. This effect occurs each time a character attempts a vision quest, though, magical aid is allowed, if possessed.

Seeking: After the propitiator is readied, cleansed and awakened, a journey into the wild lands is made, allowed to carry only what was made available in the first phase. Typically a weapon, often one which serves multiple purposes, such as a spear, hand axe, or dagger, is taken, and a satchel of peyote, kinnikinnick, and other nepenthes are brought. Food is strictly forbidden, as is water; these must be found, and prepared by the seeker, though uses of such devices are considered methods of cheating. It is at this stage, when the seeker is both weakest and humble, that a vision will come. Should a vision quest end prematurely, due to fear, anxiety, or starvation and dehydration, the result of failure is applied upon the seeker's return; many, in fact, who reach this point, do not return, for the shame of failure is too much to bear. Only those who have the stamina and willpower to face the Gods receive a vision, and are blessed.

Rules: The rules for starvation and dehydration are implemented, giving the character a grace period of three to five days before any checks are required; beyond this initial time period, a Constitution check is made, with failure resulting in the loss of one-third current Constitution score (for example, a character with a 15 Constitution would be reduced to 10 after the first failed check.) Each day a check is required, the difficulty increases by two, and three consecutive failures results in death. However, once a character begins to starve (that is, after the initial period has expired, and the **constitution saving throw** has failed), a Wisdom or Charisma (the player's choice) check is allowed; success on this check gives the character a vision, allowing the vision quest to proceed to the next stage. In addition, each time a **constitution saving throw** is failed, the associated Wisdom or **charisma saving throw** receives a +4 bonus. A character that successfully completes a vision quest is healed, immediately, of all damage and lost attributes, as well as having Primes restored. Castle Keepers

MAGIC

and the player should work together to select the animal which appeared, based on both terrain, and the needs of the campaign; a Castle Keeper should not take this as an opportunity to chastise or penalize a player, though the player should not expect to receive anything desired; essentially, the player selects a totem from the list, and asks if it is allowed. If it is, that totem becomes the characters primary totem. If not, then another can be selected until an equitable totem is found. This should be done prior to the running of the vision quest, so the Castle Keeper can work the details into the adventure, as a narrative, or however desired.

Proclamation: Having received an oracle, the seeker returns to the tribe and relates the tale of the quest, to all that will hear. The vision is analyzed, and the meaning is told, giving a new path in life, one which cannot be turned from without serious implication.

Rules: Each totem has an associated class, which, if the character opts to follow, gains a +1 bonus on all class-based ability checks. Beastsouls and shaman are different, in that they are allowed to obtain more than one totem, making use of different aspects of the totems, as detailed in their descriptions. No character can hunt, eat, or use items manufactured of, or from, their totem animal; doing so violates sacred tradition, and causes the automatic loss of one experience level, which cannot be restored without some sort of special atonement, and possibly, a second vision quest specifically designed for reunification.

ANIMAL TOTEMS

The following is simply a compilation of all the real-world animal totems revered as deities. It is intended these are to replace the generic "animal" gods of clerics of nature faiths, as well as a means to adjust the power of the shapechanging druid. These characters are entitled to the selection of three totems, and, when using spells or abilities which take on these forms or are associated with them, a bonus of some sort, generally a +1 effective caster level, or +2 bonus to skill checks, is gained for the duration of the association. Totems can be called upon a number of times per day per level of the character.

Alligator: Maternal, revenge oriented quickness, aggression, and basic survival instincts.

Ant: Group minded, determination, patient, active, and industrious Anteater: Lethargy, curiosity, nosiness.

Antelope: Active, agile, jumpiness, and willing to sacrifice Armadillo: Safety oriented, grounded, and has boundaries.

Badger: Courage, aggressive, healer, having problems relating to others, and energy conduit.

Bat: Rebirth, longevity, secrecy, initiation, good listener, and long life.

Bear: Industrious, instinctive, healing, power, sovereignty, guardian of the world, watcher, courage, will power, self preservation, introspection, and great strength.

Beaver: Determined, strong-willed, builder, overseer, and protector.

Bee: Organized, industrial, productive, wise, community, celebration, fertility, defensiveness, obsessive nature, and enjoys life.

Buffalo: Sacredness, life, great strength, abundance, gratitude.

Bull: Insight into the past, fertility, rushing into things without proper preparation.

Butterfly: Metamorphosis, transformation, balance, grace, ability to accept change.

Caribou: Traveler, mobility, preference to be nomadic, adaptability to adversity.

Cat: Guardianship, detachment, sensuality, mystery, magic, and independence.

Cheetah: Swift, insight, focus.

Cougar: Leadership, loyalty, courage, taking responsibility, foresight.

Cow: Nourishment and mother figure.

Cheetah: Swift, insightful, and focused.

Cobra: Swift and decisive.

Coyote: Stealth, mischief, trickster, intelligent, clowning around, ability to recognize mistakes.

Crab: Good luck, protection and success.

Crane: Solitude, justice, longevity, independent, intelligent, and vigilant.

Crocodile: Ensuring your emotions are displayed accurately/appropriately.

Crow: Justice, shape shifting, change, creativity, spiritual strength, energy, community sharing, and balance.

Deer: Compassion, peace, intellectual, gentle, caring, kind, subtlety, gracefulness, femininity, gentleness, innocence, and seller of adventure.

Dog: Noble, faithful, loyal, teaching, protection, and guidance.

Dolphin: Kind, salvation, wisdom, happiness, playfulness, prudent, capable of deep emotion, and happy.

Dove: Cross-world communication, spirit messenger, peace, gentleness, love.

Dragonfly: Flighty and carefree, strong imagination, higher aspirations.

Duck: Water energy, helper of seers, can clearly see/deal with emotions.

Eagle: Divine spirit, sacrifice, connection to creator, intelligence, renewal, courage, illumination of spirit, healing, creation, freedom, and risk-taker.

Elephant: Strength, power, affection, loyalty, royalty, and wisdom.

Elk: Strength and agility, pride, majestic, independence, purification, strength, and nobility.

Falcon: New beginnings, adventure, passionate, and leadership.

Fish: Graceful, slyness, open-minded, quick to change one's mind.

Fox: Cunning, agility, quick-witted, diplomacy, wildness, feminine magic, camouflage, shapeshifting and invisibility.

Frog: Water energy, cleansing, rebirth, sensitivity, medicine, hidden beauty, peace, adaptability, poor character judgment and power.

Gazelle: Aggressive.

Giraffe: Communication, intuition, attaining the unreachable, seeing the future.

Goat: Surefootedness, stubbornness, independence, diligence, lack of foresight.

Goose: Self-demanding, reliable, prudent, rigid, vigilance, parenthood, and production.

Gorilla: Family-oriented, intelligence, strength, environmental protector, keeps peace through aggression.

Hawk: Messenger, intuition, victory, healing, nobility, recollection, cleansing, visionary power, and guardianship.

Horse: Freedom, stamina, mobility, the land, travel, power, and freedom.

Hummingbird: Messenger, timelessness, healing, and warrior qualities.

Jaguar: Chaos and shape-shifter.

Lion: Family, strength, energy, courage, guardian and protector.

Lizard: Conservation, vision, self-protection, hidden defenses.

Llama: Comforting to others.

Lynx: Keeper of secrets, guardian, listener, and guide.

Monkey: Ability to change the environment, health, success.

Moose: Headstrong, longevity, steadfastness, and wisdom.

Mouse: Scrutiny, order, organizer, and an eye for details.

Opossum: Diversion, strategist, and deceiver.

Otter: Playful, friendly, dynamic, joy, helpfulness, and sharing.

Owl: Deception, clairvoyance, insight, messenger.

Ox: Sacrifice, chastity and self-denial.

Panther: Protection, hidden emotions, introspection, caution, careful decisions.

Parrot: Communication, beauty, guide for wisdom, mockery, thinking before speaking.

Peacock: Immortality, dignity, and self-confidence.

Porcupine: Innocence, companionship, and trust.

Prairie Dog: Swift, industrious, constructive, preparedness.

Puma: Companion on journeys to other worlds, grace, silent power.

Quail: Group-work, team play, creator of harmony and group tolerance, protectiveness (especially toward children).

Rabbit: Fear, timidity, nervousness, humility, rebirth.

Raccoon: Curiosity and cleanliness.

Rat: Fertility, stealth, scavenging, intelligence, enjoys luxury.

Raven: Introspection, courage, self-knowledge, magic.

Rooster: Vanity, likes to be showered with gifts and attention, early riser, settling for nothing less than the best.

Salmon: Proud, intense, confident, wisdom, inspiration.

Seagull: Versatility, loud, easy-going nature, creativity, laziness.

Seahorse: Confidence and grace.

Seal: Love, longing, dilemma, active imagination, creativity.

Shark: Hunter, survival, and adaptability.

Skunk: Reputation, presence, and strength.

Snake: Impulsive, shrewdness, rebirth, transformation, initiation, and wisdom.

Squirrel: Planner and gatherer.

Stag: Lord of the forest, masculine power of regeneration, signs.

Swan: Grace, balance and innocence, soul, love, beauty, conceit.

Tiger: Strength, valor, power, and energy
Turkey: Generosity, life-giver, and sharer.

Turtle: Nurturer, shy, and protecting.

Weasel: Strength, energy, ingenuity and stealth.

Whale: Wisdom, provider, intelligence, and kindness.

Wolf: Loyalty, perseverance, success, intuition, loyalty, and spirit.

Woodpecker: Sensitive, protective, and devotion.

Zebra: Agility and individuality.

IMMORTALITY



The ultimate goal of many characters is to reach the lofty heights of immortality.

Immortality doesn't just mean not dying—although Immortals *are* incredibly resilient—it actually means transcending flesh and transforming into a purely spiritual being of great power.

Since Immortals are so different from mortal characters, and so much more powerful, an Immortal level campaign will be very different in tone from a mortal level one. Most Immortals don't simply go out and kill monsters; and they certainly don't hoard and spend treasure like mortal adventurers do. Instead, Immortal level campaigns tend to centre around political rivalries, machinations, and plotting.

The Castle Keeper and players should take this difference into account when deciding whether or not to continue a campaign into the Immortal levels. Many players may simply prefer to have their characters retire and die peacefully as mortals—or maybe use the gaining of Immortality as the campaign finale rather than continue to play their characters once Immortality is reached.

Whether you decide to include the Immortal levels in your campaign or not, it should be the result of a conscious decision; not the result of a “lucky” (or unlucky) die roll. Suddenly finding yourself in an Immortal level campaign that you weren't prepared for can be bewildering to both the players and the Castle Keeper and is likely to kill the campaign if not prepared for. Similarly, being all geared up for an Immortal level campaign and then discovering that one or more of the PCs doesn't make the transition because their players rolled badly is equally unsatisfying.

WHAT IS AN IMMORTAL?

On the one hand, Immortals are powerful spiritual beings that can create entire planes and species and move planets around.

On the other hand, Immortals are simply people.

For all their great power, Immortals still have the desires, goals and personalities that they had when they were mortal. *Dark Dungeons* assumes that all Immortals are in fact former mortals, although since it is normally only possible to become an Immortal by being sponsored by an existing Immortal, this raises the question of where the first Immortal(s) came from.

It is up to the Castle Keeper to decide what the answer to that question is in their campaign. Maybe the first Immortals were created by true Gods (if they exist in the setting). Maybe the first Immortals simply spontaneously appeared. Maybe the first mortals were able to become Immortals even without sponsors. Or maybe it was something completely different.

Given that Immortals are former mortals who have been given great power, what they do with that power (and what they do with their endless time—since Immortals no longer age) is as varied as mortality itself. Some explore the universe. Some look after the mortals and protect them. Others play with mortals to amuse themselves, or play decadent political games with one another. Others are easily corrupted by the power and enjoy spoiling the plans of their peers and making life hard for mortals.

The personalities of Immortals are as varied as those of mortals; and even though they have great power, they do not necessarily have the wisdom that

comes with great age. Some may well be as dumb as a bag of rocks, despite their power.

THE THREE FORMS

Immortals are beings of pure life force, not tied to any single physical form. The life force can exist in a *Spirit Form* indefinitely without needing a body. However, the Immortal must take on physical form in order to interact with the world around them.

The most common physical form taken by an Immortal is the *Embodied Form*. An Immortal must always actually *have* an Embodied Form, even if they are content to remain in Spirit Form indefinitely and never use it.

This form is physically the most powerful and allows the Immortal to use its powers more capably than other forms, but it has two big disadvantages. Firstly it is easily detectable and rather unobtrusive; and secondly it leaves the Immortal vulnerable to being killed. This latter disadvantage is not as dangerous as it sounds, since even a fledgling Immortal in their Embodied Form can easily defend themselves against all but the mightiest of mortal foes.

Immortals can also take a third form, or rather a third set of forms. Most Immortals maintain one or more *Mortal Forms*. These mortal forms are, as the name suggests, mortal. They have the great advantage that they are completely indistinguishable from normal mortals, so an Immortal can go incognito in a mortal form and manipulate things on the Material Plane without being noticed. The main disadvantage, of course, is the forms weakness. While the mortal form may be as powerful as other powerful mortals, it is still very vulnerable compared to an Embodied Form. Luckily, being “killed” while in a Mortal Form is not fatal to the Immortal, and the Immortal can simply create a new—and possibly identical—Mortal Form to use.

See the *Immortals* section for more details on the exact abilities of the three Immortal forms.

BECOMING AN IMMORTAL

Becoming an Immortal is deceptively straightforward. All a character needs to do is to find an Immortal who is willing to sponsor them and to create them their first Embodied Form. Their sponsor creates the form for them and *Zap!* they're now an Immortal.

Of course, it isn't *really* that easy.

Firstly, only the strongest of life-forces can support an Embodied Form. A character needs to have at least 3,000,000 experience points to do this.

If the character doesn't have at least 3,000,000 experience points, then they simply can't be made into an Immortal. Their life force is just not robust enough.

Secondly, the Embodied Form takes energy—and life force—to produce, and the sponsoring Immortal must pay this. It costs the sponsoring Immortal 1,000,000 experience points to create the Embodied Form for the prospective new Immortal. Of course, no Immortal is going to spend such a large amount of their own experience points on a whim.

So although becoming an Immortal is a very straightforward process, getting strong enough to be able to go through the process and finding an Immortal willing to significantly weaken themselves in order to take you through the process are not so straightforward.

The reasons why an Immortal may be willing to sacrifice some of their own life force to create another like themselves can be varied. Some may do it for companionship or even love. Others may help their own descendants become Immortal out of a sense of familial duty.

Others have more prosaic reasons. They do it to gain Immortal allies, or as a significant reward for mortals who have served their interests well.

In the case of adventuring parties, this last reason is probably the most common. Although there is nothing to physically prevent Immortals from acting in a blatant manner on the Material Plane (e.g. appearing in Embodied Form and blasting the armies of their worshippers' enemies), in most campaign settings there will be large groups of Immortals who “police” the Material Plane to prevent this. Experience shows time and again that unrestricted shows of

Immortal power on the Material Plane all too quickly lead to tit-for-tat wars and wholesale destruction of entire planets.

For this reason, most Immortals restrict their work on the Material Plane to a series of churches, mortal forms and agents. Immortals therefore often show a large interest in high level adventuring parties, since they make useful agents—willing to risk great danger if the prize of potential Immortality is dangled in front of them, and able to do things on the Material Plane that the Immortal cannot do themselves because it would be too blatant.

Of course, while some Immortals may be very open and business-like about a “work for me and I'll make you an Immortal too” deal, others couch it in terms of sending the mortals on “quests” or “tests” in order to determine their “worthiness” to join the ranks of the Immortals. Whether these Immortals actually think of what they are doing in those terms or whether they are merely being euphemistic about the true nature of the deal may vary from individual to individual, of course.

Example: Having reached 3,000,000 experience, Elfstar is now powerful enough to become an Immortal.

Diana, the Immortal who Elfstar serves, visits her in a dream. She tells Elfstar that she has been a loyal servant and that now she is ready to be rewarded with the real power of being an Immortal. However, because Elfstar is such a prominent member of her church, she can't afford to lose her talents straight away.

Diana tells Elfstar that in order to be given her reward, she must first train up a successor to carry on her good work.

WORSHIPPERS

There is another wrinkle in becoming an Immortal—and it is one that existing Immortals don't like to talk about. Immortals cannot exist without the worship of free-willed mortals. No-one knows exactly why this is, but an Immortal that goes for over a year without worshippers dies. This is why even in campaigns that have pantheons of gods, Immortals still act as their intercessors. They need the worship of their god's followers.

The actual number of worshippers doesn't matter; even having a single one is good enough (although most Immortals naturally try to have as many worshippers as possible for safety's sake). It also doesn't matter if the worship is done out of love or fear, as long as it is done. This is a one-way dependency, in that although Immortals need worshippers to survive, the worshippers get nothing out of it—at least by default.

Smart Immortals know that looking after their worshippers and helping them with the occasional omen or answered prayer is a great way to keep them interested. Likewise, investing clerics who can go around healing and helping (or terrorising if that's what you prefer) the populace can gain and keep large numbers of worshippers.

An Immortal without worshippers is fully aware of that state at all times, so there is no danger of an Immortal—not even a new one—accidentally losing their last worshipper and not noticing until a year is up and it is too late.

HOME PLANE

The plane on which an Immortal is first created is forever afterwards considered to be their *Home Plane*.

An Immortal's home plane is their seat of power. When on their home plane an Immortal is treated as if six levels higher than their actual level for all purposes except spending experience.

However, when on their home plane an Immortal can only take on Spirit or Embodied form, not Mortal form; and if their Embodied form is actually killed on their home plane then an Immortal is irrevocably dead.

Because of the importance of an Immortal's home plane, a sponsoring Immortal will never bestow Immortality onto someone on the Material Plane, since this would prevent them from ever taking Mortal form there.

In some cases where there is an established pantheon of Immortals who share a single home plane, new Immortals may also be created on that plane. In most cases, however, the sponsor will create a tiny (house sized) outer plane anchored

IMMORTALITY

on their own home plane for the new Immortal and give them their Immortality there. Creating such a tiny plane with the *Shape Reality* spell (see the *Immortals* section for details) costs only 200,000xp.

That way, the new Immortal can, once they are more experienced, expand and/or alter their home plane or move it to a new location of their choosing.

APPEARANCE

When creating a new Embodied form for the new Immortal, the sponsor must specify exactly what that form will look like, and what powers it will have.

Most sponsors will ask the new Immortal what they want their form to look like and powers they want, and even if the choice is not given *in character* to the new Immortal, the choice should still be given *out of character* to the character's player; for the same reason that players get to choose the character class of a new mortal character they create even though the character themselves may have been apprenticed out and not had a choice in their career (and certainly not in their race).

Most new Immortals already have a strong self-image, and wish to look like idealised versions of their mortal bodies. Since Immortals don't age, and any apparent age has no effect on their abilities, some Immortals prefer to look young and virile as they did (or at least as they imagine they did) in their youth, while others prefer to look older and more worldly wise. Many simply wish to continue to appear as they did at the point when they became an Immortal.

Some new Immortals choose to make a complete break from their old mortal lives, and choose to look different—occasionally very different—from how they looked while mortal. Often this will involve taking on a new name to go with the new form. Unless powers say otherwise, an Immortal's form must be between three and seven feet in size.

Example: Elfstar has trained up her replacement and is in the process of investing her with her new role when Diana, not wanting to miss the chance to impress her followers, appears in her Embodied form as the investiture rite is finishing.

Normally an Immortal simply showing up on the material plane in Embodied form would alarm the other Immortals who are watching the material plane for direct interference, but Diana has informed them in advance that she is going to appear to her worshippers in this way so while they keep watch, they don't interfere.

Diana blesses Elfstar's replacement and then wanders through the assembled crowd of worshippers dispensing healing and advice.

Finally, she takes Elfstar by the hand and returns with her to her home plane leaving no doubt in the minds of her worshippers that Elfstar has been invited to join her pantheon.

Once on the home plane that Diana shares with the rest of her pantheon, Elfstar stays as a guest in Diana's palace for three days while Diana explains all about Immortality to her.

At the end of that time, Elfstar is ready and has decided that in order to attract worshippers of her own—and not to compete for them too much with the rest of Diana's pantheon—she is going to appear as an emissary of youth and innocence (which won't surprise people who knew her during her life, since she was always chaste).

She decides that her Embodied Form should look like she did when she was still a young teenager, and decides to give it the powers of Call Other, Detection Suite, Improved Saving Throws (charisma), and Turn Undead.

EMBODIED FORM POWERS

Regardless of its look, the new Embodied form will have four powers from the following list:

CALL OTHER

The Immortal can spend 10 power points in order to make a mental call for help back to their home plane.

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If any other Immortals share the same home plane and are on that plane at the time of the call, there is a chance based on the level of the calling Immortal that one of them (chosen randomly) will hear the call:

CHANCE OF CALL BEING HEARD

Level	Chance
1-6	15%
7-12	30%
13-18	45%
19-24	60%
25-30	75%
31-36	90%

The Immortal hearing the call will know the identity of the calling Immortal, but not the circumstances in which the call is being made. They may choose to either ignore the call or to immediately spend 50 power points to open and step through a temporary *Gate* to the calling Immortal's location.

CONTROL UNDEAD

The Immortal may speak with all intelligent undead, and may control undead as if they were a 36th level evil cleric.

DETECTION SUITE

The Immortal gains all the special detection powers of the Elf and Dwarf races.

DRAGON BREATH

The Immortal can spend 50 power points to use the breath weapon of any of the normal types of dragon, doing damage equal to their current hit points. The Immortal can only use the breath weapon of each type of dragon once per day.

If the Immortal also has the Dragon Form power, these breath attacks may be used in addition to the breath attacks granted by that power.

DRAGON FORM

This power costs two power choices.

The Immortal's Embodied form is that of a huge dragon. The Immortal has a movement rate of 60 ft. on foot or 140 ft. flying.

The Immortal gets nine attacks per round regardless of experience level. These are two bites for 6d8 damage each; and two claws, two wing strikes, two kicks and a tail swing, for 2d8 damage each. Strength bonuses apply to each of these.

Additionally, the Immortal must choose either a single color or a mix of two colors for their scales. They can spend 50 power points to use the breath weapon of a dragon of either of their colors, doing damage equal to their current hit points. The Immortal can only use the breath weapon twice per day, but each time may be from the same or a different type of dragon.

If the Immortal also has the Dragon Breath power, these breath attacks may be used in addition to the breath attacks granted by that power.

ENHANCED REFLEXES

This power may be taken more than once.

The Immortal gets a +2 bonus on their Surprise and Initiative rolls.

EXTRA ATTACKS

This power may be taken more than once.

The Immortal gets one extra attack per round, over and above the normal number of attacks granted by their level or other powers.

FIGHTER ABILITIES

The Immortal gains the special abilities of a 36th level fighter, with the exception of the weapon specialization ability.

GROAN

Once per ten minutes, the Immortal can spend 20 power points to make a horrible noise (although the power is called “Groan” the noise does not actually have to be a groan—it could be a different type of noise).

All creatures (including other Immortals) within 180 ft. must make a **charisma saving throw** at a -2. When making the saving throw, mortal creatures suffer a -2 penalty, undead have no adjustment, and immortals receive a +4 bonus.

Any creature that fails the saving throw is paralysed for ten minutes.

Any creature that makes the saving throw can only move at half their normal speed for ten minutes.

Multiple groans from different Immortals have no additional effect on a creature already affected by this power.

HEIGHT DECREASE

The Immortal’s Embodied Form can grow and shrink anywhere from normal human-sized to as small as three inches tall.

It takes 10 minutes for the Immortal to change size, although they can remain at any given size indefinitely.

Changing size does not affect the Immortal’s other abilities or powers.

An Immortal may have both the Height Decrease and Height Increase powers.

HEIGHT INCREASE

The Immortal’s Embodied Form can grow and shrink anywhere from normal human-sized to as large as twenty two feet tall.

It takes 10 minutes for the Immortal to change size, although they can remain at any given size indefinitely. Changing size does not affect the Immortal’s other abilities or powers.

An Immortal may have both the Height Decrease and Height Increase powers.

HOWL

The Immortal may make a terrifying sound (although this power is called “Howl”, the sound does not actually have to be a howl—it could be a different type of sound).

All creatures (including other Immortals) within 180 ft. must make a **charisma saving throw** at a -2. When making the saving throw, mortal creatures suffer a -2 penalty, undead have no adjustment, and immortals receive a +4 bonus.

Any creature that fails the saving throw must flee in terror for 3d6 rounds.

IMPROVED SAVING THROWS

This power may be taken more than once.

The Immortal is particularly good at resisting a certain type of effect. When this power is taken, the player must choose one of the types of Immortal saving throws.

Whenever the Immortal must make a saving throw of that type to avoid taking damage, success means that the Immortal only takes a quarter of the normal damage from the attack, and failure means that the Immortal takes a half of the normal damage from the attack.

If the attack is an all-or-nothing effect rather than an effect that does damage, then success means that the Immortal is completely unaffected by the attack and failure means that the Immortal takes the full effect.

If this power is taken more than once, it must apply to a different saving throw each time.

INCREASED DAMAGE

This power may be taken more than once.

The Immortal increases the damage done by each physical attack by one die of the type done by the attack. This power does not increase the damage done by spells cast by the Immortal.

INCREASED MOVEMENT RATE

This power may be taken more than once.

The Immortal moves at double normal speed in all modes of travel.

If this power is taken more than once, the multiplier increases by one for each additional time the power is taken; so an Immortal who has taken this power three times moves at four times their normal movement speeds.

LEECH

The Immortal may suck the life force out of creatures they touch, including other Immortals. This power must be consciously used—the Immortal won’t accidentally kill people when shaking their hands—and requires a successful attack roll against an unwilling target.

When used on a mortal creature, the touch will drain three levels of experience from the victim. There is no saving throw against this drain, and the victim will not even notice that the drain has happened unless they can make a saving throw *vs Death Ray* at a -2 penalty. The Immortal using the attack gains 3d4 hit points from the drained life force.

When used on an Immortal, the victim must make a **strength saving throw**. If the victim fails the saving throw then they lose 100,000 experience points.

This loss can cause the victim to lose a level, but cannot reduce them below 3,000,000 experience (i.e. it cannot reduce them below 1st level). If the victim makes the saving throw then they lose 10 power points. The Immortal using the attack gains 10 power points from the drained life force.

If the attacking Immortal gains more hit points or power points than their normal maximum, the excess disappear after ten minutes.

MONK ABILITIES

This power costs three power choices.

The Immortal has the number of attacks, damage, and special abilities of a 36th level monk.

POISON

This power can be taken twice.

The Immortal has a poisonous bite or a poisonous stinger. If this power is taken twice, then the Immortal has both.

If the Immortal makes a successful attack with either a bite or a sting, the victim must make a saving throw.

Mortal victims must make a saving throw *vs Poison* with a -4 penalty. If they fail the saving throw then they die instantly. If they make the saving throw then they take 6d6 damage and can do nothing but writhe in agony for a full day, being unable to even think clearly.

Immortal victims must make a **constitution saving throw**. If they fail the saving throw then they take 6d6 damage and are in such pain that they cannot speak, fight, cast spells or use powers for a full day. Turning to Spirit form will ease the pain, but turning back to an Embodied form will make it return and turning to a Mortal form will cause that form to instantly die. If they make the saving throw, they are unaffected.

If a mortal is slain by the poison (either from failing their saving throw or from the 6d6 damage), their blood remains poisonous enough that it can be used as twelve doses of normal save-or-die poison; although the poisonous blood will not poison the blood of its victims in turn.

ROGUE ABILITIES

The Immortal gains the special abilities of a 36th level rogue, with the exception of the Back Attack and Sneak Attack abilities.

IMMORTALITY

SNAP

The Immortal can stretch out a body part (hair, tongue, arms, tentacles or some other part chosen when the power is chosen) to a distance of 20 ft. and make an attack with it.

If the attack hits its target, the target is grabbed and pulled to the Immortal who can then make a normal melee attack against the victim. If the snap attack was made by surprise, the resulting melee attack does double damage.

Once the melee attack has been made, the victim is no longer grappled by the snapping body part.

SPIT POISON

The Immortal may spit poison into the eyes of any target within 30 ft.. No attack roll is needed, but the target gets a saving throw.

Mortal victims must make a saving throw *vs Poison* at a -2 penalty. If they fail then they die instantly.

If they succeed they take 3d6 damage and are blinded until cured by a *neutralize poison* spell cast by an Immortal.

Immortal victims must make a **constitution saving throw**. If they fail they take 3d6 damage and are blinded for 2d10 rounds or until they receive a *neutralize poison* spell. If they succeed then the attack has no effect.

SUMMON WEAPONS

This power may be taken more than once.

The Immortal must designate one or two weapons as their chosen weapons when they take this power. Those weapons must be hidden in a secure place on the Immortal's home plane.

At any time, the Immortal can summon one or both weapons to their hand instantly (this does not affect initiative or actions).

If either of the weapons is dropped by the Immortal, either deliberately or accidentally, then they immediately return to their hiding place.

If either of the weapons is ever stolen from its hiding place, it may not be summoned until it is found and returned to that place.

SWOOP

The Immortal can make a swoop attack while flying. This attack is treated as a *Charge*, even though the Immortal is not mounted.

This power can only be used once every three rounds.

TURN UNDEAD

The Immortal is able to turn undead as if a 36th level cleric.

WEAPON SPECIALIZATION

This power may be chosen more than once.

The Immortal gains the weapon specialization ability as a 36th level fighter, with three types of weapons chosen at the time the power is chosen.

IMMORTALS

Once characters become Immortals, they no longer have the character class (or even race) that they had in mortal life. Immortals, regardless of appearance, are a single class to themselves.

When a character becomes an Immortal, they retain the experience total that they had in life. This means that a character becoming an Immortal may begin their Immortality at a level higher than 1st.

Since the Immortal has a completely new body which is fundamentally different to that of a mortal, the player of a new Immortal character should not be surprised if some aspects of their character appear to have got *worse* since they became an Immortal. For example, a 1st level Immortal may have fewer hit points than they had as a 32nd level fighter. This appearance can be deceptive,

however, since Immortals are significantly better than mortals in a number of ways and this makes direct comparisons of a single ability or score somewhat misleading.

IMMORTALITY & DEATH

Although the term "Immortal" is used for characters, they are not *truly* immortal. They can still die.

When an Immortal dies, they are permanently dead. There is no way to bring them back, raise them, reincarnate them, or even turn them into undead. When they're gone, they're gone.

Consequently, and somewhat ironically, Immortals tend to be far more paranoid about death than they ever were when mortal.

LOSS OF WORSHIPPERS

All Immortals need worshippers. Even those who wish to simply wander around having a good time rather than meddling in mortal affairs still need at least some worshippers.

Theoretically, an Immortal can survive with only a single worshipper, but most prefer to have as many worshippers as possible for safety's sake.

If an Immortal loses their last worshipper, they will immediately feel it; it is not possible for an Immortal to accidentally lose all their worshippers and not notice.

An Immortal can survive for a year without worship. After that point, they die.

KILLING A MORTAL FORM

When an Immortal is in Mortal form, they are just as vulnerable as any other mortal creature.

However, having a Mortal form die does not kill the Immortal. When a Mortal form dies, the Immortal is immediately sent back to their home plane where they reappear in Embodied form.

The Immortal cannot leave their home plane or take on a different form (except to project a Spirit form through an *Immortal Eye* spell) for 48 hours.

KILLING AN EMBODIED FORM

When an Immortal is in Embodied form, they are much tougher than any mortal. However, this form can still be killed.

If an Embodied form of an Immortal is killed while the Immortal is not on their home plane, the Immortal immediately disappears and reappears on their home plane.

The Immortal *must* immediately spend 1,000,000xp to recreate the Embodied form that just died, even if they have other Embodied forms available to them. This must be done even if doing so forces them to lose a level. If this level loss would reduce them below 1st level, then they lose their Immortality and become merely a dead mortal who can be raised or reincarnated as normal. This is the *only* way that an Immortal can lose their Immortality.

Once the Immortal has recreated the Embodied form that died, they cannot leave their home plane or take on a different form (except to project a Spirit form through an *Immortal Eye* spell) for one day per hit point they have.

Additionally, their connection with all their clerics is temporarily disrupted, and their clerics may not cast spells during this period.

If an Immortal's Embodied form is killed *while on their home plane*, the Immortal is simply dead, and all their clerics permanently lose their power.

KILLING A SPIRIT FORM

Immortals cannot be killed or harmed while in Spirit form.

However, since an Immortal that runs out of power points is forced back into Embodied form, a determined opponent can use *Power Attack* in order to drain all the power points from the Immortal and force them into a form in which they can be killed.

LEVEL & EXPERIENCE

Compared to mortals, Immortals need huge numbers of experience points to increase in level.

However, Immortals don't get experience for the same things that mortal level characters do. Immortals *never* gain experience for gaining treasure, and should only rarely—if ever, at the Castle Keeper's discretion—gain experience for killing mortal level monsters. Doing such things are simply not significant to an Immortal.

The only experience Immortals should get for killing monsters is if the monsters pose a significant threat to the Immortals.

Instead, the vast majority of experience gained by Immortals will be for achieving plot goals. The Castle Keeper is advised to give such rewards much more frequently in an Immortal level campaign than in a mortal level campaign, and to make them large enough that the characters will advance in level at a rate the group finds reasonable.

Immortals in their home plane are considered to be six levels higher than their actual level, to a maximum of 36th level for purposes of level-dependent abilities (e.g. Hit points and power reserve). This effective level increase does *not* change the Immortal's experience total.

SPENDING EXPERIENCE

Unlike mortals, Immortals have various powers and spells that they must spend experience points to use. They are literally powering these abilities by using up their own life force.

If spending experience points in this manner would reduce an Immortal's level, the Immortal cannot spend the experience and cannot use the power or spell.

The only exception to this is if an Immortal is the victim of the *Leech* power. Experience drained by this power may reduce an Immortal's level; although the Immortal can never be drained below 3,000,000 experience (i.e. they can never be drained below 1st level) even by this means.

IMMORTAL ABILITIES BY LEVEL

Level	HD	HP	BtH	EPP	AC	Attacks	Weapon Damage	SR	Power Reserve
1	15	75	+12	3,000,000	10	2	-	10	300
2	16	80	+13	3,250,000	10	2	-	10	325
3	17	85	+13	3,500,000	10	2	-	10	350
4	18	90	+14	3,750,000	10	2	-	10	375
5	19	95	+14	4,000,000	10	2	-	10	400
6	20	100	+15	4,500,000	10	2	-	10	450
7	21	110	+15	5,000,000	11	2	-	10	500
8	22	120	+16	6,000,000	11	2	-	10	600
9	23	130	+16	7,000,000	12	2	-	10	700
10	24	140	+17	8,000,000	12	2	-	10	800
11	25	150	+17	9,000,000	13	2	-	10	900
12	26	160	+18	10,000,000	13	2	-	10	1,000
13	27	180	+18	12,000,000	14	3	+1 die	12	1,200
14	28	200	+19	14,000,000	14	3	+1 die	12	1,400
15	29	220	+19	16,000,000	15	3	+1 die	12	1,600
16	30	240	+20	18,000,000	15	3	+1 die	12	1,800
17	31	260	+20	20,000,000	16	3	+1 die	12	2,000
18	32	280	+21	22,000,000	16	3	+1 die	12	2,200
19	33	300	+21	25,000,000	17	3	+1 die	14	2,500
20	34	330	+22	30,000,000	17	3	+1 die	14	3,000
21	35	360	+22	35,000,000	18	3	+1 die	14	3,500
22	36	390	+23	40,000,000	18	3	+1 die	14	4,000
23	37	420	+24	45,000,000	19	3	+1 die	14	4,500
24	38	450	+25	50,000,000	19	3	+1 die	14	5,000
25+	5,000,000 per level								

POWER RESERVE

In addition to being able to spend experience points to use powers, Immortals also have a *Power Reserve*. This is a pool of points that can be spent on minor or temporary powers and abilities.

An Immortal's power reserve refreshes after a night's rest, and any power points left unused are wasted.

If an Immortal spends their entire power reserve, and has no more power points remaining, they are left in an exhausted state. If not already in Embodied form, they immediately switch to their first Embodied form, and can not leave that form until they have power points once more.

Additionally, all movement speeds are halved, as is unarmed damage; and the Immortal has a -4 penalty on all saving throws.

This condition lasts until the Immortal has had a chance to sleep and regain their power points back up to their normal power reserve level.

FORMS & ABILITIES

Immortals have a variety of special abilities. Unless specified otherwise, the following abilities can be used only when the Immortal is in Embodied Form. Changing between forms normally takes a round, during which the Immortal is treated (for the purposes of being attacked or other potentially damaging situations) as being in the least vulnerable of the forms.

In either Mortal or Spirit form, the Immortal only has a subset of these abilities, as detailed below.

MORTAL FORM

When in Mortal form, the Immortal has no special abilities, other than the ability to change from that Mortal form back into Spirit or Embodied form. An Immortal in Mortal form simply is mortal for all intents and purposes.

No magical detection—not even a *detect thoughts* spell or other forms of telepathy—can detect that the Mortal form is anything other than a mortal.

Any equipment that was created as part of the mortal form vanishes when the Immortal changes back to Spirit or Embodied form, although mundane items carried by the Mortal form do not disappear in this manner.

IMMORTALITY

When an Immortal is slain while in Mortal form, they are immediately banished back to their home plane, where they take on Embodied form. The Immortal can neither leave their home plane nor take on a different form for 48 hours.

The particular Mortal form that was killed no longer exists, although there is nothing to stop the Immortal creating a new identical form if they wish.

SPIRIT FORM

When in Spirit form, an Immortal is insubstantial and can travel freely through any mundane substance or any substance created by mortal level magic. This also means that the Spirit form cannot interact with the mundane world in any way. For example, it cannot pick objects up or attack creatures.

The Spirit form is also completely immune to any form of damage, attack, or magic, with the exception of the Immortal spells *Probe* and *Power Attack*. The Immortal gets normal *Spell Resistance* checks and saving throws against these spells while in Spirit form.

The Spirit form is always translucent and it glows gently (with a strength anywhere from a candle to a campfire) and cannot be made to appear invisible or solid, but the Immortal may change the shape of their Spirit form at will.

The most common shapes for Immortals using spirit form to take are:

- A ball of light
- A transparent version of their Embodied form
- A glowing version of the holy symbol used by their religion

An Immortal in Spirit form may change to either Embodied form or Mortal form.

An Immortal in Spirit form may not use any Immortal level spells with the exception of the *Power Attack*, *Probe*, and *Probe Shield* spells.

An Immortal in Spirit form may not use mortal level magic, with the exception of movement and travel spells such as *Teleport*, *Astral Projection*, *Dimension Door* and so on. While in Spirit form, the Immortal may use such mortal movement or travel spells at will, as often as they like; and if the spell has variable effects based on the level of the caster then the Immortal is treated as a caster with a level equal to twice their hit dice.

Without using such spells, an Immortal in Spirit form can fly at 240 ft. per round while paying attention to their surroundings.

If the Immortal is in a hurry and not worried about noticing details around them, they can fly at 24 miles per round.

Immortals in Spirit form do not need to eat, drink or breathe; in fact they are incapable of doing these things as they have no physical presence. This lack of physical presence also means that the Immortal does not have gravity.

Finally, while in Spirit form an Immortal can speak and understand any language, and can speak telepathically with any creature. The Immortal can also control the dreams of all dreaming mortal creature sleeping within 180 ft. of the Immortal's Spirit form, and can do this to mortals on the *Material Plane* while the Spirit form of the Immortal is on the *Ethereal Plane*.

IMMORTAL ABILITIES

The abilities that follow are all based on the Immortal being in Embodied form. Some of them may be used in other forms, in which case they will include this in their description.

HIT DICE & HIT POINTS

Immortals have a number of hit dice based on their level (see the *Immortality abilities by level* table). However, the Immortal's hit points are based directly on their level rather than on their hit dice. An Immortal does *not* get to add their Constitution bonus to this hit point total.

Immortals heal quicker than mortals do. An Immortal regains 1d4 hit points per day, or 1d8 hit points per day if resting.

The hit dice of an Immortal are used to determine their effective level when casting mortal level spells.

BONUS TO HIT

As with mortal characters, an Immortal character has a bonus to hit based on their level.

ARMOR CLASS & DEFENSES

The armour class of an Immortal in Embodied form works just like that of a mortal creature, and it is modified by Dexterity bonus in exactly the same manner.

However, the armour class of an Immortal is not modified by armour and shields that are worn unless they are magical; in which case only the magical bonuses apply, not the base armour class normally granted by the armour.

In addition to their armour class, Immortals in Embodied form have further defences against mundane damage.

In the case of physical damage done by mortals, Immortals in Embodied form are only hurt by +5 weapons or better. Even then, the Immortal takes only minimum damage from each attack.

Physical attacks from other Immortal level creatures do full damage to an Immortal in Embodied form, unless the Immortal can make a **constitution saving throw**. If this saving throw is successful, the Immortal only takes half damage from the attack.

ATTACKS & DAMAGE

Immortals who are in Embodied form may make more than one attack per round, as shown on the *Immortality abilities by level* table.

Immortals may use the monk's *death strike* ability as if they were a 36th level monk.

Additionally, Immortals of 13th level and higher do additional damage when striking with weapons, as shown on the *Immortality abilities by level* table.

SPELL RESISTANCE

Immortals in their Embodied form are completely immune to all mortal level magic cast by mortals, including such magical effects as dragon breath from mortal level dragons and energy drain from mortal level undead.

This immunity stretches to the *magical* creations of existing mortal level spells. For example an Immortal can walk straight through a mortal level *Wall of Force* spell. However, it does not stretch to the *mundane* non-magical creations of such spells.

An Immortal cannot see or walk through a *Wall of Stone* cast by a mortal.

Additionally, Immortals in Embodied form have partial immunity to mortal level magic cast by other Immortals.

Even if a spell cast by an Immortal level caster gets through the Immortal's spell resistance, the Immortal may still make a saving throw where applicable. If the spell is mind-affecting, the Immortal may make a **charisma saving throw**, otherwise the Immortal makes a **wisdom saving throw**.

OTHER IMMUNITIES

Immortals in Embodied form are immune to disease, aging (including magical aging), mortal level poison, and mundane environmental effects such as fire, cold, lightning and so on.

Immortals are not immune to Immortal level poisons. However, even such powerful venoms will be delayed for a number of rounds equal to the Immortal's constitution bonus before taking effect; hopefully giving the Immortal chance to cast a **neutralize poison** or similar before it is too late.

While in Embodied form, Immortals do not need to breathe, eat or drink—although they can do all three for pleasure if they choose. Similarly, Immortals in Embodied form are incapable of siring children, but can have sex for pleasure.

AURA & AWE ATTACKS

The Embodied form of an Immortal always radiates an aura of power. This aura glows with a strength anywhere from that of a candle to that of a bonfire at the Immortal's whim.

Once per round (as an action), an Immortal in Embodied form can cause their aura to flare up. This will affect a number of mortal creatures equal to the Immortal's Int and Wis bonuses added together; providing all the targets are within 60 ft. of the Immortal. Mortal creatures with no mind (such as unintelligent undead) are affected by these aura attacks.

The Immortal must decide whether the desired effect of the aura is *Terror*, *Awe*, or *Beauty*.

Terror: Each target will flee in terror for 30 minutes unless they can make a **charisma saving throw**. If the target is cornered, they will cower and fight only to defend themselves.

Awe: Each target will stand paralysed for 30 minutes unless they can make a **charisma saving throw**.

Beauty: Each target will consider the Immortal to be their best friend, and treat them accordingly. It does not make them fanatically loyal and will not make them attack their other friends.

All targets get a **charisma saving throw** to avoid the effect.

If a target fails its saving throw, then it gets another one periodically to throw off the charm effect. The frequency of the saving throw is based on the creature's intelligence:

SAVING THROW FREQUENCY

Intelligence	Frequency
0	240 days
1	180 days
2	120 days
3	90 days
4-5	60 days
6-8	30 days
9-12	15 days
13-15	7 days
16-17	3 days
18	24 hours
19	8 hours
20	2 hours
21-29	20 minutes
30+	2 rounds

If the Immortal behaves in an overtly hostile manner to the charmed target, such as attacking it or ordering others to attack it, then the charm is broken.

MOVEMENT

An Immortal in Embodied form can walk or swim at 50 ft. per round.

Immortals can also naturally fly at 120 ft. per round when in Embodied form, regardless of whether or not that form has wings.

SENSES AND COMMUNICATION

While in Embodied form an Immortal can speak and understand any language, and can speak telepathically with any creature.

Immortals in Embodied form possess *Deepvision* and *Twilightvision* like that of dwarves and elves, although they do not possess the other enhanced senses of those races unless they chose their Embodied form to have the *Detection Suite* power.

IMMORTAL LEVEL SPELLCASTING

While in Embodied form, Immortals can cast powerful Immortal level spells. All Immortals can cast all of these spells, and there is no need to prepare them in advance.

There is no limit to how often an Immortal in Embodied form can cast any of these spells other than their cost in experience and power points.

IMMORTAL LEVEL SPELLS

These spells may only be cast by Immortals while in Embodied form. These spells are not stored in spell books and it is not possible to write these spells onto scrolls or make magic items that duplicate their effects.

None of these spells can be *Dispelled* by either mortal or Immortal casters.

IMMORTAL LEVEL SPELLS		
1	BESTOW*	Grants one or more permanent abilities to a mortal creature.
2	CONCEAL MAGICAL NATURE	Hide an object from detection spells.
3	CREATE ARTIFACT	Creates an artifact.
4	CREATE EMBODIED FORM	Creates an embodied form.
5	CREATE MORTAL FORM	Creates a mortal form.
6	CREATE MUNDANE OBJECT	Creates a mundane object out of nothingness
7	CREATE SPECIES	Creates a single creature, which may be intelligent.
8	DETECT IMMORTAL MAGIC	Scans for Immortal activity
9	GRANT POWER	Allows the Immortal to give away experience points. Allows the Immortal to hear all prayers that were made to them over the previous day.
10	HEAR PRAYERS	Creates an invisible magical eye in any location that they have previously visited.
11	IMMORTAL EYE	Permanently improves one of the ability scores of the caster.
12	IMPROVE ABILITY	
13	INCREASE SPELL DURATION	Extends mortal spells duration.
14	INVEST CLERIC*	Turns a willing human mortal into a cleric.
15	POWER ATTACK	Target immortal loses 1d6 power points per 2 power points used. Allows the caster to cast mortal level spells for the rest of day as if they had prepared them.
16	PREPARE MORTAL MAGIC	Gives the caster information about a creature.
17	PROBE	Caster becomes immune to the <i>Probe</i> spell.
18	PROBE SHIELD	
19	REDUCE SAVING THROW	Reduces a mortals saving throw.
20	TRANSFORM	Changes the form of a mortal creature.

BESTOW*

COST: 50,000xp per ability bestowed

RANGE: 60'

DURATION: Permanent

SAVING THROW: Strength -2 negates

SPELL RESISTANCE: Yes

The *Bestow* spell grants one or more permanent abilities to a mortal creature. An ability can be either a +1 bonus to an ability score or the equivalent of a mortal spell between 1st and 7th level having been cast on the mortal and made permanent by a *Permanency* spell.

However, unlike an actual *Permanency* spell, this bestows the power on the mortal as an innate ability which cannot be dispelled.

Reverse: *Diminish* removes one or more abilities from a mortal creature. An ability can be one granted by this spell or an innate ability such as *Twilightvision*, or it can result in a -1 penalty to one of the mortal's ability scores.

IMMORTALITY

CONCEAL MAGICAL NATURE

COST: 10pp

RANGE: 60'

DURATION: One year, or until item used

SAVING THROW: None

SPELL RESISTANCE: No

This spell will cause a single magical object (including an artifact) to fail to show up on *Detect Magic*, *Detect Evil*, *Know Alignment*, and *Truesight* spells.

This concealment of the item's magical nature will last for one year or until the item is used; at which point this spell is cancelled and the item's magical nature will become apparent once more.

This spell does not work on living creatures, and multiple castings are not cumulative in duration.

CREATE ARTIFACT

COST: Varies

RANGE: Touch

DURATION: Permanent

SAVING THROW: None

SPELL RESISTANCE: No

This spell creates an artifact—an extremely powerful magical item.

See the *Creating Magic Items* section in *Monsters & Treasure* for more details about the creation and use of artifacts.

CREATE EMBODIED FORM

COST: 1,000,000xp

RANGE: 10 ft.

DURATION: Permanent

SAVING THROW: None

SPELL RESISTANCE: No

This spell creates a new Embodied form for either the caster or for a willing target within 10 ft..

The new Embodied form can have any combination of four Embodied form powers, and will look like the caster wishes.

When cast on a mortal with fewer than 3,000,000 experience points, this spell will fail. If the mortal has at least 3,000,000 experience points then casting this spell on them will make them become an Immortal with the same number of experience points that they had as a mortal; and whose home plane is the plane on which this spell was cast on them.

If cast on an Immortal (usually the caster themselves), this spell will give them an additional Embodied form which may look different and have different powers to their existing form.

An Immortal can have as many Embodied forms as they like, and may change freely between them taking a round to do so.

CREATE MORTAL FORM

COST: 50,000xp

RANGE: Caster

DURATION: Permanent

SAVING THROW: None

SPELL RESISTANCE: No

This spell creates a new Mortal form for the caster.

The new Mortal form can be of any race, class or monster species; but its abilities are limited to those that a normal member of that race, class or monster species would have.

Once created, the Mortal form lasts indefinitely (although it may age as a normal member of its race or class if the caster chooses so at the time of casting) until slain. A Mortal form cannot be *Raised* or *Reincarnated*. The caster may shift away from the Mortal form and then shift back to it at a later time without needing to cast this spell again, and the Mortal form will have aged appropriately if the caster chose for it to do so.

The caster can, of course, simply create a new Mortal form that is identical to a previous one in order to give the appearance of restored youth to an aged one or give the appearance that a dead one has been *Raised*.

The caster may cast *Create Mundane Object* in conjunction with this spell in order to create clothing and equipment for their new Mortal form.

Any equipment created in this manner will disappear when the caster shifts to a different form and reappear when the caster shifts back to the Mortal form.

An Immortal can have as many Mortal forms as they like, and may change freely between them taking a round to do so.

CREATE MUNDANE OBJECT

COST: 1xp per 1gp value of the object

RANGE: 10 ft.

DURATION: Permanent

SAVING THROW: None

SPELL RESISTANCE: No

This spell creates a mundane object out of nothingness. It can create any non-magical object or any magic item; but can not create artefacts.

This spell can create complex items such as buildings complete with fixtures and fittings, providing the Immortal pays for the total value of the object.

If the Immortal chooses, they can make temporary items that disappear after either 24 hours or when the Immortal switches out of Embodied form whichever comes sooner. Temporary items do not cost experience points to create, but cost 1 power point per 10,000gp of value created (rounded up).

CREATE SPECIES

COST: Varies

RANGE: 10'

DURATION: Permanent

SAVING THROW: None

SPELL RESISTANCE: No

Each casting of this spell creates a single creature, which may be intelligent.

The creature created does not have to be from an existing species or race; the Immortal can simply invent a new species by casting this spell, and if they cast the spell repeatedly to create the same type of creature they can create a breeding population of this new species.

It is up to the Castle Keeper (and the actions of the Immortal in protecting, teaching and guiding their new species) to determine whether the new species will thrive or die out. This is how many of the humanoid species in the world started.

The Immortal has no direct control over creatures created by this spell, but they will usually be grateful for existence and worship the Immortal.

This spell costs the Immortal 100,000 experience points to cast, plus an additional 100,000 experience points for each special ability of the creature created. At the Castle Keeper's discretion, having a high number of hit dice may count as one or more special abilities in its own right.

Intelligent creatures created by this spell cannot take on human character classes, but can potentially become sorcerers or shamans.

The player and Castle Keeper may optionally create a custom racial character class for the new species, similar to the racial character classes that exist for dwarves, elves and halflings.

DETECT IMMORTAL MAGIC

COST: 10pp

RANGE: One astronomical body on the Material Plane

DURATION: 1 Day

SAVING THROW: None

SPELL RESISTANCE: No

This spell will scan one astronomical body (on the Material Plane only) for Immortal activity. A particularly large or complex astronomical body may require more than one *Detect Immortal Magic* spell to cover it, at the Castle Keeper's discretion.

Each round that an Immortal is on the planet in Embodied form, there is a 5% cumulative chance that this spell will detect their presence. If the Embodied Immortal uses spells then this becomes a 10% cumulative chance per round. There is also a 1% cumulative chance per round that this spell will detect the active use of an artefact.

The spell will not reveal the identity of the Immortal, or even whether it was triggered by an Immortal or an artifact, but it will reveal the location that the Immortal power was detected at.

In most campaign settings, the major planets where the campaign takes place will normally have some kind of rules set up by the most powerful Immortals that prohibit direct Immortal activity except for particular prescribed activities (such as investing clerics or sending omens to worshippers).

This is for the safety of those living on the planet, because it is relatively simple for a dispute between Immortals to destroy huge areas of civilisation. Of course, not all Immortals will obey such rules, so there is often a council of high level Immortals on “guard duty” using this spell to monitor events and prepared to step in and stop any unauthorised direct meddling.

This spell will *not* detect Immortals in Spirit form, nor will it detect Immortals in mortal form.

GRANT POWER

COST: Varies
RANGE: Touch
DURATION: Permanent
SAVING THROW: None
SPELL RESISTANCE: No

This spell allows the Immortal to simply give away experience points.

The Immortal can spend any number of experience points when casting this spell (providing they can afford to spend them without losing a level).

The target of the spell will gain the same number of experience points that the Immortal has spent.

The experience can be given to a mortal, or it can be given to another Immortal who has fewer experience points than the caster. However, it cannot give enough experience points to bring the target's experience total higher than the caster's.

This spell may only be cast once per level. Once an Immortal casts *Grant Power*, they can not cast it again until they have increased in level.

HEAR PRAYERS

COST: 5pp
RANGE: Everywhere
DURATION: 30 minutes
SAVING THROW: None
SPELL RESISTANCE: No

This spell allows the Immortal to hear all prayers that were made to them over the previous day.

It does not grant the Immortal any special ability to answer those prayers, but most Immortals are aware that the occasional intervention is a great way to keep worshippers loyal.

This spell is also an ideal way for an Immortal to keep up to date on the actions of their agents and minions—assuming those minions report those actions in prayer.

IMMORTAL EYE

COST: 5pp
RANGE: Anywhere
DURATION: 1 hour
SAVING THROW: None
SPELL RESISTANCE: No

This spell allows the Immortal to create an invisible magical eye in any location that they have previously visited, whether on the same plane or a different

plane. The eye is detectable by a *Detect Magic* spell cast in its location, but it will not show up on a *Detect Immortal Magic* spell directed at the location.

The caster can move the eye at a speed of 240 ft. per round by concentrating, and when they stop concentrating the eye will remain in place. At the end of the spell's duration, the caster can spend an additional 5 power points in order to extend it for another hour.

If the caster concentrates for ten minutes, they can cause their Embodied form to fall into a trance, and their Spirit form to appear in the eye's location. This is the only time at which an Immortal can have more than one form simultaneously.

The Spirit form can stay at the eye's location until the duration of the spell runs out, and cannot shift to a different form or move from that point (although it can be moved by the caster concentrating in order to move the eye itself), but it can communicate with people or enter into people's dreams as normal.

IMPROVE ABILITY

COST: See below
RANGE: Caster
DURATION: Permanent
SAVING THROW: None
SPELL RESISTANCE: No

This spell permanently improves one of the ability scores of the caster. The score is improved in all Embodied forms (and in the case of mental ability scores, also in Spirit form).

The cost to improve an ability score can be raised depend on the caster's level, and can be found on the table below.

IMPROVE ABILITY COST

Level	Cost
1	100,000
2	100,000
3	100,000
4	100,000
5	100,000
6	100,000
7	100,000
8	100,000
9	100,000
10	100,000
11	100,000
12	100,000
13	200,000
14	200,000
15	200,000
16	200,000
17	200,000
18	200,000
19	400,000
20	400,000
21	400,000
22	400,000
23	400,000
24	400,000

INCREASE SPELL DURATION

COST: 1pp per increase
RANGE: -
DURATION: -
SAVING THROW: None
SPELL RESISTANCE: No

This spell is cast at the same time as the caster casts a mortal level spell.

For each power point spent on this spell, the mortal level spell will have its duration extended by an amount equal to its normal duration.

If the caster spends 1pp on this spell, for example, the mortal spell it is cast with will have its duration doubled. If the caster spends 2pp, the mortal spell it is cast

IMMORTALITY

with will have its duration tripled. If the caster spends 3pp, the mortal spell it is cast with will have its duration quadrupled. And so forth.

Both this spell and the *Reduce Saving Throw* spell can be cast at the same time on the same mortal level spell.

This spell cannot be cast with other Immortal level spells.

INVEST CLERIC*

COST: 50,000xp

RANGE: Touch

DURATION: Permanent

SAVING THROW: None

SPELL RESISTANCE: No

This spell will either turn a willing human mortal into a cleric of the caster or a willing non-human mortal into a shaman of the caster. If the target already has a character class then this class is lost and replaced with the cleric class.

The mortal neither gains nor loses experience, so a normal commoner will become a first level cleric with no experience points but an experience adventurer may become a higher level cleric with the same amount of experience points that they had in their previous class.

Reverse: *Excommunicate Cleric* removes the clerical, druid or shaman class from a mortal worshipper of the caster.

The target of the spell immediately loses their cleric class and becomes fighter with the same amount of experience points that they had in the cleric class.

There is no saving throw against this excommunication, but it can only be used on clerics or shamans who are worshippers of the caster (or druids who are former worshippers of the caster). It cannot be used to neutralise the clerics or shamans of rivals.

POWER ATTACK

COST: 2pp per 1d6 of attack

RANGE: 720 ft.

DURATION: Instantaneous

SAVING THROW: Strength (h)

SPELL RESISTANCE: Yes

This spell can only be cast on other Immortals or Exalted beings.

The caster can spend up to two power points per level when casting the spell. The spell automatically hits its target.

The target loses 1d6 power points per 2 power points used to cast the spell. This spell has no effect on creatures who do not have a power reserve.

This spell can be cast both by and against Immortals in Spirit form, and when cast by an Immortal in Spirit Form it can be detected by *Detect Immortal Magic*.

PREPARE MORTAL MAGIC

COST: Varies

RANGE: Caster

DURATION: 1 Day

SAVING THROW: None

SPELL RESISTANCE: No

This spell allows the caster to cast mortal level spells for the rest of day as if they had prepared them. This spell can be cast at any time, but only once per day.

When casting this spell, the caster decides how many mortal level spells they wish to cast, and must spend power points accordingly.

For 1 power point per two levels desired, the caster can prepare a number and type of spells equivalent to a cleric, druid or wizard of that level. For example an Immortal could spend 10 power points (7+3) to prepare the same number and type of spells that a 14th level wizard and a 6th level cleric can prepare each day.

Alternately, for 25 power points the caster can cast any number of druid/cleric spells for the rest of the day without needing to prepare them in advance, or for 50 power points the caster can cast any number of magic-user spells for the rest of the day without needing to prepare them in advance.

These options can be mixed, so the caster could spend 30 power points (25+5) to cast any number of druid/cleric spells plus a number of magic-user spells equivalent to a 10th level magic-user. Most Immortals simply spend 75 power points at the beginning of each day to be able to cast any mortal spell any number of times during the day.

In any of the above cases, the mortal level spells cast by the Immortal are cast as if by a spell caster of equal level to the Immortal's hit dice; and any saving throws that mortals make against them are made at a -2 penalty unless the individual spell specifies otherwise.

When casting mortal level spells, an Immortal caster does not need to speak or gesture, and cannot have these spells disrupted by being hit before their initiative.

PROBE

COST: 5pp

RANGE: 720'

DURATION: Instant

SAVING THROW: See below

SPELL RESISTANCE: See below

This spell can be cast on any creature, including another Immortal, and gives the caster information about that creature. There is no saving throw against the spell, and spell resistance does not apply.

The spell informs the caster of the level, hit dice, power points, hit points, and spell resistance of the creature (which, of course, will also inform the caster indirectly whether the creature is mortal or Immortal).

The spell will also inform the caster of the name of the target, although this additional information can be blocked by the target's spell resistance or by the target making an **intelligence saving throw** (-2 penalty in the case of mortals).

When cast at an Immortal who is in Mortal form, this spell only reveals the details (including name) of that Mortal form, not the details and name of the Immortal.

This spell can be cast both by and against Immortals in Spirit form, and when cast by an Immortal in Spirit Form it can be detected by *Detect Immortal Magic*.

PROBE SHIELD

COST: 5pp

RANGE: Caster

DURATION: 10 Minutes

SAVING THROW: None

SPELL RESISTANCE: No

This spell makes the caster immune to the *Probe* spell. Anyone casting the *Probe* spell at the caster during the duration of this spell will only detect that the *Probe Shield* is active and will get no other information—although they may infer from the presence of the *Probe Shield* that the caster is an Immortal.

This spell can be cast by Immortals in Spirit form, and when cast by an Immortal in Spirit Form it can be detected by *Detect Immortal Magic*.

REDUCE SAVING THROW

COST: 1pp per -1 penalty per target

RANGE: -

DURATION: -

SAVING THROW: None

SPELL RESISTANCE: No

This spell is cast at the same time as the caster casts a mortal level spell.

For each power point spent on this spell, one mortal target of the mortal level spell will get a -1 penalty on its saving throw against the spell.

If the caster spends 5pp on this spell, for example, a single mortal could be given a -5 penalty. If the caster spends 15pp, a single mortal could be given a -15 penalty or one mortal could be given a -10 penalty and a second one given a -5 penalty, or fifteen mortals could be given a -1 penalty each. And so forth.

Both this spell and the *Increase Spell Duration* spell can be cast at the same time on the same mortal level spell.

This spell cannot be cast with other Immortal level spells, and cannot penalise the saving throws of Immortal level creatures.

TRANSFORM

COST: 50,000xp

RANGE: 60'

DURATION: Permanent

This spell changes the form of a mortal creature in a similar manner to a *Polymorph Other* spell.

However, the change is non-magical and therefore cannot be detected by a *Detect Magic* spell or undone by a *Dispel Magic* spell.

Once the change has happened, the target is a normal non-magical creature of the appropriate type. However, a *Probe* spell cast at the target will reveal their "true" pre-transform identity as well as their post-transform identity.

The caster decides whether the target keeps their old mind; has their mind changed along with their body but keeps their memories; or has their mind

changed along with their body and has their memories replaced with fake ones suitable for the new body.

If the memories of the target are suppressed, the caster may optionally set a command word that will restore them.

The target may make a **strength saving throw** with a -2 penalty to avoid the effect, although a willing target does not need to make this saving throw.

This spell can be used to change the race and/or class of a mortal, and it can also be used to lower the amount of experience that they have. It cannot raise the experience that the target has unless the spell is being used to restore them to their prior form.

If this spell is cast on someone who has already been transformed by a previous application of this spell, the caster can choose to revert the target back to their original form without necessarily knowing what that form is.

COMBAT



ADDING MAGNIFICENCE TO YOUR MELEE

All too often, combat in the game consists of little more than "I hit him with my sword", "I do 7 Hit Points of damage". With the dramatic opportunities that combat presents in *Castles & Crusades*, this monotonous approach fails to enliven the game, or fire the imagination. Roleplaying need not stop when combat begins, as this article demonstrates.

Combat in *Castles & Crusades* can, and should, be as gripping and exciting as any fight scene in an action movie, and if given as much thought and effort as possible, will take its place alongside any other roleplaying scene for a sense of character and drama.

BE DESCRIPTIVE

Combat is full of sensations. Describe the grunts and cries of combatants, the thud and clash of weapons, the expressions on the faces, the moves opponents make, their actions and reactions, the sounds and smells. No combatant is ever completely aware of everything going on around them in a fight. A good CK trick is to occasionally, secretly, tell one player that their character notices something another character doesn't, such as a pit they may be about to step backwards into, a hidden sniper drawing a bead on them, an opponent blindsiding their unsuspecting friend, and so on, and give them a round or two to do something, even if only to quickly shout a warning. This trick can bolster the sense of camaraderie and teamwork among the players surprisingly well, and adds more dynamism to the conflict.

THE ARE ALWAYS CONSEQUENCES

Only psychopaths and other miscreants enter combat at the drop of a hat. Use of force should be appropriate to the situation, and bear in mind the character's outlook on life. Like people in the real world, the inhabitants of fantasy worlds are almost always aware of the possible consequences of their actions, and whether their actions run counter to morality, local law, etc. Lethal force should only be used when faced with little recourse, unless the character is a deviant, or a native of a particularly violent culture, or race, such as an orc.

For example, someone using a knife in a barroom brawl would be considered a sick thug, unless their assailants were also brandishing such lethal weapons. Characters who behave in violent fashion, or react with disproportionate force, should expect to be reviled, hunted, imprisoned, or executed, by local authorities, relatives and allies of their victims, and so on. Consequences are something every character should expect.

THE ENVIRONMENT

One of the most overlooked aspects of any combat, and the first that should be born in mind, is the actual location of the fight. Considering the characters' surroundings for a moment can add a whole new dimension to a conflict. Ask yourself such questions as: Are there potential obstacles or obstructions that can be ducked behind, jumped on, off, or over, interposed between the attack and target, or that might impede a combatant, such as boulders, tables, pillars, trees, or balconies?

Are there perils in the surroundings that might harm, kill, or otherwise inconvenience an incautious or unlucky combatant, such as a cliff-edge, open pit, lava flow, untriggered trap, or patch of ice?

Does the environment in any way prohibit the use of certain weapons, or make their use more difficult? Some weapons, for example, require considerable space to be swung effectively, such as greatswords, so a fight in a short, narrow corridor would make their use very difficult. Similarly, fighting in close formation may make it hazardous to use some weapons, as the space needed to use them may be occupied by an ally. Weather conditions, such as powerful gales, thick fog, etc. can make the use of missile weapons problematic at best, and even melee combat can be effected if you can't see any opponent more than a yard away, or if a lot of flying debris, sand, etc. makes life difficult.

With a good grasp of the environment comes the ability to bring it into the conflict. Imagine how it can be used to the benefit and/or detriment of the combatants. Opponents can be forced towards perils, boulders can be used as cover, and so on. A terrible result on any roll during the combat may also involve the environment somehow, such as a trip or blunder into an object, suddenly finding oneself maneuvered to the brink of the lava flow or a missed attack resulting in the weapon getting stuck in a tree or pillar.

BYSTANDERS

The presence of bystanders during a fight is also often overlooked. Crowds often gather to watch fights, and may goad the opponents on, and even place wagers on the outcome. Not only can bystanders get in the way, they can easily be hit by stray shots or blows, taken hostage or used as shields by nefarious individuals, or even enter the combat themselves on either side, or against both, the classic example of which is the local military or law enforcement attempting to stop the conflict and incarcerate the combatants. Firing into any melee, whether bystanders or involved or not, is a difficult and dangerous proposition, due to the continual movement of the combatants. Missed shots may easily hit an unintended target, such as an ally.

Aside from intelligent bystanders, there are always cases of animals becoming involved somehow. Herd animals may stampede, posing a threat to everyone, while a predator may leap unexpectedly into a melee, in the hopes of taking a wounded individual on the periphery of the fight. Certain motive plants can also provide an added element to a fight, especially if they are not recognized as such from the onset.

IMPROVISE

The sword the character bears is not their only weapon. Try and add the occasional unarmed strike into a combination of blows; it is more interesting, and can surprise an unsuspecting opponent. A swift kick can force an opponent back, giving the character room to maneuver or flee, while a solid punch can stun, and a headbutt can bring you in so close that your opponent cannot bring any weapon larger than a dagger to bear.

The character should also exploit the environment of the fight. Many objects, such as chairs, rocks, ropes, nets, wall hangings, or pots of oil, may be used as impromptu clubs, missiles, entangling implements, incendiaries, and so on. For instance, rugs may be pulled from under assailants, barrels of oil spilled to create slick patches, or chandeliers shot down to fall on assailants below. Even an unskilled or unarmed combatant can be terribly effective if they make intelligent use of their surroundings.

IT'S NOT THE SIZE OF WEAPON, IT'S HOW YOU USE IT

The majority of weapons can be used to perform a variety of strikes, in a variety of ways. Give some thought as to what form an attack takes. Is it a thrust, a lunge, a wild swing, an overhead blow, a feint, or a backhanded swipe? A weapon can even be used in unorthodox ways: a strike may be made with the flat of the blade, possibly subduing or intimidating an opponent; a staff may be used to thrust; a subdual blow can be made with a weapon's handle or pommel; many melee weapons can even be thrown if the situation is desperate enough.

Consider how a combatant can be taken out of the fight quickly without necessarily being gradually bludgeoned or sliced in a protracted

melee. Opponents can be disarmed, tripped, pinned, grappled, thrown, knocked out, entangled, or knocked over, for instance.

Few combats should ever be to the death; only the most deeply stupid, insane, frenzied, or foolishly courageous combatants will continue

fighting when badly wounded or outclassed. A hasty retreat is a key survival strategy for practically every living being.

Particularly bloodthirsty or lethal maneuvers, such as attempts to slice an opponent's head off, pierce their eyes, or eviscerate them

should be rare, and used only when dramatically appropriate. Should players continually attempt such maneuvers against every opponent,

they should expect all the NPCs they attack to fight them in like fashion.

MOTION IS CONTINUOUS

The way that some combats are conducted, it is hard to imagine the combatants doing much more than standing toe-to-toe and trading blows. In truth, combat is fluid, and continually in motion. Bear some thought as to how the characters move about, and how this can be used to advantage or disadvantage.

Do they try and outflank an opponent, or move to a better attacking position? Do the combatants circle each other warily? Do they attempt to close in, or move away? How do they dodge: duck, sidestep, roll, or leap? Do they press an opponent, forcing them back, or yield and give ground? Do they charge or leap into a fight, weapon raised high, calmly walk forward, or wait for their opponent to come to them?

Once again, the environment is very important when considering the motion of the various characters. Chandeliers or ropes may be swung from, sails slid down with a dagger, pillars ran around, tables dived under, jumped on, and so on. Although anyone can roll, leap, or dive, some actions can be made particularly impressive by use of motion, cartwheeling, backflipping, somersaulting, or going into elaborate springs and rolls.

Combatants who find themselves on the ground may be in peril if their opponent is still standing, and may be forced to roll or flail wildly in an attempt to avoid being struck, and provide themselves with the moment needed to regain their feet. Motion in certain environments can add a whole new dimension, quite literally, to a fight. Airborne combats, for example, can feature attacks from above, below, diving attacks, swoops, and so on, while underwater combats also occur in three dimensions, but slow down motion, and make non-thrusting weapons far less effective.

REPARTEE

Just because the action has started, it doesn't mean that the talking has ceased. Characters should engage in appropriate dialogue when fighting, hurling expletives, insults, and imprecations at opponents, shouting warnings and encouragement to colleagues, screaming battle-cries, engaging in the cut and thrust of witty repartee with like-minded antagonists, and so on. Just as players speak the words of their characters when roleplaying any other situation, they should do so here.

FLESH WOUNDS OR TORRENTS OF BLOOD?

The damage opponents suffer can be as detailed or vague as befits the gaming group's tastes, playing style, and campaign style. Never simply state the amount of Hit Point damage inflicted by any blow—describe it. Small amounts of damage comparative to the character's Hit Points might be cuts, nicks, grazes, bruises, etc. while heavy damage can result in bone-crunching impacts, or deep gashes, causing blood to flow.

COLLATERAL DAMAGE

A battle can take a serious toll on the surrounding environment, and the effects are worth thinking about. Use of fire in any form may ignite combustibles, and cause a hazard. Attacks that miss their intended target may hit something else, thereby damaging it, and the use of items as cover, fighting platforms, etc. will almost certainly result in them being damaged. A fight will practically always leave signs of its occurrence, even if only in the form of splashes of blood.

DEFENSE BONUS

DEFENSE BONUS

Level	A1	B2	C3	D4
Use column A for monk, illusionist, rogue in armor, or wizard.				
Use column B for assassin, bard, ranger or unarmored rogue.				
Use column C for barbarian or druid.				
Use column D for cleric, knight, fighter or paladin.				
1 st	+0	+1	+2	+4
2 nd	+0	+1	+2	+4
3 rd	+1	+2	+3	+5
4 th	+1	+2	+3	+5
5 th	+1	+2	+3	+5
6 th	+2	+3	+4	+6
7 th	+2	+3	+4	+6
8 th	+2	+3	+4	+6
9 th	+3	+4	+5	+7
10 th	+3	+4	+5	+7
11 th	+3	+4	+5	+7
12 th	+4	+5	+6	+8

In the standard rules, a character's skill at attacking gets better as he goes up in level-but not so his skill at avoiding attacks. Characters rely on armor and an ever-growing collection of magic items to protect them in combat. But what about campaigns in which it's not common or appropriate for characters to go everywhere in full plate?

This variant system is particularly appropriate for swashbuckling or stealth-based campaigns, for settings in which firearms are common, for seafaring campaigns (in which the characters would rather not wear armor for fear of drowning), or any other setting in which armor is not worn on a day-to-day basis-even by adventurers.

THE CLASS DEFENSE BONUS

In this variant, every character has a defense bonus based on his character level. The defense bonus applies to Armor Class. The defense bonus does not stack with other bonuses to AC, such as armor bonus, shield bonus, natural armor bonus, and so forth. If wearing armor, the character gains either the AC from the armor, or his natural Defense Bonus, not both. The sole exception to this is the Rogue, who may stack his Defense bonus with armor bonus, provided he is wearing light armor. If wearing armor, the Rogue uses Column A to determine Defense Bonus. If unarmored, the Rogue uses Column B (see Table: Defense Bonus).

Unlike an armor bonus, a defense bonus does improve a character's AC against touch attacks.

A character's defense bonus is derived from his character level and class, as shown on Table: Defense Bonus. For a multiclass character, use the highest defense bonus of those offered by the character's classes.

Example: A 2nd-level barbarian has a defense bonus of +4. If the character gains a level of cleric (becoming a 2nd-level barbarian/1st-level cleric), her defense bonus increases to +7, because the cleric's +7 at 3rd character level is better than the barbarian's +5 at 3rd character level.

DEFENSE BONUS FOR OTHER CLASSES

Armor Proficiency	Defense Progression
None	Column A
Light	Column B
Light and medium	Column C
All	Column D

For classes not mentioned here, determine a character's class defense bonus based on the armor proficiency granted by the class (and only that gained from the class-you can't take an Armor Proficiency feat to improve your defense bonus). Consult Table: Defense Bonus For Other Classes; the defense bonus progression refers to the indicated column on Table: Defense Bonus.

CREATURE DEFENSE BONUSES

Armor Proficiency	Defense Bonus
None	+0
Light	+1
Light and medium	+2
Light, medium and heavy	+4

MONSTER DEFENSE BONUSES

Monsters do not have inherent defense bonuses unless they also have levels in a class or are normally proficient with armor. When calculating a monster's defense bonus to AC, do not include the monster's base HD or level adjustment (if any).

For example, a typical green dragon, gargoyle or black pudding has no class levels and is not proficient with any armor. Such creatures do not get a defense bonus.

If a creature is proficient with one or more types of armor, however, it gains a defense bonus. See Table: Creature Defense Bonuses.

If a creature has levels in a class, it gains a defense bonus just like any other character with a class. This bonus does not stack with any defense bonus the creature may have from armor proficiency.

For instance, giants are considered proficient with whatever type of armor (light, medium or heavy) they are described as wearing. Hill giants, described as wearing hide armor, therefore have a +2 defense bonus (hide armor is medium armor). Since this is lower than the +3 bonus of hide armor, the typical hill giant probably prefers to wear his armor. A 1st-level hill giant barbarian, however, would have a defense bonus of +4, and would benefit from discarding his hide armor (though he'd gain a higher armor bonus by putting on chainmail or a breastplate).

Behind The Curtain: Class Defense

Using the defense bonus variant in your game means that sometimes, at least, characters won't want to wear armor-their defense bonus provides them with free protection that's just as good as armor. Funds that would otherwise be spent improving a character's armor can instead be spent on other gear, which means the characters' power level will increase slightly.

Characters may still desire the properties of a specific kind of magic armor or of armor special abilities. Be prepared to create new magic items, such as cloaks, robes, vests, or vestments, to support those desires.

Clearly, the class defense system is best for characters who must choose between going unarmored and risking arcane spell failure-sorcerers and wizards in particular.

Spells that affect metal are less useful under this system, since metal armor is less common.

Touch attacks are less effective under this system, since most characters' touch ACs are significantly higher than in a standard game.

HONOR DUELS

The duel is a staple of combat between nobles. An honor duel is a one-on-one battle of wits, speed, and talent far above street fights and scraps of common people. When a noble's honor has been marred, a challenge may be issued to settle the score with a blade. In most peoples' eyes, the result of the duel determines who was right and who was wrong in a disagreement.

THE DUELING MACHINE

Engaging in an honor duel tests the wits and the prowess of each duelist. To express this, the standard combat system has been replaced by a dueling mechanic that reflects the fast-paced and nerve-wracking action of dueling. The dueling mechanic uses a predetermined set of maneuvers to reflect possible actions in a duel and resolves these actions with opposed rolls rather than a static AC bonus.

To engage in a duel, each combatant must use a single bladed weapon, preferably a light sword such as a rapier, cutlass, or saber. Other weapons may be used at the GM's discretion, but some small modifications to the maneuvers list might be required to account for different kinds of armaments. The duel begins with both combatants rolling initiative just as in normal combat. The duel then proceeds using rounds as in standard combat. Each duelist then selects a single maneuver from the list below, keeping it a secret until both combatants have made their choice. The players (or the GM and the player, depending on whether an NPC is involved) then reveal their maneuvers to each other. The character with the higher initiative resolves his maneuver first, followed by the maneuver of the second character. Once these have been resolved, a new round begins and the process repeats. The duel ends when a predetermined condition has been achieved. Before each duel, combatants declare whether or a duel is to be to the death, to first blood, 1 or to some middle ground (such as declaring that the first character to drop below 10 hit points loses).

Resolution of a maneuver is done by first examining the effects of the maneuver. Unless the maneuver specifically says otherwise, the character attempting the maneuver makes an attack roll at the highest attack bonus provided for the weapon being used. The opposing character then makes a defense roll, which is also an attack roll at the highest attack bonus provided for the weapon being used, to resist the maneuver. If the attacker's roll is higher, the maneuver succeeds; if the defender's roll is higher, the maneuver fails.

This represents the defender's prowess with the dueling weapon as much as that of the attacker, and signifies that the defender is using his weapon to parry incoming attacks. With the success of a maneuver, the character applies any effects listed under the maneuver, including damage to the defender or other alternate effects.

DUELING MANEUVERS

Each duelist selects one of the following maneuvers each round. (Note that some of the maneuvers are geared toward defense or deception.) Selecting the right maneuver requires some amount of strategy and analysis of the opponent's health, fighting style, and composure. Characters who find themselves outclassed with the weapon of choice might choose to fight conservatively, selecting the parry/riposte combination and dealing damage every other round, while other duelists may choose to be aggressive with lunges and slashes intended bring an opponent down as quickly as possible. Strong characters may choose to use their strength as an advantage and select maneuvers that deal damage each time, while finesse-based fighters may want to use their agility to draw an opponent into an unbalanced position. A duelist's fighting style is reflected in the maneuvers he favors.

Here is the format for the maneuver descriptions.

Maneuver Name: Description of what the maneuver does in plain language.

Previous Maneuver: You must have performed one of the listed maneuvers last round to use this one in the current round.

Effect: A description of what the maneuvers in game terms.

DISARM

You attempt to use your weapon to knock your opponent's weapon away.

Previous Maneuver: None

Effect: You may make a standard disarm attack, as per the normal combat rules. You do not make an attack roll with this maneuver (except those made by the standard disarm rules).

FEINT

You make a false move in order to lure your opponent into an unbalanced position.

Previous Maneuver: None

Effect: Next round, you gain a +2 bonus to any maneuver that deals damage to the opponent. You deal no damage with this maneuver.

GUTTER FIGHTING

You use your fists and feet in addition to your weapon, and aren't afraid to fight dirty.

Previous Maneuver: Lock weapons or parry

Effect: You may make a single unarmed attack against your opponent's normal AC this round. Your opponent does not make an opposed roll to defend against this maneuver.

HIT BLOW

You use the blunt hilt of your weapon, attempting to daze and befuddle your opponent.

Previous Maneuver: None

Effect: You deal subdual damage equal to your normal weapon damage with this maneuver. Additionally, your opponent must make a constitution saving throw or suffer a -2 penalty to all maneuvers during the next round. Using this maneuver causes you to suffer a -2 penalty to your defensive roll for this round.

LOCK WEAPONS

You use the clash of your weapon against that of your opponent to lock your weapons together, preventing further action.

Previous Maneuver: Slash

Effect: If this maneuver is successful, your opponent may not perform another maneuver until a successful strength check is made. Additionally, you may not perform another maneuver until your opponent fails his check or you voluntarily unlock your weapon. You deal no damage with this maneuver.

LUNGE

You dart forward with your whole body in order to throw the weight of your body behind your attack.

Previous Maneuver: None

Effect: You deal an additional 1d6 damage on top of your normal weapon damage with this maneuver. Using this maneuver causes you to suffer a -2 penalty to your defensive roll for this round.

PARRY

You use your weapon to deflect an enemy's blows and preserve your own defense.

Previous Maneuver: None

Effect: You gain a +4 bonus to your defensive roll for this round. You do not make an attack roll with this maneuver.

RIPOSTE

You strike quickly while your opponent's weapon is out of the way.

Previous Maneuver: Parry

Effect: If you suffered no damage the previous round, you gain a +2 bonus to this maneuver. You deal normal weapon damage with this maneuver.

SLASH

You use your weapon in a sweeping motion that does damage across the opponent's body.

Previous Maneuver: None

Effect: You deal your normal weapon damage with this maneuver. Additionally, you may opt to use the flat of your weapon in order to deal subdual damage.

THRUST

You use the sharp point of your blade to pierce the flesh of your enemy.

Previous Maneuver: None

COMBAT

Effect: You deal your normal weapon damage +2 with this maneuver, but suffer a -2 penalty to your attack roll.

JOUSTING

Knights may engage in “friendly” or competitive combat on the back of specially trained warhorses with lance and shield. Organised tournaments are used to stage “hastiludes”, martial games of which jousting is perhaps the best known. Under normal circumstances, a joust takes place on a “list field”, a roped-off enclosure long enough to allow for a full ride by both fighting-men on mounts. Some arenas will be called “tiltyards”, built specifically to host jousting. Horses, usually chargers or destriers are trained for ambling, a pace that improves the rider’s stability. Each exchange between knights is dubbed a “ride,” and contests might have a limit of 3, 5, or more rides. The knights are trained to “tilt” when striking with the lance, tilting being the method by which a jousting knight unhorses a foe, usually without inflicting serious injury or killing. In most cases the knight will be well-armoured, and often the horse will wear chanfron, metal armour intended to protect them should the lance stroke go astray.

Each competitor in a joust selects an aggressive and defensive strategy, with offence being the intended area of impact, (the aim point on the opposing knight), and defence being the position in the saddle. Once both participants have selected these secretly, the Jousting Matrix below is consulted to determine the result for both riders.

Dexter Chief	Chief Pale	Sinister Chief
Dexter Fess	Fess Pale	Sinister Fess
	Base	

Aiming Point	Defensive Positions Possible
H – Helm	Steady Seat, Shield High, or Shield Low
DC – Dexter Chief	Lean Left, Steady Seat, Shield High, or Shield Low
CP – Chief Pale	Any
SC – Sinister Chief	Lean Right, Steady Seat, Shield High, or Shield Low
DF – Dexter Fess	Steady Seat, Shield High, or Shield Low
FP – Fess Pale	Any
SF – Sinister Fess	Steady Seat, Shield High, or Shield Low
	Lower Helm, Steady Seat, Shield High, or Shield Low
B – Base	Low

JOUSTING MATRIX

Aiming Point	Defensive Position					
	Lower Helm	Lean Right	Lean Left	Steady Seat	Shield High	Shield Low
H	M	M	M	H	U	M
DC	U	B	M	B	B	M
CP	B/U/W	U	D	B	B/U	U/W
SC	D	M	B	D	D	U
DF	B	B/U	M	B	M	B
FP	B/U	D	B	B/U	B/U/W	B
SF	D	M	B/U	D	D	D
B	B	D	U	B	B/U/W	B

RIDE TILT RESULTS

Ride Tilt	Result
B	Breaks Lance*
D	Deflected Stroke
H	Helm Knocked Off*
M	Miss
U	Unhorsed**
W	Wounded***

*A knight who suffers a broken lance or loses a helm must assume the “Steady Seat” defensive position on the following ride. A knight without a helm might take additional damage if unhorsed or wounded at Castle Keeper’s choice.

**An unhorsed knight is considered to have lost the joust.

***Wounded knights suffer an amount of hit point damage determined by the Castle Keeper. Suggested damage might be 1d8 (normal heavy lance damage), or perhaps a specific value such as 1d6 per level of the knight who scored the wounding stroke.

UNARMED COMBAT MANEUVERS

BACK FLIP

Generally, no attribute check is required to perform this activity, though it does require the character has at least five feet (large creatures require at least ten; actual space needed should be based on the size, and dimensions, of the character performing the action) of movement remaining, and counts as

five feet of movement when used; if the character cannot move the required space, back flip cannot be used. This action has three specific functions in combat, all of which require a **Dexterity** check to perform successfully:

Note: Characters of the monk class and those with specific training in acrobatics are able to use this ability.

Defense: Once per round, the character can attempt to back flip away from an attack. If the check is successful, the character avoids all damage from the attack, but loses initiative the following round. In addition, the character moves the full amount of required space. This check is modified by the **Base to Hit**

of the attacker, plus any magical modifiers that may be gained.

Note: A failed check results in the character suffering normal damage (initiative, however, is resolved normally,) and this ability cannot ignore the results of a critical strike.

Escape: Instead of attacking, the character can move out of combat, forcing an enemy to reengage. An enemy that re-engages automatically loses initiative to the character that performed back flip. This check is modified by the **Base to Hit** of the enemy, plus any magical modifiers that may be gained.

Note: A failed check results in the character automatically losing initiative the following round.

Offense: An offensive back flip can only be performed against a creature that is attempting some sort of back attack against the character; if the creature is undetected, this ability cannot be used, instead treated as an escape. It is an attack, and is resolved as a ranged attack (**Dexterity** replaces **Strength** for attack modifiers), dealing 1d8 points of damage, plus **Strength** modifier. This attack cannot use the monk’s *stunning attack* ability. As it is an attack, no **Dexterity** check is required, though, an attack roll is needed; there is no penalty for failure.

BEARHUG

Like a choke, a bearhug is an attack, grabbing the victim around the abdomen, and applying tremendous pressure, eventually leading to unconsciousness and possible paralysis. There is no relevant attribute check, but is resolved as a touch attack (only **Dexterity** and magical adjustments apply), with the defender treated as immobile for as long as the hug is maintained. Each round, the creature caught must make a **constitution saving throw** or temporarily lose one-third **Constitution**. Once reduced to zero, if the bearhug is maintained, the victim must make a **strength saving throw** or have their spine snapped, resulting in permanent paralysis. However, a victim of a bearhug is not defenseless, and can attack the user with small weapons, such as daggers, short

swords, or unarmed attacks. The attacker can move, though at half movement, and must use both hands to maintain the hug; in addition, any attack against the user of the hug gains a +4 bonus. In addition, each round, and the victim of a bearhug can make a **strength saving throw** to break the hold, and escape, though a failure has the same effect as failing a **constitution saving throw**. It is also possible to pull a hugging character away; this is resolved by the hugger making a **strength saving throw** modified by the highest level (Hit Die) of those opposing, with a +1 difficulty per additional creature.

Note: Any creature wearing plated armor is not vulnerable to a bearhug attack.

Note: A bearhug can only be initiated against a creature of the same size, though the Castle Keeper may allow exceptions depending on situations.

CAPTURE

Capturing is a purely defensive action, putting the one attempting it at great risk of injury, as it is an attempt to pin a weapon, preventing the user of the weapon from attacking further, with that weapon. To perform a capture successfully, a **Dexterity** check modified against the total attack bonus of the enemy must be made; failure results in the character attempting the capture taking full damage as normal. However, if the check is successful, a weapon is captured, preventing damage, and keeping the weapon from being wielded in subsequent rounds. A trapped weapon can be freed if the capturer ceases to hold the weapon, or by the wielder succeeding on a **Strength** check. Capture requires one hand, or one foot, be used to maintain the hold, preventing movement, and limiting further actions. Some weapons, such as a main gauche or sleeve entangler can be used, gaining a +4 bonus on such attempts.

CHOKE

By grabbing an enemy by the throat, and applying pressure, the character is able to render the victim unconscious, eventually causing death. There is no relevant attribute check, but is resolved as though it were a ranged attack. If the attack is successful, the victim begins suffocating. Each round, a **constitution saving throw** is allowed, with failure resulting in the temporary loss of one-third **Constitution**. One the score is reduced to zero, unconsciousness results. If the choke continues beyond unconsciousness, the victim dies in three rounds, losing one-third of their total Hit Points each round. However, a victim of a choke is not defenseless, and can attack the user with small weapons, such as daggers, short swords, or unarmed attacks. The attacker cannot move, and must use both hands to maintain the choke; in addition, any attack against the choker gains a +4 bonus. In addition, each round, and the victim of a choke can make a **strength saving throw** to break the hold, and escape, though a failure has the same effect as failing a **constitution saving throw**. It is also possible to pull a choking character away; this is resolved by the choker making a **strength saving throw** modified by the highest-level (Hit Die) of those opposing, with a +1 difficulty per additional creature.

Note: Any creature wearing a helm or plated armor is not vulnerable to a choke attack, and a small creature cannot affect a large one.

HOLD

There are many types of holds, but each is a special result of successful grappling, as determined by the rules found in the Player's Handbook. Whenever a character succeeds at a grapple check, some hold, as noted below, can be used, each with a different effect. However, all holds can be broken by the defender, as per the normal grapple rules.

Arm: The defender's arm is twisted backwards, around the waist, or turned in such an awkward position that the hand opens, dropping any held item; in addition, any item on the hand, such as rings, can be easily slipped away. The hold deals 1d3 points of damage each round it is maintained. The attacker (the character performing the hold) can also force the defender to move, by making a successful **Strength** check; however, total movement is restricted to half that of the attacker. Spellcasting requires a successful attribute check, or the spell fizzles with no effect.

Leg: The victim's leg is pinned, or twisted, preventing escape and movement. The hold deals 1d3 points of damage each round it is maintained. However, unlike an arm hold, the defender cannot be forced to move, nor can the attacker move without breaking the hold.

Body: This hold resembles any of numerous wrestling maneuvers, and can be maintained standing or prone, with the defender as either as well; the attacker determines which position is wanted. Specifics effects are as for an arm hold, if standing, or a leg hold, if prone. This hold deals 1d3 points of damage each round it is maintained. A body hold prevents spellcasting from both the attacker and defender.

Neck: Grabbing the victim from behind, this hold prevents adequate defense from other attackers, who gain a +4 bonus on all attacks against the victim. In addition, the victim can be forced to move, as per an arm hold. This hold deals no damage.

LOCK

A lock is a more devastating hold, inescapable unless the defender is willing to sacrifice. A successful lock can only be performed after a hold has been maintained for one round, and follows the normal rules for a grapple check. The various locks are detailed below:

Ankle: Only usable after a successful leg hold, an ankle lock twists the ankle sideways, away from the body, preventing movement. If the defender accepts a broken ankle, reducing movement by five feet, and 2d4 points of damage, the lock is broken. The lock, itself, does no damage.

Elbow: Usable after a successful arm hold, the attacker wraps both hands around the defender's elbow, preventing either from attacking. The defender can still be forced to move, as per an arm hold, but cannot escape without taking a shattered elbow, which prevents the use of the arm so broken, and deals 2d4 points of damage. An elbow lock deals no damage on its own.

Knee: After the successful use of a leg hold, a knee lock prevents any movement, but it can be escaped if the defender accepts a shattered knee, reducing movement by half, and damage of 2d4. A knee lock deals no damage on its own.

Wrist: Usable after a successful arm hold, the defender's wrist is twisted, and bent, having the same properties as the hold itself. However, it cannot be escaped unless the defender wishes to accept a broken wrist, which prevents items having an EV of greater than 1 from being held in the hand; unarmed attacks can be delivered with the hand, but deal two points less damage, and suffer a -1 penalty. Wrist locks do not deal damage.

TACKLE

A tackle is an attack, resolved as a touch (the defender does not receive armor bonuses, but magical adjustments, and **Dexterity** modifiers still apply) which, when successful, requires both the attacker and defender to make opposed **Strength** checks, against a difficulty equal to the **Base to Hit** of the other. If the attacker wins, the defender is knocked to the ground; if the defender wins, the attacker is knocked to the ground; if both succeed, the normal rules for grappling are used. However, a successful tackle, regardless of whether the opponent is knocked down, deals 1d4 points of damage, plus **Strength** modifier.

THROW

By grabbing an opponent, and using leverage, a character is able to knock the enemy to the ground. There is no relevant attribute check for this ability, as it can only be used in combat, as either an attack or a defense. Only monks are able to use this ability.

Note: A character does not have to be able to lift the victim of this attack, as leverage, and the victim's own momentum is used against them; however, this ability cannot affect a creature of a greatly disproportionate size, at the Castle Keeper's leisure.

Defense: When attacked, the defender makes an attack roll as though it were a touch attack (only **Dexterity** and magical adjustments apply). If this attack is successful, the defender is thrown to the ground, automatically losing initiative on the next round, and suffers 1d4 points of damage (**Strength** modifier does not apply.) However, the defender must have initiative over the attacker, and a failed use of this ability results in the defender automatically being struck, suffering damage as normal. It is not possible to throw a creature into another as a defensive action. The maximum distance a creature can be thrown is five feet.

Offense: An offensive throw is an attack, resolved as though it were a touch attack (only **Dexterity** and magical adjustments apply), which, if successful

COMBAT

deals 1d6 points plus the attacker's **Strength** modifier to the struck victim. In addition, the victim is hurled to the ground, losing initiative the following round. As an offensive action, it is possible to throw a creature into another, this being resolved as a normal ranged attack; if the attack is successful, both creatures suffer 1d6 points of damage (**Strength** modifier does not apply in this case), and the non-thrown victim must make a **strength saving throw** or be knocked

down, losing initiative the following round.

Note: In order to strike two creatures with a throw, both must be within five feet of each other.

UKEMI

Only monks and those characters with specialized training in acrobatics can use this ability, which, essentially, prevents the character from being prone, if desired. There is no attribute check for this ability, and it is automatic. However, damage and the effects of being thrown still apply, though, the character does not automatically lose initiative simply for being knocked down; this is true even if the character decides to remain prone.

UNARMED HAND ATTACKS

Maneuver	Damage/Effect
Jab	1d4 / 1d6
Knife Hand	1d3 / 1d4
Fore-Knuckle Fist	1d4 / 1d6
Double-Knuckle Fist	1d6 / 1d8
Haymaker	1d6 / 1d8
Backhand	1d3 / 1d4
Fingertip Attack	1 / 1
Claw Hand	1d4 / 1d6
Palm Strike	1d6 / 1d8
Double-Fist Punch	2d4 / 2d6
Uppercut	1d8 / 1d10 + Knockout

UNARMED FOOT ATTACKS

Maneuver	Damage/Effect
Kick	1d6 / 1d8
Snap Kick	1d4 / 1d6
Roundhouse	1d8 / 1d10
Wheel Kick	1d8 / 1d10
Crescent Kick	1d6 / 1d8
Axe Kick	1d8 / 1d10
Backward Sweep	Knockdown
Jump Kick	1d8 / 1d10
Dropkick	2d6 / 2d8 + Knockdown

UNARMED MISCELLANEOUS ATTACKS

Maneuver	Damage/Effect
Knee Strike	1d4 / 1d6
Forearm Strike	1d3 / 1d4
Elbow Smash	1d4 / 1d6
Flying Knee	1d6 / 1d8
Flying Elbow	1d6 / 1d8
Clothesline	1d4 / 1d6 + Knockdown
Headbutt	1d3 / 1d4

CASTLE KEEPING



ADVENTURE SEEDS

PULP

PULP SEED #1

When the United States experimental new rocket plane is stolen on the eve of its unveiling the PCs are brought in by the government to retrieve it from the thieves. The PCs must first identify the agency behind the theft, the villainous Jing Wen crime syndicate. Once done the PCs must infiltrate the local branch of the organization to identify the shadowy figure in charge and discover the location of the stolen craft; the Jing Wen's secret fortress-monastery base set high in the mountains of Tibet. Finally, they must find a way into the fortress itself and bring down the organization before the final battle with the grand master of the syndicate and his henchmen aboard the stolen rocket plane!

PULP SEED #2

A stage magician dies onstage during a performance gone horribly wrong. At first it seems like a simple careless accident, but it turns out the magician had several other more lucrative and less legal sources of income. Could his death have actually been a murder?

PULP SEED #3

When thieves conduct a break-in at the Smithsonian the slick way in which they evade security and disable alarms makes clear that they are consummate professionals, which raises the question of why the only item taken was an

ancient vambrace of little value excavated at a dig in Egypt. But soon robberies at the British Museum and a small museum in Cairo of a breastplate and a pair of greaves of similar style and antiquity show a pattern emerging; when one of the thieves is identified as Hauptmann Schnider, captain of an elite squad of the German army and rising star of the Nazi party the American government takes notice. A curious team of scholars and adventurers is quickly thrown together to locate other artifacts of a similar pattern, pieces of an indescribably ancient suit of armor from Egypt of a design never before seen and prevent their capture by the Nazis. The PCs must discover the import of the armor and what will happen if all the pieces are assembled, and prevent this from occurring by any means they can.

PULP SEED #4

The eccentric multi-millionaire Nathaniel Edwards is holding the greatest race ever seen, in which teams must circumnavigate the globe by air, land and sea starting on foot with no more than the clothes they stand up in in Paris and using whatever transport they can procure. The PCs form one team, a hard-bitten crew with specialties that should prove useful maintaining machinery, procuring transport and communicating with the disparate peoples they will encounter upon their way. But will they be able to endure the hardships and challenges they will face, particularly when certain teams are willing to do virtually anything to see that they triumph and not the PCs.

PULP SEED #5

A valuable artifact is stolen from a local museum by professional thieves. No demands are made for the item's return. The item was stolen by a local crime

boss who has developed a taste for unusual art. He frequently throws large parties at his estate where some of his more interesting pieces are typically on display. Among his many other endeavors, the boss runs an importing and exporting company. Rare treasures from other lands are frequently shipped in to the country among vast collections of legitimate foreign products he imports into the country.

PULP SEED #6

Whatever happens to all the distilling equipment seized when police raid illegal gin mills during the prohibition period? Could it be that some bad cops are reselling the equipment along with “protection” from the law so that some illegal distilleries can actually continue their production unhampered? Maybe some bad cops have even decided to throw in together and start their own illegal operation.

PULP SEED #7

A feral child from the heart of the Dark Continent is captured and brought to America and displayed as an attraction by a local circus. Unfortunately for the circus, the child escapes. Authorities are desperately searching for the child, while the circus complains about getting its “star attraction” back. A child who spent years surviving on his own in the dense jungle would have no problem finding places to hide and scavenge in a big city. Could the recent reports of a “skyscraper phantom” be the missing child? Or is there some other mysterious creature at work here?

PULP SEED #8

Several high profile thefts, including a shipment of radium, carbonized steel, engine parts, and experimental superconducting material, have been the work of a fifth columnist group. The group is secretly harboring an axis scientist who is nearing completion of his work on a deadly robot army he plans to release against the country.

PULP SEED #9

An old, retired, lawman from the Wild West makes the character’s acquaintance and dazzles them with stories of the great adventures he used to have on the untamed frontier. Meanwhile, another old gunfighter, one who had been a successful train robber and never managed to get caught, contemplates coming out of retirement for one more big, spectacular robbery.

PULP SEED #10

During an exploration of the Dark Continent, the party’s resident big game hunter decides to hunt down a legendary “wild man” of the jungle as his next trophy. Having also heard the rumors of this wild, manlike creature that lives in the trees and befriends all types of animals, the rest of the party is pretty convinced it is merely some crazy local superstition. However, the discovery of a plane wreck from over a decade ago hidden half-buried in the jungle floor raises some interesting questions. No bodies were discovered in the wreckage and the vehicle’s remains seem to have been picked clean of important components by someone who seemed to know what they were doing.

PULP SEED #11

Dr. Xonar’s modulation ray will put the U.S. Light years ahead of their enemies when it comes to defense...or at least that’s what highlevel government officials were thinking until Dr. Xonar mysteriously disappeared. Could agents from that powerful Asian power be behind his kidnapping and disappearance? His journals seem to indicate otherwise, however, as Dr. Xonar believed he was being spied on by...aliens??? Maybe both forces are working together? But what could our Asian opponents be offering the aliens to gain their cooperation?

PULP SEED #12

The evil Oriental mastermind, Lee Fu Chang, has discovered a lost valley in the Chinese Himalayas where ancient creatures such as dinosaurs, Neanderthals, and Gigantopithecus (abominable snowmen) still thrive. He is already in the process of building an army of simple-minded followers (the Neanderthals and snowmen) and is planning on wrecking havoc in several major financial centers around the world (Berlin, London, New York, Paris, Rome) by releasing captured dinosaurs into the streets of each city. The dinosaurs are being

transported to the different countries via huge transport ships from Fu Chang’s base in the Pacific. Fu Chang seeks to rule the world by collapsing the economies and governments of the world’s wealthiest nations.

PULP SEED #13

A group of fifth columnists have a plan to explode zeppelins full of a new Nazi-engineered nerve toxin simultaneously over several major cities across the United States and Western Europe. The toxin has a relatively low mortality rate, but severely limits one’s Strength and Constitution for an extended period, making the victimized cities unable to defend themselves against a second wave of attacks, either by air or invading ground forces.

PULP SEED #14

A popular urban legend about an ancient sea creature that still hides in a local body of water (such as Loch Ness’ “Nessie” or Lake Champlain’s “Champ”), occasionally destroying ships and preying on sailors and swimmers, becomes frighteningly prophetic, as an increase in the number of unexplained deaths in these waters have recently been on the increase. In actuality, the sea monster is an axis submarine. The purpose behind the attacks is purely to strike terror within the enemy nation.

PULP SEED #15

A traveling circus comes to town at the same time as a rash of disappearances rock the city. The circus is actually the hunting ground of Candomble-priest and white-slaver, Papa Lazaris, who abducts beautiful girls during various parts of the show. Papa has been doing this for a long time and has connections with some of the most dangerous men on earth.

PULP SEED #16

The first ever rocket from New York to London is about to be launched. Early test models have been successful. However, Reich saboteurs have booby-trapped the device so that German aerospace technology will remain successful. If their sinister plan is successful, the rocket will explode, killing thousands. The PCs, aware of German infiltration, must hold off a small horde of determined agents without letting the public be aware what danger the rocket, the city, and they, are in or risk mass panic.

PULP SEED #17

Bootleggers make a deal with a Chinese sorceress. She will protect them from discovery, and arm with ancient magic weapons, actually sonic technology, in return for their aid against rival opium gangs. The street of the city run ablaze as this unholy alliance threatens to destabilize the entire underworld.

PULP SEED #18

A terrible threat to world peace is made by Professor Elliot Farnsworth. He has invented a raybeam capable of destroying explosives and gunpowder as easily as shining an electric torch. Now, the device has fallen into the hands of communists and peaceniks, who want to destroy all weapons forever.

PULP SEED #19

While exploring an archaeological dig site within the deserts of Africa, the players come across a strange room. The architecture of the room does not appear to resemble the rest of the structure and tests indicate that the room may even predate the dig site by hundreds of years. Within the room are strange tombs made of an unknown stone. The players are left with the decision to open the tombs, keep this knowledge to themselves, or to seek help in discovering more information regarding the strange tombs.

PULP SEED #20

The Helldorado is the fastest car ever made. When it is stolen and converted into a vehicle fit for battle, audacious robberies of auction houses, museums and galleries follow quickly. The heroes must stop a threat impervious to modern weaponry and faster than anything on earth.

CASTLE KEEPING

PULP SEED #21

The characters are instantaneously teleported to the planet Neptune, where they are enlisted as “secret weapons” in a civil war against the mad overlord who rules the planet with an iron fist. Only by agreeing to help these rebels defeat the overlord do they have any hope of returning home safely. The Neptunian Crypto- Teleranger is too advanced a technology for Earth scientists to comprehend.

PULP SEED #22

The characters are returning home from some previous adventure aboard an ocean liner which finds itself under torpedo attack by a German submarine. As the ship sinks, the passengers are shocked to see a race of undersea humanoids destroy the submarine and come to their aid. These sea people are a race of creatures from fabled Lumuria, which sank ages ago, but still thrives miles beneath the waves, unknown to the outside world. The sea people can provide equipment for air breathers to allow them to journey to their realm where the leaders of the fabled city-state will be anxious to learn of events in the outside world.

PULP SEED #23

Professional boxer Kirby Regan accidentally killed a man in his last bout. Although these things have been known to happen on occasion, what makes the situation even more mysterious is that Kirby disappeared immediately after the match. His opponent was the nephew of a powerful local official and there have been whispers that he may have had Kirby done in. In actuality, Kirby is in hiding, as he had been warned to throw the match for a local mob boss who had bet a ton of money against him. Kirby consented, but later had a change of heart. He fought his best and, obviously, won the match. Now he needs someone to act as a go-between with the law and to provide protection for him as he attempts to bring the mob boss to justice. By a strange twist of fate, the person best suited to assist Kirby and put away the mob boss is the local official some blame for Kirby’s disappearance; the man whose nephew Kirby accidentally killed.

PULP SEED #24

A pirate group throws fear into the hearts of modern shipping. The terrible “Firehair”, a once ruthless and deadly pirate has seemingly escaped the grave after three hundred years. Now holding up shipping, he has resurrected the tradition of pirate brotherhoods and free ports, over which he rules like a king. Firehair is in fact an impersonator but is receiving backing from a far more dangerous source.

PULP SEED #25

The maniacal Dr. Brain Freeze has discovered a way to enslave the common man by introducing a neuro-toxin into frozen drinks, which causes the victim to be susceptible to bombardments of brain rays emitted by Dr. Brain Freeze’s “Brain-O-Matic”. Upon digestion, the neuro-toxin causes the synapses within the brain to short-circuit, with the side-effect of making the victim highly susceptible to suggestion. Dr. Brain Freeze is the owner of the largest supplier of frozen beverages, which he uses to fund his bizarre experiments.

PULP SEED #26

Seeking a cure for being a werewolf, the Human Wolf Lupus, has left the Order of Super-Endowed-Beings. Hearing of an ancient monastery within the secluded mountains of Nepal, he journeys there in hopes of finding a way to control his primal urges. Little does he know that his enemies have actually taken over the monastery and seek to spring a deadly trap on the Human Wolf Lupus.

PULP SEED #27

An ex-treasure-hunter has come out of retirement in hopes of finding the treasure that has eluded him for nearly his entire life time: The Fountain of Youth. Near death, he seeks to find the Fountain and become youthful once more. He hires the players, using them to find the Fountain. However, he does not tell the players the perils of journeying to the Fountain, such as supposedly extinct thunder lizards lurking about and rivers of lava surrounding the area.

PULP SEED #28

A powerful Nazi occultist, under orders from Himmler himself, has been hunting down the political leaders. When he becomes aware of the PCs he’ll unleash his weapon, a poor German immigrant cursed to become the Beast at full moon, against them. The Beast cannot be hurt with mundane weapons, only silver bullets.

PULP SEED #29

Large animals are disappearing from a prestigious national zoo, but no one has managed to figure out exactly how the animals are escaping or where they may be. In actuality, the evil Dr. Zeeburg is capturing the animals and bringing them aboard his camouflaged airship at night, while the zoo is closed. Dr. Zeeburg is attaching an experimental device to each of the animals which allow him to command and control their actions. His goal is to establish an army of savage animals under his control that he can use to carry out his diabolical plans.

PULP SEED #30

A twisted and evil genius has sequestered himself away in a secluded mansion where he has finally completed his consciousness-transferring machine, capable of allowing two individuals to exchange thoughts and brain patterns, essentially swapping bodies. He plans on having a team of his goons kidnap the president, bring him back to the mansion, and force him to exchange bodies with him. The president (in the mad scientist’s body) will then be kept imprisoned in the mansion while the scientist assumes control of the US in the president’s physical form.

PULP SEED #31

Doctor Richard Fysenburg has been researching better ways of manufacturing more life-like and usable prosthetic limbs. To assist in his research, he has created a group of radio controlled humanoid robots to stress test the parts he is experimentally creating. Although primarily comprised of metal, wires, and tubes, many of the robots appear quite human on the outside. During an accident in his lab, Dr. Fysenburg is seriously injured and his radio control device destroyed, sending his robot army into chaos. Randomly wandering through the streets of the city without any form of control, these life-like, out of control automata start wrecking havoc and causing serious property damage. Can the characters find some way of shutting down these androids without their control box? If not, can they at least keep them at bay until Dr. Fysenburg regains consciousness and comes up with a plan?

PULP SEED #32

Several of the city’s high profile criminal bosses have turned up dead, causing widespread confusion and panic within the criminal underground. As suspicions grow, various gangs strike out against each other in retaliation for perceived offenses, threatening to escalate the conflict into an all-out gang war. Meanwhile, behind the scenes, the oriental master criminal, Fu Yun-Shee, responsible for the assassinations of the original crime bosses, is attempting to create his own criminal empire by assimilating the leaderless remnants of the smaller gangs within the city. He plans on using his new gang to distribute opium which he is importing from the orient and storing in a warehouse down by the docks.

PULP SEED #33

An evil mastermind has concocted a plan to spray sleeping gas over a major city via a fleet of zeppelin airships. Once the gas takes effect, the mastermind’s thugs, clad in filter masks will move in and loot as many banks, museums, jewelry stores, and art galleries as possible before the effects start to wear off. The characters awaken to find themselves lying on the floor of one of these institutions while men wearing gas masks move back and forth looting the place and filling a van outside with whatever booty they can obtain. Other individuals will begin to wake up over the next 2-24 rounds. The vans are being driven to a warehouse on the outskirts of town which also serves as a private airfield for launching the zeppelins. From there, the mastermind plans on loading the goods into his airships and leaving the area.

PULP SEED #34

A wealthy US- or UK-based museum has sponsored an archeology dig to discover the remains of a lost culture. The dig is in a foreign country's remote jungle region and the plot of land being utilized is actually part of the hunting domain used by a previously unknown tribe of aboriginal warriors who are descendants of the lost culture being examined. Not only is the tribe disturbed by the invasion of outsiders and the reclamation of part of their hunting land, but the archaeologists seem to be unearthing ancient idols and items that still hold strong spiritual meaning for the tribe. The tribesmen spy on the invaders for several days. Occasionally, one of the scientists may catch a momentarily glimpse of one of the warriors before they disappear back into the jungle. After several days of spying, the tribesmen attack the archaeological site, stealing precious relics and kidnapping a few scientists before retreating back into the jungle.

PULP SEED #35

An alien spacecraft, lands in a major metropolitan area. Claiming to be the herald of a large invasion force, the alien leader demands that the people of this world turn over control of their planet to him. The alien leader, however, has no concept of "countries" and actually assumes the world is run by a single individual. More than that, his "invasion force" consists of only a single ship: the one he arrived in. The ship is actually manned by a group of criminal outcasts, banned from a remote world, now searching for a new home. The aliens are armed with futuristic energy weapons, robots, and, as a last resort, also have a self-destruct mechanism aboard their craft.

PULP SEED #36

G-Men have been unable to close down an illegal alcohol bootlegging operation. Unknown to the government agents involved, the ringleader of the group is a corrupt local police officer who has been assigned to assist the government agents. He has managed to gain tips on what people and places the agents are investigating, as well as plant false leads to subtly point the agents in a wrong direction every time they think they are getting closer to infiltrating the organization. The agent in charge of the G-Men has started to suspect that their bad luck is more than just the product of bad investigative work, however. Although he has not relayed these suspicions to others, he is keeping the other agents as well as their compatriots in the local authorities under a watchful eye.

PULP SEED #37

As part of a plan to weaken the country for an invasion, an organization of fifth columnists have subtly assumed control of several major railway corporations. Once the signal is sent, all cross-country railway traffic will stop, disrupting travel, trade, and business. Cargo that was to be delivered via railway will be taken off the trains and loaded onto private aircraft all across the country, which will take the accumulated wealth and goods and fly them to a secret lair in South America. From there, the fifth columnists plan to use their wealth to finance further economic attacks against the country.

PULP SEED #38

Knuckles McDouglas is everyone's favorite contender for the middleweight title. What most people don't know is that "Knuckles" also has a side job as a hired thug for Don Scalari, a local crime boss. Scalari has warned "Knuckles" to throw his next fight, for which "Knuckles" is the favorite to win. By betting against "Knuckles" and convincing him to take a dive, Scalari plans to earn a huge return on his bet. If he does throw the fight, "Knuckles" will definitely lose his shot at the title belt. He confides in the characters that he plans to not throw the fight and doesn't care what Scalari wants. Scalari is in the audience the night of the big fight, as are two of his hit men, sitting at different locations around the ring. Scalari is fully expecting "Knuckles" to dive.

If he ends up winning the fight, Scalari will fly into a rage. Shots are likely to be fired and panic will likely ensue.

PULP SEED #39

A new oil drilling operation has disturbed the underground lair of an amphibious humanoid previously unknown to science. The creature comes above ground at night to explore the strange new disturbance in the area and, although it is not as intelligent as a human, it realizes that the strange buildings

and equipment it finds at the well site have something to do with it. The first few nights the creature is on the prowl, it simply damages or destroys some equipment, leaving behind savage claw marks and strange footprints in the sand. On the fourth night, the creature attacks and kills a guard. At the end of the operation's first week, the creature has kidnapped the project manager's daughter, Delores.

PULP SEED #40

An oriental crime syndicate has recently moved into the area. The operation's mastermind is the evil genius, Lin-Fu, who issues commands and keeps tabs on his operation by broadcasting his instructions via short-wave radio. Every time the local authorities think they have found the gang's headquarters and stage a raid, all they discover are several low level thugs and a radio. The police, however, have not yet managed to determine that the thugs were receiving their instructions through the radio. Lin-Fu lives in a small apartment above a pawn shop (which the syndicate also owns), and broadcasts his instructions from there. His transmitter is powerful enough that, occasionally, his transmissions overlap regular radio broadcasts in a several block radius from the pawn shop.

PULP SEED #41

An old South American legend tells of a magical plant that can cure nearly any disease. When an ancient map turns up in the possession of a local museum indicating a secluded location within the South American rainforest where the plant was once cultivated by native peoples, a wealthy financier step in to offer to fund an expeditionary force to the region. Not only do the legends have some basis in fact, but an isolated and remote group descended from the ancient Mayans still thrives in the region. Still living the way their ancestors did centuries ago, these isolated people claim to have never seen outsiders before. But if that's the case, why do they seem to mix in the occasional German word with their ancient speech? And what is that German swastika flag doing hanging inside one of the local temples?

PULP SEED #42

Bak-Olong, criminal mastermind and leader of the Chinese underworld, has a secret enclave underground the Hollywood hills. The construction of newly proposed highway threatens to expose the hidden base, so Bak-Olong is seeing to it that progress on the highway is kept at a standstill. Several workers on the highway have been attacked by wild animals (giant cats and other species not native to the area) under the control of Bak-Olong. Since the animals always get away and no creatures have been reported missing from the local zoos, where these animals are coming from remains a mystery.

PULP SEED #43

A secret society has been kidnapping famous film and serial stars. Once they have acquired a total of eleven victims, the society plans on sacrificing them in a ritual in the Nevada desert in an attempt to summon a demon from the netherworld. In exchange for bringing him to this world, the demon has promised the cult incredible powers.

PULP SEED #44

The last few surviving members of several wild west bandit gangs decide to take one last stab for glory; a modern-day train robbery! The plan is to rob a cross continental run of the American Railway Express, which is transporting passengers, as well as private mail from the east coast to the west. Several of the would-be robbers have booked passage on the train, while others are planning to board when the train heads through a desolate section of the western desert (a location where many of the bandits operated from decades ago). Although there are a good number of bandits involved in the planning and execution of this heist, the majority of them are now in their sixties, and well past their prime. In fact, many of them were never apprehended while in their prime, and are now considered likely deceased. If using "The Book of Plagues" seed, the mail car contains a package, with no return address, which ends up getting stolen by the bandits or ripped open during their assault. It contains several pages from the Book and was being sent to the criminal mastermind mentioned in that plot seed.

CASTLE KEEPING

PULP SEED #45

High atop his hidden fortress in the Andes, the mad scientist Dr. Zoltan has completed the prototype for his hydro-bomb, a devastating weapon capable of transforming huge volumes of air to water. He plans to test the weapon in the skies over Rio de Janeiro, flooding the city during New Year's celebrations and washing it into the Amazon River. He already has agents canvassing the city, looking for the best locations to hide his bombs for maximum effectiveness.

PULP SEED #46

During a trip through the Atlantic (via air or ship), the character's vessel loses navigational ability due to instrument malfunctions, and they end up becoming stranded in a region of the Bermuda Triangle known as the Sargasso Sea. The seaweed is so thick in some areas that it may be traversed by simply walking upon it. In many places, characters will sink into the spongy vegetation no deeper than their ankles. This natural wonder still pales in comparison, however, to the man-made wonder the characters encounter there: a floating city. This buoyant metropolis is comprised of various sailing vessels, the remains of shipwrecks, some dating back centuries, and even some airplane remnants. Appearing to be a giant floating graveyard of transportation vessels, the settlement is actually populated by scavenging pirates. If using "The Book of Plagues" seed, several fragments of the Book are stored among the many treasure chests full of gold, jewelry, and artifacts kept by the pirates.

ACTION: WEREWOLF

A series of particularly horrid murders rocks the city. Powerful political leaders have been found torn apart, as if by wild animals. The victims have several things in common, but they have all been active in the effort to bring the US into the war against the Nazis. A clue left at the crime scene is that each of the houses have been marked with red paint in a special pattern. Research reveals this is the Mark of the Werewolf.

BALEFUL FOG

The past few days have been very foggy, and people have started talking about a "purple fog." This purple fog seems to show up only in the North end of the city, and only between dusk and dawn. Investigation of this rumor will prove it to be true—and reveal that many people in that part of the city have started getting sick. The source of this fog is a criminal mastermind's experimentation with a deadly gas weapon: he releases the gas from the smokestacks of a local factory, relying on the real fog to cover the source. On the next windy night—only a few days away—he'll have perfected the formula, and will be able to spread the gas through the whole city.

BEAST FROM 50 000 FATHOMS

Atomic scientists have created a monster. Experiments on common lobsters and cuttlefish have created a monstrous creature. It has escaped into the wild and has continued to grow to such a size that it has become a threat to international shipping. The heroes must find its lair and use explosives to kill the beast as it is too large to destroy with regular weaponry. Unfortunately, when they get to the lair, mad scientists are experimenting with mind control technology.

In the melee, the mind control device is destroyed. A frantic undersea battle ensues, the great monster edging closer to madness and fury.

BLACK MAGIC WAR

Chinatown is torn apart by lethal gang battles. It seems the tongs and societies are at an all out war with each other. Investigating heroes learn an ancient prophecy has been unearthed foretelling the rise of Tien Tu, the deathless chinaman. Tien was a dragon wizard from the first dynasty, known to be ruthless and monstrous, summoning terrible monsters to do his bidding. The gangs are warring over who will serve Tu, making Chinatown a deathtrap for any foreigner. If the heroes find the prophecy, which scholars consider an elaborate fake, and translate it, they will discover Tu arose just a few nights before. Somewhere in Chinatown, the deathless Tu waits and plans. Can the heroes forge a peace between the Tongs and discover the lair of the ancient, dangerous magician?

CRUSADER'S COMPANION 214

THE BOOK OF PLAGUES

A criminal mastermind with an appetite for the mystical and arcane has acquired several pages from an ancient tome known as the Book of Plagues. Each page contains an ancient text that, once deciphered, releases a horrible plague against a location of the speaker's choosing within 24 hours. Since the book was originally disassembled centuries ago, pages from it have managed to find their way across the globe, with fragments or full pages having been long stashed in the hidden treasure stores of many different cultures. Generally regarded as pure fantasy by most academics, there has been little official interest in attempting to track down the remains of the Book of Plagues.

Once cast, each spell from the book creates a plague which lasts for 48 hours or until the page is destroyed, whichever comes first. The spells contained on these pages can be transcribed to other media, however, so a copy may exist even if the original is destroyed. The types of plagues described include rains of frogs, fish, locusts, spiders, scorpions, hailstones, blood, and even meteors.

THE BRAINS BEHIND THE OPERATION

Having discovered that infants have tremendously active (if unfocused) minds, an evil genius starts kidnapping babies as part of his latest plot to take over the world. He plans to hook the babies' brains up to a massive Babbage engine – essentially a clockwork-driven computer --that will be able to crack any code, no matter how complex. Worse still, the constant brain activity required of the babies will drive them insane within weeks – and could kill them outright.

CAPTIVES OF NEW ATLANTIS

The characters are on a sea voyage when a strange-looking aircraft streaks over their craft at impossible speeds. A rocket explodes from the ocean and blows up the flying machine. Soon, strange armored men with fantastical weaponry are clambering up the sides of the ship and take everyone prisoner. Unfortunately, the characters just witnessed a weapons test against a robotic airplane and, as such, they can't be allowed to be free. They sink the PCs vessel and take them in a submarine to a domed city on the ocean bottom. The characters are informed that they are in New Atlantis and they are now prisoners of King Vironis. The guards also tell them that they should be lucky that they will not share the same fate as the rest of the world.

New Atlantis is a curious mix of classical architecture and fantastic technology. Its citizens are calculating and aloof but the characters may find some sympathetic to their plight or to be willing to do anything to stop what they consider the madness of their ruler. King Vironis plans on launching highly explosive rockets at the continental shelves of each of the major continents, causing large landmasses to sink into the sea. The Atlanteans will emerge from the devastation and subjugate what remains of the surface dwellers. The only hope that the characters have is to defeat Vironis in some way or to escape and warn the military so that New Atlantis can be destroyed before the rockets are ready to fire.

CHEMICAL SUPERMEN

The newspapers and radios are full of the fantastical report about the robbery of the First National Bank. Armed men held up the bank and ignored the hail of bullets that struck them from the bank guards and responding police. They escaped in a waiting car that was also armored. The police don't know what to do about bulletproof criminals and they call on the characters that they consider "specialists", better prepared to deal with weird happenings.

Investigating characters won't have long to wait before these men strike the nearby Lucky Seven Casinos. Firearms are completely useless but these criminals are susceptible to gases, brawling damage, or melee weapons. Their skin and clothing slightly reek of a chemical smell and their movements are a bit stiff. Interrogating one of them will reveal that this band of men work for a man who calls himself "Doctor Artepheus." Additional research will reveal no such a person existing except for a historical reference to a 12th Century alchemist who wrote a tome called The Art of Prolonging Human Life. They can, however, find out that Harold Wischek, a prominent chemist was fired from the university for "unauthorized and dangerous experiments."

THE CIRCUS MURDERS

Elise McAllen, a trapeze artist for the Girt Traveling Circus is found dead in her trailer with an unconscious Jake Girt, the circus owner's son. She has been shot

and the pistol is in Jake's hand. He claims that he was framed but everyone at the circus will attest that it is a well-known rumor that Jake and Elise were seeing each other. There is also the darker secret that Elise was pregnant. The other performers believe that Jake killed her in a fit of rage when she refused to not have the baby.

Jake denies even going to see Elise and has no idea how he ended up there and with a gun. As the characters investigate, they will receive warnings and veiled threats from several members of the circus. It seems that either they don't like outsiders poking about of there is something to hide. While this is a fairly straightforward mystery, there are numerous angles that can be played up on: another of the performers impregnated Elise and she was trying to frame Jake in it in exchange for money. When he refused, she was killed to prevent him from finding out who really orchestrated the frame. Another option is that Jake really did do it and is trying to play up on the assumptions of the PCs that he is innocent. Finally, neither Elise or Jake had anything to do with it and a third party is using the circus rumors to scare the circus owner into selling by threatening to make the rumors public.

THE CULT OF THE SCORPION

An old acquaintance who works in a higher level position at the city bank asks the characters to investigate a large number of the city's affluent withdrawing large amounts of money. This wouldn't normally be suspicious but many of them can't realistically continue their lifestyle after removing what they have and large numbers of them have done so. He suspects blackmail but is at a loss how they all could be ensnared. Looking into the matter, the only common thread seems to be that the young members of these families all frequent the same nightclub, The Emerald Club, and that their parents are extremely tight-lipped if not hostile about the matter.

The Emerald Club currently hosts the exotic dancing of Kroua Zadeh, an arabic enchantress who entices the young men of the club to partake of drugs. She then introduces them to Abbas Al Faraj. Under the suggestive influence of Kroua's narcotics, Faraj brainwashes them into joining his cult. They willingly surrender their worldly wealth to him and he, in turn, uses them to his own ends, which is currently blackmailing their parents to keep their drug use and membership in a subversive cult a secret. Perhaps Faraj and Zadeh are just an opportunistic criminals or perhaps they really are attempting to bring back a dead god or supernatural creature to grant them power.

THE CURSE OF AMON-KA

The characters are members of an expedition to Egypt under Professor Theodore Russell. The professor has located an untouched tomb and has just breached the seal on the entrance. The party enters the tomb. It is dark with twisty passages and the only illumination is by flashlight. An assistant carelessly triggers a trap that collapses the entrance sealing everyone inside. The professor believes that there might be another way out such as old workman shafts or a weak wall that they could dig through. It will, however, involve a lengthy exploration of the tomb.

What the characters are unaware of, however, is that the trap also triggered a magical spell that has awoken the mummy of Amon-Ka and his zombified retainers. A seditious priest, who found it amusing to curse Amon Ka to eternal life rather than to allow his spirit to pass into the afterlife, placed this spell on his master after he was entombed. Now Amon is compelled to kill anyone who breaks into his tomb. The characters need to survive inside a mysterious trapped tomb while trying to stay alive against a vengeful mummy and his relentless zombie servants while trying to find an escape route.

AND DEATH BEGAT MURDER

Charlie Loomis was sent to the chair but not before he swore that he would return from the dead for vengeance upon the judge and jury who convicted him as well as the governor who refused to cancel the execution. Nobody took his threats seriously until the jury members began to be shot and killed from seemingly nowhere. Unfortunately, one of the first victims from the jurors was Rosa Adalgisa, the wife of one of the most trusted enforcers of the Adalgisa family. Loomis had connections with the Gambini family. It wasn't hard to make a connection however tenuous and soon a mob war erupted with drive by shootings, raids and rubouts being the order of the day.

The real culprit however is Joseph Loomis, Charlie's brother. He was a veteran of the Great War and an expert marksman. Joseph also suffers from shellshock. Charlie took his brother's fragile mental state and made him swear that he would seek revenge for Charlie's death. Joseph likes to find tall buildings to shoot from. The characters should have a hard time trying to investigate the killings before Joseph reaches the last person on his list, the governor, as the city mob threatens to tear the city apart with violence and bloodshed.

THE DOPE RING

Five police officers have been murdered on their beats in the last two weeks. The only accounts that bystanders have been able to report is that these cops were ridden down and killed by a man on horseback with a sword. His clothes are like those of an ancient highwayman but the rider was masked, making any kind of identification difficult. If this wasn't bad enough, a wave of drug overdoses is sweeping the affluent youth of the city and the police are hard pressed to find out who or where the dope is coming in. Their resources and manpower are stretched to the limit.

The culprit in both crimes is the highwayman who is Officer Dan Brenton. He went crooked years ago taking minor amounts of money from the mob to look the other way. In the years since, he has moved up in the world and his newest benefactor is an Arab, Rashid Abou Hamed. He and his gang of cutthroats are smuggling in dope from the docks. Brenton dons the highwayman disguise to attract the full attention of the police while the drugs are transported safely to a warehouse for distribution. However, Brenton is becoming paranoid about his fellow officers at work. He believes that they suspect him when, in reality, they have no clue. Brenton plans to start picking them off next. Rashid frowns on this and has warned Brenton to not follow through with it. Rashid has plans in place to deal with Brenton if he jeopardizes his business.

THE DRUMS OF MADNESS AND SUGGESTION

This year, the Art Society is hosting a large and unusual collection of primitive art from around the world. Over one thousand objects from Africa, South America, Siberia, Indonesia, and Micronesia are gathered together for a two month long exhibit. The crowning achievement of the collection is the large number of Yoruba talking drums.

Each drum is a masterwork of precision and craftsmanship that can send messages in a secret language for miles when in the hands of a skilled Yoruba drummer called an onigangan. The Art Society has hired such a skilled onigangan to demonstrate each of the drums on different nights. Unbeknownst to the upper crust, the largest drum, the Ogungbedundun is the fabled Drum of Madness. This is not unknown to the onigangan who plans to drive insane the ruling elite in one mind-destroying performance. And then, he will control them with the tiny Emesegangan, the Drum of Suggestion.

DUDE RANCH DEATH

An acquaintance of one or more of the characters that owns a dude ranch in Arizona calls the PCs pleading for help. One of her wealthy guests, Dennis Tennison, is dead, killed after being thrown and kicked by a horse in the stables. That particular horse is normally docile. While she doesn't discount an accident, Tennison whispered something to her before they died. It sounded like he said, "curlyhair." She believes that the victim was trying to describe their killer but that's all they got out before expiring. The only person working at the ranch that has curly hair is Redmond Hurton, a riding coach known for his short temper and frequent run-ins with the law. Another guest, Rebecca Smith, also has curly hair and had argued with Tennison the night before in a very heated spat over dinner.

Investigating Tennison will reveal that he was an amateur arachnologist. In the meantime, Redmond Hurton's rough-and-tumble buddies gather together to hassle the characters, believing that the PCs are out to prove that he killed Tennison. All of them are quite capable of murder on their own but will generally stick to fisticuffs unless they are provoked into greater violence. The culprit is neither of the two. The fact of the matter is that a tarantula, *Brachypelma Albopilosum*, also known as the "curlyhair," spooked the horse, which led to Tennison's death.

CASTLE KEEPING

DUST TO DUST

For the past few nights, there have been several unexplained disappearances throughout the city—men, women and children, all of different races, occupations, etc. Shortly before dawn this morning, however, several witnesses saw a man walking down the street turn into dust and blow away. They describe the look of shock and horror on his face as he disintegrated before their eyes. One witness swears she saw a flash of silver, high up in the sky, but she couldn't tell what it was.

The perpetrator of this foul crime is a mad scientist who has developed a disintegration ray—which is invisible, soundless, and has a range of just over one mile. He has mounted the ray on his zeppelin, and has been flying over the city at night, testing it on random passers-by.

EL CHAMELEON: THE MASTER OF DISGUISE

An ally is revealed as El Chameleon, the Master of Disguise! Close to the PCs for months, El Chameleon knows their tactics, their weaknesses, and how to use their own skills and talents and weapons against them. A diabolical game of cat and mouse ensues.

THE FANG OF KLINJIRA

Professor Artemis Smoake of the now-famous Smoake Expedition has returned and is preparing to unveil a large museum exhibit of the strange and wondrous items he recovered and has, so far, been very tight-lipped about. However, only moments before the exhibit opens, Frank Downs, a museum curator, is found dead in Smoake's office and Smoake himself nowhere to be found. The cause of death was poisoning by a venomous snake of unknown origin.

Characters that investigate will find themselves the target of native warriors who have inexplicably shown up in the city as well as following the trail of bodies of Smoake's loved ones and colleagues - all dead from snake bite. The PCs will eventually run into Mulari, a native shaman who is leading the warriors. She will explain about Smoake's theft of the Fang of Klinjira, a cursed totem that contained the spirit of a snake demon. She fears that the demon has possessed the man and is determined to return the totem to her village. This possession can be true or the professor can simply be a crook who is using a snake he captured to eliminate anyone who can rat on him. The Fang itself is jeweled and worth a tidy sum after all.

THE FORBIDDEN VALLEY

The characters are a part of Professor Calvin Rhodes's widely publicized expedition into deepest Africa. Rhodes has postulated that evidence of pre-man could be found there and managed to get the trip financed. Things are ominous from the beginning as native porters refuse to go or flee at the first thing that stirs their superstitions. The area is also known to be in the ownership of several hostile cannibal tribes. After many trials and tribulations, the party soon discovers a fog-enshrouded valley, accessible only by a massive tree that is leaning against the side of the sheer valley walls.

Professor Rhodes's curiosity is peaked and he claims that this would be the perfect place to search. Inside the valley, however, there lies bigger surprises such as the prehistoric dinosaurs that still exist. If that wasn't bad enough, pre-man still lives in the valley and they view the invaders with both fear and anger. The characters have stepped right into the middle of a war between two neighboring tribes. Both are eager to capture some of the strangers out of curiosity and hunger. The characters may have superior intelligence and technology, but the half-men have force of numbers. It is up to the heroes to protect the professor, escape the valley and, possibly, provide proof of their discoveries.

THE FORGOTTEN EMPEROR

An archaeological dig in China has unearthed the tomb of an individual dubbed "the forgotten emperor". The individual's body was sealed in a casket covered in sigils and wards intended to curse any individual who would break the seals and enter the tomb. This was originally intended to deter grave robbers. The wards remained intact until the casket was shipped to a museum in the United States for study. Once the casket is opened, fantastic creatures, such as ogres and demons, begin to appear in, and rampage through, the vicinity of the museum. If the casket is not sealed back up with all of its original contents placed back inside, an oriental dragon will manifest and rampage through the city in two

days time. If using "The Book of Plagues" seed, several fragments or pages of the Book are stored inside the casket with the emperor's remains. It seems the cruel emperor released one such plague against his own people, who in turn revolted, killed him, and erased all records of him from their history, making him, truly, "the forgotten emperor".

GHOSTASAURUS

Several murders of staff at a local museum have stumped police. Only feet and the occasional head are left, with no other clue. The murders started at the same time as a new display of dinosaurs arrived.

A great tyrannosaurus, a huge bull, haunts its own fossilized grave.

Emerging at night, it hunts the puny human prey that it can, which it finds unsatisfying. Only destroying its bones will stop it. At first the dinosaur appears real, but the heroes will soon discover that it passes through walls, making tactics a bit livelier than finding small places the beast can't enter. And if any other fossils than the T.Rex are destroyed, more dinosaurs will arise.

GOOD BOY, REX!

The characters are accosted by a large barking dog of a generally passive nature (collie, Irish setter, etc.). The dog will not attack, but seems to be attempting to gain the character's attention. If the characters move towards the animal, it moves the same distance away, trying to goad them into following it. If they do so, the dog leads them to a young boy trapped in a dangerous situation (hanging from a building fire escape, stuck on some rocks in a river's rapids, over the side of a cliff with a strained ankle, etc.). The boy, Jimmy, is understandably upset, but he is rational and not panicking. If the characters rescue the boy and inquire about the dog, he will tell them that it is not his. The dog has no identifying collar or tags on. If the characters decide to keep the dog, they have gained a faithful animal companion. If they don't, Jimmy will bring the dog home and his parents will let him keep him.

GOTTSTAT

The town of Gottstat was once a test place for the Nazi's experimental weapons and other technologies of a more bizarre nature were tested here. After the Nazi's lost World War II, a good many generals and scientists fled to this mountain town and hid their stolen treasures and secret documents in the mountain caves and abandoned salt mines. Most of the war criminals were caught, but there were those that remained to conduct their experiments.

GRASP OF THE HOUNGAN

A small coastal town is gripped in fear. Fishing has gone sour and a strange illness is sweeping the citizens. More terrifying is that some people have just gone missing in the night. The superstitious fishermen claim that a curse has been laid upon the town and are on the brink of just abandoning their own homes. The mayor, familiar with the character's exploits and reputation, begs them to come and try to find out what strange afflictions is ruining the place where he grew up. The locals have no problems telling the PCs all about the maladies of the illness or how once prosperous fishing grounds have almost dried up. Characters with occult knowledge will realize that the level of power needed for such a powerful curse would mandate that the magician reside in or be very close to the town.

The villain here is Peter Corbin. He used to be a sailor who was shipwrecked and rescued by natives when he was nearly dead. He learned voodoo even though he was mentally unbalanced from his ordeal at sea. A passing ship eventually picked him up and the citizens of the town provided a small shack for him to live in out of pity. He currently "works" as a beachcomber, picking up whatever he thinks he can sell from the shore. Lately, however, his mental state has drifted to paranoia and he is using the dark rituals he learned in the jungles to terrorize his "enemies." Corbin even has a few zombies at his disposal for when the PCs confront him.

GREAT DISAPPEARING ACT

A young woman is attempting to hire a private detective to investigate the murder of her boyfriend, a well-known stage magician.

The main problem is there is no evidence he is dead. There is no sign of any struggle at his residence, and no body has been discovered even though he has

been missing for days. The girlfriend can only say that she “feels” something terrible has happened and that she has been trying to “get through to him” since his disappearance. The young woman explains further that she is an amateur spiritualist, who is currently learning how to make contact with the spiritual world.

GUILD OF MUTE ASSASSINS

A man in gentleman’s clothes attacks the PCs at the Opera. A second gentleman strikes another hero at his Club. Another gentleman finds a third hero at home. Someone has discovered the personal secrets of the heroes and is attacking them, using the ancient Guild of Mute Assassins. The Guild are a very skilled group of murderers who should give each of the PCs a good fight. The Guild remove their tongues to better guard their secrets and will never stop until the target is dead.

However, the Guild has a very strange bylaw. They will not kill the polite. If the PCs can discover the Guild’s ancient ways, they will learn that by going unarmed and with friendly intentions to the Guild’s motherhouse, the hit will be called off. When they get to the house, whoever set the Assassins on the PCs in the first place is waiting them. This can be an old enemy, a forsaken ally, a lost love. Whoever it is, they have no rule urging them to peace.

THE HAUNTING OF COLVERT MANOR

Reginald Colvert, the last heir of the once-influential Colvert Family, is in dire straits. He is considering selling Colvert Manor to pay off his creditors and his only sister, Diane Colvert, refuses to marry so that her husband could take the debt off of his hands. The real problem, however, is the appearance of the ghost of Nigel Colvert. Nigel was the manor owner almost a hundred years ago before he was killed in a hunting accident. Now Reginald has to deal with ghostly moans and, occasionally, the apparition making an appearance. Reginald is wondering if he has lost his mind and begs the characters to investigate.

The ghost can be real, a portent of Reginald actually hiding the family treasure and pressuring his sister to marry so that she will forfeit the Colvert name and, thus, claim to the wealth. Another option is that the ghost is a sham created by Diane and her secret lover using the ventilation system for noises and a clever series of mirrors and a disguise for the ghost. She wants Reginald to be declared insane so that he will forfeit the manor to her so that she can then marry and sell the treasure

HIGH ALTITUDE HOLDUP

The characters are either passengers or are hired on a security for the inaugural flight of the airship Majestic. All of the other passengers are wealthy or famous in some way. The business of air travel and cargo transportation has suffered as of late with a rash of air piracy. This trip is no exception. The Majestic is too rich and tempting a target. A group of women pirates calling themselves the Ebon Valkyries board the airship and begin to relieve the passengers of their valuables. They are courteous but firm in their demands and promise that no harm will happen to anyone as long as they cooperate. These pirates are led by a woman calling herself Duchess Isa Romanov. She claims to be a dispossessed Russian princess but that has never been proven.

One of the passengers is Doctor Victor Schnell and he has with him secret plans that he has stolen from Germany. He is on his way to making contact with g-men who will ensure his safety. Schnell panics and pulls a pistol. It is obvious, however, that he is more of a danger to everyone else with his shaky nerves. Just as things reach a boiling point, German rocketmen arrive, determined to recover the plans Schnell has even if it means destroying the Majestic and everyone aboard in the process.

INFERNUS EX MACHINA

Crawford Ghashtilling is a renowned physicist and inventor. Unveiling his new device, the Planeotron, before an audience of scientists, the press and his patrons, he plans to show the world that there are other dimensions besides the Earth plane.

Unfortunately, something goes terribly wrong and the apartment building Crawford lives in is over run with imps and strange creatures from other worlds. And worse beside are coming through—alien creatures with strange psychic powers and malign purpose. If the heroes can’t defeat the aliens and the other strange beasts, not only will the cream of science and society be killed, invaders

from other worlds will have a permanent foothold in the city. The machine must be shut down, but it has acquired a strange sentience and refuses to go to oblivion.

THE INSURANCE RACKET

An agent of a well-known insurance company contacts the characters. They would like the characters to look into what they believe is a racket by one of their rivals. Former policyholders have suddenly switched over to this rival company and wind up dead shortly thereafter. Because of the lapse of their old policy and the delay in the transfer of entitlement, this rival company is able to cash in on the deceased benefits by being the only one legally entitled to it. Legally, this is a shaky basis and, morally, is just repugnant but no one has called them on it.

The PCs find themselves dogged by unscrupulous private investigators out to muddy up evidence, assaulted by thugs, and waylaid by threats of legal action if they persist in harassing the rival company. The truth of the matter, however, is that all the deaths are in no way related to the rival company. Their business practices are scummy but the real culprit lies in the company that hired the PCs! The company owner is in league with the mob. The policyholders were all marked for death by the mob and, to avoid having to pay out expensive insurance policies, the company owner has an agent of the rival company on his payroll. The other agent lures them away with another policy, thus signing their own death warrant.

INVASION FROM PLANET X

Junarium is disappearing. This rare and powerful isotope was recently discovered and the scientific world is abuzz with its potential. Now, however, research labs are burgled or raided by masked individuals. The only thing taken is the Junarium. The government is worried about its potential as a bomb or the possibility of a rival country getting more of it than anyone else. The characters are called in to investigate.

Investigation will reveal the culprit behind the thefts is the Malone Gang. These hardened gangsters are ruthless and work for whoever can make their price. They are working for Dargus, an advance scout and scientist from Migarium. The Migarians plan to use the Malone Gang and Junarium to destroy strategic targets across the country. Once the government is destabilized, they plan to take over and hold the country hostage with their Junarium-powered super ray cannon. Defeating Dargus will temporarily stop their plans but the only real way to thwart them is to take Dargus’s rocketship to Migarium and to destroy their rocketbase or defeat the king of Migarium. The characters may or may not find Migarians sympathetic to their cause.

KING, YELLOW, AND THE RED DOTS

Jazz musicians have become increasingly popular especially in high society. One band, King Yellow and the Red Dots, traveled to the Mystic East and discovered secret wisdoms. Using their jazz music as a powerful hypnotic agent, they persuade the rich and famous to part with their jewels and let the King into their houses.

THE LAST OUTPOST

The characters are onboard a ship that is struck by a derelict mine from the Great War. The ship goes down as a few people make it to the lifeboats. Fortunately, there is an island nearby. Unfortunately, the group is picked up after only a short period of time on the island by a group of Roman legionnaires! Their armor looks very old but their weapons still have sharp edges! A crumbling city is the destination the captives are taken to, vines shore up the crumbling stonework and there is a sense of ancient decadence. The new slaves are put to work repairing the walls of the city and kept under a strict and cruel watch. Occasionally one of the slaves is lead away, never to be seen again.

If the characters befriend some of the native slaves, they will inform them of the snake god. Human sacrifices keep the god in his underground “palace” and the soldiers of this forgotten outpost keep the slave labor fresh by capturing anyone unlucky enough to come near. The characters need to find some way to escape before they become the next meal of the snake god! Staging a slave revolt, devising some way to kill the giant snake god, or simply running for their lives hoping to find friendly native villages to hide them are all possibilities.

CASTLE KEEPING

A MAGICAL MYSTICAL MURDER

David “Magus the Magnificent” Neville became the victim of one of his own tricks. He drowned in his attempt to recreate Houdini’s Chinese Water Torture Cell. This was tragic but not unusual as several other magicians have died in the same pursuit. What was suspicious was the amount of time it took the assistant to get him out once trouble was seen. The assistant, Charles Wilson, denies any desire to kill Neville and claims that the release locks wouldn’t open quickly enough. Detectives checked and the locks had been tampered with in order to prevent an easy opening. While Wilson is the main suspect, the police aren’t ruling out a jealous rival out to sabotage the trick that could have made Neville instantly famous.

As the characters investigate, they will discover that Neville was also a bit of an amateur occultist and maintained a small library. His home had been subject to a break in attempt but nothing appeared taken. In actuality, a book of spells was taken and Neville knew it. He lied to the police to cover up its theft and he was very fearful for his life afterwards. The lip of the torture cell was etched with a “death” rune. Was the killer Neville’s assistant, a jealous magical rival, or the work of some mysterious third party that is eager to keep occult knowledge out of amateur hands?

MANHATTAN MURDER

The luxury liner Manhattan is host to more than vacationers: murder has joined their ranks. Dame Ella Fitzgerald was found murdered in her cabin and the priceless India Crown necklace stolen. Suspicion has fallen on her maid, Janet Godfrey, although the ship detective did not find the necklace in a search of her cabin and belongings. He suspects an accomplice was involved that took the Crown from Janet. The detective finds out that the characters are on the ship and seeks them out for assistance in the case. Of the passengers on the ship, six people knew her and none of them bear well wishes for her. Dame Ella has had a lifetime of making enemies that apparently caught up with her. Double-crossing business deals, infidelity and other sordid personal demons are all possibilities for hatred towards Dame Ella.

The truth is that Curtis Folsom, a biographer working on a book of her life, killed her and took the India Crown. In addition to plain greed, Dame Ella was extremely disdainful and abusive to the writer whom she knew was captive to his subject matter and had to take it. What she didn’t know was that Folsom considered her waning years boring and, fueled by the rage at her abuse, formed a spectacular ending to her life and his book. He waited until Janet had left on an errand, killed Ms. Fitzgerald, and hid the necklace inside his typewriter.

MECHANICAL TERROR

Commercial shipping is in a state of panic. The Navy is being pressured to provide warship escort to all passenger and cargo ships. Several have already been sunk with large loss of life. Survivors all speak of giant mechanical monsters that attacked their vessels. A major newspaper has received a message from someone calling himself, “The Black Wolf,” who claims responsibility and demands a payment of ten million dollars. He also demands to be recognized as the King of the Atlantic. The characters are called in by the government either because of their past exploits or connections they have in an effort to contain widespread panic.

The Black Wolf is Doctor Finnigan Walls, a scientist who was spurned by the academic world for his theories on aquatic propulsion. Walls has taken his theories and created speedy robots capable of traveling underwater. He is terrorizing shipping simply to get money as compensation for his “ruined” life and as vindication of his ideas. Walls is hiding out on a small uncharted island from which he remotely controls his robots.

THE NEANDERTHAL PEOPLE

While exploring the Andes mountains of searching for a fabled ruined city filled with gold and ancient scrolls the PCs, an adventuring party of explorers, guides and other dwellers on the edge of civilization seeking fame and fortune stumble instead across a vast plateau, upon which clusters of villages and crude townships. The PCs will soon discover that these stone-age villages are inhabited not by humans as normally understood, but by a tribe of Neanderthal men, who on this isolated highland plain have avoided the extinction that befell the rest of their species. The Neanderthal people are gentle creatures who have developed a language that can be understood with time and effort, and even a

religion which forbids them from leaving the plateau. Should the PCs attempt to depart they will be gently but firmly prevented by the tribes due to their religion. Will the party attempt to escape, and if so what proof will they take with them to show the existence of these creatures? Will they attempt to educate the peaceful natives, or perhaps convert them to Christianity? Or will they decide to rise to dominance, ruling over these passive proto-men as despots in crude but pampered luxury?

OPEN THE SEAL

The nefarious Ezekiel Lobster is fresh out of prison on parole. Not a day goes by before he begins his terrifying new plan: he raises an army of the dead and seizes important parts of the city, the docks, the mayor’s office, and the comptroller’s office. Ezekiel Lobster has never displayed the faintest interest in this kind of mysticism before. He gained his powers from a Fakir he was in the pokey with. Now the PCs must find the holy man, gain his trust and learn how to put the dead to rest. The Fakir wants freedom but the warden of the jail refuses to give up his prize.

THE PHILOSOPHER’S STONE

The legendary Philosopher’s Stone is rumored to have been hidden somewhere in southern Africa. The characters are part of an expeditionary force sent to go find it. Although the team is supposed to be funded by a well-renowned museum, there seems to be quite a few “security” personnel on the team, all armed with US/UK military issue gear. Unfortunately, another expedition, one comprised of Nazi soldiers and researchers, is also after the same prize. Finding such an item would mean unlimited wealth and eternal life for the leader of the new Reich if they were to discover it first. But what are the true motives behind the team the player characters are affiliated with, anyway?

A PLAGUE FROM THE FUTURE

A time-traveler from an alternate future has “landed” just outside of a major city. Clearly unstable, he frightens a few locals before running off into the hills. A few days later, people in that area start dying of a horrible plague—and when they’re taken to the hospital, the doctors treating them realize that this plague is like nothing they’ve ever seen before. Can the time traveler be captured before his supergerms from a future “plague Earth” can spread any further in the present?

PULP FRICTION

A crazed scientist has developed an aerosol that reduces friction between any two surfaces almost to zero, and he has been skulking about town spraying it on the streets at night. When the morning rush hour hits these streets, cars careen out of control and cause horrific pileups. To make matters worse, the military has learned about this nullfriction spray and plans to kidnap the scientist—and they’re willing to quietly eliminate anyone who gets in their way.

THE RETURN OF BUTCH STEVENSON

Seven years into his stint in prison for the murder of Alfred Reynolds, a famous nightclub singer, Butch Stevenson made his escape. A manhunt was on until he showed up again with several of his old friends behind a gun at a local jewelry store; now he’s wanted for murder of the store clerk and the theft of over \$25,000 worth of jewelry. Checking or interrogating underworld contacts will reveal that Stevenson has on several occasions used a cabin owned by his sister up in the mountains to lay low.

Getting to the isolated cabin is perilous due to the treacherous climbing conditions, a brewing storm with strong winds and the large numbers of mountain lions that frequent the area. The cabin, however, is booby-trapped with dynamite. Stevenson figured that the cabin wasn’t safe anymore and is hiding out in a nearby cave with the other gang members. Assuming the characters survive the explosion, they can trace the detonator cord back to the cave entrance for the final showdown with Butch and his gang.

THE ROBOT CELESTIALS OF WAX

A treasure map tattooed on LeFevre a blind, albino midget leads to the mythical city of Shangri-La. The terrible Doctor Wax, conqueror and mad inventor seeks the midget with all his considerable resources. LeFevre reaches out to the heroes to help, but they cannot keep him safe from the Robot Celestials of Wax. A

desperate race against time occurs, before Wax can pillage the ancient sanctuary of Shangri-La.

SAVAGE ISLAND

Each one of the PCs wakes upon a sandy beach with no memory of how they got there. Soon, they are attacked by tigers with the faces of men, lizards as large as a rhinoceros, apes that speak a human tongue and savages armed with automatic machine rifles. Trapped on an island where a scientist's experiments with time have gone bizarrely wrong, the PCs must turn off the Chrono-Nullifier, which is in the hands of the Raptor-Prince, a lizard with the cunning and weaponry of a future-man. Then, they must get off the island and back to their homes!

THE STALKER IN SILENCE

When young children go missing in the sleepy American town of Rhodesville it's up to their families, local law enforcement and public-spirited citizens to band together to retrieve them. Following the trail of clues the group of vigilantes will uncover the dark secret of the town, built many years ago upon land hallowed by the local tribes; great wards were set upon barrows in the region to imprison a dark spirit known as Stalker In Silence, who can do naught but speak dark promises into the dreams of those who take rest above his prison. The mayor himself has succumbed to the whispers and along with many corrupted townsfolk has captured the children to sacrifice in a dark ritual to free the evil spirit. Can the PCs battle their own corrupted neighbors to free their children and keep the Stalker chained in his ancient prison?

STRIKE!

A huge, industry-wide labor strike has taken place over poor working conditions for various muscle industries like ice delivery, repairs, construction. For the past week, picketing has taken a serious economic toll on the city. Food, medicine and other supplies are beginning to run low. While this is happening, the Thug Cult decides to spread terror and fear for their dread Black Goddess. The Thugs can be stopped fairly easily but what happens when labor leaders contact the heroes for help negotiating their terms with the Mayor? After all, heroes of the people are supposed to help the people.

SUBMARINE SABOTEURS

Work on a new submarine has been plagued by mishaps and accidents at the naval yards. So far most of the mechanical failures have been minor. However, the head of the project is convinced that this is not the results of careless workers or shoddy workmanship. He believes that this is purely the work of someone attempting to sabotage the project and wants the characters to investigate by going undercover as factory workers.

As things continue, work on the submarine seems to improve with no accidents but, after a few days, the submarine is stolen. The characters are caught onboard as the sub gets under way. The submarine is taken to an underwater base run by the mysterious Doctor Tyranius. Super analytical scientists control this base with their robot constructs. The Doctor wants the submarine to study for its technology but the characters need to retrieve the sub and defeat the mad doctor and his minions.

TAKING A DIVE

Leon "Killer" Kroger was a heavy favorite to retain his title against Tyrone "The Tank" Smith. That belief bit the dust when Kroger was kissing the canvas in the third round. Bookies across the city made a small fortune. This would have been bad enough if Kroger wasn't found dead in his car a week later. Kroger's former manager contacts the characters wanting them to investigate what he believes was a deliberate dive by the champ. He suspects that someone got to him somehow and was either blackmailing him or paid him off to take a fall.

To complicate matters, Kroger had a heavy bet riding on him by Mario Vintori, the head of the Vintori crime family, and he suspects that the rival D'Amico family got to the champ. As a reprisal, he has made threats against Tyrone Smith, his trainers and anyone associated with the D'Amicos. The truth of the matter is that Kroger was already working for D'Amico as a minor legbreaker and got in over his head. The characters need to untangle the whole mess while trying not to wind up on the bad side of either family.

THE TANGUSKA PROJECT

The 1908 Tanguska incident was not the result of an icy comet shattering upon contact with Earth's atmosphere as some have suggested, but the result of an alien spacecraft which crashed to Earth. The wreckage from the craft was quickly gathered by the Russian government, declared Top Secret, and handed over to a team of scientists whose purpose was to reverse engineer the secrets from the remaining scraps of advanced technology.

When the Russian Revolution came, the research, as well as the alien artifacts, remained in hands loyal to the Tsar. The enclave of scientists responsible for the research being done then smuggled the material to Europe where they could continue their research, away from the political turmoil of Russia. What they hadn't planned on, however, was The Great War. In the span of a few short years, several of the scientists had died, while others found themselves with opposing views on who to support in the new world order. Two of the scientists secretly head off to England with some of their notes and part of the original Tanguska equipment in tow, while others present their research to the new German Reich. England and its ally, the US, are now looking to obtain the research and artifacts still in the possession of the Russo-German scientific team. As for the scientists themselves, they must be kept out of German hands by any means necessary. Although English and US governments would prefer them to be captured alive, they realize this may not be possible. As far as potential future campaign seeds based off this premise, the US success at developing atomic weaponry by the end of World War II is dependant on them getting access to as much Tanguska technology as possible. In fact, shortly after the US enters World War II, the Top Secret US Project Tanguska is officially closed and rolled over into a new Top Secret program: the Manhattan Project. Exactly 39 years to the day after the Tanguska incident, a second, similar spacecraft begins to show up on US military radar units in White Plains and Roswell, New Mexico. Having witnessed the unmistakable energy signatures of their own technology a few years back at Hiroshima and Nagasaki, the aliens have decided to return to Earth and seek its source.

TEMPERANCE

Sister Eugenia holds massive anti-alcoholic temperance rallies all across America. One hundred thousand people attending isn't uncommon. However, the sister uses the rallies as a cover. Her large band of thugs and thieves go on a crime spree of breaking and entering and bank robbery. The PCs become aware of the plot but the idea that the beloved sister could be an arch-criminal is laughable. Gathering evidence against the fiend, which must be done legally, is probably a new challenge to the heroes.

THE THING IN THE SWAMP

A monster that is killing livestock terrorizes a small country town. Recently one of the local girls has also gone missing. The locals fear that something is in the swamp preying on them. Larger newspapers are printing the story in the vein of "stupid, superstitious country bumpkins." The State Police ruled that wild animals are to blame for the livestock and the girl probably just ran away from her parents. The local sheriff, however, begs the characters to investigate. While he is skeptical as well, he isn't as willing to discount what is said and seen by the citizens in his town.

Investigating will be difficult as most of the families live in isolated farmsteads and the main town, which is mainly a general store, has no telephone. The best bet for the PCs is to go into the swamp. There they will encounter "Swampy John", a hermit who is convinced that the thing is the spirit of an indian medicine man who was hanged there by white men centuries ago. There is also the old Krenshaw estate, where the descendants of the original founders of the town reside in self-imposed isolation. There are plenty of dark rumors about the Krenshaws being involved with dark magic and scandalous debauchery. Is the Thing in the Swamp some foul beast, indian spirit, or purely someone out to deceive and frighten the town for some other dark end?

TO THE MANOR CURSED

Jessica Worthington is from an upstanding family, who can trace their ancestors to the Norman Conquest. She's a classic Good Girl, helping with charity, having a slow and respectable courtship with a quiet Actuary and known to be a girl of singularly sweet and loving disposition. Unfortunately, when he grandfather dies, through a peculiar quirk of fate, she inherits his guns.

CASTLE KEEPING

Her grandfather, Aloysius Worthington was the hooded terror known as the Vermillion Claw. A white slaver, mad inventor and genuine madman. Vermillion Claw's guns have inherited his madness and when she first touched them, somehow a part of his hatred has infected this lovely young woman.

The heroes were responsible for the Vermillion Claw's downfall.

When some of his most heinous crimes are revisited, when policemen who helped with the case are murdered, it becomes clear that either the Claw is still alive or someone knew his mind intimately. If the heroes track the crimes to Jessica, they learn that only a powerful witch doctor can remove the curse. And it may kill her.

UNHAPPY MEDIUM

During a séance, an unlucky medium was discovered by a malevolent ghost—specifically, by the ghost of a recently-unearthed mummy. The ghost was wronged in ancient times, and after taking possession of the medium he goes on a murderous hunt for the descendants of those who betrayed him.

UPTOWN BOMBER

Explosions have gutted several businesses in the uptown of the city. It is the work of a bomber and the newspapers are quick to put the blame on an inept police force that can't seem to catch such a lunatic. However, the police have kept silent that each attack was prefaced with a demand for protection money to avoid setting off an even bigger panic. This isn't some loon; it is the work of a ruthless opportunist. Businesses that paid were still bombed. Characters can use their police connections, be implored by someone who has received one of the demands for money, or simply be motivated to try to find the mad bomber on their own.

What isn't known to the characters, however, is that the bomber has a large supply of mini-bombs that were stolen from an Army truck en route from a secret research lab. The military isn't talking about that incident at all. These mini-bombs are powerful, easily concealed and effortless to throw. The catch is that the bomber is a vigilante gangster striking back at rival mob-owned businesses without the knowledge of his own family because they forbid him from avenging the death of his brother. Technically, he is doing the work of a "good guy" but he still is a criminal. How the characters handle the situation is up to them.

THE URN OF FEI KAI WEN

A series of killings is sweeping the Wen tong in Chinatown. The police are stymied in their investigations by no one talking to them. A police detective who is familiar with the characters will ask for their assistance. The characters will find no evidence of a tong war so it seems that the killings are all internal among the Wen tong. In the process of their romp through Chinatown, the PCs will find out that Chen Wen sold an urn to a curio shop. The urn itself is plain with a few dried pieces of wax around the inside lid, one of which still bears the legible character for "peace." An antiquarian or occultist will recognize it as a burial urn.

Finding Chen Wen and interrogating him about the urn will reveal that he took it from the family estate, emptied its contents, and sold it because he needed some money. What he has actually done, however, is release the spirit of Fei Kai Wen, a formidable warrior, who is outraged at the disturbance of his eternal rest. The ghost has gone on a vengeful slaughter of his descendants because of their sacrilege. The characters can let the spirit do its bloody business but should be aware that it is likely the ghost won't be satisfied until it is resealed back in the urn and proper burial respects given again.

VOYAGE TO TYRINA

A mysterious ray transports the characters to the planet of Tyrina. They arrive only with what they had on them and will have to rely on their strength, intelligence and cunning to survive the beautiful but deadly world. After some time they encounter the Aurin, a race of brutish blue skinned humanoids. They are warlike and will attempt to capture the PCs until the intervention of the Horal, a purple skinned race of humanoids. The Horal are technologically advanced but peaceful by nature. Only their walled cities and radium rifles have kept the Aurin at bay. However, recently covert Horal patrols have reported creatures that resembled the race of the PCs at Aurin encampments. They fear what knowledge these outsiders might bring to bear against their cities.

CRUSADER'S COMPANION 220

The Horal King begs the PCs to find out what the Aurin are up to and, if it is a threat to them, to destroy or sabotage it in whatever fashion possible. Unknown to the characters, however, is that the King's chief scientist, Ulir, is a usurper waiting his chance. He devised the teleportation ray and is supplying the Aurin with technological knowledge that their human sympathizers/captives are making use of to construct weaponry. He will do whatever it takes behind the scenes to thwart the character's plans. The Aurin have promised that he will rule the Horal when they take over but they have no intentions of upholding that bargain.

CHARIOT RACING

Chariot racing is as old as the fall of Troy, and persisted until after the fall of the Western Roman Empire. In Rome and Byzantium, powerful factions hired several charioteers who raced under a "team" banner, sometimes working together in a single race, sometimes racing independently in different events.

Successful charioteers could become rich and famous; unsuccessful ones often died in these violent and dangerous events. The rules below are for a Roman-type arena event, but could be easily used for the less formal, more ancient versions as well.

A chariot race is well in keeping with the atmosphere of any evil empire, and is usually played out before the Annual Banquet, as a celebration of the peace of the Imperium, or after the Emperor has won a war, in celebration of his power. Chariot races can be held at any point at the discretion of the game master.

OBJECTIVE

The object of the game is to be the first to complete three laps around the circus. Surviving the race is also a plus.

EQUIPMENT NEEDED

Dice, a circus maximus board (see picture), and pieces of some type representing charioteers. Make a circus maximus in the pattern shown.

The board should be made large enough so that each square is 1 inch by 1 inch. The easiest thing to do is find free dungeon tiles on the web, print them, and cut them out to build the board above. The colors are not important, and serve only to illustrate the positions of the lanes.

You will also need four pieces to mark chariots, painted in different colors. Possibilities include miniature chariots, ordinary C&C miniatures, or simply four chess knights, each painted a different color.

RULES OF THE RACE

In a normal chariot race, no charioteer is permitted to wear armor, nor carry any weapon other than an ordinary whip (small knives are carried to cut a driver free from the reigns of a wrecked chariot, but they are useless as weapons). Each chariot starts in one of the four lanes immediately behind the starting line (the line surrounded by the words "START" and "FINISH"). Poll position (i.e. which lane each chariot starts in) is determined randomly. The innermost lane is the most advantageous. All chariots move in the direction of the green arrow marked on the board.

No magic item, spell, or spell like ability is allowed in the race. The crowd wants to see a good race, not the effects of *horseshoes of speed* on a chariot. It is assumed that the Emperor is wise to such tomfoolery, and might even have wizards or similar observers stationed around the arena. These might cast *hold person* on any charioteer cheating in this way if the Emperor is only mildly annoyed, or *fireball* if he is more than mildly annoyed.

INITIATIVE AND MOVEMENT

All players roll initiative at the beginning of each round. The highest rolling charioteer can move first, or defer until another charioteer completes his turn before moving.

Each turn, each chariot must, at a minimum, move forward at its maximum speed in its own lane (the lanes are marked in alternating colors of light and dark brown on the board). Backward moves are not allowed, and chariots can only change lanes as listed below under Free Actions. Diagonal moves are not allowed. The maximum speeds are: Heavy chariot=15 spaces. Light chariot=18

spaces. The only exception to this is that a chariot which is blocked by another chariot directly in front of it must stop movement, unless it can use a change lanes actions to get around the obstacle. No chariot can move through another chariot, the wall of the circus, or the spina (the dark, center area).

Charioteers unfortunate enough to be dismounted can be run over by other chariots, in which case the dismounted figure then takes 4d6 automatic damage.

FREE ACTIONS

In addition to the mandatory forward movement, each charioteer can take one free action each turn from the list below. These actions can be undertaken at any point during the move, and the remaining move completed afterwards (example: Marcus, in a heavy chariot, can move three spaces forward, change lanes, and then move his remaining 12 spaces to complete the turn):

1. *Change Lanes:* Move laterally one lane. The chariot can move to any square in a lane bordering its present lane that is adjacent to its present square (vertically or horizontally only, never diagonally) as long as that square is not occupied by another chariot.
2. *Scythe Attack:* This action can be made by heavy chariots only. The driver can attempt to use the sharpened blades attached to the hub of his chariot's wheels to destroy the wheel of another chariot. The attacker and defender both make a dexterity check (see below under Risky Actions). The attack is successful if the attacker succeeds at the check and the defender fails. If the attack is successful, roll 1d20 on the table below for the result. Add +2 if the defender is driving a light chariot:

CHARIOT DAMAGE TABLE

d20	Damage
1-4	<i>Wheels Locked:</i> Both chariots may be damaged. Roll again on this table for each chariot.
5-8	<i>Driver stunned:</i> The defending chariot can take no action in the next round except normal forward movement.
9-12	<i>Chariot Out of Control:</i> The defending chariot moves randomly one space in a random direction. Nominate each of the four surrounding sides as 1-4, and roll 1d4 to see where it lands. If this would cause the chariot to move into another chariot, the walls of the circus, or the spina, see Crashes, below. The defending chariot can take no action next round except normal forward movement.
13-16	<i>Wheel Damaged:</i> The chariot takes no immediate damage, but place a marker on it indicating that the spokes on its wheel are partially cut through. At the beginning of each of the chariot's succeeding turns, roll 1d6. On a roll of 6, the wheel is destroyed and the chariot wrecks, as below.
17+	<i>Defending Chariot Wrecked:</i> The chariot wrecks. The driver remains tied to the reins, and is pulled along by his horses at maximum speed each turn, taking an automatic 1d8 hit points of damage per turn, until he can cut himself free of the reins by rolling a dexterity saving throw, roll this before the chariot moves each turn.

3. *Whip Horses:* The driver whips greater speed out of his horses. The chariot gains a bonus of 1d6 spaces to normal forward movement. **ALL OF THIS ADDITIONAL MOVEMENT MUST BE TAKEN** (which may not be a good thing, if it puts him over maximum speed in the turnaround, or causes him to crash into another chariot).
4. *Whip Opponent:* Make an ordinary whip attack against one opponent. In addition to normal damage, a successfully whipped opponent must roll a **constitution saving throw**, or be temporarily blinded by blood flowing into his eyes, in which case he can take no action in the next turn, other than normal forward movement.

RISKY ACTIONS

This is where the race becomes strategic. Additional free actions can be taken any number of times, as a risky action. However, as the name says, this is risky.

Each risky action requires a dexterity check. After the round has been completed, the count for risky actions starts over again.

A successful roll means that another action (from the free actions list) can be performed normally. A failed roll means the chariot wrecks, as result 17+ on the Chariot Damage Table.

THE TURNAROUND

Centrifugal force makes the turnaround (the curved area between the two red lines at each end of the track) the most dangerous place in the circus. If a chariot is moving at over maximum speed (as a result of whipping horses) at any point while it is in the turnaround, the driver must make an immediate dexterity check at -1 for the 4th (outermost) lane, -2 for the 3rd lane, -3 for the 2nd lane, and -4 for the 1st (innermost) lane.

This check is always made at the end of the turn, even if the driver has already exited the turnaround. A failed check means the chariot wrecks, as result 17+ on the Chariot Damage Table.

CRASHES

If a chariot crashes into another chariot, the walls of the circus, or the spina, roll on the Chariot Damage table, above.

A chariot which crashes into the wall of the circus or the spina remains in its own space, and further movement is allowed (if any remains), unless the results of the Chariot Damage Table say otherwise.

If a chariot crashes into another chariot, both are moved one space randomly, as per a result of 9-12 on the Chariot Damage Table, above, in addition to other results.

Note that multiple crashes can occur if several chariots are bunched up, and a crash causes one chariot to move into another.

WINNING THE GAME

Victory goes to the chariot which moves into the space past the finish line first, after three laps have been completed, or to the remaining chariot if all others have been eliminated.

CHARIOTEERS

Each NPC charioteer is level 1d8 (usually a fighter), and has 3d6+1 each for strength, dexterity and constitution.

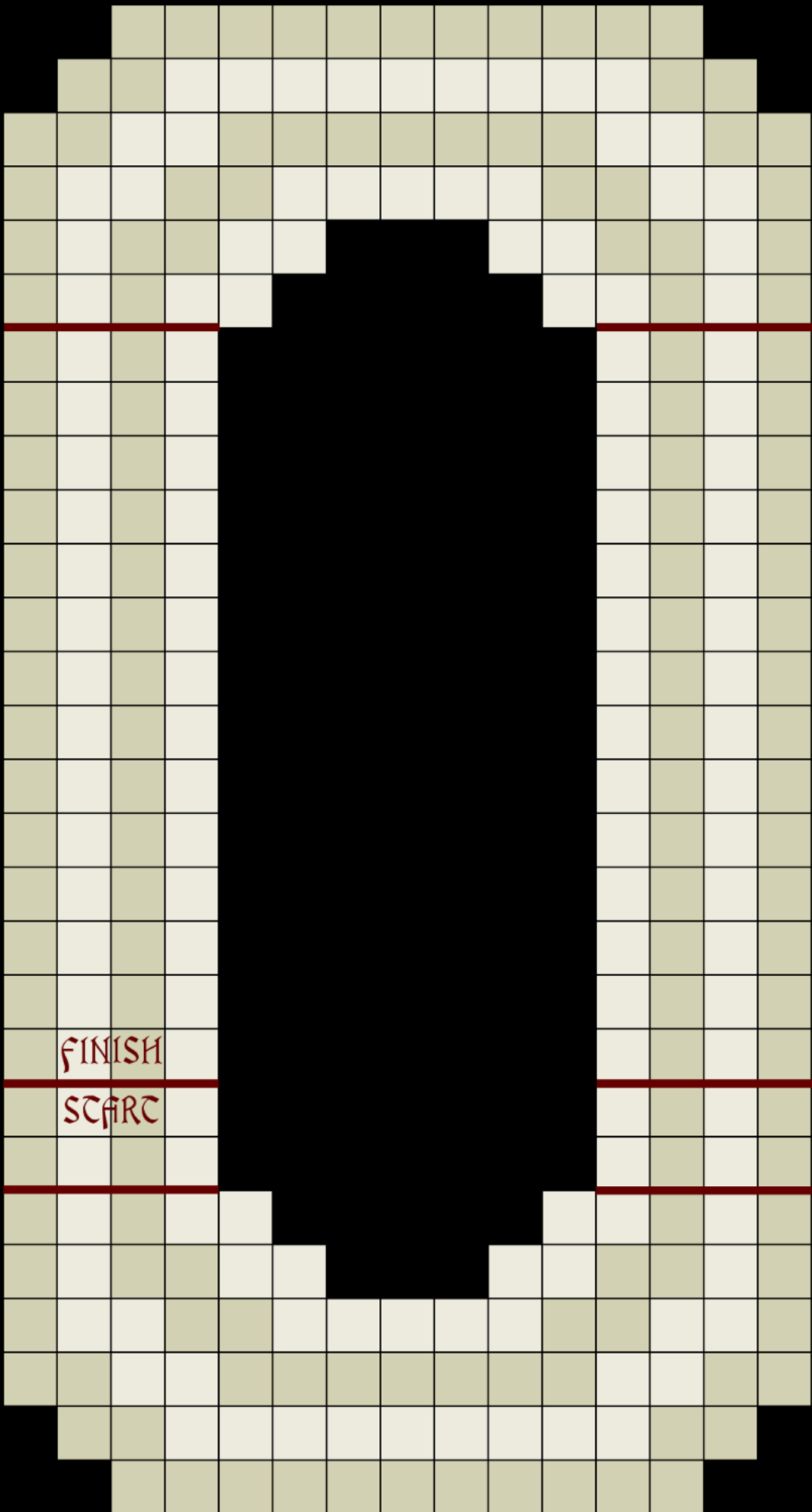
GAMBLING

Each charioteer will have 1d12×1,000 gp, bet on him. +1d4×1,000 gp for the highest level charioteer, +1d4×1,000 gp for the charioteer with the highest strength, and +1d4×1,000 gp for the charioteer with the highest dexterity. Odds can be figured from the gold pieces bet. Player characters may bet the odds with their own gold pieces, or may make side bets among themselves as desired. To keep things simple, the odds are not re-figured unless any single player character bets more than 2,000 gp on a single race.

There is a 10% chance that any race is a famous race. In this case, charioteers will be level 1d6+4, with 3d6+2 each for strength, dexterity and constitution (maximum 18 in each). PCs of less than 5th level cannot drive in such a race. In a famous race, ten times the normal bets are made, and the odds are re-figured for PCs only if they bet more than 20,000 gp on a single race.

THROWING THE RACE

The crowds attending chariot races are extremely good at detecting whether a charioteer is trying to throw a race, and unless the trick is extremely well executed the charioteer is likely to be torn apart by an infuriated crowd.



FINISH

START

CONVERSION

DARK DUNGEONS

CHARACTER LEVEL

Old Level	New Level
1-12	Same
13-15	13
16-18	14
19-21	15
22-24	16
25-27	17
28-30	18
31-33	19
34-36	20

CLASSES

Class	Race/Class
Cleric	Human/Cleric
Druid	Human/Druid
Dwarf	Dwarf/Fighter
Elf	Elf/Fighter-Wizard
Fighter	Human/Fighter
Halfling	Halfling/Fighter
Magic User	Human/Wizard
Mystic	Human/Monk
Paladin	Human/Paladin
Ranger	Human/Ranger
Thief	Human/Rogue

EXCEPTIONAL STRENGTH

Score	New Strength Score
18/01-18/50	19
18/51-18/75	20
18/76 -18/90	21
18/91-18/99	22
18/00	23
19-20	24
21-22	25
22-23	26
24-25	27

MAGIC ITEMS

Boots of Traveling and Leaping	Boots of Striding and Springing
Elven Cloak	Cloak of Elvenkind
Elven Boots	Boots of Elvenkind
Girdle of Giant Strength	Belt of Giant Strength
Medallion of ESP, 30' Range	Medallion of Thoughts
Medallion of ESP, 60' Range	Medallion of Thoughts
Ring of Animal Control	Ring of Animal Friendship
Ring of Djinni Summoning	Ring of Djinni Calling
Ring of Fire Resistance	Ring of Energy Resistance (Fire)
Ring of Survival	Ring of Sustenance
Ring of Wishes	Ring of Three Wishes

MONSTERS

Sasquatch	Yeti
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MONSTER STAT BLOCKS

AC	Subtract from 19
HD	Round all fraction and bonus HD to nearest HD. Fraction HD monsters become giant.
Movement	Multiply by 2.5 feet and round up to the nearest multiple of 10
Saving Throws	Fighter, Thief, Dwarf, Halfling P Elf, Cleric, Wizard M
	HD 1-9 HD-1
	HD 10 HD-3
	HD 14 HD-5
	HD 16 HD-7
	HD 18+ HD-9
Treasure	+1 if monster has opposable thumbs

PLANES

Prime	Material
Void	Astral

SAVING THROWS

Power Attacks	Strength
Spell Attacks	CK's Call
Physical Attacks	Constitution
Mental Attacks	Charisma

SPELLS

Analyze	Identify
Anti-Animal Shell	Antilife Shell
Anti-Magic Shell	Antimagic Shell
Barrier	Blade Barrier
Charm Monster	Charm Person or Animal
Charm Plant	Charm Plants*
Clothform	Secure Shelter
Conjure Elemental	Summon Elemental
Contact Outer Plane	Contact Other Plane
Continual Light	Darkness
Control Temperature 10' radius	Control Temperature*
Create Air	Gust of Wind
Create Any Monster	Summon Greater Monster
Create Food	Create Food and Water
Create Magical Monsters	Summon Monster
Create Normal Animals	Summon Monster
Create Normal Monsters	Summon Monster
Cure Blindness	Remove Blindness/Deafness
Cure Disease	Remove Disease
Cureall	Heal
Dance	Irresistible Dance*
Detect Danger	Detect Snares and Pits
Detect Evil	Detect Chaos/Evil/Good/Law
Detect Invisible	See Invisibility
Dispel Evil	Detect Chaos/Evil/Good/Law
Dissolve	Transmute Mud and Rock
ESP	Detect Thoughts
Explosive Cloud	Incendiary Cloud
Find Traps	Detect Traps
Force Field	Wall of Force
Growth of Animal	Animal Growth
Growth of Plants	Plant Growth
Ice Storm / Wall of Ice	Ice Storm and Wall of Ice
Immunity	Spell Immunity*
Infravision	Darkvision*
Invisibility	Invisibility Sphere
Invisibility 10' Radius	Invisibility Sphere
Ironform	Fabricate*
Locate	Locate Creature and Locate Object
Lore	Legend Lore
Lower Water	Control Water

CASTLE KEEPING

Magic Door	Phase Door
Metal to Wood	Transmute Metal and Wood
Mind Barrier	Mind Blank
Obscure	Obscuring Mist
Permanence	Permanency
Phantasmal Force	Silent Image
Polymorph Other	Polymorph
Polymorph Self	Polymorph
Produce Fire	Produce Flame
Projected Image	Project Image
Protection from Evil	Magic Circle (Against Chaos, Evil, Good, Law)
Protection from Evil 10' radius	Magic Circle (Against Chaos, Evil, Good, Law)
Protection from Lightning	Protection from Elements
Protection from Normal Missiles	Protection from Arrows
Purify Food and Water	Purify Food and Drink
Raise Dead Fully	Resurrection
Read Languages	Comprehend Languages
Reincarnation	Reincarnate
Resist Cold	Resist Elements
Resist Fire	Resist Elements
Restore	Restoration
Silence 15' Radius	Silence
Snake Charm	Animal Trance*
Speak With Animal	Speak With Animals
Steelform	Fabricate*
Stone to Flesh	Transmute Flesh and Stone
Stoneform	Fabricate*
Striking	Pyrotechnics
Summon Object	Instant Summons
Summon Weather	Control Weather
Survival	Endure Elements
Sword	Mage's Sword*
Teleport any Object	Teleport Object*
Timestop	Time Stop
Transport Through Plants	Transport Via Plants
Travel	Astral Projection
Truesight	True Seeing
Turn Wood	Repel Wood
Ventriloquism	Ventriloquist
Weather Control	Control Weather
Wind Walker	Aerial Servant*
Wizard Eye	Arcane Eye
Wizard Lock	Lock
Wizardry	Drop, Irrelevant rules
Woodform	Fabricate*

* New spell

WEAPONS

Hammer, Throwing	Hammer, War
Mace	Mace, Heavy
Lance	Lance, Heavy
Polearm	Halberd or Glaive
Poleaxe	Halberd or Voulge
Sword, Normal	Longsword

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EXCEPTIONAL STRENGTH

Score	New Strength Score
18/01-18/50	19
18/51-18/75	20
18/76	
-18/90	21
18/91-18/99	22
18/00	23
19-20	24
21-22	25
22-23	26
24-25	27

MONSTERS

AC	Subtract from 20
HD	Round all fraction and bonus HD to nearest HD. Fraction HD monsters become giant.
Initiative	Drop
Magic	
Resistance	Divide by 5 and become Spell Resistance
Movement	Multiply by 2.5 feet and round up to the nearest multiple of 10
	HD 1-9 HD-1
	HD 10 HD-3
	HD 14 HD-5
	HD 16 HD-7
	HD 18+ HD-9
Treasure	+1 if monster has opposable thumbs

SAVING THROWS

Paralysis	Strength
Breath Weapon (and area of affect spells)	Dexterity
Poison, Death	Constitution
Wands, Staves, Wands (and illusions)	Intelligence
Spells (except area of affect, illusions, enchantment, and fear spells)	Wisdom
Enchantment and Fear spells	Charisma

SPELLS

Alter Reality	Limited Wish
Animal Summoning I	Summon Animals
Animal Summoning II	Summon Beasts or Plants
	Drop, Covered in Summon Beasts or Plants
Animal Summoning III	Plants
Anti-Animal Shell	Antilife Shell
Anti-Magic Shell	Antimagic Shell
Animate Object	Animate Objects*
Animate Rock	Animate Objects*
Antipathy/Sympathy	Antipathy and Sympathy
Astral Spell	Astral Projection
Audible Glamer	Ghost Sound
	Remove Blindness or Deafness (Reversed)
Blindness	(Reversed)
Cacodemon	Summon Greater Monster
Call Woodland Beings	Summon Animals
Chant	Prayer
Chariot of Fire	Chariot of the Sun*
Charm Person or Mammal	Charm Person or Animal
Clairaudience	Clairaudience/Clairvoyance
Clairvoyance	Clairaudience/Clairvoyance
Conjure Animals	Summon Animals
Conjure Earth Elemental	Summon Planar Ally
Conjure Elemental	Summon Elemental
Conjure Fire Elemental	Summon Planar Ally
Continual Darkness	Darkness

Continual Light	Darkness (Reversed)
Control Temperature 10' radius	Control Temperature*
Cure Blindness	Remove Blindness or Deafness
Cure Disease	Remove Disease
Darkness, 15' Radius	Darkness
	Remove Blindness or Deafness (Reversed)
Deafness	
Demi-Shadow Magic	Greater Shadow Evocation
Demi-Shadow Monsters	Greater Shadow Conjunction
Detect Evil	Detect Chaos/Evil/Good/Law
Detect Invisibility	See Invisibility
Detect Lie	Discern Lies
Detect Pits and Snares	Detect Snares and Pits
Dispel Evil	Detect Chaos/Evil/Good/Law
Enchanted Weapon	Magic Weapon*
Enlarge	Alter Size
ESP	Detect Thoughts
Find Familiar	Summon Familiar
Hallucinatory Forest	Hallucinatory Terrain
Improved Phantasmal Force	Minor Image
Infravision	Darkvision*
Invisibility, 10' Radius	Invisibility Sphere
Locate Animals	Locate Creature
Lower Water	Control Water
Magic Aura	Magical Aura
Minor Globe of Invulnerability	Globe of Invulnerability, Lesser
Mnemonic Enhancement	Mnemonic Enhancer
Monster Summoning I	Summon Lesser Monster
	Drop, Covered in Summon Lesser Monster
Monster Summoning II	Monster
Monster Summoning III	Summon Monster
Monster Summoning IV	Drop, Covered in Summon Monster
Monster Summoning V	Summon Greater Monster
	Drop, Covered in Summon Greater Monster
Monster Summoning VI	Monster
	Drop, Covered in Summon Greater Monster
Monster Summoning VII	Monster
Obscurement	Obscuring Mist
Part Water	Control Water
	Drop, Covered in Transport via Plants
Pass Plant	Plants
Permanent Illusion	Permanent Image
Phantasmal Force	Silent Image
Polymorph Object	Polymorph Any Object
Produce Fire	Produce Flame
Programmed Illusion	Programmed Image
	Magic Circle (Against Chaos, Evil, Good, Law)
Protection From Evil	Magic Circle (Against Chaos, Evil, Good, Law)
Protection From Evil 10'	Good, Law)
Protection From Fire	Protection from Elements
Protection From Lightning	Protection from Elements
Protection From Normal Missiles	Protection from Arrows
Purify Water	Purify Food and Drink
Reincarnation	Reincarnate
Repel Insects	Repel Vermin
Resist Cold	Resist Elements
Resist Fire	Resist Elements
Shadow Magic	Shadow Evocation
Shadow Monsters	Shadow Conjunction
Shape Change	Change Self
Silence 15' Radius	Silence
Slow Poison	Delay Poison
Snake Charm	Animal Trance*
Spectral Force	Major Image
Stone to Flesh	Transmute Flesh and Stone
Strength	Enhance Attribute
Summon Insects	Summon Swarm
Summon Shadow	Shadow Conjunction
Transmute Rock to Mud	Transmute Mud and Rock
Transport via Plants	Tree Stride*
Tree	Barkskin

True Sight	True Seeing
Turn Wood	Repel Wood
Ventriloquism	Ventriloquist
Weather Summoning	Control Weather
Wizard Eye	Arcane Eye
Wizard Lock	Lock
Write	Drop, Irrelevant rules
* New spell	

SPELLS STATBLOCKS

Casting Time	If less than 1 round than raise to 1 round ; Turns becomes minutes multiplied by 10
School	Drop

FOR GOLD & GLORY

EXCEPTIONAL STRENGTH

Score	New Strength Score
18/01-18/50	19
18/51-18/75	20
18/76 -18/90	21
18/91-18/99	22
18/00	23
19-20	24
21-22	25
22-23	26
24-25	27

MONSTERS

AC	Subtract from 20
	Round all fraction and bonus HD to nearest HD.
HD	Fraction HD monsters become giant.
Initiative	Drop
Magic Resistance	Divide by 5 and become Spell Resistance
	Multiply by 2.5 feet and round up to the nearest multiple of 10
Movement	
Thaco	Subtract from 20 and becomes Bonus to Attack
	HD 1-9 HD-1
	HD 10 HD-3
	HD 14 HD-5
	HD 16 HD-7
	HD 18+ HD-9
Treasure	+1 if monster has opposable thumbs

SAVING THROWS

Paralysis	Strength
Breath Weapon (and area of affect spells)	Dexterity
Poison, Death	Constitution
Wands, Staves, Wands (and illusions)	Intelligence
Spells (except area of affect, illusions, enchantment, and fear spells)	Wisdom
Enchantment and Fear spells	Charisma

SPELLS

Abjure	Banishment
Advanced Illusion	Programmed Image
Air Walk	Air/Water Walk
Animal Summoning I	Summon Animals
Animal Summoning II	Summon Beasts or Plants
	Drop, Covered in Summon Magical Beasts or Fey
Animal Summoning III	Animal Summoning III
Animate Object	Animate Objects*
Animate Rock	Animate Objects*
Anti-Animal Shell	Antilife Shell
Anti-Magic Shell	Antimagical Shell
Antipathy-Sympathy	Antipathy and Sympathy

CASTLE KEEPING

Armor	Mage Armor*
Astral Spell	Astral Projection
Audible Glamer	Ghost Sound
Big Clenched Fist	Clenched Fist*
Big Crushing Hand	Crushing Hand*
Big Forceful Hand	Forceful Hand*
Big Grasping Hand	Grasping Hand*
Big Interposing Hand	Interposing Hand*
Bind	Animate Rope*
Blindness	Blindness/Deafness
Call Woodland Beings	Summon Animals
Cantrip	Prestidigitation
Chant	Prayer
Charm	Charm Person or Animal
Clairaudience	Clairaudience/Clairvoyance
Clairvoyance	Clairaudience/Clairvoyance
Conjure Animals	Summon Animals
Conjure Earth Elemental	Summon Planar Ally
Conjure Elemental	Summon Elemental
Conjure Fire Elemental	Summon Planar Ally
Continual Light	Darkness (Reversed)
Control Temperature 10' radius	Control Temperature*
Crystal Brittle	Transmute Metal to Glass*
Cure Blindness or Deafness	Remove Blindness/Deafness
Cure Disease	Remove Disease
Darkness, 15' Radius	Darkness
Deafness	Blindness/Deafness
Death Fog	Acid Fog*
Demi-Shadow Magic	Greater Shadow Evocation
Demi-Shadow Monsters	Greater Shadow Conjunction
Detect Evil	Detect Chaos/Evil/Good/Law
Detect Lie	Discern Lies
Detect Invisibility	See Invisibility
Detect Snares & Pits	Detect Snares and Pits
Dispel Evil	Dispel Chaos, Evil, Good, Law
Domination	Dominate Person*
Enchant an Item	Drop, Irrelivent Rules
Enchanted Weapon	Magic Weapon
Endure Heat/Endure Cold	Endure Elements
Enlarge	Alter Size
Ensnarement	Planar Binding*
ESP	Detect Thoughts
Find Familiar	Summon Familiar
Find Traps	Detect Traps
Giant Insect	Giant Vermin*
Hallucinatory Forest	Hallucinatory Terrain
Hold Undead	Halt Undead*
Improved Phantasmal Force	Minor Image
Infravision	Darkvision*
Invisibility, 10' Radius	Invisibility Sphere
Item	Alter Size
Leprechaun's Secret Chest	Secret Chest
Leprechaun's Secure Shelter	Secure Shelter
Leprechaun's Tiny Hut	Tiny Hut
Leprechaun's Trap	False Trap
Locate Animals or Plants	Detect Animals or Plants*
Lower Water	Control Water
Mage's Disjunction	Disjunction
Mage's Faithful Hound	Faithful Hound
Magic Font	Scrying
Magic Mirror	Scrying
Magical Vestment	Magic Vestment
Messenger	Animal Messenger
Monster Summoning I	Summon Lesser Monster
Monster Summoning II	Drop, Covered in Summon Lesser Monster
Monster Summoning III	Summon Monster
Monster Summoning IV	Drop, Covered in Summon Monster
Monster Summoning V	Summon Greater Monster
Monster Summoning VI	Drop, Covered in Summon Greater Monster

Monster Summoning VII	Drop, Covered in Summon Greater Monster
Obscurement	Obscuring Mist
Pass Plant	Drop, Covered in Transport via Plants
Part Water	Control Water
Permanent Illusion	Permanent Image
Phantasmal Force	Silent Image
Polymorph Other	Polymorph
Polymorph Self	Polymorph
Produce Fire	Produce Flame
Programmed Illusion	Programmed Image
Protection From Cantrips	Protection From Spells*
Protection From Evil	Magic Circle (Against Chaos, Evil, Good, Law)
Protection From Evil 10'	Magic Circle (Against Chaos, Evil, Good, Law)
Protection From Fire	Protection from Elements
Protection From Lightning	Protection from Elements
Protection From Missiles	Protection from Arrows
Reflecting Pool	Scrying
Repel Insects	Repel Vermin
Resist Fire/Resist Cold	Resist Elements
Shape Change	Change Self
Spell Immunity - Arcane	Spell Immunity*
Spell Immunity - Divine	Spell Immunity*
Shadow Magic	Shadow Evocation
Shadow Monsters	Shadow Conjunction
Silence 15' Radius	Silence
Slow Poison	Delay Poison
Snake Charm	Animal Trance*
Spiritual Hammer	Spiritual Weapon
Spectral Force	Major Image
Star Shine	Continual Flame
Stone to Flesh	Transmute Flesh and Stone
Strength	Enhance Attribute
Succored Retreat	Refuge
Summon Insects	Summon Swarm
Summon Shadow	Shadow Conjunction
Sunray	Sunbeam*
Transmute Metal to Wood	Transmute Metal and Wood
Transmute Rock to Mud	Transmute Mud and Rock
Tree	Barkskin
Turn Wood	Repel Wood
Uncontrollable Hideous Laughter	Hideous Laughter*
Ventriloquism	Ventriloquist
Water Walk	Air/Water Walk
Weather Summoning	Control Weather
Wind Wall	Wall of Wind
Wizard Eye	Arcane Eye
Wizard Lock	Lock
Wizard Mark	Arcane Mark
Wraith Form	Gaseous Form

* New spell

SPELLS STATBLOCKS

Casting Time	If less than 1 round than raise to 1 round ; Turns becomes minutes multiplied by 10
School	Drop

PATHFINDER

CLASSES

Sorcerer	Wizard
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MONSTER STAT BLOCKS

Damage	Remove bonus
HD	Remove bonus; Round fraction HD to nearest HD, becomes a giant monster.
Good Save (FORT)	P
Good Save (REF)	P
Good Save (WILL)	M
Good Save (ALL)	M, P
	- Not ratable
	0 None
	1-2 Animal
	3-5 Inferior
	6-8 Low
	9-12 Average
	13-15 High
	16-17 Superior
	18-21 Genius
	22-25 Supra-Genius
Intelligence	26+ Deific
Low-light Vision	Twilight Vision
SR	Reduce by 11.

EQUIPMENT

Chainmail	Full Chain Suit
Chain shirt	Mail Shirt
Shortspear	Spear
Tower Shield	Pavis

SPELLS

Air Walk	Air/Water Walk
Antimagic Field	Antimagic Shell
Arcane Lock	Lock
Bear's Endurance	Enhance Attribute
Blindness/Deafness	Remove Blindness or Deafness (Reversed)
Bull's Strength	Enhance Attribute
Cat's Grace	Enhance Attribute
Charm Animal	Charm Person or Animal
Charm Monster, Mass	Mass Charm
Command Undead	Control Undead*
Crushing Despair	Emotion
Detect Chaos	Detect Chaos/evil/Good/Law
Detect Evil	Detect Chaos/evil/Good/Law
Detect Good	Detect Chaos/evil/Good/Law
Detect Law	Detect Chaos/evil/Good/Law
Diminish Plants	Alter Size
Dispel Chaos	Dispel Chaos, Evil, Good, Law
Dispel Evil	Dispel Chaos, Evil, Good, Law
Dispel Good	Dispel Chaos, Evil, Good, Law
Dispel Law	Dispel Chaos, Evil, Good, Law
Displacement	Displaced Image
Eagle's Splendor	Enhance Attribute
Elemental Swarm	Summon Elemental Swarm
Enlarge Person	Alter Size
Find Traps	Detect Traps
Flesh to Stone	Transmute Flesh and Stone
Fox's Cunning	Enhance Attribute
Gentle Repose	Preserve Dead
Invisibility, Greater	Improved Invisibility
Keen Edge	Drop, Effects not applicable
Mage's Disjunction	Disjunction
Mage's Faithful Hound	Faithful Hound
Magic Aura	Undetectable Aura
Magic Circle against Chaos	Magic Circle
Magic Circle against Evil	Magic Circle
Magic Circle against Good	Magic Circle
Magic Circle against Law	Magic Circle

Magic Stone	Magic Stones
Globe of Invulnerability, Lesser	Minor Globe of Invulnerability
Owl's Wisdom	Enhance Attribute
Phantom Trap	False Trap
Planar Ally	Summon Planar Ally
Protection from Chaos	Protection From Chaos, Evil, Good or Law
Protection from Evil	Protection From Chaos, Evil, Good or Law
Protection from Good	Protection From Chaos, Evil, Good or Law
Protection from Law	Protection From Chaos, Evil, Good or Law
Rage	Emotion
Reduce Animal	Alter Size
Reduce Person	Alter Size
Resist Energy	Protection from Elements
Shrink Item	Alter Size
Stone Shape	Shape Stone or Wood
Stone to Flesh	Transmute Flesh and Stone
Summon Monster I	Drop, Covered in Summon Lesser Monster
Summon Monster II	Drop, Covered in Summon Lesser Monster
Summon Monster III	Summon Lesser Monster
Summon Monster IV	Drop, Covered in Summon Monster
Summon Monster V	Drop, Covered in Summon Monster
Summon Monster VI	Summon Monster
Summon Monster VII	Summon Greater Monster
Summon Monster VIII	Drop, Covered in Summon Greater Monster
Summon Monster IX	Drop, Covered in Summon Greater Monster
Summon Nature's Ally I	Drop, Covered in Summon Animals
Summon Nature's Ally II	Drop, Covered in Summon Animals
Summon Nature's Ally III	Drop, Covered in Summon Animals
Summon Nature's Ally IV	Summon Animals
Summon Nature's Ally V	Summon Beasts or Plants
Summon Nature's Ally VI	Drop, Covered in Summon Beasts or Plants
Summon Nature's Ally VII	Summon Magical Beasts or Fey
Summon Nature's Ally VIII	Drop, Covered in Summon Magical Beasts or Fey
Summon Nature's Ally IX	Drop, Covered in Summon Magical Beasts or Fey
Symbol of Death	Symbol
Symbol of Fear	Symbol
Symbol of Insanity	Symbol
Symbol of Pain	Symbol
Symbol of Persuasion	Symbol
Symbol of Sleep	Symbol
Symbol of Stunning	Symbol
Teleport, Greater	Teleport Without Error
Transmute Mud to Rock	Transmute Mud and Rock
Transmute Rock to Mud	Transmute Mud and Rock
Ventriloquism	Ventriloquist
Water Walk	Air/Water Walk
Wind Wall	Wall of Wind
Wood Shape	Shape Stone or Wood

* New spell

CASTLE KEEPING

SKILLS

Skill	Ability	Source
	High Jump, Long Jump, Pole Vault, Tightrope	
Acrobatics	Walking, Tumble	Acrobat
Appraise	Appraise	Aristocrat
Bluff	Bluff	Aristocrat
Climb	Climb	Rogue
Craft		
Diplomacy	Diplomacy	Aristocrat
Disable Device	Open Lock, Traps	Rogue
Disguise	Disguise	Assassin
Escape Artist	Illusionist (Modern)	Duelist
Fly		
Handle Animal	Handle Animal	Aristocrat
Heal		
Intimidate	Intimidate	Barbarian
Knowledge (Arcana)		
Knowledge (Dungeoneering)		
Knowledge (Engineering)		
Knowledge (Geography)		
Knowledge (History)		
Knowledge (Local)		
Knowledge (Nature)	Nature Lore	Druid
Knowledge (Nobility)		
Knowledge (Planes)		
Knowledge (Religion)		
Linguistics	Decipher Script	Rogue
Perception	Listen	Rogue
Perform		
Profession		
Ride	Horsemanship	Knight
Sense Motive	Sense Motive	Aristocrat
Sleight of Hand	Pick Pockets	Rogue
Spellcraft		
Stealth	Hide, Move Silently	Rogue
Survival	Survival, Tracking	Ranger
Swim		
Use Magic Device		

FEATS

Feat	Ability	Source
Acrobatic		
Acrobatic Steps		
Agile Maneuvers		
Alertness		
Alignment Channel		
Animal Affinity		
Arcane Armor		
Mastery		
Arcane Armor		
Training		
Arcane Strike		
Armor Proficiency, Heavy		
Armor Proficiency, Light		
Armor Proficiency, Medium		
Athletic		
Augment Summoning		
Bleeding Critical		
Blind-Fight		
Blinding Critical		
Brew Potion		
Bull Rush, Greater		
Bull Rush, Improved		
Catch Off-Guard		
Channel Smite		
Channel, Improved		

Cleave

Combat Casting		
Combat Expertise		
Combat Reflexes		
Command Undead		
Counterspell, Improved		
Craft Magic Arms and Armor		
Craft Rod		
Craft Staff		
Craft Wand		
Craft Wondrous Item		
Critical Focus		
Critical Mastery		
Critical, Improved		
Dazzling Display		
Deadly Aim		
Deadly Stroke		
Deafening Critical		
Deceitful		
Defensive Combat Training		
Deflect Arrows	Deflect Missiles	Monk
Deft Hands		
Diehard		
Disarm, Greater		
Disarm, Improved		
Disruptive		
Dodge	Dodge	Duelist
Double Slice		
Elemental Channel		
Empower Spell		
Endurance		
Enlarge Spell		
Eschew Materials		
Exhausting Critical		
Exotic Weapon Proficiency		
Extend Spell		
Extra Channel		
Extra Ki		
Extra Lay On Hands		
Extra Mercy		
Extra Performance		
Extra Rage		
Familiar, Improved		
Far Shot		
Feint, Greater		
Feint, Improved		
Fleet		
Forge Ring		
Gorgon's Fist		
Grapple, Greater		
Grapple, Improved		
Great Cleave		
Great Fortitude		
Great Fortitude, Improved		
Heighten Spell		
Initiative, Improved		
Intimidating Prowess		
Iron Will		
Iron Will, Improved		
Leadership		
Lightning Reflexes		
Lightning Reflexes, Improved		
Lightning Stance		
Lunge		
Magical Aptitude		
Manyshot		

Martial Weapon Proficiency		
Master Craftsman		
Maximize Spell		
Medusa's Wrath		
Mobility	Mobility	Duelist
Mounted Archery		
Mounted Combat		
Natural Spell		
Nimble Moves		
Overrun, Greater		
Overrun, Improved		
Penetrating Strike		
Penetrating Strike, Greater		
Persuasive		
Pinpoint Targeting		
Point-Blank Shot		
Power Attack		
Precise Shot		
Precise Shot, Improved		
Quick Draw		
Quicken Spell		
Rapid Reload		
Rapid Shot		
Ride-By Attack		
Run		
Scorpion Style		
Scribe Scroll		
Selective Channeling		
Self-Sufficient		
Shatter Defenses		
Shield Bash, Improved	Shield Blow	Fighter
Shield Focus		
Shield Focus, Greater		
Shield Master		
Shield Proficiency		
Shield Slam		
Shot on the Run		
Sickening Critical		
Silent Spell		
Simple Weapon Proficiency		
Skill Focus		
Snatch Arrows	Catch Weapon	Monk
Spell Focus		
Spell Focus, Greater		
Spell Mastery		
Spell Penetration		
Spell Penetration, Greater		
Spellbreaker		
Spirited Charge		
Spring Attack		
Staggering Critical		
Stand Still		
Stealthy		
Step Up		
Still Spell		
Strike Back		
Stunning Critical		
Stunning Fist	Stun Attack	Monk
Sunder, Greater		
Sunder, Improved		
Throw Anything		
Tiring Critical		
Toughness		
Tower Shield Proficiency		
Trample		

Trip, Greater		
Trip, Improved		
Turn Undead	Turn Undead	Cleric
Two-Weapon Defense		
Two-Weapon Fighting		
Fighting, Greater	Two-Weapon Fighting	Gladiator
Two-Weapon Fighting, Improved		
Two-Weapon Rend		
Unarmed Strike, Improved	Hand-to-Hand Combat	Monk
Unseat		
Vital Strike		
Vital Strike, Greater		
Vital Strike, Improved		
Weapon Finesse	Weapon Finesse	Duelist
Weapon Focus	Weapon Specialization	Fighter
Weapon Focus, Greater	Weapon Specialization II	Fighter (CKG)
Weapon Mastery, Improved		
Weapon Specialization	Weapon Specialization	Fighter
Weapon Specialization, Greater	Weapon Specialization II	Fighter (CKG)
Whirlwind Attack	Whirlwind Attack	Barbarian
Widen Spell		
Wind Stance		

SAVING THROWS

FORT	Strength or Constitution (depending on the effect)
REF	Dexterity
	Intelligence, Wisdom, or Charisma (Depending on the source of the spell/effect, CK's call)
WILL	

SPELL RANGE

Close/Short	50 ft.
Medium	150 ft.
Long	450 ft.
Unlimited	Unlimited

MISC

Bonus and Penalties	Remove competence, deflection, insight, luck, morale, resistance.
DC	Challenge level equals 1 for every point of DC higher than 15, or -1 for every point below 15.
Trap Damage	Round bonus damage to the nearest base die.

FF6

ATTRIBUTES

Strength	Battle Power + Vigor / 3.46
Dexterity	Speed + Defense / 5.32
Constitution	Stamina / 1.84
Intelligence	Magic Power / 1.76
Wisdom	Magic Defense / 1.32

MONSTER STAT BLOCKS

Move	Speed
AC	Defense + Evasion / 10

CREATING FANTASTIC NAMES

Some of the appeal of imaginative literature comes from the exotic worlds and characters it conjures up. One way it distances itself from the everyday world is by using unfamiliar and evocative names. If the characters are Sally, Bill, and Fred, you are rooted in the mundane. If they are Hyssome, Drythe, and Rimsall, you are obviously beyond the fields we know, and the stage is set for wonders. The same applies to role-playing games using imaginative settings.

So, how does one come up with exotic names, especially for entire worlds? And how does one ensure the names are right for the places and people depicted? The trick with fantastic names is finding the right balance between the familiar and the exotic, meeting expectations without getting into a rut. If names are too

unfamiliar, it's easy to confuse them; if they're too familiar, they might not help to evoke the setting. In either case, the wrong names may detract from the effect you try to create.

Unusual spelling can work in books at times, because you can see the words on the page: Sylver and Jhuleeyahn look and feel different from Silver and Julianne. In role-playing games, though, the names are spoken, so strange spelling is not enough. Rather, the names must sound different.

A variety of methods are used to create fantastic names: adapting names from historical or mythological sources, twisting and recombining both common and rare words and interesting names, playing with word associations, and dredging up names from the subconscious. (All of these contributed over the years to the generic fantasy names lists!) The English language is a good source for creativity in this line: just combine or alter a few words imaginatively. C.S. Lewis created a race, marshwiggles, and an individual of the species, Puddleglum, this way. (Notice that the words he chose give precisely the correct tone for both; the marshwiggles are slightly comical, and Puddleglum is amusingly doleful.) English has the largest vocabulary of any language, at half a million words. Sadly, not much of it is used today, whether through the alleged demands of modern life or the dumbing down effect of inferior education practices, banal and denatured reading matter, and the brain-dead mass media.

Perhaps the thin grey gruel of modern prose explains why many hunger for the generally richer fare of fantasy. In fact, the average English speaker today has only one-fifth the vocabulary of an average speaker in the time of Spenser or Shakespeare. This leaves many perfectly good words gathering dust – but we can, at least, adapt them for creating names. A good place to start is assembling simple, underused words like hex, pyx, dole, nab, wend, weft, nub, nib, wen, fen, tine, trull, tilth, treen, pent, mor, dor, oast, mulct, and so on (a Scrabble dictionary may help). They can be combined to give words that are unfamiliar enough to be exotic, are usually easy to pronounce, and may even have meaning. In fact, almost any archaic, obsolete, and literary words can be used both to name and to help characterise creatures, cultures, and so on. Take 'scug', old slang for a graceless schoolbrat: a perfect name, or part of one, for an irritating goblin-like creature. Parts of speech can be changed to create names, too: something that prowls (verb) can be called a 'prowl' (noun).

Sometimes names so created are more or less random, which is fine if there are few names to create: all that is needed is to keep them pronounceable. In an attempt to depict societies and nations, though, names of particular peoples should show discernable patterns.

FANTASTIC FICTION

Role-playing games are largely based on fiction, and can take cues from it. There is a long tradition of authors inventing names. Some of the many now used in real life include Miranda, Vanessa, Fiona, and Wendy. Not all creations are as successful, even in fantasy fiction, where imagination and wonder should

crowd thick upon the page. At worst, tin-eared hacks have churned out derivative dross involving barbarians with names like Barf and Krud. At best, though, the names produced are pure poetry: sound, rhythm, and hints at meaning combine to produce the perfect name for the character or place.

Five excellent writers of the fantastic who are also, not wholly by chance, consistently deft at coining and using names are: Lord Dunsany, Fritz Leiber, Clark Ashton Smith, J.R.R. Tolkien, and Jack Vance. (Two other writers, Edgar Rice Burroughs and Lin Carter, also show a fine knack for devising apt names, although their writing might not be as stellar.) Dunsany, Leiber, Smith, and Vance write works that range from lyrical to ironic, and the names suit the

mood. Many of their names are inspired by Arabic, Greek, Hebrew, Norse, and Celtic sources; Vance draws on English, French, and Italian as well. Each writer adds a great deal of imagination and poetry to these base materials to invent a large number of very apt names: as the least example, Vance calls a fairy damsel Twisk, which suits her flighty character perfectly.

Tolkien filled his created world with different types of names, and shows a poet's care in their choice. Sometimes the name comes from an uncommon word: Bilbo means a sword of notable temper. The names for dwarves and some other characters are taken or derived from the dwarves of Nordic myth. Elves (Teutonic) or alfar (Nordic) were described in myth as creatures more well-proportioned than man, but are not named in the original tales where they appear, so their names had to be made up. Tolkien went to the extent of making up languages as well. He used various old languages as a foundation for his own, and the names within them; for instance, basing the two Elvish dialects on Finnish and Welsh. The sounds used suggest the nature of the people depicted. Orcish is coarse and vicious. Dwarvish sounds guttural; stone- strong and down to earth. Elvish sounds musical, beautiful, noble. The older English of the Rohirrim makes them seem more in touch with nature, the more Latinate English (and Elvish) sounds of Gondor makes its citizens seem more refined. It's hard to go past Tolkien as an exemplar, but of course your dwarves, elves, and so on don't have to be like those in his fiction. Poul Anderson, for example, created quite different elves in his fantasies. Some traits, such as elegance, remain universal in all depictions. (This is part of meeting expectations: if you make your 'elves' into coarse, brutal cannibals, then they aren't really elves any more, they're mislabelled orcs.)

Obviously, an author should spend time and effort to get the right names for his races and characters. Making up names that are lyrical, heroic, or redolent with menace is part of his job. While he can take some time to get things right, though, a system is needed for wholesale production of names in strange settings.

LANGUAGES?

In most fantasy worlds, it is desirable to have groups of names that sound similar and distinct from other groups and that suit the races or species that use them. You could go to the extent of inventing new languages for the human cultures and fantasy races of your world, as Tolkien did. It is one way of getting a set of consistent sounds, but creating individual languages for the human races and the many name-using types of sentient beings in a typical campaign, would keep a dedicated linguophile busy for years. Creative energies can be better spent.

We can use some aspects of language to create distinct name groups, without actually having to create a language. As far as grammar goes, the only thing we need from it for personal names is to distinguish between the sexes, and the best way to do this is by their endings. For instance, you may decide that in the imaginary Caraesian culture, men's names always end in -ej, -ef, or -ou and women's names end in -aj, -af, or -ai. Grammar might also affect the order of place-name elements, whether you say 'Black Land' or 'Land, Black'.

Each language uses only a subset of the vast variety of noises, or phonemes, that humans can make when speaking. English has about 40 unique phonemes, German 44, and Hawai'ian 18; one African language has over 100. The characteristic set of these phonemes and the frequency, order, and combinations in which they are used are what makes a language sound the way it does. Phonemes are sound units like letters, and awkward to manipulate, but if we work with syllables, we get something that is easier to handle, and suitable for use in tables such as those in this section of the book. All that remains is to choose the right sounds.

THE CURSE OF THE APOSTROPHE

Without going into it at length, there are some things to avoid when creating fantastic names. One that stops most people is the dreaded 'unpronounceable'. Some writers, presumably in an attempt to create a truly alien flavour, have produced names such as T'rxzssrxy-rzxlt'ss'ry. This sort of thing is pretty much pointless in a game where you have to speak the name out loud. Even if you could pronounce it, it's unfamiliar enough to confuse players and overtax the Castle Keeper. Some names, such as those of demons, should be difficult to pronounce, not to mention utterly unpleasant and dangerous; but even staggeringly glottis-wrenching tongue-twisting polysyllabic sesquipedalian gargantuosities should, if it is possible to pronounce them with human vocal cords at all, be spelled with a few vowels.

Misused apostrophes are a small but deadly part of unpronounceable names. They can be useful to show breaks between vowels, or sometimes glottal stops. Most often in fantastic fiction, though, they mean an unstressed neutral syllable, somewhere between /uh/ and /ih/. So T'plok would be pronounced tih-Plokk. One in a made-up name might be considered debatable; more than one is unforgivable.

In the real world, most clumsy, awkward, or unfamiliar names are simplified in short order. The name of the pirate flag, Jolly Roger, is supposedly such a corruption of the French jolie rouge, from the 'pretty red' colour of the original piratical ensign before the skull and crossbones became common. And if jolie rouge is hard to pronounce, forget T'rxzssrxy-rzxlt'ss'ry – whatever it is will be called Trixie at best.

TYING IT TOGETHER

No book or game could possibly deal with the huge number of cultures and languages on Earth in depth, so usually only a few are featured in any work. All that matters for game purposes is that distinctive groups have names that can be told apart, and hint at their nature. Even in fantastic settings, humans tend to be the most diverse of races, and others are more homogenous. Other species tend to substitute for more exotic human cultures. Fantasy and science fiction races necessarily extrapolate from humanity (after all, there are none in the real world to use as models). They often accentuate one or more of its aspects: nobility, grace, refinement, cruelty, arrogance, crudity, and so on. We expect fantastic names (and, by implication, languages) to reflect this, perhaps more clearly than for human names.

A name for a fairy should be diaphanous and delicate, light as thistledown, all gauze and gossamer. For an ogre or giant it should be a weighty bludgeon, iron-ribbed and brutal. For a dragon, it should be massive and magnificent, containing in its coils arrogant power, scaled splendour, brooding fire. That's easier said than done! It would be nice to have a machine where one could add quantities of such qualities in proportion, crank a handle, and turn out the perfect name for whatever being was described. Sadly, none exists.

We can, however, make a good start with what we know already from myth, fiction, and reality, using familiarity and phonaesthesia to create the effect we want. Invented names are sound-patterns, and suggesting meaning through sound is part of what makes a name just right for a dragon, dwarf, or damsel. For instance, orcs and ogres and their kin are typically coarse, crude, and nasty. We might expect their language and names to be guttural and unpleasant. For the fair folk, on the other hand, we might use clear, fluid, and clean sounds to produce pleasant names. We can use heavy-sounding phonemes for larger beings, lighter sounds for smaller ones, and so on, keeping in mind the overall effect. Thus the semi-random tables following involve syllables with certain sounds, grouped according to euphony and traditional associations.

Sentient beings less like humans (both in science fiction and fantasy) often resemble Earth species with which we are familiar, and it is usual to give them languages and names based on the noises such species make: snakes and lizards hiss, owls hoot, frogs croak. This is not mere cliché: the vocal apparatus of

homologous species should probably make similar sounds. Names for silent things such as octopi and plants can be decided based upon what we want to convey by the sounds together with a bit of imagination. (Now, let's see, what's suitable for a leafy bush... Russel?)

Note that hybrid creatures can combine the forms of man, animal, plant, insect, or whatever in various ways. Creatures with human heads (such as a centaur or naga) might use human or human-like languages and names. Speaking animals, creatures with animal heads on human bodies (such as minotaurs), or those who blend bipedal shape with animal attributes (such as lizard-men or cat-people) would be more likely to use names with the species-peculiar sounds suggested.

A number of possible races, species, and archetypes are suggested hereafter. Names from folklore and fiction are given for some. Tables and lists for systematic generation of fantastic names are provided for each: these combine appropriate sounds simply. If you want to change them, do so; if something's not to your taste, alter it. Blank tables are provided for your own variations.

GENERIC FANTASY

These generic fantasy lists have over 9000 invented names ready to use; millions if you create compound names like Darth- Bator, Thulsa Vader, Ulan Doom, or Shangri-la. They are meant to provide a trove of instantly usable names for most fantasy campaigns. The names are vocables, sounds with no intrinsic meaning – any rude utterances in foreign tongues are accidental! They tend towards heroic and exotic sounds, with some whimsy. Possibly not all will appeal to everyone, but they should be speakable, and most can be used for both people and places. The names are sorted by approximate length, into one-syllable, two-syllable, three-syllable, and multi-syllable lists (of about 1100, 4500, 2900, and 600 names).

Personal names: The lists can be used as is for fantasy human names, with bynames and so on added as required. Use them for family names as well, if you wish. For science fiction settings, list names could be mixed with standard personal or family names, to give Derokain Black, Hazel Sindiris, and the like.

Place names: Many names can be used as is for places, especially longer ones. Otherwise, you can simply use them with descriptive terms, adding ‘-an’ or ‘-ian’ if you want to use them adjectivally. For instance, you could have the Naall River or the Craters of Naall or Naallian Hills. Stand-alone names could have

a topographical element added to indicate what they refer to, for instance, in the villages of Naalham, Naalton, or Naalwick.

PRONUNCIATION

The names were not written down using a precise phonetic system, but should be easy enough to pronounce. The approximate number of syllables should give a hint, but the usual uncertainties of English are left largely intact. Some intentional things: an ‘e’ ending a word is silent if not accented. An accent shows that adjacent vowels are voiced distinctly, where ambiguity is possible (so Zoë rhymes with Joey, not Joe). A double vowel indicates the syllable is drawn out. A h may indicate rough breathing or change a vowel’s value like an

ONE-SYLLABLE NAMES

Aind, Ainn, Airk, Aitze, Ald, Ance, Anxe, Ard, Ashf, Aulg, Aun, Aure, Authe, Bael, Bakh, Bal, Balt, Balthe, Barg, Barll, Bauc, Baysc, Beek, Beele, Berl, Bersch, Beyn, Bhozt, Birme, Birr, Bjanc, Blaen, Blize, Blouch, Blurk, Blynze, Bokk, Borl, Borse, Brahl, Brakk, Bralk, Brang, Brann, Branth, Brem, Bress, Breun, Briint, Brill, Brize, Brod, Broik, Brolt, Bront, Broozh, Brosck, Broud, Brud, Brule, Brun, Bulse, Bunth, Byar, Byst, Caer, Cail, Canth, Carn, Cayrl, Ceyt, Chaeng, Chail, Chaith, Chal, Chalm, Charg, Charn, Chave, Chayle, Chaze, Cheal, Cheev, Chel, Chern, Cherze, Chezl, Chilk, Chlenk, Choaig, Choje, Chor, Chorl, Chorsk, Chounce, Chraq, Chrarr, Chrem, Chrent, Chriyb, Chroad, Chud, Chuz, Claed, Clart, Clesh, Cloup, Clour, Clowr, Coll, Corb, Corje, Corm, Corme, Crade, Creeg, Croold, Croyn, Cthon, Cush, Daalx, Dahr, Daig, Dal, Darm, Darsh, Darze, Dashf, Dask, Datz, Daug, Dawl, Deelth, Deerch, Derd, Derle, Dest, Deuth, Dex, Dhaant, Dherl, Dhoul, Dhuul, Dhuur, Dinz, Dlak, Dlask, Dliir, Doag, Dolc, Dorse, Dralg, Dram, Dran, Drance, Drath, Drax, Draygg, Dreect, Dreed, Dreeg, Dreen, Dreev, Drelm, Drelth, Drerle, Drewm, Drilm, Drinn, Drism, Drissth, Drix, Droale, Drojj, Drom, Droxe, Droy, Drun, Drust, Druuth, Dryle, Drynn, Drythe, Dvarch, Dwesk, Dzairn, Dzij, Dzym, Eeb, Eenthe, Elb, Emp, Ence, Ench, Eng, Enz, Ept, Erd, Esk, Faig, Falthe, Fanch, Faoth, Fard, Faum, Faz, Feant, Feej, Felg, Fernsh, Fesk, Fess, Feth, Fimth, Fize, Flast, Flatch, Flayre, Flerd, Flersh, Flisp, Florn, Fompt, Fousk, Fraine, Frakk, Fralg, Frast, Fregg, Frem, Fresk, Fretch, Frex, Frike, Frile, Frism, Froid, Frone, Fronx, Frook, Frool, Frye, Frush, Fryx, Fulm, Fyahn, Fyath, Fyath, Fzorb, Fzorb, Fzorb, Gair, Galthz, Gand, Gane, Gann, Gart, Gath, Gault, Gawle, Gax, Genze, Gerd, Gez, Gharl, Ghea, Ghenz, Ghorl, Ghorx, Gilft, Gilm, Gire, Glaar, Glain, Glarch, Glaux, Gleeth, Glev, Gleft, Glekke, Glem, Glice, Glip, Glish, Glith, Gloard, Gloob, Gloorsh, Glosk, Glund, Glyre, Glyth, Gnarre, Golm, Gond, Gorm, Gosp, Goste, Graal, Grall, Greel, Greeld, Greelp, Grend, Grilf, Grimp, Groad, Grond, Groolsh, Gruon, Grux, Gthuu, Gurze, Gwisp, Gwith, Gwosk, Gyorr, Gyz, Haag, Haar, Haask, Hade, Hadj, Halk, Halm, Hane, Harb, Harch, Harg, Harx, Hauke, Haux, Hawlx, Hax, Heerf, Hersh, Hetz, Hezz, Hisk, Hize, Hjorr, Hlare, Hlor, Hoag, Hob, Horl, Horm, Hosh, Hraak, Hrailk, Hreen, Hrine, Hroon, Hrume, Hruse, Huxx, Hythe, Ingg, Jaarge, Jad, Jaerth, Jaig, Jairn, Jal, Jalth, Jance, Jand, Jant, Janx, Jard, Jark, Jarn, Jask, Jath, Jauce, Jaus, Jauth, Jaze, Jeel, Jekk, Jend, Jenx, Jerd, Jern, Jexx, Jhang, Jhaulk, Jhor, Jhure, Jinch, Jind, Jinz, Jirle, Joorm, Jorm, Jron, Jron, Jurze, Jusk, Juzz, Jyfe, Jyin, Kaerr, Kaid, Kal, Kamn, Kand, Kang, Kank, Karn, Karth, Karze, Kaune, Kedj, Keek, Keig, Kell, Kelp, Kerce, Kerm, Kerst, Kesp, Keth, Kz, Khaiz, Khal, Khand, Kharb, Kharsp, Khern, Khif, Khond, Khôr, Khorst, Khrev, Kinch, Kish, Kiv, Kjeld, Klaff, Klaz, Kleed, Kloob, Kloohn, Klyne, Kmool, Knaar, Knut, Kolff, Kolg, Konv, Koss, Koul, Krake, Krall, Kranj, Krax, Kreed, Krej, Kremp, Krey, Krile, Krinch, Kroff, Kroll, Krompf, Kuest, Kull, Kulm, Kuon, Kuum, Kvon, Kwask, Kwaz, Kyre, Lach, Laev, Lan, Lantz, Larnste, Lartz, Laur, Lawrg, Layje, Leet, Lenx, Leth, Liln, Liss, Lod, Loec, Lonn, Loord, Loosk, Lound, Luhr, Lumbb, Lurs, Lyr, Lysk, Maarth, Maec, Maelv, Magh, Mald, Mant, Manth, Mantz, Marb, Mard, Mayxe, Meand, Meeth, Melg, Meln, Merrt, Merzh, Mesp, Mirsp, Mirx, Misk, Mlô, Mointh, Mool, Moork, Moorth, Mord, Morl, Moskt, Mox, Mulse, Murlk, Murste, Myrrhne, Naall, Naar, Naaz, Naer, Naik, Naine, Nairx, Nalm, Nanx, Naois, Naphk, Nar, Narct, Narm, Naulk, Naxx, Naze, Nelq, Nem, Nemn, Nerrz, Ngai, Nime, Nirft, Nisp, Nithe, Noerth, Nolgh, Nool, Noom, Norb, Norle, Noth, Nraeve, Nulth, Nurb, Nuss, Nyalg, Nyalk, Nym, Nynx, Olth, Omm, Omn, Oon, Ord, Orld, Ornce, Oth, Ounde, Ourne, Paaz, Palch, Parn, Parth, Parzt, Path, Pelk, Pell, Pesh, Phad, Phairn, Phant, Phlarn, Phong, Photz, Phral, Phul, Piz, Pjanth, Plange, Plaz, Plegg, Plind, Plomb, Plorze, Plumf, Pluun, Pnidd, Poile, Pome, Pould, Praige, Presk, Prike, Prokk, Prook, Prya, Pryle, Prynne, Psarn, Ptenx, Pulge, Pume, Quaan, Quaar, Quagh, Quaild, Quaisth, Qual, Qualt, Quanst, Quanz, Quaoph, Quarl, Quast, Quech, Qued, Quelg, Quelm, Querq, Quigg, Quilg, Quol, Quonj, Quool, Quorze, Quone, Quynd, Raask, Rahm, Raine, Raisth, Ralce, Rald, Rast, Raunt, Raupt, Rax, Raxt, Rayche, Raz, Reelce, Reendt, Relth, Relz, Rez, Rhath, Rhaze, Rhiss, Rhom, Rhorn, Rhyll, Rifk, Rilm, Rilx, Rimsk, Rimth, Riss, Rith, Rix, Rodr, Rodst, Roen, Rogg, Rolm, Rolx, Roult, Rull, Rulm, Rult, Rumche, Runce, Ruor, Ruusque, Ruz, Ryke, Rynx, Ryond, Rythe, Saar, Saech, Saedd, Saigh, San, Sange, Sarg, Sark, Sarl, Sarn, Sarpt, Skroine, Scroot, Scryle, Scryme, Sculp, Scuss, Scyrth, Sdor, Seelt, Seif, Sen, Senthe, Sfite, Shad, Shar, Sharg, Sharm, Sharn, Sheb, Sheel, Shenn, Shenx, Sherth, Shilm, Shind, Shont, Shren, Shune, Shurm, Shuuth, Shyang, Skarn, Skart, Sken, Skerr, Skorle, Skraf, Skrafe, Skrib, Skrift, Skroi, Skyre, Slaar, Slanc, Slark, Slarm, Slask, Slauence, Slaur, Sleer, Slemt, Slike, Slith, Sloif, Slog, Slorn, Sluff, Slynd, Smeke, Smete, Sminx, Smold, Snabe, Snard, Snarr, Sneath, Snurch, Soick, Solm, Sool, Soorve, Sorl, Sorm, Sorn, Sosz, Sounx, Sparll, Splynd, Sprake, Squalj, Sran, Srend, Sroon, Stalb, Starl, Stelk, Strangg, Strix, Strom, Strowl, Stuhr, Styche, Styre, Suntz, Suule, Suusst, Svinse, Swaerk, Swyst, Syle, Syoll, Taede, Tael, Tak, Tal, Tanj, Targ, Targh, Tark, Tarl, Tath, Taus, Tavv, Taze, Techel, Techem, Tchoum, Tebs, Teelk, Teern, Teirn, Telg, Telk, Terb, Terre, Tez, Thaad, Thaar, Thad, Thaer, Thand, Thang, Thapp, Thard, Thark, Thask, Thaug, Thaum, Thaur, Thawn, Thax, Theed, Thesk, Thevv, Theyz, Thirrf, Tholk, Thorm, Thosk, Thoure, Thrak, Thralf, Thrand, Thrasp, Thrawl, Thrawn, Thrax, Thrilce, Thrizz, Throck, Thromb, Throsp, Thull, Thuu, Tlôn, Toal, Tog, Tol, Tolg, Tolm, Tooz, Torb, Torje, Torm, Torr, Torsk,

accent (so Ruk rhymes with luck, but Rukh with book, or rûk).

CHOOSING A NAME

If you have something specific in mind – a short name for a warrior, a long name for a waterway, a compound name for a wizard – just choose from the appropriate lists. If you want a name at random, choose from the whole lot, or roll a d20 on the Generic Fantasy Names table below, then choose a name from the indicated syllable list or lists.

GENERIC FANTASY NAMES		
d20	Syllables	Examples
01-02	One	Birme, Targ
03-11	Two	Marath, Wyxef
12-16	Three	Esmeril, Faldian
17	Multi	Narzelduin, Rhazararak
18	One + Two	Jal Gadoc, Voon Coäx
19	Two + One	Zirin Thorm, Jandix Slauence
20	Any Compound	Hax Alarion, Tsai-Jal, Polorum Drinn

Feel free, of course, to adjust the table and results to suit your campaign. Some names may seem obviously place or person, male or female, heroic or ironic, rustic or urbane. If the name seems ill-suited to its intended use, choose a nearby name (something on the line may fit), or change it (add or remove a feminine ending, say). Names that seem too whimsical by themselves may nonetheless work well in compounds. Relegate any you dislike to hirelings, hicks, and hounds. It helps to get a handful of names at once for groups of people or places, so you can assign them most appropriately. Ensure there is variety enough to tell those in a group apart easily (different lengths, starting letters, endings).

Torth, Trahl, Treel, Treesk, Trel, Trem, Treys, Trild, Trilse, Trinx, Trojj, Tronf, Trost, Troyne, Trulm, Tsai, Tsang, Tselm, Tsleg, Tspoy, Tsrome, Tthann, Tull, Tvash, Twez, Twillx, Tyae, Tyfe, Tyog, Tzank, Tzoy, Ulm, Urst, Vaar, Vaersl, Vaist, Valg, Valtch, Vand, Vansh, Var, Vard, Varl, Vask, Vass, Vath, Vaulx, Vaus, Vaxx, Vayze, Veb, Veed, Veeth, Vegg, Vek, Velb, Venk, Venth, Verle, Vesp, Veth, Vilt, Vipt, Virl, Virx, Visk, Viss, Vist, Vith, Vlack, Vlax, Vleft, Vloongh, Vohm, Volg, Vool, Voon, Voor, Vor, Vorg, Vorl, Vorque, Vorse, Vort, Vrahk, Vrain, Vramp, Vreng, Vrilx, Vrosk, Vroyce, Vuul, Wertz, Wheld, Whimk, Whirx, Whoord, Wix, Woise, Wome, Woorn, Worrb, Wrahz, Wraime, Wrax, Wrhye, Wrold, Wrost, Wurlp, Wyast, Wye, Wynv, Wyrn, Xaayr, Xaen, Xaif, Xain, Xalm, Xan, Xarle, Xas, Xau, Xean, Xelb, Xenve, Xerth, Xill, Xin, Xinsce, Xis, Xive, Xix, Xord, Xoth, Xush, Xyle, Xysc, Yad, Yagre, Yaim, Yand, Yarl, Yauce, Yeb, Yeerk, Yend, Yenj, Yest, Yhalm, Yhe, Yhem, Yifth, Yilb, Yivv, Yoort, Yoth, Yrr, Yund, Yush, Yuun, Zaar, Zahn, Zaidh, Zaift, Zaile, Zaive, Zand, Zaq, Zao, Zaon, Zaoth, Zar, Zash, Zeft, Zeige, Zek, Zell, Zelm, Zelth, Zend, Zha, Zhash, Zhayce, Zherl, Zhirth, Zhoor, Zhorm, Zhuul, Zil, Zilge, Zinn, Zixt, Zlante, Zlaque, Zlar, Zold, Zook, Zool, Zoor, Zor, Zorl, Zorn, Zoth, Zoul, Zreethe, Zull, Zusuke, Zwerl, Zynx, Zyx

TWO-SYLLABLE NAMES

Aahdret, Aarlen, Aasren, Aastrals, Aban, Abbith, Ablif, Aboas, Abrance, Abrax, Abryn, Abyok, Acear, Acfyst, Achekk, Achelse, Achlarg, Achren, Achriss, Ackvold, Acram, Acu, Adaon, Addanc, Adeil, Adire, Adlay, Adlen, Adlon, Admel, Adoin, Adon, Adrek, Adreln, Adrich, Adrilc, Adurthe, Aduush, Aealim, Aeddan, Aedha, Aedir, Aedlynx, Aeiran, Aelis, Aelma, Aemon, Aenet, Aenthu, Aeproxx, Aeren, Aerind, Aerkoon, Aerkour, Aerlithe, Aeron, Aeryle, Aethlyr, Aethon, Afenk, Affraig, Afraaj, Agburz, Ageen, Aghil, Aghill, Aglin, Agroth, Agwyn, Agyorl, Ahmré, Aia, Aiaia, Aibmab, Aidajn, Aiden, Aidon, Aigol, Ailcaer, Ainké, Ainzu, Airmid, Aislinn, Aislithe, Aiza, Aizan, Ajaak, Ajnaic, Akaal, Akar, Akem, Akhtar, Akif, Akii, Akir, Aklo, Akon, Akoop, Akrain, Akshooth, Akthrain, Akvar, Alao, Alarre, Albaize, Albin, Albrif, Aldende, Aldlor, Aldlum, Aldon, Aldor, Aldreb, Aldred, Aldren, Aldryn, Aldtas, Alenthe, Alfán, Algus, Alif, Aling, Aljic, Aljric, Allaire, Allar, Almaer, Almeir, Almen, Alodd, Alsob, Altin, Altur, Alver, Alya, Amact, Amair, Ambard, Ambeln, Ambril, Ameste, Amfik, Amkir, Ammdar, Ammek, Amoyl, Amphoth, Amrath, Amren, Amyrg, Amzar, Anach, Anar, Anaz, Ancharl, Anclaar, Anctash, Andell, Andjez, Andon, Andore, Andorh, Andrad, Andreth, Androgl, Andrys, Andval, Anghra, Anglame, Angleem, Anglock, Anglor, Angmor, Angtai, Anhlaw, Anigg, Anin, Anjak, Anjos, Anken, Ansher, Ansoj, Anson, Antar, Antarn, Anthor, Antrim, Antriq, Antrisp, Anvar, Anvyen, Anxrin, Anzire, Aopharz, Aophim, Aquill, Ara, Araar, Aradh, Arak, Aran, Araste, Araz, Arbal, Archam, Archech, Archite, Arcus, Ardann, Ardesh, Ardlén, Ardoth, Ardune, Ardwar, Ardwil, Ardwill, Areest, Arell, Argin, Argorm, Argrath, Arhnaal, Aribé, Arick, Arjhaq, Arkal, Arkham, Arklow, Arkrog, Arlan, Arlbeth, Arldon, Arlya, Armast, Armorn, Armyze, Arna, Arnhor, Arnid, Arnlor, Arnrost, Aroinz, Arrah, Arrhod, Arshel, Artheen, Arthex, Artor, Artus, Arun, Arvel, Arvilk, Arvol, Arvox, Arweld, Aryem, Aryft, Aryon, Aryph, Aryus, Arzang, Arzi, Asberl, Ascelle, Aschar, Aschka, Asco, Ásë, Asgar, Asgom, Ashan, Ashane, Ashbarl, Ashed, Ashild, Ashlann, Ashnyn, Ashord, Ashtah, Ashur, Askar, Aspad, Asrai, Astei, Astem, Astha, Astran, Astrin, Atang, Atar, Atdeel, Ateng, Athald, Athar, Athcroj, Athlas, Athlos, Athmar, Athquom, Atlampt, Atlank, Atmaas, Atmeh, Atmog, Atom, Atraaf, Atrend, Atsall, Attor, Atyar, Atyre, Auchstyr, Auchur, Aucir, Audric, Aundan, Aunxar, Aurawn, Aureth, Auxid, Avane, Avarr, Averq, Avoon, Avorn, Awndale, Axaane, Axos, Aya, Aydras, Ayen, Ayin, Ayir, Ayla, Aylmer, Ayrish, Ayshun, Ayshung, Azal, Azash, Azeal, Azen, Azgoth, Azhrarn, Azlon, Azlyn, Azmael, Azorn, Azoth, Azra, Azraq, Azrean, Azreck, Azter, Azzay, Babdar, Baccruz, Baelil, Bahar, Baiar, Baiern, Baikaen, Baiposk, Bakan, Bakra, Balain, Balaz, Baldhur, Baldrim, Balgurr, Balkar, Balok, Balour, Banek, Banffoge, Bannheld, Bannor, Baraell, Bardel, Barduy, Baren, Barim, Barind, Barldys, Barlom, Barlon, Barltan, Barnar, Barood, Baros, Barrenc, Barrin, Bartain, Basric, Basim, Basmol, Bassineth, Bassto, Bastarre, Batrosque, Bayven, Bayzell, Bazan, Bazit, Beclaan, Bedane, Bedese, Beejlam, Begnus, Belan, Belaz, Belcoir, Beleth, Belgaun, Belic, Beljan, Bellin, Bellom, Belmul, Belnarth, Belor, Belorn, Belot, Belrain, Belstos, Belthan, Belthis, Belwilg, Bengol, Bëol, Beolj, Beras, Berclad, Bercol, Berik, Berild, Berim, Berith, Berlyne, Berrec, Berssem, Bershar, Bertrenk, Berzik, Bethmel, Beyash, Beyus, Bezgraël, Bezpar, Bhoorva, Biferb, Biilar, Bildesh, Billosh, Bilmar, Bindle, Biraad, Birain, Bireln, Birta, Bisel, Bjanni, Blauthike, Bleran, Bleskran, Blonjerg, Blorvind, Blunyc, Bodvar, Boëd, Boggrah, Bolaoz, Bolthorn, Borale, Boren, Borgald, Borin, Borlaith, Borlas, Borlid, Borlo, Borngah, Borzer, Boshan, Bothar, Botro, Bouphar, Bowjen, Boyarl, Braagen, Bracca, Braeklam, Bragen, Brahan, Brakkon, Brala, Brali, Brallu, Bralma, Brandar, Brandec, Brangweij, Branthu, Brantys, Branvaol, Branzan, Brascand, Brasslin, Braxen, Braxtor, Brealij, Bredhal, Breedast, Bregem, Brehen, Breitsoj, Brelkrov, Brenen, Brenlan, Brestej, Brethil, Bretta, Brevlyn, Brevta, Brielle, Brindax, Brindence, Brintu, Brinys, Brislyn, Brithael, Brithric, Brobal, Brohinn, Brona, Broosin, Broxus, Brufod, Brundelx, Bryapka, Brynit, Buckrald, Bulvet, Burcan, Burregut, Bwermolc, Byeloor, Bylys, Byrkast, Byzar, Cadairn, Caddax, Cadel, Cadfrël, Cadrach, Cadreth, Caecyn, Caedfer, Caelis, Caeronn, Caillean, Caiphul, Cairon, Caldell, Calensch, Calkdae, Calmic, Calnor, Calunn, Calyz, Calzan, Camain, Cambree, Camdlon, Camsar, Candla, Candrak, Canelb, Cangmor, Canthar, Cantrasc, Caopha, Caostri, Caranth, Carbrod, Cardelv, Carfheen, Carlasc, Carlinx, Carnax, Carnly, Carnool, Caroin, Carquel, Carthis, Caskeil, Castlon, Cathlaid, Caveesm, Cavorn, Cavosse, Cavris, Caynarv, Cayrin, Cazberr, Cazyach, Cedrim, Cedrisk, Ceilerse, Celbarb, Cemtruo, Cenyth, Ceraik, Cercyon, Cerdun, Cerlint, Cermor, Cernon, Cerra, Cessair, Cevir, Ceylenn, Chadán, Chadlor, Chadzik, Chaemor, Chagor, Chalar, Challem, Challeth, Chalvir, Chambarr, Changtsai, Chanoth, Chanti, Chaöil, Charatze, Charnyx, Charresh, Charyd, Chaska, Chaulet, Chavir, Chayim, Chazane, Chazgel, Cheldor, Chelime, Chelprey, Chelshrike, Chendil, Chenean, Chenoa, Cherla, Chessene, Chevonde, Chezil, Chial, Chian, Chigran, Chimu, Chimzil, Chirhiz, Chirthiz, Chitridn, Chlang, Chlodig, Chlorid, Chordash, Chorrin, Chrezel, Chungaez, Chunjan, Chyvil, Cidran, Cilmar, Cinctraic, Ciraf, Cirkin, Cirkak, Cista, Civar, Ciwan, Claufaug, Clarinn, Cleedis, Clendlim, Clenvred, Cligra, Cloosag, Cloralt, Coãx, Cobord, Cobrynth, Coddry, Cogarn, Coimarn, Colgrim, Colyss, Comnlan, Conjerb, Conjin, Coram, Corbrod, Cordin, Corem, Coreme, Corill, Corince, Cormast, Corrysm, Corsolle, Couran, Coyzan, Cramog, Craxan, Craydarth, Craye, Creidah, Crennex, Crestarl, Crestry, Creydai, Crezel, Crilayth, Crixbine, Crochell, Crolas, Cromough, Croquarne, Cuddry, Cuhaid, Cullynn, Curik, Curin, Curlask, Cusheal, Cusheth, Cuttray, Cyanril, Cydace, Cylenn, Cynquil, Cyrand, Cyrib, Cyrvemth, Czarai, Dabthan, Dacil, Daeglev, Daelden, Dafor, Daghand, Dagharz, Dagir, Dahiil, Daikoon, Dailenn, Dakul, Dakvon, Dalain, Dalanc, Dalcraw, Dalga, Dalgirth, Dalith, Dalman, Dalraev, Dalsar, Dalvai, Dalvoc, Dalwyn, Damaal, Damar, Damesk, Damrir, Danchel, Dandar, Dandroan, Danfis, Dangrim, Dankin, Dantlee, Daotar, Daphrin, Daplurn, Dara, Darach, Darake, Daran, Darax, Darbeel, Darcer, Darga, Darglin, Darinth, Darjek, Darjii, Darlist, Darlith, Darmont, Darmore, Darneath, Darnein, Darname, Daron, Darol, Darsid, Darsiiv, Darsin, Darvane, Darven, Darzed, Darzha, Dashgu, Dasig, Dastor, Dastryn, Daugas, Daulaz, Davar, Daveld, Davix, Davlit, Davras, Davrou, Davrune, Dawfoke, Daxon, Dayko, Daysase, Daytar, Deaclynd, Debfín, Dechrú, Deenos, Delaur, Delcold, Deldrak, Deleea, Delente, Delgath, Delgaun, Delmar, Delna, Delrean, Delser, Demgris, Deneth, Dengar, Denlorn, Derdain, Derfel, Dergast, Derild, Derlin, Derlor, Deroh, Deron, Derroll, Dersarre, Derthark, Devolt, Devreed, Dhakos, Dhornen, Dhoumene, Dhranak, Dhyana, Dialn, Dibdre, Dilar, Dilgid, Dilquay, Dilvak, Dinoor, Diorne, Diran, Dirim, Dirfalt, Dirmalk, Dirrach, Dirrahk, Dirvus, Distar, Disten, Distran, Ditrenth, Divos, Djarmon, Djehla, Djelha, Djira, Djola, Dolljan, Dolthar, Dolvith, Domede, Domen, Domin, Domnux, Dondon, Domvit, Dornwen, Donet, Donlaze, Doran, Dorath, Dorgand, Dorgath, Dorhar, Dorin, Dornath, Dornbain, Dorok, Dorsan, Dorspaich, Dortoom, Dorvai, Dostaan, Doussa, Dowflox, Dozrig, Dozthuk, Drabsnar, Dradoi, Dradus, Draegra, Drakhor, Drakhri, Drakrin, Drakkan, Dralar, Dramah, Dramfer, Draogat, Drassonne, Drauphor, Draven, Draxok, Drayley, Drayven, Drazvec, Drebyss, Dreezhan, Drefest, Dreggol, Dreintor, Drellefe, Drenfust, Drengar, Drethlec, Drevark, Dreyneil, Drezael, Drezaem, Drilant, Drimmi, Drinda, Dringle, Drion, Drissa, Dristirk, Drocolg, Drogan, Drohulse, Droilfin, Drokoag, Dronasp, Druchor, Drunal, Drusilf, Dryduos, Duarn, Duergan, Dulith, Dulkarn, Dulkast, Dunry, Durnik, Durzin, Duskim, Duubown, Dvorast, Dwendlim, Dwyvach, Dygard, Dylenn, Dymnash, Dynqua, Dynroth, Dyoni, Dyshim, Dyskrahn, Dytheus, Dyvim, Dyzant, Dzoraug, Easval, Ebane, Ebur, Echael, Echross, Eclane, Edcyl, Eddar, Eddax, Eddor, Edeth, Edhil, Edrun, Eduu, Ehatt, Eleek, Eelgren, Eerban, Eglarth, Egron, Ehilm, Ehlmata, Ehltreth, Eidon, Eidrinn, Eilif, Einar, Eirecht, Eithné, Ejence, Ekvarl, Elaen, Eland, Elath, Eldin, Eldix, Eldrab, Eldron, Eldru, Elek, Elem, Elfreth, Elgroth, Elkin, Elketh, Ellern, Ellrass, Elmral, Elnume, Elod, Elran, Elrith, Ely, Elvrit, Elyx, Elzast, Emal, Emberle, Emdel, Emelr, Emgar, Emtón, Enban, Encarth, Endrade, Endril, Enferth, Englin, Enkim, Ennek, Enris, Enrost, Enskel, Ensorn, Envess, Enzhai, Ephelt, Ephraj, Ephti, Ephyre, Eppent, Eppin, Erbmaj, Erdlan, Ergar, Ergoth, Ergron, Erhil, Eriijn, Ermon, Ermor, Eron, Errain, Errone, Erson, Erwat, Erxab, Escande, Esceft, Esdrix, Esghar, Eshrik, Eshuur, Eskarn, Eslyn, Esris, Essa, Estrag, Estorl, Estrif, Esyfe, Ethrene, Euross, Evelj, Evinth, Evith, Evorn, Evska, Ewlon, Eyphra, Eythor, Ezail, Ezmi, Ezri, Fabolde, Fadar, Faendyre, Faesten, Faffle, Fafnal, Faiorg, Falbin, Falcarn, Falgar, Falhehn, Fali, Faldrin, Falsfeen, Falslen, Falume, Fanchel, Faran, Fardoth, Fardron, Farglid, Farhaude, Farleit, Farli, Farmolj, Farnek, Farngold, Farngor, Faroon, Farosh, Farrain, Farscall, Farsun, Farunst, Farzdoy, Fasthes, Fautell, Favuld, Favvaz, Fayel, Faygreenn, Faylaol, Faylynn, Fayol, Fazhal, Fazzur, Feeming, Feikry, Feirrex, Felinx, Felnar, Felor, Felstar, Felthund, Felvrand, Femigg, Fendahl, Fendrave, Fenew, Fenic, Fenist, Fenleith, Fennus, Fenrald, Fenzil, Feorth, Ferman, Fernern, Fernath, Ferndel, Fernhol, Fernool, Fernosk, Ferram, Ferthel, Fervigg,

Mirtrax, Miryash, Mishaar, Mishim, Miskin, Miskul, Misrach, Miszlar, Mithbrin, Mithlerb, Mitrel, Mivarch, Mivrid, Miwarl, Mixtry, Mizarl, Mizma, Mizrab, Mlenjas, Mlocber, Mlodach, Moda, Mogorn, Moirulse, Molez, Mollith, Molnyx, Molrin, Molvig, Molvind, Mommur, Monmar, Moondar, Mooneld, Moorith, Moorlow, Moormish, Moran, Morax, Morcal, Morchiss, Mordak, Mordlaw, Mordoc, Mordyle, Moreth, Morgath, Morgleeg, Morglin, Morgmar, Morgrim, Morhain, Morix, Morktar, Morla, Morlig, Morlose, Mornith, Morrhan, Morsklon, Morssen, Mortan, Morthyld, Morvaen, Moryak, Moshool, Mosyerl, Moyank, Mozoorb, Mrossard, Mubfusc, Mubur, Mudanc, Mudaz, Muhlenk, Muult, Mungin, Munin, Murgaist, Murhsan, Mustile, Muuthas, Mygon, Myndax, Myrii, Myrnar, Myronce, Myrim, Myrvarth, Myrya, Mysind, Mysmak, Naadem, Naadra, Naafa, Naalvad, Naasjerth, Nabdoor, Nabol, Nadar, Nadhil, Nadin, Nagai, Naghir, Nagist, Nagvar, Nahar, Nahoul, Naia, Naidel, Naidis, Naidule, Naidusk, Naion, Naisnim, Naithool, Nakrea, Nalbis, Naldecc, Nalkleth, Nalray, Namail, Namat, Namoin, Namvert, Nandrul, Namphruk, Nantarth, Naök, Napolz, Naras, Nardalg, Naren, Narev, Nargath, Narjath, Narkrist, Naron, Narqui, Narsok, Narthold, Nartloth, Narvi, Narvik, Nasank, Nasir, Natchai, Natchren, Natein, Nathlim, Nathor, Nathra, Nautcheb, Navai, Navairnz, Navar, Navesm, Nazaarl, Ndola, Nebcherl, Nebron, Necteces, Neelrix, Neepmire, Nefhorn, Negert, Negort, Nelat, Nelbron, Nelesck, Nelynn, Nemstere, Nemweal, Nenaire, Nengret, Nephard, Nephog, Neri, Nerish, Neruus, Nerveer, Nesbin, Neshkem, Nesser, Nestra, Nesvan, Nethelb, Netskra, Nevlyn, Newhar, Nexoz, Nextar, Nexxar, Neywode, Nezuel, Nezzdak, Niand, Nibine, Nibor, Niconde, Nicroi, Nida, Nifeld, Nigil, Nigräl, Nijim, Nijis, Nikusp, Nilgorm, Nilnoi, Nimbol, Nimir, Nimon, Nimrede, Nindiss, Nireal, Nirel, Nirhain, Nirhath, Nirloge, Nirmir, Nisherj, Nishla, Nishmir, Nishran, Nissac, Nissal, Nithlot, Nithlom, Nitra, Nivenk, Nivgrom, Nixin, Nizoon, Nizten, Nogaarn, Nokelm, Nolfig, Noloq, Nolthar, Noorlim, Norahl, Nordel, Nordran, Norfroh, Norin, Noro, Norstoj, Novvulse, Noxit, Nrial, Nuad, Nubweft, Nuendo, Nuhar, Nulka, Nulvilch, Nummag, Nurgan, Nurzek, Nuscolg, Nushla, Nuuzsal, Nuxile, Nuzain, Nyankra, Nyassaed, Nybron, Nyconth, Nydaur, Nyeon, Nylray, Nynaevae, Nyra, Nyren, Nysra, Oaffleg, Oakine, Oalilse, Oalyn, Oarine, Obron, Obtin, Ocarg, Oedjert, Oeqlath, Oeja, Oenu, Oerusk, Oggran, Ogmarx, Ogstlang, Ohmir, Ohmoul, Ohrool, Ohwhon, Ohya, Olanc, Olbrod, Olcind, Oldaar, Oldac, Oleird, Olesk, Olgeerd, Olisch, Olix, Olney, Olthang, Oluode, Olvoor, Omag, Omazd, Ombaast, Omdret, Omfelx, Omkraum, Omoq, Omron, Onchorl, Ondar, Onilsh, Oninsp, Onolk, Onvrix, Oonglax, Ooxaith, Opaor, Opchel, Opild, Opar, Opult, Oqueln, Orasch, Orayl, Orbern, Orboht, Orbweft, Ordol, Orgoch, Orgrool, Orhomb, Orinde, Orisse, Orix, Orjasp, Orkuuz, Orli, Orlim, Ormdrad, Ormerd, Ormuuz, Ornault, Ornith, Oroon, Orpax, Orrisk, Orsind, Orskog, Ortain, Orthmar, Ortholt, Orthroy, Ortkuz, Orvulse, Orwelt, Orxlorn, Osgleft, Oshraal, Osphel, Ospin, Osresp, Ossiz, Ossvule, Osthandl, Othast, Otlan, Ovaile, Ovar, Oval, Owelft, Owlin, Ouxroul, Oxdren, Oxiv, Oxoar, Ozur, Padath, Palaor, Palew, Palifte, Palvem, Palzac, Pamar, Paminsk, Panarre, Pancraf, Pandak, Pandire, Panceesh, Pangaz, Paono, Paraerg, Parbha, Pargask, Pargus, Parmist, Parnon, Paroul, Parrsath, Paslaive, Paxilp, Pazot, Peafold, Pelas, Pelase, Pelcourj, Pellin, Pelnos, Pelvest, Pemnarsc, Pendoir, Pendra, Pengarth, Pengron, Peraule, Percaal, Perdin, Perdiss, Perisk, Perlask, Perral, Perreld, Perrinx, Perthald, Perzec, Pevel, Pexul, Pezloch, Phaithor, Phaleg, Phanstern, Phaovonce, Pharan, Phargon, Pharvis, Phatum, Phayra, Phenquor, Phesjan, Phinerc, Phinna, Phinra, Phisid, Phlommel, Pholgon, Phondath, Phynynx, Phyzent, Pidnubb, Pilark, Pilkarn, Pirkrod, Pittheus, Planget, Plitkin, Pluroign, Pnakord, Poddle, Pohlou, Pohnoor, Poroon, Porsthil, Portlusce, Praamon, Praarin, Prabaar, Pravdile, Pressar, Presta, Pretil, Prilsorn, Pritantte, Pritjan, Prollel, Proter, Prothoon, Psattor, Psirrim, Pteron, Pulaaz, Pulisk, Pumish, Purrdiste, Puuhilsk, Puvass, Pyalvar, Pyra, Pyrafe, Pyreyn, Pyrux, Pyular, Pyzim, Qraatin, Quaestrin, Quagel, Quagrith, Quaive, Quaman, Quamrith, Quanan, Quanther, Quantra, Quanvire, Quardan, Quargom, Quarnos, Quarouth, Quasha, Queageth, Quedrech, Quedeen, Queeyat, Quekal, Quelade, Queldrim, Quelges, Quelneth, Quelthar, Quembras, Quenna, Querkez, Queryl, Quesan, Quesparl, Quesrol, Quesvos, Queygo, Quiddel, Quidre, Quigmoss, Quilmose, Quinaut, Quindle, Quinga, Quinid, Quintarl, Quirrak, Quirvell, Quisrym, Quizlo, Quolbin, Quoonoon, Quuddreus, Quysa, Raaxis, Raband, Raberm, Rablaen, Rabuur, Raccyx, Racere, Radalt, Raddel, Radeld, Raën, Raëss, Raethel, Raevact, Rafain, Rafam, Rafarn, Rafarnth, Raftwen, Rafur, Ragdra, Ragen, Rago, Rahaz, Raina, Raïre, Raishauer, Raistlig, Raistoc, Rajan, Rajin, Raju, Rakeeg, Rakhan, Rakhaz, Rakheer, Rakkim, Rakspire, Raktivi, Ralik, Ralir, Ralise, Ralith, Ralkeev, Ralvord, Ramat, Ramath, Ranax, Randar, Randor, Ranghen, Rangvair, Rani, Ranid, Ranoosse, Ranthur, Ranük, Ranyem, Rascha, Rascrag, Raslak, Rasmooth, Rastagg, Rastak, Ratai, Rater, Rathdome, Rathgor, Rathlede, Rathor, Raudal, Raudell, Ravann, Ravoc, Ravthek, Raxar, Raxen, Razdan, Razdel, Razul, Rebesc, Reddoo, Redlac, Redleth, Reeval, Reevast, Regwelf, Relem, Rellskar, Rellzer, Relmnar, Relmund, Relthar, Remerst, Remist, Renair, Rendkett, Rendlorn, Renjik, Renlaw, Renna, Renquil, Resfrith, Reskem, Resna, Ressif, Restid, Reteer, Retor, Retraaj, Reuzor, Revas, Reyga, Reyna, Rezbain, Rezhar, Rhamaine, Rhandain, Rhavee, Rhaxdan, Rhenea, Rheyra, Rhila, Rhiorn, Rhobban, Rhodelx, Rhojann, Rhyllash, Riaal, Riak, Ribos, Ridun, Ridya, Rience, Rifdos, Rifgild, Rigar, Riklak, Riksul, Rila, Rillif, Rillu, Rilmorn, Rimchoze, Rimnaaj, Rimsall, Ringool, Rinquel, Rinthmaw, Ripurth, Risnys, Ristang, Riswod, Rivalke, Rivarsh, Rivcol, Riveld, Riverle, Rivlin, Rivoold, Rivrook, Rivvid, Rixel, Rixju, Rizhad, Rizek, Roäk, Roakey, Roandat, Robforz, Rocaltz, Rodan, Rodhar, Roële, Roëll, Roethord, Rofloef, Rokeel, Rolthar, Rölyat, Rontayn, Roolenth, Roqual, Rorkar, Rothar, Roujat, Rowael, Roxhaast, Royanse, Royskyar, Rubarj, Rubiss, Rudrick, Ruidh, Rukhjan, Rukuz, Rulbowe, Rulmool, Rumacl, Rupaic, Rupsey, Rurik, Rusgar, Ruis, Ruther, Ruusul, Ruval, Ruwen, Ryalas, Rygan, Ryneel, Rynry, Rysta, Sabak, Sabal, Sabfane, Sabhel, Sabon, Sabrok, Sador, Sadroth, Saerdon, Saerulse, Safrance, Safrine, Sagard, Saglamne, Saia, Saihail, Saijax, Salir, Sallase, Samand, Samar, Sambre, Samler, Sanald, Sanan, Sanar, Sandice, Sangol, Sankor, Sanpalk, Sanrind, Sanrow, Sansal, Santlor, Santrul, Saphyx, Sarbrid, Sarcyn, Sardrum, Sarel, Sarex, Sarfinn, Sargash, Sarik, Sarla, Sarlyn, Sarmuld, Sarnax, Sarode, Saroon, Sarthath, Sarthay, Saruul, Sarvan, Sateer, Sathla, Saudraal, Saugrib, Savak, Savar, Savaunce, Savay, Savot, Savryn, Saxar, Scamire, Scarloth, Scaroth, Scarvlin, Schabith, Scharay, Sclava, Scolath, Scradast, Scrilisp, Searan, Seckba, Sedrim, Seethenn, Segrold, Seheitt, Sejar, Selar, Seldar, Selgren, Selith, Selkind, Selnor, Selris, Selthen, Sember, Sembrith, Semer, Semisk, Sena, Sendrej, Sendure, Sengeld, Senrin, Senth, Sentix, Seonce, Sephron, Seplacc, Seprism, Seraan, Seranth, Seray, Serdu, Sereste, Serlar, Sermer, Seroz, Serrof, Serryx, Sersoon, Sertase, Seskell, Sether, Sethchell, Sethjen, Sethran, Sfaël, Sfenec, Sferaj, Sforakh, Shabrump, Shadar, Shagold, Shahile, Shaifarl, Shalun, Shalvir, Shamay, Shanfa, Sharaq, Sharaz, Sharrak, Sharel, Sharya, Sharzik, Shastor, Shathak, Shaxa, Shaydayl, Sheerah, Shembis, Shenesh, Shetrax, Shezael, Shiaf, Shialk, Shila, Shilex, Shimar, Shinglor, Shimren, Shintar, Shirak, Shivan, Shiza, Sholmeg, Shruuminth, Shryffin, Shudleet, Shurik, Shurrug, Shyden, Shylath, Siade, Sibvir, Sidron, Sierl, Sila, Silcham, Sildeed, Silgast, Silgool, Siljenk, Silmat, Silon, Silphane, Silruum, Silure, Silvasp, Silvryn, Simbrul, Sindhi, Siol, Siralk, Sithing, Sium, Skaaro, Skagra, Skarazk, Skarloch, Skayla, Skedrea, Skeltrin, Skilon, Skorafe, Skurin, Slanslar, Slanthar, Slarood, Slaskren, Slavgar, Slazor, Sleekla, Sleshkeg, Sleynix, Slijash, Slorac, Slurvaum, Smarag, Smerdis, Smialv, Snargai, Snayrod, Sneitad, Snurlix, Sobeck, Sodarg, Solael, Solbar, Soldine, Solis, Solohe, Solok, Solos, Soltar, Sombrid, Sophald, Sorak, Sorgas, Sormtor, Sorquoon, Sorren, Sorven, Sorza, Sotar, Soveh, Soydl, Spalant, Spandrell, Sparveld, Sperax, Spereld, Spirach, Splinvek, Sprimaine, Squamgreve, Srajsken, Sraknis, Sramine, Srebold, Sreeva, Srendix, Srennant, Sridloth, Sroiaka, Sroweb, Sryla, Stajesse, Stalfess, Starklyn, Staygus, Steeglor, Stengos, Stereth, Steylin, Sthygtron, Stielle, Stirgan, Stornrafe, Strakhan, Strakkar, Streggen, Struquil, Stryast, Strylax, Subreen, Suggner, Sujaim, Sulgra, Sulji, Sulmsy, Sulnseir, Sundoth, Sunjeade, Surast, Surigg, Surjan, Surpy, Susstark, Susteelk, Susur, Sutekh, Suukeeg, Suulkas, Suunall, Suvacl, Suvrin, Svringal, Swarflig, Swarro, Swendril, Swiez, Syanor, Sybra, Sylfrix, Sylvine, Sylvyn, Symnar, Syphtar, Syrag, Syran, Syssahz, Syzaash, Taarna, Tabrind, Tachel, Tacrine, Tadra, Taedel, Taennyn, Taeral, Taeya, Tagor, Taher, Tahrjun, Taiwine, Talanth, Talar, Taladar, Taleeg, Taled, Talesm, Talgan, Talgraine, Talgyr, Talisk, Talith, Talor, Talthran, Talune, Talven, Talver, Tamar, Tamnuz, Tamone, Tamoorn, Tamriss, Tanchilt, Tandro, Tanha, Tanisk, Tanlin, Tando, Tanoor, Tanry, Tanûr, Tanzel, Tanzlor, Taosar, Taoyot, Taran, Tarath, Tarax, Tarcen, Tareth, Tarik, Tarin, Tarisk, Tarith, Tarkand, Tarkrog, Tarlmar, Tarnor, Taron, Taroyn, Tarqu, Targas, Tasharg, Tashform, Tashlex, Tashu, Tashuul, Tasrak, Tasselt, Tasvoor, Taulin, Taval, Tavan, Tavon, Taxlon, Tayerl, Taylin, Tayrsil, Tazen, Tazine, Tchasko, Tealryn, Teawar, Tebish, Tedra, Teekah, Teekug, Teerlin, Tefaz, Tefleer, Tegan, Tegglynn, Tegothe, Teiresh, Teirma, Telaer, Telast, Telcarn, Telett, Telglas, Telgrest, Telkarr, Tellan, Telnar, Telnoom, Telsar, Telva, Telzley, Temorg, Tempros, Tened, Tenelle, Tenjal, Tenlor, Tenna, Tensfar, Tentil, Teode, Terare, Terglaw, Tergon, Terlkin, Terlyn, Ternasse, Terragg, Terris, Tershar, Terslond, Tesin, Teslan, Teyrin, Teyvilt, Thabou, Thadrum, Thaiduk, Thaki, Thalam, Thalax, Thaldok, Thamin, Thandart, Thandrov, Thandusc, Thangor, Tharbad, Tharbolt, Tharij, Tharis, Tharjun, Tharkesh, Tharquist, Tharsna, Tharxac, Thaskam, Thaval, Thavarl, Thawton, Thaxid, Thaxis, Thaxmool, Thaxnar, Thayvudd, Theandra, Thebek, Thebor, Theleb, Thelin, Theled, Themnon, Theras, Therbur, Therak, Therras, Therrat, Thervoh, Thesi, Thesstor, Thibkern, Thimmoz, Thinla, Thioh, Thios, Thirlain, Thirild, Thomilt, Thondrac, Thorgeir, Thornix, Thorskal, Thorzart, Thorzyl, Thoskold, Hoye, Thranor, Thraxil, Thremek, Thremix, Thriendh, Thrinyr, Thrykar, Thryxeer, Thugar, Thuldudge, Thulsa, Thurdis, Thuvgalt, Thyra, Thyzont, Tiaft, Tiak, Tian, Ticham, Tiffrod, Tihan, Tika, Tilal, Tilir, Timaas, Timak, Timdos, Tira, Tiralle, Tirthtri, Tirkan, Tirnor, Tirouv, Tirvil, Tislum, Tisreth, Tisseth, Tithesh, Tivaln, Tlembic, Tlichgo, Tlishat, Tobar, Todyc, Toglank, Tokath, Tokkref, Tokraz, Tolgarm, Toma, Tonom, Torak, Torang, Torbelt, Torbold, Torden, Toreth, Torghai, Tormir, Torsund, Torthar, Torvin, Torxar, Toscrah, Tourrhok, Tovak, Tavis, Toxathe, Tozjroch, Traalyr, Traken, Tramorn, Trantain, Trantle, Trasven, Travech, Trazom, Tredek, Treeplin, Treffaun, Trefoin, Treizeng, Tremas,

CASTLE KEEPING

Treof, Treslont, Tressak, Trevarq, Trevul, Tricoj, Tridusk, Trilinn, Trisgil, Tristak, Trithax, Triveark, Trizdoth, Troiom, Tromest, Tronvel, Troulden, Trujko, Tsarlit, Tsavan, Tsodjan, Tsojwar, Tsorak, Tuane, Tuchror, Tudlech, Tuezinth, Tugan, Tulkas, Tulsoorm, Tuntix, Turan, Turmasc, Turmis, Turvoost, Turweld, Turzeal, Tuuraj, Tvejasp, Twenja, Twinaile, Twixtib, Tyasaj, Tydwyk, Tylark, Tylith, Tynnen, Tymarl, Tymdrak, Tyrbast, Tyrdon, Tyreen, Tyrgyre, Tyrinx, Tyrilon, Tyrum, Tzichrism, Tzilen, Tziphirin, Udraam, Ufang, Ufoin, Ulak, Ulfade, Ullfrac, Ulli, Ulmyst, Ulos, Ulphar, Ulsplasm, Umbrask, Umbresk, Umchor, Umleer, Ummice, Undreet, Unfegg, Ungax, Unstric, Unstrix, Untveld, Unza, Uqbar, Urdaa, Urdain, Urdal, Urdryce, Uryln, Urrind, Urthryn, Urtond, Urwoon, Urzvir, Ushnee, Usquik, Ussart, Ussfaal, Ussit, Usstrilt, Ustar, Ustlin, Ustlin, Ustor, Ustorne, Ustrelm, Usxald, Uthmal, Uthnor, Uvorne, Uzfron, Uztum, Vacla, Vadein, Vadrelj, Vadri, Vadru, Vaeddyn, Vaelythe, Vaern, Vagar, Vaighthu, Vaitarr, Valan, Valaz, Valbard, Valek, Valen, Valeth, Valgaard, Valgar, Valgar, Valka, Valkarth, Valken, Valkesh, Valkis, Valkyr, Valmisce, Valreque, Valtarb, Valthoo, Valyn, Vamert, Vamfade, Vanache, Vanek, Vanger, Vannak, Vannyn, Vanra, Vantsled, Vanyar, Vaona, Varat, Varda, Vareth, Varga, Varka, Varlik, Varmon, Varmyr, Varna, Varnac, Varnar, Varnax, Varnaz, Varos, Varrow, Varsta, Vartoor, Vasaav, Vascais, Vasrind, Vathan, Vathar, Vathek, Vaudric, Vayas, Vaydir, Vayi, Vazar, Vazdo, Veäxe, Veena, Vegreth, Vekil, Velaunce, Veldan, Veldin, Velez, Velkind, Velnard, Velsant, Velsard, Velsin, Vembrex, Venast, Vendik, Vengkuld, Venklar, Vennece, Vennsor, Venscoth, Ventorl, Venzra, Veor, Verek, Verisse, Verla, Verlis, Vernar, Vernat, Vernil, Veror, Verren, Vertence, Vervitz, Verwant, Verxain, Verzod, Veskin, Veswinch, Veyen, Vherla, Viaxx, Vibsoom, Vibur, Vilgrax, Vilraj, Vilsa, Vilthod, Viltor, Viltorc, Vingverd, Virainth, Viran, Virdla, Viscanth, Visharn, Viskrek, Vissir, Vistar, Vistarl, Vithmard, Viux, Vixa, Vixai, Vixlim, Vlastov, Vlitchek, Vluisce, Vlustra, Volcilde, Voldor, Volnir, Vomquind, Vonir, Voozale, Vordnaz, Vorgan, Vorplen, Vorrmo, Vorshak, Vortice, Vosklune, Votorn, Votrax, Voxel, Vozkoog, Vratund, Vreeleth, Vregom, Vrithon, Vrumtuun, Vryxinr, Vuespra, Vuestri, Vulpix, Vuranc, Vurick, Vurog, Vuron, Vuubul, Vynda, Vyrael, Vywyn, Vzoriz, Wadziq, Waeylef, Wairbren, Walgwim, Wallibt, Walscrin, Wanelj, Wanajok, Wannach, Wanruum, Wanthim, Warbosk, Warell, Warisk, Warthan, Waryn, Wastur, Waylra, Waznak, Weardlon, Wedjeeg, Wedra, Weftig, Weftorb, Weitvan, Welfrede, Welmek, Welndar, Wemsin, Wendath, Weppel, Werclam, Werin, Weshap, Weskin, Westra, Wewkinz, Wextri, Whilfig, Whilmor, Wicore, Wileert, Wilnim, Wilven, Wilzech, Wirreth, Wirzanth, Wistril, Witrix, Witrost, Wizlow, Wolcham, Wolkoon, Wolnir, Worlit, Wroxil, Wrybeck, Wryplax, Wryxerg, Wubneft, Wulfric, Wurflense, Wusheig, Wuunal, Wuxorn, Wychnor, Wylvin, Wyndbrel, Wyndra, Wyrgon, Wyrsis, Wysholt, Wyrax, Wyxef, Xadair, Xaedra, Xaelinth, Xaharl, Xaidis, Xaitchek, Xaldreth, Xalkhas, Xalla, Xallath, Xameld, Xanax, Xanbarg, Xandar, Xandrix, Xanille, Xanna, Xanos, Xanrei, Xanthon, Xarafe, Xarakh, Xarek, Xasim, Xaudrin, Xavest, Xavin, Xawnis, Xaxul, Xayide, Xeebract, Xeerha, Xejem, Xela, Xeldon, Xellosp, Xenerge, Xenir, Xephar, Xerra, Xerxisp, Xerys, Xexal, Xhagrim, Xhaibar, Xhombdroll, Xhoral, Xigil, Xion, Xiplin, Xiri, Xirrip, Xloris, Xoncarg, Xopon, Xoris, Xormeer, Xothun, Xovro, Xudect, Xulan, Xundrahl, Xustral, Xyäs, Xyäst, Xybeuth, Xycort, Xydorn, Xydra, Xygbenth, Xyhaek, Xykrog, Xylance, Xylarz, Xylvorm, Xymoyl, Xytrin, Yaalder, Yaathab, Yadarl, Yaddith, Yadel, Yadreth, Yadurk, Yaglaid, Yagmoon, Yaklar, Yaklin, Yako, Yakthoob, Yammoth, Yamphut, Yandorn, Yaöth, Yarat, Yarel, Yari, Yarin, Yarnis, Yarram, Yastoz, Yaten, Yatheg, Yavarre, Yavood, Yavroun, Yazlar, Ycore, Yeafosk, Yeifolk, Yeldoj, Yeldrai, Yeoft, Yeoun, Yerdeen, Yergal, Yerlek, Yernoold, Yethler, Yewrapt, Yexil, Yezrik, Yhemnis, Yhemog, Yhoudeh, Yiash, Yildiz, Yilkeyr, Yimzuuem, Yinaun, Yiod, Yirod, Yivthi, Ymar, Ymarl, Yodkin, Yojra, Yombris, Yoorzamp, Yoppulse, Yorim, Yorlask, Yorrak, Yoskan, Yosnette, Yothir, Yottoa, Ydirr, Yrgash, Yrgil, Yrinth, Yrlmar, Yrvoor, Yrukat, Yuleng, Yurisp, Yuvib, Yuzan, Yween, Zaalit, Zabal, Zabil, Zadko, Zadom, Zadool, Zaelken, Zaery, Zaffar, Zagrosk, Zahur, Zaihra, Zalethe, Zalmic, Zalthen, Zamar, Zamewl, Zamind, Zamog, Zamray, Zanak, Zaneer, Zangor, Zanzqua, Zantain, Zanthu, Zantir, Zantyen, Zanurb, Zarak, Zaranthe, Zardal, Zardence, Zardirm, Zardox, Zargoi, Zanic, Zaron, Zarmarl, Zarouk, Zarphaut, Zarquar, Zarquemf, Zarros, Zarthule, Zastor, Zatarl, Zatheen, Zathras, Zathu, Zatoum, Zausric, Zavach, Zavak, Zavel, Zaviv, Zaxweer, Zayarn, Zaydrim, Zebor, Zebulse, Zedresk, Zefteel, Zehain, Zehirn, Zekal, Zeldaph, Zelgad, Zelgen, Zelisp, Zelked, Zelmarch, Zelminx, Zelvand, Zemis, Zendarg, Zentos, Zeraa, Zerai, Zerakl, Zermish, Zerric, Zervid, Zesdick, Zessain, Zethrel, Zhaizald, Zhakoor, Zhalore, Zhantaine, Zhapris, Zharmece, Zharvek, Zhassa, Zhawend, Zhaya, Zheral, Zhirek, Zhirem, Zhiroq, Zhirquis, Zhogri, Zhomrach, Zhoreb, Zhrana, Zigmooth, Zikuyth, Zilar, Zilmork, Zincir, Zindor, Ziorn, Zirin, Zishuun, Zislun, Zisurgh, Zlanté, Zlatos, Zofram, Zoides, Zojan, Zohldrom, Zolfran, Zoltaft, Zomra, Zondar, Zoorkon, Zopine, Zorac, Zorith, Zorlan, Zorthal, Zosarde, Zrufend, Zugdin, Zugoth, Zuril, Zusdhrun, Zuukan, Zvegnaz, Zyjin, Zyla, Zylaax, Zyllyn, Zyrel, Zyrelx, Zytan, Zyxim

THREE-SYLLABLE NAMES

Aathoklaa, Abalore, Abeli, Abeyxorn, Abrisin, Acaena, Acamar, Acarnod, Ackia, Acozer, Acravel, Actinor, Adalon, Adalrik, Adanac, Adasho, Adelin, Adelir, Adembar, Aderak, Aderel, Aderyn, Adhara, Adhirman, Adia, Adian, Adiol, Aditu, Adlaron, Admarlen, Adnirrin, Adnoren, Adracea, Adraeran, Adraewyth, Adrasta, Adrena, Adriphaas, Aelarim, Aerissa, Aeruin, Aetharyn, Aexien, Afaellan, Agador, Agaki, Agari, Agella, Agerquon, Agetan, Agexa, Aginor, Agior, Agnaska, Agraia, Agrasline, Agrasol, Agrias, Agristair, Ahina, Ahorra, Aidaron, Aililry, Ainnatic, Aioula, Aircristir, Aistomar, Ajasonde, Akajur, Akashic, Akasta, Akenchi, Akhrida, Akiina, Akirga, Akirku, Akritas, Akura, Akvaron, Alamak, Alanik, Alanyx, Alardan, Alaris, Alarynd, Alathen, Alatvair, Alaxa, Alaztyr, Albara, Albaral, Alberist, Alberon, Alceon, Alceor, Alchica, Aldachur, Aldaka, Aldamir, Aldirim, Aldrella, Aleasna, Aleaxa, Aleena, Aleidar, Alembis, Alera, Aleva, Alfanan, Alhana, Alidar, Aliet, Alifany, Alinaeus, Alindra, Alixa, Aljarik, Alkaios, Allindren, Allomir, Alloran, Almarisc, Almeron, Almiel, Alnavor, Alshagrel, Altavan, Altoran, Altria, Alucard, Alzamar, Alzarin, Amadis, Almadir, Amafer, Amaja, Amakelb, Amanster, Amareme, Amarette, Amatin, Amazya, Ambrezul, Amelis, Amerill, Amether, Amethi, Amharad, Amilin, Aminak, Amintor, Anlieth, Amolithe, Amorin, Ampenden, Amramyr, Anandra, Anara, Anartig, Anashea, Anatsath, Ancelyn, Ancifer, Andaraan, Andistair, Andolan, Andrasha, Andula, Aneelen, Anfara, Anferas, Anfesef, Angalli, Angemon, Anghyrud, Anhalus, Anici, Anina, Ankrista, Annoxin, Anraculd, Anroana, Ansvlan, Ansuki, Antalyaar, Antarlest, Anterra, Antesri, Anthlamar, Antraneyk, Anzera, Apelnin, Aphitheia, Apporosh, Aquiel, Aquorren, Aradek, Aragaj, Araglas, Arajist, Arakbaal, Arakhreen, Arakin, Araldar, Aralik, Aramil, Arangat, Aranis, Arathorb, Araxis, Arbadrul, Arbalac, Arbalon, Arbitan, Arboran, Arcastor, Archolach, Ardalanx, Ardanos, Ardatha, Ardaxil, Ardelin, Ardilex, Ardiseng, Ardissa, Aregel, Arenith, Arestel, Arfandas, Argethram, Arghesos, Argion, Argoël, Argolin, Arhanen, Arianan, Arianth, Aribeth, Arien, Arion, Arioth, Ariseph, Arismacht, Aristeia, Arivid, Arkadit, Arkaris, Arkavyn, Arkissar, Arkurel, Arlana, Arleano, Arleost, Arlomma, Arkair, Arolant, Arozan, Arpiax, Arrashad, Arrelask, Arrenol, Arriam, Arridor, Arriid, Arrosas, Arrossai, Arshashi, Arshavir, Arsithea, Artlexu, Arura, Arvanor, Arvirask, Aryion, Arzeela, Ascarleth, Ascaveen, Ascomeld, Asgarath, Asherild, Ashikri, Ashilja, Ashnisci, Ashrodu, Asilun, Asius, Aslior, Asmacul, Asmictir, Aspaleed, Asparind, Asphodal, Aspolyme, Asquilla, Astaedi, Astalon, Asteä, Astinus, Astraëa, Asurzel, Atalis, Atazra, Athana, Atheran, Athermoj, Athina, Athnolan, Athrasomb, Athrilas, Atlavan, Atorin, Atralan, Atraxon, Atrujal, Attanir, Atticog, Aturin, Atyoto, Aurever, Aurian, Auridra, Aurina, Aurion, Auxebaz, Avalzaunt, Avandir, Avarath, Avasceen, Avenaar, Aveole, Averdall, Avereem, Avernide, Avëssèd, Avesur, Avori, Avriax, Avronil, Awennes, Axanar, Axarun, Aximil, Ayaren, Ayesra, Azaka, Azakur, Azanakh, Azanon, Azarmax, Azatta, Azella, Azergal, Azfotha, Azilos, Azmarbi, Azmeren, Azolem, Azaxrel, Azriaz, Azrienne, Aztria, Azuya, Azuzu, Baeglyndven, Bahnsiath, Bakailis, Bakiar, Balandix, Balanjik, Balathol, Balazar, Balderon, Baledor, Baloward, Baltarreg, Bandibras, Banira, Banjasah, Banjicoy, Banrodi, Bantinger, Baraca, Barahir, Baramei, Barbardon, Barixid, Barjazan, Barolio, Barsimmern, Bartosca, Barzolo, Basfui, Basidrix, Baslayan, Basliard, Batiar, Baudefloy, Bayazin, Bayidon, Bazakel, Baziran, Beäbrae, Becheton, Bedivere, Behamkai, Belaraz, Belarba, Belathgert, Beldara, Beldaran, Belegern, Belensarl, Belgarath, Belida, Belimu, Belinzith, Belistra, Belithin, Bellarix, Bellinus, Belloram, Belmalar, Belmatar, Benalath, Beorilf, Beoshar, Berazan, Berefex, Berethan, Beriam, Berlemdo, Bermulan, Berterin, Besagren, Bestagar, Bethalus, Beztevil, Bilamarj, Birectzin, Birimi, Birrtzeir, Bisuneh, Bithritrilb, Blascarro, Boälod, Boäzye, Bolangi, Bolgodar, Boradrend, Borvazan, Bordvedo, Boridorn, Borivig, Boroqual, Borosov, Boruja, Breldiar, Breyugar, Brindelvic, Brinzindis, Brirelin, Brofothin, Bruyefol, Bundetlan, Burangald, Byjagan, Caadausid, Cadrillan, Cadxiel, Caglaree, Caladon, Caladra, Caladol, Calandra, Calara, Caldiza, Calial, Calian, Calibarz, Caliburr, Calimen, Calinor, Calinhor, Caliroon, Calrohir, Calvari, Calyreg, Camorba, Camrenard, Candelisce, Candralta, Canteril, Capsia, Caradin, Caraman, Carano, Carastac, Cardannor, Cardriman, Carejjar, Carenac, Caribros, Carvirras, Casliet, Cassira, Castivin, Cathloda, Cauluden, Cavrello, Cazago, Cazrogatz, Cedethea, Cedruin, Celasli, Celedrax, Celedrir, Celenorb, Celephais, Celimbsel, Celissar, Celmia, Celria, Cemendur, Ceomyr, Cerastes, Cerdotur, Cereden, Ceremeb, Cerindar, Cernaia, Cerrivald, Cerrlemere, Cervetar, Chakjalom, Chalberyn, Chandalla, Charizar, Charovis, Chasergha, Chatony, Chavrenard, Chayuleth, Chedynas, Chemedis, Cherinra, Cheshinif, Chesifith, Chexotah, Chiranin, Chiropfanx, Chirystad, Chissiera, Choriaal, Chrystara, Cialrak, Ciarna, Ciliath, Cillegra, Cimpelis, Ciriial, Cirilar, Cisor, Claraven, Clarian, Clymerice, Colperat, Colverslyne, Conridas, Coramur, Corcoran, Cordago, Corisur, Cormannon, Coromis, Corraemer, Corstanis, Coyasal, Cramorul, Craycera, Credori, Cresbaral, Crodolan, Cromora, Crondowys, Cruirmox, Crysindlyn, Cthasia, Cubrucul, Curtifer, Cveralisk, Cyarium, Cynalis, Cynara, Cyrilla, Cyrissil, Daakrasef, Dabnavar, Dacarin, Dagaldsain, Dagorla, Daiavend, Dakkiah, Dakokan,

CRUSADER'S COMPANION 238

Dalarthra, Dalimir, Dallandra, Dallibren, Dalmaxen, Damarel, Damia, Damisen, Dammarlet, Damria, Danatren, Danbrelej, Daqualor, Daragard, Darandrill, Darani, Darimpelg, Darioj, Darisimp, Darnien, Daruda, Darusor, Darvenel, Darvien, Dasanay, Dasyani, Dathanja, Dauröat, Daximyr, Dazaroth, Deglavar, Dekreon, Delalea, Delandim, Delaquoath, Delcardes, Delgadjas, Delgari, Deliard, Delitra, Delmonda, Delonos, Delsinar, Demelsåvre, Deminar, Demithea, Dendera, Denivra, Deowrix, Deralten, Derian, Derisurm, Derokain, Descelet, Desnema, Desthia, Destrino, Devabril, Devaia, Devaren, Deviscind, Devyna, Dezelglim, Dharijor, Diagur, Diamel, Diastul, Diazrax, Diniwirn, Dional, Diony, Dismarntir, Distana, Distiva, Diurnad, Divior, Doölva, Dokessin, Dolitan, Dolskior, Domagren, Domovoy, Doniale, Donivesh, Dorana, Doravin, Doraxa, Dorether, Dorgrian, Dorianth, Dorosard, Drafana, Draglios, Dralgamor, Drelbaran, Dreleon, Dreower, Drusmirak, Druycalid, Durathor, Duruis, Dusoto, Duvalin, Dvereya, Dygado, Eberyn, Earnings, Echredrig, Edalcor, Edamar, Edaris, Edeera, Edeiric, Edelan, Edromon, Eemonil, Eermiaw, Efelin, Efiath, Egarun, Egeanin, Eglashor, Eglathorm, Ehlmargin, Eilinuud, Einnara, Ekisha, Elaara, Eladain, Elanja, Elanfir, Elantir, Elardoand, Elayess, Elbasant, Elbrian, Elcaros, Eldikohl, Eldimyr, Eldivren, Eleaseth, Eleniin, Elerasc, Eleril, Elesfar, Elexna, Elhanter, Elharta, Elhiri, Eliaazh, Elindel, Elion, Elispesh, Elissim, Elistan, Eljendril, Ellamoin, Ellanath, Ellendar, Ellidyr, Elmeric, Elmradra, Elnavor, Elnoë, Elorix, Elriseth, Elrodin, Elrowan, Elsandar, Elverus, Elzirtha, Emeresc, Emistar, Emparyn, Emraël, Enchasol, Endelaer, Endeltrad, Endoyarl, Endremen, Engkalat, Enifrax, Enliack, Ennorath, Enoëre, Ensocand, Enzoray, Eolair, Eolglyu, Eomer, Eosin, Eowine, Eralith, Erbarax, Erdegren, Ereäd, Ereboen, Eregin, Ereia, Ereidan, Ereimid, Eresbor, Ergamarl, Erian, Erihim, Erijin, Erilind, Eriylth, Erimewyn, Eriptil, Erizael, Erjesko, Erkollo, Erlata, Erliskan, Ermentej, Ermioid, Ermizard, Erobor, Erraxam, Errixi, Ersazern, Erudin, Eruna, Escaloth, Eshorden, Eskedar, Eslenix, Esmeril, Essamor, Esselin, Estelom, Estulman, Esysora, Ethayan, Ethilrist, Ettellarn, Euralen, Eurajo, Evarul, Evedben, Eveltur, Evenor, Everan, Everard, Evidor, Evrilet, Ewagan, Exior, Exoric, Ezirith, Ezpirasp, Ezrabar, Fabliain, Faerlasdar, Fafmaln, Fajhorjog, Falamund, Falazarm, Faldian, Faledra, Falias, Faliorn, Fallonar, Falmalin, Famaril, Famiryah, Farammil, Faranar, Farathar, Farazwen, Farendal, Farezar, Farias, Farinda, Farovlem, Farreflan, Farrian, Fassander, Fassiral, Fathanor, Fathimlas, Favular, Fayenned, Felacroy, Felectos, Felendos, Felentir, Felinstrod, Felladin, Fellathor, Fellazoor, Felmarus, Felvia, Fenhalut, Fenkkara, Feollan, Feraanty, Ferazhin, Ferdithir, Ferena, Ferescha, Feridmir, Feridoth, Ferilken, Ferkiel, Fermandra, Fermazeth, Ferozak, Ferrandry, Ferrinox, Fertimqui, Fesanor, Fesmaran, Fethijorn, Fethorval, Fezmirath, Fiaminch, Fiantzin, Fiathna, Fiensar, Fierex, Filigal, Filrena, Finaefin, Findegil, Finmanal, Finrhabar, Fiollix, Fionlex, Fiorag, Fiori, Fiostrhan, Firaanda, Firimar, Firmrius, Fivrenesse, Flacoë, Fluimorl, Foäshroud, Fomorisk, Fonesco, Fontaera, Forambad, Forizud, Foronté, Forrandir, Foxilkiln, Fozdollo, Fraajior, Fragadin, Freälaf, Frinilex, Frosserthil, Frugansey, Fuareece, Fulinas, Fulmerack, Fumorak, Furalor, Fusial, Gadino, Gaffindur, Gaherist, Gaianac, Galassad, Galedrej, Galeeya, Galeia, Galendil, Gallhambraj, Gallhandvis, Galiel, Galjuu, Gallia, Galorin, Galrion, Galthien, Galturan, Galvaris, Gambrefax, Gamorrand, Ganatus, Ganelon, Ganoraz, Ganscion, Ganzadahl, Garagrim, Garalden, Garathgen, Garduil, Gardulkar, Garemo, Garflion, Garlenon, Garriech, Garziot, Gastenmil, Gatlatas, Gatzeiros, Gavendra, Gavilen, Gefandrall, Gelsgiath, Genteras, Gerergol, Gerexi, Geskrivus, Gevanarth, Ghiella, Gidyrrha, Gildanar, Gilennan, Gilfangron, Giljrian, Giltsanos, Gimika, Gipideur, Girazi, Giridal, Giridyne, Giriël, Girkirath, Gisorath, Gisriral, Gisselek, Givirtrik, Gizarak, Gizbion, Gizherae, Gledrion, Gleocyn, Gleyander, Gliranna, Glirifingril, Goibhniu, Golexar, Goloë, Gonscevin, Gontomir, Goranna, Gorazky, Gordalis, Gorias, Gorion, Goronwy, Goronyr, Gorova, Gorthokou, Graginar, Graliath, Gredanost, Griarnix, Griotam, Grissejan, Grolliax, Gualat, Guilmar, Gulifrith, Gurnarok, Gwyrion, Gydrian, Gymnivus, Gyrelvest, Hachouled, Hadowrak, Hafranel, Haielva, Haijannod, Hajandin, Hakatri, Halibarm, Halios, Haliiwyn, Halveron, Halvia, Hamadar, Hamancen, Hamavand, Hanamere, Haneran, Hanorayn, Hanrassu, Hantaira, Haplana, Haprissa, Harana, Harandash, Harezek, Hargranar, Harigran, Harnahad, Harobel, Harondar, Harromarl, Harsinna, Hartien, Hartazan, Hasalgar, Hasprion, Hathlizu, Hathvoril, Hautilim, Hautulin, Hauxpomel, Haxmaraun, Haxmaspar, Haxmered, Hazalet, Hazazel, Hazharat, Haziran, Hedrapake, Heereos, Hekeren, Helbathil, Helobaine, Helphegad, Helziatz, Hemgarel, Henalur, Herecham, Heriganj, Heriol, Hessevet, Hethica, Heuleanar, Hexavren, Hexelin, Hiabaid, Hiassveil, Hifridil, Higlaia, Hilio, Himurlem, Hinyrit, Hirodrix, Hizirin, Hokryäh, Holmarun, Horbajir, Horlabo, Hralfecca, Hriuncet, Hulterna, Hurjaël, Huvatal, Hyaliptar, Hyarantar, Hydstrand, Hylamet, Hylarel, Hylissa, Hyphorond, Hyraskel, Hyrkhalla, Hyzaspes, Iahaun, Iarlen, Iasho, Ibekon, Ibgali, Ibrana, Ibrax, Ibriole, Icanaar, Icavra, Icera, Ichandrik, Ichindar, Idarlan, Iffalon, Igjaru, Ijevthla, Ikarin, Ikkirak, Ilabrem, Ilairam, Ilarnin, Ildezir, Ilenfal, Ilfangir, Ilfinir, Ilgaeldar, Ilikir, Ilimvair, Ilkernë, Ilkazarzim, Illana, Illara, Illiarn, Illsuin, Illuanc, Illurdan, Ilkaroque, Ilnitel, Ilrehjan, Iluumaar, Ilvelisk, Imaia, Imajin, Imashla, Imaydra, Imedet, Imikeer, Imilxime, Imisard, Immelanx, Immoreth, Imnomam, Imnatris, Imrahan, Imravog, Imrazixt, Imzia, Inayiss, Indreju, Ingrenux, Inhectin, Inidar, Inifael, Inifox, Ininay, Inisdex, Inisfail, Inkiljist, Inkotai, Innoäk, Inora, Insallasc, Intaphka, Inzellene, Ioga, Iolan, Iombar, Iosaz, Iosdil, Iperi, Iphara, Ipholar, Ipolok, Iptasor, Irankar, Irathar, Ireneemp, Irial, Irian, Iriboth, Iriga, Irmaskor, Irmistib, Irphilin, Irriosce, Irshirkur, Isaelsu, Isamar, Isarma, Isbexa, Isencal, Isgremmir, Ishmira, Ishnitra, Isiki, Iskarrine, Iskimi, Iskiret, Isodrost, Isotu, Isromant, Isotha, Issakra, Issanthal, Issevex, Issimrak, Istengrem, Istensanth, Isthentid, Istheol, Isthiogil, Istidom, Istijed, Istroval, Isuxnen, Itharna, Ithelus, Ithimyr, Ithineg, Ithober, Iventhax, Ivrishele, Iwrandia, Ixambel, Ixanthis, Ixarine, Ixcavar, Ixiom, Iyenna, Iyiskek, Izpiizzi, Jabarla, Jablomeed, Jaelmura, Jafila, Jagadis, Jagaroch, Jahaurin, Jakalar, Jakarah, Jakandar, Jakharal, Jakronib, Jalaran, Jalatha, Jaleana, Jaligar, Jalisharn, Jalnio, Jalvochin, Janceä, Jandagar, Jandenor, Janien, Janniël, Jaralor, Jarantin, Jaratryne, Jardilan, Jarien, Jarioth, Jaronris, Jascelat, Jascenant, Jaslani, Jassolind, Jatherfar, Jathlabra, Jathzoril, Jaukulmar, Jaurelin, Javennae, Javrezac, Jazaeron, Jejaneel, Jeleeeya, Jelerish, Jelgrion, Jemadar, Jemkoleng, Jeoric, Jeoster, Jeprana, Jertezan, Jervida, Jessabra, Jevalor, Jevedic, Jevorin, Jevrian, Jhessala, Jhinilik, Jianthi, Jidesa, Jifrusni, Jijinjie, Jilarna, Jilitha, Jillaro, Jingarän, Jiriselk, Jiruik, Jivessla, Jivizet, Jixannil, Jizuret, Joärsa, Joplezno, Jorian, Joriel, Jorodrin, Josafyre, Jothaugan, Jothera, Jozranal, Jranahaz, Juarin, Jumeon, Juramanx, Jussondrel, Juxeccan, Juzawik, Kacinzen, Kadishir, Kahora, Kairaku, Kajabor, Kajua, Kalandrin, Kaledath, Kalvaro, Kamisu, Kamundam, Kandonak, Kandorin, Kapasin, Karaël, Karamis, Karanchir, Kardarkar, Kardotha, Karela, Karezhame, Karimeg, Karogan, Kasiran, Kasluna, Kastana, Kastauët, Kasthukras, Kathanal, Katryzaj, Katumar, Kazellor, Kazuön, Kedrinal, Kelemon, Kelmerveld, Kelraioq, Kelvixa, Kemmergen, Kerannix, Kerason, Kerasun, Kerendul, Kerfina, Kernamald, Keroona, Kerrekriil, Kerrihaude, Kestramel, Kexrancea, Khadera, Khalidûr, Kharisden, Khelaret, Khorenym, Khosilin, Khuraram, Khurkula, Kiarak, Kiaskek, Kifadli, Kinbulser, Kinjeon, Kintarna, Kioxug, Kireoj, Kirias, Kiriok, Kirithul, Kirrevi, Kiuspou, Kizarlon, Klandisar, Klirundon, Kodoki, Korachon, Korasal, Kortien, Korvaron, Kotajad, Kothenai, Kovaia, Kozanga, Krasgalad, Krienna, Krisilal, Krytelgaz, Kuiju, Kydomor, Kylara, Kylinsra, Kymelin, Kymorel, Kyrembra, Kyvaran, Kyveler, Laaraban, Lacoumox, Lacrion, Ladamur, Ladestro, Laesina, Lafera, Lagaram, Lagova, Lahanolt, Laklanot, Lalaia, Lalthilan, Lamidris, Lamifer, Lamizjax, Lampralur, Lamrella, Lanisor, Lanival, Lanstreä, Lantakrel, Lantamar, Lanumel, Lappeleme, Laprimal, Larana, Laranel, Larilect, Larion, Larquinip, Lasynchthis, Lasirusk, Lataffin, Lattremond, Lazadon, Ledmial, Legaarkush, Lelatha, Leledish, Lendela, Lendoweer, Leodaan, Leojith, Leoptrin, Leptenar, Leptredin, Leranorb, Lessefren, Lethrian, Levasim, Lhyrrhana, Liamar, Liambra, Liammeck, Lianairn, Liansra, Lianvrin, Liarxa, Liavec, Liembra, Lilaista, Lilkauki, Lilthia, Limbria, Liranagan, Linnaker, Lionus, Liossoor, Liqueumar, Liroitzin, Lisimbra, Lissara, Lissfloreil, Lithuir, Lithyulin, Litofer, Liydala, Lizenna, Lizinra, Llanaanu, Loëra, Logano, Lorana, Lorenvra, Lorient, Lozeneth, Luciet, Lucimer, Lunzia, Lurepusc, Luspilkir, Luthirring, Luuranoth, Lydalay, Lymandal, Lynaya, Lyndré, Lynxias, Lypilla, Lyralloss, Lyrian, Lyrossa, Lyrozi, Lythian, Lythratole, Lyzeary, Maalkkeyan, Maceon, Madaluur, Madiglim, Madora, Maerleetas, Maeronyx, Mafranic, Magezatt, Magithel, Maglethom, Magylin, Mahelas, Majaelith, Makana, Malaësse, Malaioç, Malambard, Malandor, Malasire, Malasquor, Malavok, Malbrosac, Maldagon, Malechan, Malestrin, Malgadarn, Malhantis, Malhemar, Malidryth, Malifrin, Malisken, Mallaran, Maloroc, Malsanon, Mamvier, Mandrezool, Manjalem, Mannanon, Mantragan, Maöndat, Mapiran, Mardieth, Maridan, Maridisp, Marindro, Marinus, Marivik, Marliok, Marmaranx, Marmeron, Marniel, Marredix, Marsarok, Marsineh, Martanzig, Maruis, Mashalla, Masira, Massoran, Mathannil, Matzirik, Maunestinn, Mavira, Maxander, Maxtabel, Mazegus, Mazeras, Mazian, Mazivel, Medarinn, Medrahar, Medvergaal, Mehalet, Mejarlan, Mekeesha, Melamnir, Melapis, Melasdar, Melikkhaz, Meliune, Melliorn, Melorond, Memisaire, Menalor, Mendobarl, Menelvaour, Meodas, Meraleph, Merama, Meramel, Meranshu, Meraudax, Meriag, Meridyn, Meriel, Merilec, Merinar, Merinard, Merivran, Merkalo, Merlience, Merresil, Merscianthe, Mertamet, Mesegrim, Metrofa, Mevedet, Mewreddan, Mezedan, Mezereil, Mezlehet, Mezlethil, Mezrian, Mezrenain, Mezvorax, Mialdere, Mialorn, Midela, Mierah, Mikramil, Milicseth, Minaxa, Minrioth, Mirancei, Mirantilb, Mirelith, Mirenta, Miriel, Mirieth, Mirintha, Mirion, Mirreschade, Mirrsomi, Misella, Misiplum, Misirim, Mithelos, Moälroc, Mobrias, Moieddin, Moisiaen, Molhanni, Mondestin, Moramin, Morannel, Morilimth, Morleved, Mormindar, Morofar, Morozam, Morrixan, Mosbelo, Movellan, Moxfiel, Mrankali, Mredisu, Mujeket, Mulciner, Mumivor, Murbahir, Murias, Murinja, Mustersa, Mylbdenir, Mylenost, Myllara, Myloryx, Myractus, Myrmelesc, Myrrhismir, Myrstica, Myruken, Myvior, Naadien, Nabronyb, Naëska, Nagarax, Naigard, Najikim, Nambolar, Namezlith, Namiën, Nappolanc, Naramant, Naranlob, Naraven, Narecan, Naretha, Narfalax, Narimas, Narisdaat, Narissa, Narothon, Narothon, Narrabhar, Narseldax, Nasmerul, Nateera, Nathogan, Natrifer, Nauthzegam, Naveiruz, Navislorn, Navithesk, Nefaroyne, Negula, Nelibar, Nelphina, Nelthenti, Nelveren, Nemarhaz, Nemisen, Nereitra, Nerevaunt, Nerian, Nerida, Neryonid, Netharna, Nethoël, Neveena, Nexian, Nexlio, Niasynchthis, Nidoran, Nienra, Niggollo, Nilchauntif, Nilmio, Nimandest, Nimfiralth, Nimiax, Ninozain,

CASTLE KEEPING

Niomakh, Nisamon, Nisaqua, Nissafen, Nitharna, Nithikin, Nitoda, Nivilan, Nizamar, Nizared, Noldiruth, Nolteera, Nooranda, Norian, Norvandrel, Noumander, Novrima, Noxalwan, Nuanvi, Nuarban, Nujriha, Nulagdi, Nuskuron, Nyrana, Nysorat, Obatzi, Obelnid, Ocmias, Odimos, Offenalke, Ogola, Ohranjat, Ojavi, Ojilinx, Okalder, Okpala, Oktavisp, Olamar, Olbenos, Oldarane, Oldrinben, Olican, Ollascet, Olnefkin, Olondin, Olonthos, Oloru, Oloxem, Olybris, Omaldras, Omaphel, Omarna, Omarthis, Omberdal, Ombriand, Ommarisk, Omosdur, Omzic, Onaldrus, Oneira, Onfivlen, Oniack, Onjedrit, Onoxim, Oolevran, Oomia, Oorandehle, Oquilda, Oradrad, Orbasdron, Orbelez, Orbitan, Orchellor, Orebus, Oremex, Orenai, Orennem, Oridyr, Oriob, Oristkel, Orithreyn, Orivaen, Orlantsu, Orliend, Orlopem, Orluan, Ormadzel, Ormarit, Ormion, Ornulaa, Orodel, Oromrath, Orovar, Orovunc, Orpirrhis, Orreminsk, Ortazan, Osgoran, Oskana, Osmoril, Osoyrr, Ossfenness, Otargol, Othaldon, Otralinx, Oujanglor, Ouraia, Ovarasc, Ovelleau, Oveselm, Ovranoj, Ovrenor, Oxavart, Oxavart, Oxruël, Ozatris, Ozgethern, Ozmirall, Ozingol, Palabell, Palarna, Palegain, Palidral, Palimbrust, Palinor, Panafig, Pandaxes, Pandelee, Pandeleur, Paomelna, Pardyereyk, Pargascir, Parlion, Paskorran, Pastengral, Pavadahl, Pavandor, Paxijanc, Paxilla, Pazaleeb, Peladon, Peledor, Pelendur, Peleod, Pelezef, Peliast, Pelizon, Pellingale, Pelmercest, Pelmergol, Pelsiffra, Penengvik, Peradal, Peraga, Perendan, Perendor, Peridor, Peripril, Perisgrim, Peristaad, Perligon, Pernian, Perridex, Persimmid, Perushka, Peslivar, Petreban, Phaidonaz, Phaneon, Pharethyn, Phariol, Pharnioth, Phascalon, Phesian, Phiarusk, Philizim, Phiniak, Phiressa, Phoosrotex, Phoseter, Phramberzond, Phranzulet, Piapiar, Pievalp, Pillia, Pioma, Pirigal, Pirilaud, Pirinweal, Piritosk, Pisqion, Pishior, Pithibryl, Piynameer, Plamias, Plenchiel, Poinellay, Poinembet, Polassar, Polorrum, Porodo, Porsenna, Potadu, Priligrel, Progneti, Ptamriad, Ptelian, Pteraphon, Pulsavra, Pyrenda, Pyrtolose, Pytholtus, Pytrigon, Quaeleon, Quagrana, Qualbian, Qualhassan, Quanaöck, Quandiel, Queegani, Quenter, Quentezard, Queoddy, Queridra, Queroë, Querseml, Quilium, Quilverex, Quinibus, Quisifrix, Quoialatha, Quolessip, Quoranül, Quyzacorn, Rascia, Racassar, Rackafel, Radasman, Radelon, Radula, Raiveral, Rajiten, Rajurno, Rakmyrral, Rakshilan, Ralanzur, Qalislän, Ralmanor, Ralystra, Ramura, Ranessin, Ranicroy, Ranifice, Ranomar, Rasalet, Rashemba, Rassdolim, Rasseglin, Rassfydel, Rastilon, Ravathene, Ravenor, Raverail, Ravimo, Raxia, Razamor, Raziell, Reänkal, Reepifer, Regalorj, Regimir, Reldorin, Releza, Relikin, Relion, Rellevirk, Relliapt, Relundar, Rendeptir, Renzelath, Reonin, Requiek, Rescorance, Resmenalse, Retalkin, Rethia, Revenal, Rezmyra, Rhakotis, Rhendalin, Rhiacind, Rhimaya, Rhimeren, Rhisala, Rhomiscele, Rhydolin, Rhyölar, Riasine, Riatar, Riatha, Rickata, Rigisil, Rigonav, Rimara, Rilatha, Rilidtai, Rilmara, Rilmorban, Rinxfantir, Riordan, Riolar, Riolba, Riscintell, Risgana, Risia, Risrinam, Rithotar, Rixian, Rizifire, Rocapeste, Rodifel, Rodion, Roënen, Rokefyre, Romela, Romanom, Rondolla, Rophelon, Rophendir, Rosmarlin, Rouädh, Rovlerac, Rozeoldin, Rugiel, Ruhria, Rumilan, Ruvian, Rusaadi, Rusalma, Rusitholk, Ruvasarn, Ruvatro, Ryözile, Rynian, Rynristas, Rynryris, Ryxarro, Sabrasa, Sabriel, Sabtimon, Sadabel, Sadeera, Sadonel, Safarrinx, Saffinka, Sagamir, Saguli, Saïnda, Sajaerix, Salaarus, Salathir, Salcias, Salina, Salinen, Salioct, Salitlan, Salmorin, Salrissa, Samalend, Samerlan, Sancial, Sannasara, Sanorye, Sanpellen, Sanseran, Sanzhara, Saqavar, Sarandere, Saraxa, Sardanak, Sarendril, Sargadal, Sariya, Sarkinos, Sarkozan, Sarlian, Sarmasar, Saroë, Sarozak, Sarrier, Sarrofo, Sarsicaul, Sartenna, Sarupha, Saschalon, Sathlatta, Satrothan, Savêma, Savretos, Savria, Scathanar, Scesefna, Sebandune, Selamvra, Selestor, Selial, Selidro, Selior, Selmiar, Selnara, Selnia, Selsabar, Selverel, Semarsen, Semdalice, Semmagel, Semurquan, Sendara, Senoster, Seorra, Sepiroth, Seprenal, Sepria, Serakel, Serambast, Seramir, Sereric, Serrios, Sertumen, Servelen, Serydran, Seskandal, Sevandir, Sevandor, Severique, Severlesk, Sevasné, Seytarin, Sfaeriqua, Sferalan, Sferio, Shaikala, Shalimed, Shameera, Shanatherl, Shanderzoth, Sharajsha, Sharbremil, Shardovan, Sharret, Shaxeän, Shehallen, Shekkazad, Sherethis, Sherina, Sherotha, Shevrian, Shibema, Shiennith, Shildakor, Shimjian, Sholgonda, Shragonach, Shrymaroyne, Shurakai, Shushila, Staltaan, Sianar, Siandar, Siandor, Siannem, Sidanar, Siendred, Sientij, Sientrib, Siflana, Sigilla, Sildengald, Silifer, Silistel, Silivis, Silmriel, Silvarak, Silvonom, Simara, Simblo, Simirling, Simisthir, Simrana, Simusha, Sindaract, Sindiris, Sindiroq, Sinhadak, Sinira, Sinoprin, Siortlen, Sioshorl, Sirelu, Sirenel, Sirgamesc, Sirifrix, Sirinar, Sisimar, Sisimbra, Siugorn, Sjalara, Skalidra, Skelalack, Skelogha, Skelother, Skesira, Slanarra, Slanria, Slenlior, Slevindrask, Slyrmegnel, Sofrego, Sofurin, Soleddin, Solfellan, Soliroq, Solliot, Solmerip, Soltharan, Somagar, Sondaardrel, Sondrelen, Soomerak, Soquallin, Sorasta, Sormian, Sozmerold, Srandelix, Sravoorin, Steraval, Sthinalel, Stiaver, Stivernach, Sudevim, Sufranar, Sulim, Sujorgni, Sukratak, Sulathaag, Sulethri, Suliane, Sulien, Sulimo, Sulimo, Sulkanar, Sulkari, Sulrone, Sumaris, Suruay, Suzamil, Svaldan, Swangoren, Sweiborla, Sylvetane, Symaril, Syriolq, Syzirept, Szivistri, Taalivex, Tabusaad, Tadasli, Tafashic, Tainbara, Taladere, Talareme, Talarin, Talertus, Talien, Taliess, Talieuc, Talion, Talisance, Talmora, Taloxar, Taloxi, Talunon, Tamavold, Tamias, Tamioj, Tamlivran, Tamnithir, Tanafin, Tanakord, Tanier, Tanjalas, Tanjara, Tanseral, Tanviu, Tarakus, Taramag, Taramos, Tardelin, Tariaj, Tarkenthos, Tarmesorn, Tarmioc, Taroya, Tasardy, Tashliot, Tassafert, Tassiran, Taumonar, Taveli, Tavista, Tayaren, Teänyn, Tegana, Tegleron, Teirajan, Teirishir, Telarna, Telcyra, Teldrua, Telegris, Telendys, Teleura, Telnarzim, Temeris, Temeslin, Temmosus, Temontel, Tenadas, Tenidrist, Teotsir, Terasiln, Terejoen, Terena, Terquaelen, Terrenus, Terthelej, Terthyrkrim, Tervaën, Tesmarrak, Tevala, Tezarim, Thadarin, Thalafer, Thalaras, Thalira, Thalladyle, Thameera, Thamiel, Thanalar, Tharamoon, Tharnia, Tharomyl, Tharoval, Thellikkin, Thelodin, Thereski, Thieras, Thieryn, Thirindon, Thithrama, Thitrivar, Thixagen, Thlenedern, Thlunarna, Thoorana, Thranbanquo, Thumithar, Thurmatoth, Thuuvanar, Tiabrell, Tiachul, Tianan, Tiaosut, Tiaxa, Tiazan, Tiefkol, Tifular, Tigrana, Tirages, Tiregan, Tirelev, Tirion, Tirlimist, Tirrasthu, Tissawane, Titia, Tivadul, Tiveran, Tivriex, Tiyagar, Tizvian, Tolarim, Tolarme, Tolarka, Tolbell, Toramus, Torbera, Torgassin, Torlion, Tormitran, Toroäsh, Toroman, Torquenyx, Torresind, Torsamant, Torzundus, Tothirnal, Tralien, Tralquien, Traviod, Tredestin, Trellium, Trenaevis, Trilajo, Trinezhan, Triolus, Trisdestrin, Troviawn, Trydaron, Trysador, Tsacramal, Tsalkoril, Tuilleth, Tulio, Tuniger, Turmalin, Turobel, Turvesin, Twanalor, Twillessin, Tylastreen, Tyldora, Tylena, Tyradin, Tyrathis, Tyrtira, Tzaroli, Ualok, Ubdakon, Udanax, Udanih, Udefoin, Udrahart, Udria, Ufanort, Ufiäl, Ugivor, Uilda, Uilric, Uixet, Ukinorn, Ulanthas, Ulember, Ulendal, Ullifan, Ulnavell, Ulnaxdra, Ulrepin, Ulroënce, Umaspin, Umbrageed, Umbrina, Umerac, Umeri, Umikrel, Umistal, Undalryn, Unedrinj, Unkalisk, Unstoffel, Uraör, Urghazkoy, Urhankern, Urimnor, Urjalum, Urjaya, Urmalgis, Urrelor, Urzunif, Uscrumine, Usegar, Ushamtar, Usigul, Uskanast, Ussala, Ussolek, Ustaleugh, Uthudain, Utorel, Uveena, Uxavis, Uxuvii, Uzileth, Uziprost, Uzirin, Uzisloj, Vacruëx, Vakrissa, Valabar, Valadan, Valagarth, Valandrib, Valarend, Valarom, Valaxis, Valdera, Valfoxel, Valina, Valion, Valistes, Vallia, Valmerac, Valphanar, Valserna, Valterla, Valthomé, Vanamon, Vanara, Vanathil, Vandelex, Vanegrin, Vangrahzmid, Vantarad, Varamanx, Varamid, Varamis, Varcantis, Varchimas, Varkellit, Varlandel, Varraël, Varrakel, Vashlion, Vasmarro, Vaudirek, Vayemis, Vedaraf, Veezproä, Velaila, Velanac, Velija, Velina, Velior, Velissa, Velozma, Velvermeld, Vendramyr, Veneska, Venithros, Venmarenc, Vercazylyde, Vereedra, Verence, Vereska, Verethest, Verissrad, Verolant, Verowa, Vervadesce, Ververine, Veslomere, Vetrengarr, Vettemis, Vhiallon, Viastin, Viastra, Videla, Videssos, Viero, Vilirast, Vilrokin, Vilscelyn, Viomer, Virandisp, Virenar, Virensa, Virjauruk, Virosanne, Virthuren, Vismarun, Visperime, Vixuad, Vixuël, Vizina, Vladilesk, Vlarobaal, Voioöp, Vojeera, Voldisterre, Volkazen, Volmaran, Voluru, Vonidar, Voocoreme, Voranor, Vorchazel, Vorelgin, Vorien, Vornica, Vormovas, Vorquemad, Vorunir, Vorvadoss, Vosmerel, Vossari, Vozmarald, Vrepimus, Vrilestamm, Vristamor, Vuëthar, Walspinore, Wandalar, Wanestka, Wantorak, Wardlanof, Warlwier, Warrigel, Wascramin, Wasmoët, Watreyan, Wazerac, Wedonal, Welmerel, Wendower, Werrelet, Werscunok, Weverin, Wexavin, Whallifron, Whearius, Whibmistle, Wianna, Wicardod, Widzooaev, Wignaja, Wiinecot, Winian, Wodhrian, Woringel, Woxethoon, Wrodlian, Wurzemand, Wyliath, Xadamos, Xadogar, Xaisuruk, Xalorof, Xanafel, Xanalver, Xanbiah, Xania, Xantenmec, Xanxia, Xaraata, Xargusull, Xarthia, Xeelafarl, Xeelona, Xegessem, Xelica, Xemeret, Xemindar, Xenia, Xeralisk, Xerdelisse, Xerechron, Xhalsadan, Xhanazlet, Xhodrovan, Xibalba, Xiifrani, Ximahlto, Ximakran, Ximodi, Xirian, Xirijasp, Xoänon, Xomdiral, Xorandor, Xoryalan, Xyaria, Yaimondar, Yakovar, Yakthodah, Yalduvar, Yaliath, Yallarna, Yallorind, Yalveron, Yamala, Yamindra, Yandelar, Yandrahla, Yaralet, Yarial, Yarillo, Yarzolept, Yashengzeb, Yathagault, Yathoric, Yathorlak, Ybalil, Ybranar, Yeltrana, Yeluöz, Yemantal, Yembooth, Yerdien, Yesgolod, Yevjarel, Yfremoon, Ygristan, Yhantuör, Yldejast, Ymarisce, Ymbria, Yncaarim, Yohonough, Yonraloth, Yoplossa, Yoredan, Yormexoon, Yranthis, Yratos, Yrcanos, Yronthol, Yrwelos, Yryloth, Ythlyra, Ythribond, Yurnada, Yusperal, Yuzigral, Zaaumontel, Zadamun, Zadipan, Zadrowane, Zagrenxa, Zaharbig, Zajrenja, Zakiwiya, Zalagi, Zalanath, Zalazar, Zalberek, Zalremy, Zamberel, Zamblezur, Zamora, Zamordax, Zamorla, Zanatir, Zanestra, Zangabal, Zanindil, Zanreynad, Zantifer, Zanzinel, Zaraana, Zaranave, Zaranax, Zarphaano, Zarimarth, Zathmandar, Zayzazi, Zazamanc, Zazumel, Zazwinoon, Zebalan, Zefaeran, Zefronus, Zelemorn, Zelgadis, Zellinet, Zelmarine, Zelprothon, Zemanthel, Zemirtol, Zenaxa, Zenilyeth, Zenithral, Zenorsha, Zentrigar, Zeosard, Zephiron, Zequiel, Zeranoj, Zhelavon, Zhemaeta, Ziactal, Zifidin, Zilkorlaz, Ziraldra, Zirdarbis, Zirzihin, Zoälmar, Zoändrik, Zoävar, Zochiad, Zodolin, Zoltaren, Zominor, Zoramus, Zoranji, Zorashad, Zorayas, Zorestrel, Zorewyr, Zoroma, Zoromesh, Zosmindo, Zotaqaan, Zotheera, Zozminod, Zubvuysa, Zulaeram, Zulpirek, Zurenkin, Zurliban, Zydaraf, Zylarthen, Zyramythe, Zytavirk

MULTI-SYLLABLE NAMES

Abadapnyr, Abrethendar, Acrasian, Adario, Adieseth, Adilikor, Adinalar, Adriaxa, Afelanidd, Aforvalon, Agiora, Agreliwin, Aguidran, Aguilla, Aikikia, Akitarka, Alanahetra, Alarion, Alartia, Alarurigu, Alcidio, Aldarian, Alelakon, Aleshmara, Aletorim, Aleuworust, Alianala, Alicindra, Allessanya, Alorassanz, Amafeyan, Amathenar, Amdaramast, Amiria, Amriffien, Anaumiantis, Anelofar, Angetenar, Angurvidel, Animeldio, Anixido, Ankitarla, Ansamanthion, Ansimantar, Anspiladri, Antillia, Aphiana, Aptolcater, Aprinuptium, Aquilia, Aradlumé, Araleddek, Aramanzom, Aramestor, Arania, Arazederu, Arazyynxa, Ardzefurith, Arezia, Arhilian, Arianroth, Ariaria, Ariaxoc, Arismaspia, Ariyava, Armalirah, Aroxian, Arrolian, Arsevalin, Artalien, Aruzustin, Arzangiran, Asalirin, Asarlia, Asicia, Aslambarash, Aslerion, Asthania, Asuricorn, Atarana, Athiana, Athlebasia, Athoriel, Atiaran, Aulurien, Avalenar, Avanimmerl, Avelembai, Aviathar, Axajaxas, Azeledim, Azgelazgus, Aziria, Barosathlom, Barylophar, Bazkalia, Beledira, Belintraia, Belrablion, Borosiyen, Bradullio, Brodalcaflar, Cajarrida, Calaneüs, Calasapia, Caldiloran, Caleria, Calgalcandar, Calidundarios, Calliwelleran, Calmamelis, Caratrothis, Carthazian, Casrinian, Cassrimello, Cauditriceä, Cerelama, Chaestebalon, Chalirio, Chaölthanes, Chisirion, Cinariyan, Cinnarath, Cirthavion, Coäberul, Coëxitaq, Corancoän, Coreliad, Corrilisan, Cossario, Crotimian, Cuidurjau, Cymoria, Dajuvius, Dakrolidur, Dameraxia, Daraviel, Daraztheon, Darsimala, Darsurion, Dassalpian, Daxxihidil, Delrinian, Demasaran, Demeriolet, Devaloka, Diamerune, Dicadoran, Didoria, Dinrudromon, Dirinnia, Dolohies, Dophinrian, Dornatentorl, Drevixibrind, Drexorvion, Duralica, Dyskilian, Eälisen, Eätinor, Ebriyan, Eclaramon, Efarion, Efiranlas, Egajia, Eglaharant, Eglantarask, Elantargin, Elarial, Eleglorross, Elianna, Elisdriel, Elivinté, Ellyria, Elortaöl, Eltaria, Elverion, Elysia, Emelesis, Emelsyna, Enstarlamyn, Entalaroth, Epimissia, Erejitha, Eremiess, Erengazor, Erigia, Erivalda, Escalinian, Escamoriid, Eschurioz, Esmerashard, Esnaramik, Etheriasa, Etianor, Etybrinel, Ezaltarem, Ezellohar, Faedulias, Falastien, Falerio, Falyrias, Farsemnithal, Favaijeness, Felarica, Felmarien, Feresilmar, Fiarazio, Fiespegar, Fimalemuen, Finactias, Fiormezath, Firvintilis, Flamorriwisp, Flaxifyglar, Foäzekov, Folsalino, Frixalissa, Fusafandra, Fuvusarooz, Gaflorinos, Galathanax, Galdviara, Galirrhayan, Gambriamantus, Ganthelios, Ganvarathimyr, Garlinian, Gauribanon, Gazaforen, Geluruëm, Gemaleon, Ghondaliom, Giavicel, Gikishika, Gorvonia, Halremsolath, Hanciara, Harfelengol, Hatuina, Hazrathsimoon, Hazrinivra, Herazibrax, Hiabezur, Hidlebni, Hipalonin, Hizzlechaltzeme, Hlantremiër, Hovancomi, Hurania, Hyfeäntio, Ibaletri, Idriella, Ierendi, Igadiax, Iglithebem, Ilanayom, Ilerida, Ilirsiya, Ilizio, Illemestri, Iliminaris, Impelia, Inikia, Intheänereon, Ionella, Iongua, Iophroster, Iptameela, Irgasia, Iskarnia, Iuzator, Ixiosyne, Izmirodon, Jachorix, Jakanuin, Jananochlan, Jaleduin, Jandrebliash, Jaralectan, Jarchesmadis, Javethiel, Jelanjazor, Jemalkhiri, Jemarihtesen, Jirchesmiod, Juaxmanar, Jurelisma, Kadarion, Kagalicia, Kalenizin, Kalienlod, Kalpalanin, Kandathama, Kanthamio, Karania, Kardamordax, Karethezam, Karisempatur, Karriasal, Karthassily, Kastrevelda, Katanmaral, Kemeroxel, Keolotrest, Keremelar, Kerisiar, Khalatulajax, Khrysarlion, Kikianik, Kiralizur, Kishidega, Koquilgion, Kryslaria, Lalarian, Lamamelis, Lamdiraka, Lamirila, Lamotridac, Lantessorax, Larasajan, Laschiantria, Lauaxeta, Laziarlan, Lemesprie, Leonixax, Lepeduin, Lialasia, Liquilioss, Lirrissia, Locramaël, Ludurafet, Luithiole, Lyzalian, Lyzeoldir, Maheriel, Majezreäl, Malabderas, Malantiggarr, Malasteon, Malevila, Malyremeth, Manariasc, Maranduaux, Marassumar, Maresedin, Marillia, Marzaranax, Mathranislom, Maudrosnia, Mayulisas, Medricaeldo, Meliabrak, Meliadoul, Melidium, Meliofard, Melismondé, Melkandoro, Melozathel, Melusinnia, Merenias, Meresinapt, Mermiculex, Metebelvis, Mianjira, Milinderra, Mirelassar, Mirianis, Mirtagakarit, Moäthyalond, Momelsia, Morasina, Morciana, Moriliem, Morilioth, Muathazaglimid, Mylakhriion, Myrraxion, Myrristica, Naburios, Nanieroj, Narasia, Narjiona, Narragazkara, Narzelduin, Nemmaridus, Nempifermal, Nerovius, Nevalrimyr, Nevinlemnus, Nichoriam, Nimratheliet, Nissebaral, Nizilium, Nohbirrian, Octramadus, Ohirial, Okarbia, Okpralio, Olemerrin, Oloscendivarn, Onnurian, Opacalia, Orathiris, Orbicritis, Orialex, Oriastus, Orissanat, Ormallivir, Ormeria, Orrizia, Orroptio, Orthaxifer, Orviliach, Otolvian, Pactinasa, Palzyriax, Panaxcrador, Panthioleed, Paolalian, Pelemurto, Pelluxia, Pemelozjurg, Pemulinaan, Perjauruan, Phayzelobion, Phomechelian, Phorisital, Piartamisk, Pirouëtta, Pluzemelar, Pomivarnoën, Pvrvinrian, Quanamelis, Quarlusian, Quelidia, Quelizantor, Querrulian, Quetradendith, Rajanthesina, Rakanamet, Ramantasset, Ranaseceleb, Rasanathan, Rathelemen, Ravannifer, Reondoresin, Rhazazarak, Rhiadirask, Roxifalcor, Rozaloäth, Ruälia, Rudliptalin, Rufomella, Rulinian, Runevara, Ruzulterejest, Rylissilin, Saboorakel, Sadonakai, Saegdondakhar, Salletifian, Sandurion, Sanoreya, Sapelintir, Sarantimar, Sarathia, Sarpemetheän, Sarrabhluil, Sartenia, Saterbia, Scarliherin, Scoramanté, Semnegarius, Serejarand, Seremnnaria, Seriastris, Serilia, Seriona, Shadarabar, Sharadjelamir, Sharajamar, Shelarinnise, Shelmorian, Sirelia, Sirezvia, Siriena, Sirulia, Sorolonex, Soromyrium, Sorosilmar, Sphallurian, Sreltaneema, Sulparia, Suularaba, Sylixia, Tallosia, Tamarien, Tapromethyna, Tarachien, Taralian, Tarsmiria, Tasambekeer, Tayenias, Telaswiral, Telaznemor, Temilion, Teniliak, Tercyrian, Thetalia, Thorosiaz, Tiaskelu, Tifalium, Tinzlactiash, Tiriala, Tirunriyek, Tivamtemar, Toraxoran, Torellian, Tormosian, Trystaria, Tsaliveren, Tsardatsira, Tuivoreth, Ugalius, Uguesilar, Uirugan, Ulakrugir, Ulkarien, Ullibunda, Ultharnarath, Umasdalen, Umicia, Unaramand, Unlasnulkai, Unorrehod, Unuvia, Upalumo, Uraösin, Uttosembuluz, Uxulinak, Valarindio, Valarion, Valaronai, Valeauvicj, Varcassian, Veladamar, Velorian, Venzafurome, Vercerenos, Veridia, Vialora, Vilcarien, Vimbrodethion, Vincarian, Virunia, Vistramisorn, Vreniriab, Vruthalidrom, Vyjeremanx, Vyrania, Werzamerand, Wiernamal, Wisroeltier, Wyjezinelb, Xacuahatl, Xaeximinar, Xalaibisad, Xalisuri, Xaralien, Xaralya, Xarilia, Xasseldasene, Xavanimar, Xemelenos, Xilvemarad, Xiomriest, Xorlanterond, Xorosia, Yamidala, Yamovelhas, Yannaualka, Yarbithresin, Yarmidrian, Yavilana, Yazarrahah, Yetlior, Yormanien, Yssarion, Yzaniva, Zabarianx, Zaharsian, Zalrevliaf, Zanzarathool, Zatakruan, Zaulizanir, Zavalliar, Zavalniax, Zekundaloth, Zekundemar, Zelissinfra, Zelobindio, Ziadela, Zicarecem, Zimenaechu, Zofelliara, Zoramatoth, Zulaaria, Zuralion, Zuruxeno, Zuzusilmar, Zwimolio, Zwycäclemon, Zyrisalantisar

STRANGE SYLLABLES

These syllable tables are meant not to be names in themselves (although you could use some for that purpose), but to be used to construct names of a certain character. They can be combined as you wish, or added as a prefix or suffix to other names in this book – as honorifics, or name-parts to differentiate between groups or expand the potential names in a set.

A pair of smooth syllables could make a suitable name for an exotic eastern city, say, Oom Yath. Maybe the lost people of the plateau have names that mix two syllables of different types in a particular pattern: Am-Ghaz, Sheb-Yi, and so on. Hyphenating the syllables of a name makes us say it with multiple stresses; this is arresting because we are used to a single stress per name. Two or three hyphenated harsh syllables, like Ar-Jax-Krag, is a fitting style for a barbaric species.

To get a random syllable from a table, roll d% and cross-reference the row and column on the 10's and 1's dice. For instance a roll of 42 on the Harsh table gives Jeg.

HARSH

d%	1	2	3	4	5	6	7	8	9	0
10	Ad	Ak	Ar	Ax	Bact	Chog	Chud	Dar	Derg	Dir
20	Dra	Drix	Dutt	Erd	Gid	Glak	Gna	Gner	Gnild	Gog
30	Grakk	Grux	Guz	Hatr	Hauk	Hdra	Hex	Hust	Ig	Jask
40	Jax	Jeg	Ka	Kag	Kank	Khur	Klut	Kolch	Kon	Kor
50	Kosk	Kra	Krag	Kru	Lak	Lat	Lig	Lut	Makt	Mlok
60	Mulk	Naax	Nabd	Nek	Nex	Nid	Nox	Nub	Nud	Nux
70	Ok	Org	Osk	Pec	Pent	Plag	Pyx	Rek	Sark	Ska
80	Skeg	Skek	Skut	Strak	Sut	Szat	Tchad	Telg	Ter	Thauc
90	Tog	Tok	Tor	Urg	Usk	Ust	Ux	Vax	Vekk	Vog
00	Vurg	Xag	Xeg	Xug	Yawg	Yed	Zet	Zixt	Zok	Zuk

NEUTRAL

d%	1	2	3	4	5	6	7	8	9	0
10	Ald	Arn	Asth	Ba	Baad	Bal	Banth	Bhur	Bol	Chun
20	Del	Din	Djal	Dloth	Dole	Dom	Dor	Drul	Duhl	Fen
30	Fer	Fith	Flar	Fren	Gaw	Ghaz	Gho	Golm	Gren	Han
40	Harj	Harl	Harn	Hath	Haz	Henj	Hsar	Ilb	Irb	Jad
50	Jos	Kan	Kiz	Kho	Krell	Kull	Mar	Mox	Na	Nal
60	Nath	Nau	Naz	Neb	Nen	Nind	Nuth	Ob	Orn	Pand
70	Pulm	Ran	Saad	Sharn	Sheb	Shenx	Shup	Silch	Snal	Taw
80	Teh	Tev	Thad	Thang	Tild	Tine	Treen	Trell	Trogh	Trilt
90	Trul	Tsanth	Tscho	Tsith	Tu	Tul	Ur	Weft	Weng	Xal
00	Xin	Xun	Yahb	Yan	Yest	Yos	Za	Zilx	Zon	Zor

SMOOTH

d%	1	2	3	4	5	6	7	8	9	0
10	Am	Az	Eesh	Ell	Erm	Esh	Hoom	Hu	Ith	Izz
20	Leng	Lesh	Lim	Lith	Lomb	Loal	Loor	Lor	Lull	Mai
30	Mal	Mo	Mong	Mor	Morm	Moth	Moy	Mu	Mul	Mung
40	Murr	Nam	Neesh	Om	Ong	Oob	Oom	Oor	Ooth	Orth
50	Oth	Phal	Phol	Rhan	Rohm	Ru	Ruum	Ruz	Sarm	Sha
60	Shai	Shan	Shar	Shim	Sho	Shol	Shoth	Sile	Smuu	Soom
70	Soor	Su	Suun	Syth	Thaa	Thal	Thay	Theem	Thir	Thom
80	Thule	Thuu	Um	Uth	Vehm	Vesh	Vho	Vil	Vith	Vooz
90	Voth	Voum	Vur	Wush	Xool	Yah	Yath	Ye	Yi	Yoh
00	Yom	Yoth	Yu	Zem	Zha	Zhai	Zil	Zo	Zoi	Zuul

VARIOUS

d%	1	2	3	4	5	6	7	8	9	0
10	An	Asf	Atht	Bau	Bel	Besh	Boa	Chiv	Dal	Darth
20	Dith	Dos	Drau	Drax	Dro	Elb	Faer	Faerl	Ferz	Flaj
30	Foum	Ful	Fuln	Gath	Gen	Ghi	Ghul	Goch	Gul	Ight
40	Inth	Jabb	Jal	Jiv	Karg	Khal	Koh	Kraa	Kyor	Larn
50	Leil	Lek	Lerr	Leth	Lil	Liv	List	Lol	Luss	Luth
60	Misk	Mour	Myrrh	Nlaa	Nluu	Oast	Pan	Pancz	Pav	Pertz
70	Quin	Rath	Reen	Rew	Rorn	Sarn	Sind	Skex	Slaur	Snik
80	Sund	Tal	Tam	Tau	Tende	Thig	Trip	Tsai	Ul	Vaed
90	Val	Vel	Veld	Vitze	Vos	Vree	Wyx	Xan	Xem	Xin
00	Xirth	Yimp	Yisb	Yisg	Yorn	Yss	Zent	Zhar	Zorr	Zuze

FATIGUE AND EXHAUSTION

In general, a character becomes fatigued if he suffers 75% of his current hit points (round down) in damage, or if he fails a Constitution check for any reason related to pushing the body beyond its normal limits. Many diseases (CK's discretion) and all Energy Drain attacks result in fatigue. The exact effects of fatigue and exhaustion are explained below.

EXHAUSTED

An exhausted character moves at half speed and takes a -4 penalty to Strength and Dexterity, and must make a Constitution check at the end of each round in which any sort of strenuous activity occurs, with a cumulative penalty of -1 per consecutive round of strenuous activity. Failure means the character passes out. After 1 hour of complete rest, an exhausted character becomes fatigued. A fatigued character becomes exhausted by doing something else that would normally cause fatigue.

FATIGUED

A fatigued character can neither run nor charge (can only move up to his base movement rate) and takes a -2 penalty to Strength and Dexterity. Doing anything that would normally result in fatigue causes the fatigued character to become exhausted. After 8 hours of complete rest, fatigued characters are no longer fatigued. The only exception to this is in the case of diseases that cause fatigue. In such cases, diseased characters generally remain fatigued until the disease is treated or cured.

PSYCHOTIC DISORDERS

CASTLE KEEPER WARNING

A character suffering from a psychosis can be difficult to roleplay, so it is suggested that Castle Keepers refrain from simply allowing such detriments, save for those players that have shown exemplary ability and skill, and have the maturity to handle both the mental challenges and the penalties for such situations. It should also be noted that affliction of a psychosis is never a desired thing, as the negatives far outweigh possible positives. Therefore, these rules, while equally applicable to player characters, are intended for use by the Castle Keeper only.

GENERAL NOTES

Psychoses are dormant until triggered by a stimulus; generally, environmental factors are keys, though a few are constantly in effect; in fact, many afflicted are unaware of the condition, or they compound it with denial, rage, or paranoia. Whenever a psychotic is exposed to the trigger mechanism, or in the case of those lacking such devices, the psychosis manifests, with full intensity. However, psychoses are treatable, and they can, in most circumstances, be resisted; permanent treatment is dangerous, difficult, long, and most often, done with the aid of powerful magic, at incredible cost. Castle Keepers should remember that competent healers of these conditions are rare, and are often considered the final resort, their methods sometimes bordering, or even crossing, the line it is trying to cure.

Every psychotic character suffers differently, some having stronger tendencies, and others showing little evidence of their state. Therefore, whenever a character obtains a psychosis, the intensity must be determined as well. Intensity functions as both a means to gauge the severity of the psychotic attack, and also to determine its length after manifestation. Successful treatment can lower the intensity, greatly aiding the individual so treated; if intensity ever becomes zero, the psychosis has been conquered, though the character remains susceptible to agitation. To resist the urges caused by a psychosis, the intensity is an unmodified check, much like *Spell Resistance*; a d20 is rolled, and the result must be higher than the intensity in order to be successful. Furthermore, as noted above, intensity is used to determine the duration of a psychotic episode; the intensity is multiplied by the base time listed in the relevant description to determine the specific duration. To determine the intensity of any psychosis, roll 2d8. Some spells and effects can temporarily alter psychosis intensity, though such treatments cannot permanently cure the condition.

PSYCHOTIC DISORDERS

d%	Disorder
1	Developmental
2-3	Cognitive / Memory
4	Disease-Related
5-25	Addictive
26-35	Schizophrenia / Delusional
36-50	Mood
51-63	Anxiety / Phobia
64	Somatoform
65-66	Factitious
67-70	Dissociative
71-73	Sexual / Gender
74-77	Eating
78-80	Sleep
81-90	Impulse-Controlled
91-94	Adjustment
95-00	Personality

Developmental: Developmental disorders are conditions associated with children, such as bedwetting, language delay or dysphemia, and separation anxiety. Other forms of developmental psychoses exist, as well, and are generally considered a handicap, rather than a psychosis; such conditions include autism, mental retardation, and dyslexic impairment. These disorders are nearly always permanent, and cannot be resisted, though intensity should still be determined to gauge the impact of the psychosis; Castle Keepers may allow specific forms of developmental disorders to be resisted, in which case it is suggested the intensity is determined, with a base time of manifestation of one day. Unless the condition is extreme (an intensity above nine), there is little effect on functionality; specific forms of this disorder, notably those of the secondary type mentioned above, with a high intensity dramatically inhibit the abilities of the sufferer. Those disorders which are of high intensity should have their specific effects determined by the Castle Keeper; the following are examples of possible developmental disorders:

Abandoned Child Syndrome

Autism

Bedwetting (Nocturnal Enuresis)

Childhood Disintegrative Disorder

Dysphemia (Stuttering)

Encopresis

Expressive Language Disorder

Learning Disorder (Dyslexic Impairment)

Mental Retardation

Pica (Nonfood Appetite)

Selective Mutism

Separation Anxiety Disorder

Note that there generally are no triggers for this psychosis.

Cognitive / Memory: Disorders that affect the memory and cognitive functions of the brain, this type of psychosis can be extremely damaging, ranging from dementia to various forms of amnesia; delirium, too, is a form of cognitive disorder, though it is often not considered a psychosis. The more intense a disorder of this nature is, the more harmful it becomes, and the more likely it is to be permanent and incurable via mundane treatments. Any cognitive / memory disorder with an intensity above eleven prevents the sufferer from having **Intelligence** as a Prime, and thus rendering any arcane spellcasting impossible, as well as negating any class ability based on the attribute. Alternatively, a Castle Keeper can allow an unmodified check with the spell level as the difficulty to allow any specific spell to be cast, rolled each time a spell is attempted; class abilities can be used, but the character should not be entitled to add level as a bonus. Furthermore, should the intensity be greater than six, the character suffers a -1 penalty on initiative, with an additional -1 if the intensity is twelve or higher. Amnesia effects reduce potential experience awards, at a rate of one percent per intensity; specific forms, such as anterograde amnesia may, at the Castle Keeper's discretion, actually prevent gaining of experience and level advancement. Those suffering from delirium

experience symptoms similar to those of a schizophrenic, whereas a demented person has symptoms similar to amnesia coupled with those of delirium. The general base time for this disorder is one day. The following are samples of this type of psychosis:

Alzheimer's Disease

Anterograde Amnesia (Long-Term Memory Disorder) Aphasia

Body Memory

Delirium

Dementia

Dissociative Amnesia

Fugue State

Global Amnesia

Pick's Disease

Source Amnesia

Traumatic Amnesia

Amnesia effects are generally triggered by stress, or trauma, and often are curable; other forms of this psychosis are actually diseases, and are triggered by age, or inherited defects, making them very difficult to permanently heal. However, it is suggested that any time the psychotic is exposed to tremendous stress, as determined by the Castle Keeper, or suffers massive damage (considered equal to half the maximum hit points of the character), a check must be made to see if the psychosis manifests. If the check is successful, no negatives apply; if the check fails, the penalties noted above apply. Note, too, that experience penalties should not apply to the entire adventure, unless the adventure takes place during the manifestation of an amnesic episode; they do, however, apply to specific encounters.

Disease-Related: Disease-related disorders are often secondary effects of a serious illness, such as speech impairment caused by the suffrage of a stroke. Such psychoses are not true psychological malfunctions, though they can often mimic such, having a wide gamut of forms and symptoms. They are generally permanent, unless the illness that serves as the catalyst is treated; whenever the character suffers the effects of the causing illness, the psychosis manifests, remaining so until the subsiding of the illness. Essentially, this condition can have the effects and penalties of any other psychosis, save it cannot be resisted.

Addictive: This psychosis results from the addiction to a substance, or activity, such as alcoholism or nymphomania. The trigger is always exposure to the addictive, though it may be resisted with a successful check against its intensity; failure results in the character consuming, or acting, on the impulse, generally in excess. Addictive disorders are a double-edged sword, however, as the sufferer gains a +2 bonus on all charisma saves immediately after taking the substance, but also suffer a -2 penalty on intelligence and wisdom saves; additional penalties and bonuses may exist, based on the nature of the addictive substance. The base time for this condition is one hour, during which the character abuses the substance or activity of addiction. One special rule exists for this psychosis: addictive disorders cannot be cured; the lowest intensity possible is one.

CASTLE KEEPING

Schizophrenia / Delusional: Perhaps the most dangerous and most inclusive of psychoses, conditions of this nature involve perception and thought impairment, ranging from simple hallucinations to grandiose beliefs such as megalomania and paranoia. In some cases, catatonia and other physical manifestations occur; in others, pathologic crimes are committed under the direct influence of the psychosis. Visual and auditory keys are often the impetus for manifestation of this condition. Once triggered, the psychosis remains evident for one hour as a base time. It is suggested that any schizophrenic / delusional psychosis with an intensity of twelve or more cannot be resisted without the aid of magical treatment, though the intensity should still be determined for purposes of length of the episode and for permanent treatment. Hallucinatory psychoses affect

initiative and **Mental (Intelligence, Wisdom, and Charisma)** saves at a rate of -1 per five intensity. Grandiose beliefs enhance a character's perceived abilities, granting a bonus of +1 to either **Physical** attributes, or level-based abilities, however, they also result in over-confidence, preventing the character from retreating under duress and causes any **Mental** save to be resolved as though it were not Prime. Catatonia is a paralysis effect, immobilizing the character for the duration of the episode. All other effects are subject to the Castle Keepers discretion, with one exception: it is suggested that a character that suffers

from a pathological crime schizophrenia not be subjected to alignment change, unless the character becomes aware of the condition and does nothing to atone; however, the character should gain glimpses of these crimes, generally as nightmares or hallucinations, which should cause self-doubt, and have numerous roleplaying possibilities.

Mood: Mood disorders are often classified as one of two types: depression or manic activity. A few psychoses involve both, such as bipolar disorder and cyclothymia. Other forms of mood disorders exist, exhibited by the display of inappropriate emotion to the situation; such disorders are typically not devastating, and have little impact on the character except for interpersonal relationships. All mood disorders are triggered by an emotional state, or stimulated by a stressor such as a death, loss, or failure; a rare few, such as seasonal affective disorder, are only evident during a specific time of the year. Characters suffering from depression are treated as though **Charisma** were not Prime; if the condition is clinical depression, both **Charisma** and **Wisdom** are so affected. In addition, for the duration of the episode, the character is fatigued as per the Primal Rage ability. Manic mood disorders provide the character with a +1 bonus to initiative, but also prevent **Wisdom** from being a Prime attribute; characters suffering from bipolar disorder alternate between depression and mania, the mania immediately following the depression, having the same duration and intensity. The base timeframe for a mood disorder is one day, though clinical psychoses are measured in months. Possible forms of mood disorders follow:

Acute Depression

Bipolar Disorder

Clinical Depression

Cyclothymia

Emotional Incontinence

Hypomania

Mania

Melancholia

Postpartum Depression

Post-Traumatic Stress Disorder

Psychotic Depression

Seasonal Affective Disorder (Winter Depression)

Permanent treatment of these conditions are extremely difficult, and some exhibit suicidal tendencies or have a "death wish." In this case, the character should be treated as though immunity to fear were gained, as well as suffering from an overconfidence psychosis.

Anxiety / Phobia: Anxiety / phobia disorders are irrational reactions to otherwise common events, often resulting in paralytic conditions of retreat; in some cases, rage is manifested in response to the stimulus. In all cases, a specific circumstance must be prevalent, such as the appearance of a canine or the stress

of arguments, for the disorder to manifest. The duration for an anxiety / phobic episode is two minutes, though it can be mitigated if the stimulus is removed. Treatment of the condition often involves forced reaction, displaying the cause of the affliction, in hopes of shocking the mind into self-healing. Whenever the intensity check is failed, the character suffers from the effects of a *fear* spell; immunity to fear does not aid in resisting the effects of an anxiety disorder, but it does prevent the gaining of a phobic disorder. In addition, a **wisdom saving throw** is required whenever suffering through the condition to prevent the character from entering a mindless rage, having the same effects as the Primal Rage ability. Following are some typical forms of anxiety / phobia disorders:

General Anxiety Disorder

Hikikomori

Hyperventilation Syndrome

Hypochondria

Insomnia

Isolationism

Neurasthenia

Obsessive- Compulsive Disorder

Panic Disorder

Paruresis

Shyness

Phobias – There are numerous phobias, and the Castle Keeper is encouraged to develop additional ones:

Ablutophobia	Chrematophobia	Insulaphobia	Pneumatiphobia
Acarophobia	Chronomentrophobia	Iophobia	Pogonophobia
Achluophobia	Chrysophobia	Isotrophobia	Porphyrophobia
Acousticophobia	Cibophobia	Kakorrhaphiophobia	Psellismophobia
Acrophobia	Claustrophobia	Katagelophobia	Pteronophobia
Aerophobia	Climacophobia	Kinetophobia	Pupaphobia
Agateophobia	Coimetrophobia	Kleptophobia	Quadrophobia
Agliophobia	Coulrophobia	Kopophobia	Ranidaphobia
Agoraphobia	Cremonophobia	Leporiphobia	Retrophobia
Agriophobia	Crystallophobia	Leprophobia	Rhabdophobia
Agyrophobia	Cyanophobia	Leukophobia	Scatophobia
Aichmophobia	Cymophobia	Levophobia	Scelerophobia
Ailurophobia	Cynophobia	Librophobia	Sciophobia
Alektorophobia	Cypridophobia	Lilapsophobia	Scoleciphobia
Alliumphobia	Decidophobia	Limnophobia	Scotomaphobia
Amathophobia	Dementophobia	Linonophobia	Selenophobia
Ambulophobia	Daemonophobia	Lutrathobia	Seplophobia
Amychophobia	Dendrophobia	Lygophobia	Siderophobia
Androphobia	Dermatophobia	Maimouphobia	Soteriophobia
Angrophobia	Dextrophobia	Mastigophobia	Spheksophobia
Ankylophobia	Dikephobia	Mechanophobia	Staurophobia
Anthophobia	Dinophobia	Megalophobia	Stenophobia
Anthrophobia	Diplophobia	Melissophobia	Symbolophobia
Antlophobia	Dipsophobia	Melanophobia	Symmetrophobia
Aphenphosmophobia	Dishabiliophobia	Melophobia	Tachophobia
Apiphobia	Domatophobia	Merinthophobia	Taeniophobia
Aquaphobia	Doraphobia	Metallophobia	Taphephobia
Arachnophobia	Doxophobia	Metathesiophobia	Tapinophobia
Arcanophobia	Dysmorphophobia	Methyphobia	Taurophobia
Arsonphobia	Dystychiphobia	Metrophobia	Teratophobia
Asthenophobia	Ecclesiophobia	Microphobia	Textophobia
Astrapophobia	Ecophobia	Mnemophobia	Thalassophobia

Asymmetriphobia	Electrophobia	Mottephobia	Thanatophobia
Ataxophobia	Eleutherophobia	Musophobia	Theatrophobia
Atelophobia	Emetophobia	Mycophobia	Theophobia
Atephobia	Enosiophobia	Myrmecophobia	Thermophobia
Athazagoraphobia	Entomophobia	Mythophobia	Tomophobia
Atychiphobia	Eosophobia	Necrophobia	Traumatophobia
Aulophobia	Epistemophobia	Nephophobia	Tremophobia
Aurophobia	Equinophobia	Nihilophobia	Trypanophobia
Autodysomophobia	Ergasiophobia	Nomatophobia	Tyrannophobia
Automatonophobia	Erythrophobia	Nosemaphobia	Vestiphobia
Autophobia	Ferrumphobia	Nyctohylophobia	Wiccaphobia
Aviatophobia	Galeophobia	Obesophobia	Xanthophobia
Bacteriophobia	Gephyrophobia	Ochophobia	Xenoglossophobia
Ballistophobia	Gerascophobia	Oenophobia	Xenophobia
Barophobia	Geumaphobia	Olfactophobia	Xerophobia
Bathmophobia	Glossophobia	Ombrophobia	Xylophobia
Bathophobia	Gymnophobia	Ommetaphobia	Xyrophobia
Batrachophobia	Gynephobia	Oneirophobia	Ymophobia
Bibliophobia	Hadephobia	Onomatophobia	Zoophobia
Blenophobia	Haemophobia	Ophthalmophobia	
Bogyphobia	Hagiophobia	Ornithophobia	
Botanophobia	Harpaxophobia	Ostraconophobia	
Bufonophobia	Heliophobia	Panophobia	
Cacophobia	Helminthophobia	Papyrophobia	
Caligynephobia	Herpetophobia	Paralipophobia	
Carnophobia	Hippophobia	Parasitophobia	
Catagelophobia	Hobophobia	Parthenophobia	
Catapadaphobia	Hodophobia	Pathophobia	
Cathisophobia	Hormephobia	Pediculophobia	
Catoptrophobia	Homichlophobia	Pediophobia	
Cenophobia	Hygrophobia	Pedophobia	
Chaetophobia	Hylephobia	Peladophobia	
Cheimaphobia	Hylophobia	Peniaphobia	
Chelonophobia	Hypengylophobia	Phagophobia	
Chemophobia	Hypnophobia	Phasmophobia	
Chirophobia	Iatrophobia	Photophobia	
Chlorophobia	Ichthyophobia	Placophobia	
Chorophobia	Iconophobia	Plutophobia	

Somatoform: Somatoform disorders are conditions which are physically manifest, despite having no associated illness. In many ways, this type of psychosis is similar to a disease-related disorder, except the victim does not suffer from a real disease, but still shows the symptoms of one. The effects are identical to those of an illness, and range from rashes, high blood pressure, to paralysis or blindness. The episode is triggered whenever the psychotic feels endangered by a disease, though manifestation typically requires one month, less one day per intensity of the psychosis. The disorder can be treated, though if means used to heal the false illness are used, the sufferer is likely to develop additional effects. Somatoform psychotics nearly always have hypochondria psychosis.

Factitious: These psychoses are false, invented by the character suffering from it, in an attempt to gain attention, or other objects such as narcotics, or money. The effects mimic those of any other psychosis, though, typically, at a lower intensity, and last as long as the psychotic desires; anyone trained in the treatment of psychotic disorders can recognize the truth with a successful **wisdom saving throw**. However, if the intensity of this disorder is above twelve, then the mimicked psychosis is real, albeit, at a lower intensity; roll 2d4 instead of 2d8.

Dissociative: Categorized by the segregation of experiences, dissociative disorders are protective ailments, allowing the psychotic to continue living despite previous traumas; in some ways, these psychoses are similar to amnesia, except the experiences are not forgotten, they are simply held in a state of dormancy, sometimes causing a rift in the psyche, and the development of alternate personas. For the mildly affected, that is, having an intensity below five, disorders of this type are not burdensome, and are in fact, seen as healthy, being a natural reaction to stress; however, depending on the nature of the

psychosis, intensities of five and greater cause severe social interaction difficulties, and can result in multiple identities. Dissociation is triggered by events which are traumatic, though dissociation identity disorder is triggered by both trauma and stress, and typically lasts for a base time of one hour; dissociation identity disorder does not have a base time, as each detailed below. The following are variants of dissociative disorders:

Altered State of Consciousness

Emotional Detachment (Stoicism)

Depersonalization

Dissociative Identity Disorder – This is a devastating disorder wherein the sufferer actually possesses multiple identities and personalities. The exact number of additional personalities is determined by the intensity of the psychosis divided by three. Each of these alternate identities shares the same **Wisdom** and **Constitution** scores, but the other attributes, except hit points,

may be within two of the normal, dominant personality; in fact, the sub-personalities are allowed to have variant alignments, and even different classes than the dominant, as well as having alternate Primes. All non-dominant personalities are restricted to a very tight scheme of emotions, generally experience hatred, fear, passion, or other, singular quality; all the actions of these personalities must conform to the trait to which they are associated. Under duress, as determined by the Castle Keeper, an intensity check is needed, with failure resulting in an appropriate personality subsuming control over the body; control lasts until the dominant personality successfully makes a **Charisma** check against the current controlling personality, or until successfully treated through normal means. Experience points earned during the course of an episode are awarded, at a rate of one-quarter, to the personality that was most often in control. Additionally, any time a character afflicted with this disorder is subjected to an effect such as *charm person* or *trap the soul*, each personality is entitled a save, until one succeeds; if all fail, the effect is as normal, though, the first to succeed becomes the dominant personality as above. At all other times, the character affected by dissociative identity disorder is haunted by the actions of its “other selves,” and often suffers from depression with suicidal tendencies; some, additionally, suffer from delusional psychoses, hearing the voices of their alternate identities speaking to them. This psychosis can be treated, though it is extremely dangerous to do so, often resulting in an increase in the number of dissociated identities.

Sexual / Gender: Disorders of this nature are either identity-based, in that the afflicted thinks themselves a member of another gender, or manifests as a sexually-based infatuation, such as fetishes. These are normally not counter-productive to normal living, though they often make blackmail bait; some forms, especially those of the mutilative variety cause permanent damage. High intensity disorders prevent the character from experience pleasure, or recognizing the self, unless specific conditions are met. The triggers for such conditions are opportunity and environment, and the disorder has a base time of one hour. Possible forms of sexual / gender disorders are as follows:

Andromimetophilia

Anorgasmia

Dyspareunia

Exhibitionism

Gender Identity Disorder

Impotence

Paraphilias (Sexual Fetishism)

Piquerism

Premature Ejaculation

Skoptic Syndrome

CASTLE KEEPING

Transvestic Fetishism

Vaginismus

Eating: Eating disorders are compulsory, involving one of three categories: overindulgence, under-indulgence, or ingestion of nonfood items; in many cases, combinations of these types are developed. In all cases, these disorders, if untreated, are life threatening. The condition can be resisted, but a success causes the next check to increase by one, triggered by opportunity and

environment; successful treatment prevents the accumulation of difficulty, in addition to lowering the intensity as normal. The base time for an eating disorder is one month. Those afflicted with an eating disorder find their **Physical stats (Strength, Dexterity, and Constitution)** being reduced, at a rate of one per failed check; if any of these statistics reaches zero, the character dies. This psychosis consists of the following:

Anorexia Nervosa

Beriberi

Binge Eating Disorder

Bulimia Nervosa

Compulsive Overeating

Hyperphagia

Orthorexia Nervosa

Rumination

Sleeping: Disorders of this type often have little impact of the daily life of its victim, though some variants interfere with emotional and physical needs, causing both fatigue and a slow whittling of the mind. These conditions cannot be resisted, and always has a time frame of one night, automatically triggered when the psychotic is asleep; some treatments aid, but none cure the condition. The Castle Keeper is at his discretion as to the specific effects of these psychoses, though it is suggested none are more potent than the spell *nightmare*; somnambulism and narcolepsy are exceptions, as they might cause the character to be led into trouble. Variants of sleep disorders include the following:

Delayed Sleep Phase Syndrome

Desynchronization

Narcolepsy

Parasomnias

Pavor Nocturnus

Periodic Limb Movement Disorder

Rapid Eye Movement Behavior Disorder Restless Legs Syndrome

Sleep Apnea

Sleep Paralysis

Snoring

Somnambulism

Impulse-Controlled: Impulse-controlled disorders are uncontrollable urges to perform some activity, such as writing, or speaking, though to a lesser extent than an addiction. The psychotic individual often does not realize they are afflicted, and so does not attempt to resist the psychosis, which manifests anytime there is opportunity. Some manifestations, such as pyromania, are illegal, and have repercussions, though the majority of these disorders simply prevent the character from doing other activities, for as long as they are physically able to perform their chosen one. Treating these disorders is often much easier than treating other types, though one must be careful of the psychotic can develop obsessive-compulsive disorder.

Adjustment: Disorders of this type are typically short-lived, and mimic the effects of sleeping, depression, and anxiety disorders, triggered by incredible stress, often at the loss of a loved one, or the destruction of personal property. Unlike other psychoses, disorders such as these are easily treatable, having an intensity of 1d4; however, if the condition persists for longer than six months, true depression, anxiety, or sleeping disorders develop, with full intensity. This

type of disorder is generally considered a healthy reaction, and is seen as part of the grieving process.

Personality: Personality disorders are rigid patterns of thought and behavior, causing severe interpersonal difficulties. This condition is triggered by environment conditions, though they cannot be resisted, for doing so is contrary to the nature of the psychosis; in fact, the victim often assumes they are perfectly healthy and everyone else is afflicted, much like paranoia. The duration of the episode is equal to the length of time the victim remains within the triggering environment. In general, having this psychosis prevents the character from having **Charisma** as Prime and from using abilities based on the attribute. Personality disorders include the following:

Antisocial Personality Disorder

Avoidant Personality Disorder

Borderline Personality Disorder

Dependent Personality Disorder

Histrionic Personality Disorder

Masochistic Personality Disorder

Narcissism

Paranoid Personality Disorder

Passive-Aggressive Personality Disorder

Sadistic Personality Disorder

Schizoid Personality Disorder

Self-Defeating Personality Disorder

RANDOM ADVENTURE GENERATOR

This generator is intended as a tool that gives a Castle Keeper the bare outline of an adventure. A quick series of die rolls will give you the basic theme of an adventure, which can then be tailored for your specific campaign style. For example, a campaign centered in the High Fantasy tradition will have very specific needs, and differ greatly from a swords-and-sorcery campaign.

LEARNING FROM SCREENWRITING

The basic format for the random adventure seed is the dramatic core taken from screenwriting: all plots can be boiled down the following sentence:

“The main characters must [DO SOMETHING], but have to contend with [COMPLICATIONS] while being confronted by [OPPOSITION].”

This is the basic structure of any story, whether it is filmed, written, presented in a comic book, or roleplayed. The variables change, providing a wide array of possibilities. For this Adventure Seed Generator, however, we'll expand that basic structure even further, allowing for a wider variation. So, the basic dramatic structure of our RPG adventures will read more like this:

“The main characters must [DO] [SOMETHING], at [LOCATION], but have to contend with [COMPLICATIONS] while being confronted by [OPPOSITION].”

The main difference between the standard format and the one presented above is that the location of the adventure has been added as a variable, and, more importantly, [DO SOMETHING] has been split into [DO] [SOMETHING].

Let's explain that a little bit further.

The “do something” is the focus of the adventure – it's what drives the action. Making it a single category under this system will only result in 64 possibilities (by cross referencing two d8 rolls). However, after splitting the “do” (the verb) and the “something” (the subject) into two categories, that means that each have 64 possibilities, and can combine for a total of 4096 different results.

For example, take these: “Rescue the Princess”, “Find the Treasure,” and “Defeat the Demon.” Under this new system, these three focii can be split, giving you those same results, but also additional ones such as “Find the Princess,” “Rescue the Demon” etc.

This can, admittedly, lead to some odd results, such as “Rescue the Demon”...but fantasy stories are filled with strange stories and bizarre plots. As a CK, that phrase, which on its surface seems odd, begins to generate all sorts of ideas for me. Why would the PCs have to rescue a demon? Who would they be rescuing it from? Is the demon truly evil? What of his captors?

HOW TO USE THIS GENERATOR

This type of system provides the Castle Keeper with a framework...a springboard for the development of the Castle Keeper’s own ideas. The adventure concepts generated by this system will still need to be fully fleshed out, populated with statted NPCs, etc...but this system will give you a starting point from which to work.

To use the Random Adventure Seed Generator, the Castle Keeper rolls two eight-sided dice, and cross-referencing the results on each of 5 category tables: *Do*, *Something*, *Location*, *Complications* and *Opposition*.

As stated before, *Do* provides you with the verb, *Something* provides you with the subject. Together, they form the focus of the adventure. *Location* gives you where the adventure takes place, *Complications* are those things that arise during the adventure to hinder the player-character’s progress, and *Opposition* is the force or individual that is actively going against the PC’s efforts.

Each category has 64 possibilities, so this system allows for 1,073,741,824 different combinations...more than enough to give any fantasy campaign ideas to last for its entire run.

DO

	1	2	3	4	5	6	7	8
1	Assassinate	Assist	Find	Retrieve	Race	Negotiate with	Join	Steal
2	Combat	Discover	Protect	Attack	Serve	Defend	Take	Escape From
3	Guide	Avenge	Liberate	Foil	Guard	Explore	Journey to/with	Create
4	Chase	Quest For	Escort	Rescue	Meet	Resist	Repel	Safeguard
5	Disguise	Travel with	Deliver	Defeat	Investigate	Support	Destroy	Battle
6	Move	Track	Aid	Assault	Get Past	Flight	Protect	Trap
7	Conceal	Obliterate	Encounter	Oppose	Speak with	Observe	Fight	Locate
8	Strike	Reveal	Beset	Shield	Contend with	Infiltrate	Kill	Save

SOMETHING

	1	2	3	4	5	6	7	8
1	Angel	Demon	Treasure	Wizard	God	Army	Monster	New Race
2	Princess	Magical Event	Barbarian	Warrior	Magic	Dragon	Guards	Government
3	Thief	Organization	Merchant	Stranger	Artifact	Dungeon	Humanoid	Abberation
4	Fiend	Giant	Secret	Woman	Noble	Kingdom	Castle	Outsider
5	Magical Beast	Enemy	Warlord	Item	Man	Child	Weapon	Love Interest
6	Soldiers	Undead	Gem or Jewel	Secret	Construct	Creature	Animal	Sorcerer
7	Bard	Villain	Ally	Rival	Priest	Ruler	Magic Item	Humanoid
8	Monk	Rogue	Village	Peasants	Oracle	Map	Monster	Prophecy

LOCATION

	1	2	3	4	5	6	7	8
1	Mountain	Jungle	Battlefield	Frontier	Wasteland	Fortress	City	Underground
2	The North	Castle	Villain's Lair	Desert	Ocean	Dungeon	Plains	Nearby Kingdom
3	Another Plane	Distant Kingdom	Wizard's Tower	Ship	City	Cavern	Monster's Lair	Stronghold
4	Ruins	Village	Outlands	Secret Location	Forest	Palace	Swamp	Tomb
5	Bazaar	Keep	Temple	Foreign Land	Evil Land	Tavern	Guild Hall	Dungeon
6	Road	Hamlet	Port	Cave	Subterranean City	Border	Sepulcher	Lost City
7	Underworld	Trade Route	Woods	Hills	Fane	Town	Across the sea	Sky
8	Citadel	The South	Dungeon	The West	Manor	Catacombs	The East	Vault

COMPLICATIONS

	1	2	3	4	5	6	7	8
1	None	Betrayal	Rivalry	Trap	Royal influence	Magical Event	Trickery	Religion
2	Travel	Squabbling	Distractions	Abduction	Barriers	War	Diplomacy	Ambush
3	Magic	Race	Monsters	Politics	Thief	Mystery	Vendetta	Fear
4	Mistaken Identity	Power Struggle	Enemy	Travel problem	Criminals	Superstition	Drugs	Construct
5	Language	Battle	Weather	Side-tracked	Misdirection	Bureaucracy	Insanity	Enemies
6	Interference	Attention	Exploration	Equipment failure	Military influence	Gods(s)	Invasion	Money
7	Monsters	Getting Lost	Red Herring	Disaster	Guild Influence	Interest Parties	Recurring NPC	Differing PC motivations
8	Spies	Legal Trouble	Lack of Trust	Desperation	Love Interest	Puzzles	Double-Cross	Riddles

OPPOSITION

	1	2	3	4	5	6	7	8
1	Government official	Barbarian	Gang	Mercenary	Spy	Sorcerer	Construct	Guild
2	Creature	Enemy	Villain	Criminals	Dragon	Outsider	Assassin	Monster
3	Ruler	Shadowy Figure	Wizard	Warrior	Humanoid	Warlord	Undead	Abberation
4	Former Ally	Stranger	Watchmen	Military	Veteran	None	Giants	Outlaw
5	Humanoid	Priest	Thief	Magic-User	Demon/Devil	Merchant	Invader	Traitor
6	Dragon	War	Enemy	Monster	Lunatic	Recurring NPC	Gods	Cult
7	Fanatic	Conspiracy	Nation	Magical Beast	Adventurer	Enemy	Humanoid	Time
8	Friend	Mastermind	Hazardous Environment	Artifact	Puzzle	Champion	Immortal	Roll Twice

RANDOM CITY LAIR GENERATOR

This quick and easy generator will create a variety of City Lair locations.

Roll All The Dice (1d4, 1d6, 1d8, 1d10, 1d12, and 1d20).

d4

Lair is located	
1	Under
2	Within
3	Above
4	Behind

d6

'Cover' Building	
1-3	Dwelling
4	Tavern
5	Temple
6	Store

d8

Frequency of Use	
1	Special Occasions
2-3	Daily
4-5	Nightly
6	Weekly
7	Monthly
8	Yearly

d10

City Location	
1	North
2	South
3	East
4	West
5	North West
6	South East
7	North East
8	South West
9-10	Centre

d12

Main Activity	
1-3	Planning
4-5	Storage
6	Gambling
7	Recruiting
8	Spying
9	Carousing
10-12	Hiding

d20

Occupants	
1	Monsters
2	Rebels
3	Smugglers
4	Bandits
5	Demi-Humans
6	Fugitives
7	Pilgrims
8	Mercenaries
9	Cultists
10	Refugee
11	Burglars
12	Adventurers
13	Monsters
14	Exiles
15	Vigilantes
16	Thieves
17	Assassins
18	Monsters
19	Scholars
20	Berserkers

Add up all the dice rolled then halve it to give the total number of lair occupants.

RANDOM INN GENERATOR

The concept of “home base” is a common one in classic fantasy role-playing games. All too often, it’s merely reduced to a place to heal up and sell off treasure; a mere speed bump on the way to going back into the dungeon. But it

doesn't have to be that way. Take the common inn out in the middle of nowhere, for starters. It services people who travel on the edge of civilization (or else it wouldn't be the convenient home base for a dungeon expedition!).

By its very nature it will have a revolving cast of interesting, and perhaps seedy, characters, and some of those might prove beneficial or troublesome for our party... and the rest will just actively be in the way.

This section is designed to help the Castle Keeper develop just that aspect, giving details of an inn, including a day-to-day schedule of new arrivals and departures. Because PCs may be at the inn for quite some time, perhaps months of game time, it is recommended that the Castle Keeper generate visitors ahead of time; perhaps a month's worth if the inn is "home base" for an expedition to a dungeon of impressive size. Not only will this provide a living environment within the game without needing to roll dice and check tables with players waiting, but additional plots and adventure hooks will start screaming out from the page as visitors are filled in. These "guest stars" will be a perfect overlap to the existing adventure material, giving PCs additional factors to consider in their plans, and giving players a real sense that the world their characters inhabit goes on without them. Instances when the inn is overbooked or other resources are stretched can cause minor inconveniences. Adventuring isn't just risking death out in the field, it's dealing with the normal people just trying to live their lives in the regular world!

THE INN'S NAME

Roll percentile dice for each category and put them together to come up with the inn's name. Assume the name begins with "The..." and ends with "...Inn." Feel free to ignore any result that seems too cheesy, vulgar, or unwieldy.

d%	Verb	Adjective	Noun
1	Arising	Amorous	Bandit
2	Begging	Bawdy	Basilisk
3	Betting	Beautiful	Bear
4	Biting	Black	Berserker
5	Bleeding	Blue	Boar
6	Breaking	Brazen	Brigand
7	Breeding	Carrion	Buccaneer
8	Burning	Cheap	Bugbear
9	Bursting	Cloudy	Caveman
10	Casting	Crazy	Centaur
11	Creeping	Dirty	Chimera
12	Crying	Dizzy	Cockatrice
13	Cutting	Drunken	Courtesan
14	Digging	Easy	Crawler
15	Dreaming	Fat	Cube
16	Drinking	Fierce	Cyclops
17	Dwelling	Fiery	Dervish
18	Dying	Fighting	Djinn
19	Eating	Final	Doppelganger
20	Ending	First	Doxy
21	Falling	Foul	Dragon
22	Fighting	Frost	Druid
23	First	Furious	Dryad
24	Fleeing	Gelatinous	Dwarf
25	Flying	Giant	Efreet
26	Forbidding	Golden	Elemental
27	Freezing	Great	Elf
28	Gambling	Green	Fighter
29	Grinding	Grey	Gargoyle
30	Grinning	Handsome	Ghost
31	Growing	Haughty	Ghoul
32	Hanging	Heavy	Giant
33	Hiding	Hellish	Gnoll
34	Hitting	Hill	Gnome
35	Kissing	Horrible	Goblin
36	Kneeling	Invisible	Golem
37	Last	Jolly	Gorgon
38	Leading	Large	Griffon
39	Living	Lewd	Harlot
40	Loving	Living	Harpy
41	Melting	Lizard	Hippogriff
42	Prancing	Lusty	Hobgoblin
43	Riding	Magnificent	Horse
44	Ringing	Mighty	Hound
45	Rising	Mischievous	Hydra
46	Running	Nasty	Insect
47	Seeking	Naughty	Jelly
48	Shaving	Ochre	Juggernaut
49	Shining	Orange	Kobold
50	Shooting	Precious	Lich
51	Shrinking	Purple	Madame
52	Shutting	Quaint	Man
53	Singing	Quiet	Manticora
54	Sleeping	Rabid	Medusa
55	Slinging	Random	Merman
56	Smiling	Randy	Minotaur
57	Spinning	Red	Mold
58	Spitting	Ribald	Monster
59	Splitting	Rich	Mule
60	Spreading	Robust	Mummy
61	Stabbing	Rust	Nomad
62	Standing	Saucy	Ogre
63	Stealing	Sea	Ooze
64	Stinging	Silver	Orc
65	Stinking	Slovenly	Paladin
66	Striking	Sly	Pegasus
67	Swallowing	Small	Pirate
68	Swearing	Spotted	Pixie
69	Sweating	Stone	Pony
70	Swimming	Storm	Priest

CASTLE KEEPING

71	Swinging	Striped	Pudding
72	Talking	Tricky	Roc
73	Throwing	Ugly	Salamander
74	Thrusting	Vast	Skeleton
75	Waiting	Vicious	Slime
76	Waking	Wanton	Spectre
77	Weeping	Wayward	Stalker
78	Winding	Wealthy	Statue
79	Winning	Welcome	Stirge
80	(none)	Were-	Strumpet
81	(none)	White	Tart
82	(none)	Wicked	Thief
83	(none)	Wonderful	Tiger
84	(none)	Yellow	Titan
85	(none)	(none)	Treant
86	(none)	(none)	Triton
87	(none)	(none)	Troll
88	(none)	(none)	Trollop
89	(none)	(none)	Trull
90	(none)	(none)	Unicorn
91	(none)	(none)	Vampire
92	(none)	(none)	Wench
93	(none)	(none)	Wight
94	(none)	(none)	Wizard
95	(none)	(none)	Wolf
96	(none)	(none)	Woman
97	(none)	(none)	Worm
98	(none)	(none)	Wraith
99	(none)	(none)	Wyvern
100	(none)	(none)	Zombie

THE INN

The Inn itself will have a tavern/common room. It will also have a common sleeping room with 8d4 beds, 2d10 “single” rooms (which may have two beds in them), and 1d4 “master” rooms that can sleep four people comfortably. There will also be a stable for travelers’ horses, and inns of the larger sizes (and especially inns far from villages) will have craftsmen (blacksmiths, etc) living there with their own workshops. If the area is dangerous, it may well have a wall around all the buildings. There will be a master bedroom for the owner (and possibly wife), another bedroom for children, and one more room for every 2 staff members.

Prices for lodging and food will be at 2d20 + 80% of the campaign norm.

THE INN STAFF

The inn will have a number of permanent staff. When the PCs first come into contact with any of the staff members, be sure to make reaction rolls for each of the staff members. The point of this entire exercise is to increase the amount of role-playing in a campaign, and to take the focus off of the dungeon or quest and put it to more mundane matters, without losing interesting qualities.

In my games of the past, “I hit on the serving wench,” or more explicit versions thereof, have been a common action. Usually I just handwaive it, “Oh yeah, fine, she goes up to your room that night.” I mean, who cares, right? But if the “home base” is going to be used as a role-playing focus, that hand-waiving can’t happen. Every NPC at the inn, including both staff and visitors, need wisdom and charisma scores generated. In general, members of the opposite sex that have lower wisdom scores than the charisma of another character will be very attracted to that character (influenced by reaction rolls of course!), and will react accordingly.

Remember, the PCs are going to be seen as extremely interesting people who live on the edge. People working at an inn, or having other mundane lives, will want to be close to that and perhaps will want to “run away” from their current life into a new and exciting one. Creating tension this way (especially when one NPC takes a liking to a PC, and then starts really taking a liking to random visitors to the inn afterwards) can result in some interesting situations that cause suspenseful play without the threat of bodily harm (unless someone gets challenged to a duel!), and an anchor to make all these characters seem more real.

THE OWNER

The owner will be a d20 – 10 level fighter (minimum 0). He will be an older fellow, and has a 50% chance of being married, and 25% chance of being widowed. If the owner has a negative reaction to the party, prices at the inn will be increased d10 + 5%. If the owner’s wife has a negative reaction to the party, prices will increase d4 + 1%, but if she reacts well to them, there will be a d10 + 10% discount. Note it is possible to have both the owner’s penalty and the wife’s discount together!

If the owner is married or widowed, he will have d6-1 children, each age d20 years.

THE SERVERS/CLEANERS

For every ten rooms, there will be one woman (age d20 + 15 years) who serves as a serving girl during busy times in the tavern area and helps clean the empty rooms and keeps the area tidy.

OTHER STAFF

The owners’ children, if any, can serve in other capacities if they are at least 10 years of age, otherwise there will need to be a stable boy, perhaps a regular handyman if there are no other craftsmen about, and so on. Keep in mind that anyone that lives at the inn (and most will – room and board will be an important part of the wages, as in a remote location, where else is there to live, and in the city, housing is expensive!) will need living space within the allotted rooms.

VISITORS

REGULAR VISITORS

There are a certain amount of folks that reliably visit the inn on a regular, predictable basis. These are mainly the folk that keep the Inn stocked with standard supplies as well as some that are involved with the Inn’s personnel.

Farmers will arrive every 2d4 days with new foodstuffs, other craftsmen will arrive every 2d10 days to take care of any needs that inn employees can not.

TEMPLE REPRESENTATIVE

Once a week, the temple representatives come to provide for the employees of the inn. They exchange news and views, and that week’s donations from the shrine. There will be two representatives on horseback, and they will both stay in one private room for one night.

RANDOM VISITORS

To determine each day’s visitors, make a percentile roll on the Random Visitor’s Table. Keep rolling as long as the dice come up an even number. The exact stats for these visitors must be determined by the Castle Keeper.

Your specific game system should have guidelines or charts for determining the alignment and general personalities of NPCs. The game world is filled with all sorts of people, and many of them will not see eye to eye with the PCs! Do keep in mind that evil does not mean violent and good does not mean they will team up with or aid the heroes in matters completely unimportant in their own lives. Using these random rolls to determine NPC personality lets the world breathe and, once again, lets the players know that even though the PCs are the center of the game, the game world does not revolve around them! However, if a specific roll inspires a particular idea, the Castle Keeper should develop his idea instead of relying on the dice. They are only there for when the Castle Keeper needs a little boost.

In many cases “he” is specifically used when talking about the random travelers. While the individual Castle Keeper can give his game world any social qualities he likes, this adventure assumes that the game world is not so progressive. “Important” figures are most likely men, women are almost never in charge, and certainly never walk the wilderness alone. Note that absolutely none of this applies to “special” visitors such as adventuring parties, elves, magic-users, or such. Still, these types will still skew predominantly male, with maybe only 1 in 4 or even 1 in 5 being female.

Also, the region is assumed to be fairly homogenous.

The inn should seem as “real” and “logical” as possible as a contrast to the more fantastic elements that the PCs will encounter later. Almost everybody visiting the Inn should be a normal human, with a non-humans being present in visiting groups maybe one time in twenty.

RANDOM VISITORS TABLE

d%	Result
01-02	Bandits
03-12	Craftsman
13-22	Duelist
23	Dwarves
24	Elves
25-26	Entertainer
27	Gambler
28-29	Gentleman
30	Gnomes
31	Collaborators
32	Gypsy Train
33	Halflings
34-35	Hearse
36-45	Laborers
46	Magic-User
47-48	Mercenaries
49-58	Merchant Caravan
59-68	Messengers
69	Minstrel Show
70-81	No Visitor
82	Officials
83-84	Religious Troupe
85-90	Random Travelers
91-92	Spies of the Nobles
93-94	Thief
95-98	Wedding Party
99-100	Roll on Special Visitors Table

SPECIAL VISITORS TABLE

d%	Result
1-20	Adventuring Party
21-23	Doppelganger
24-40	Knight of Righteousness
41-75	Military Patrol
76-90	Noble
91-99	Vampire
100	Monster Raid

ADVENTURING PARTY

There will be $d4+2$ adventurers with an average level of 1d4, with the appropriate henchmen, pack animals, and equipment. The inn will treat these folk the same as the PCs (unless the PCs have performed some great service, of course), so these people may end up being competitors for the challenges of the area. Depending on the alignment of the parties involved and appropriate reaction checks, these adventurers may be direct allies or perhaps even enemies of the PCs. They will want private rooms for each of them, perhaps a suite, and will stay as long as there is adventure and possibility of profit to be had.

BANDITS

After raiding caravans and farmhouses and poor old women, bandits like to blow their money and live it up hard. These guys will not cause any real (violent) trouble if their excesses (unsocial and rude as they are) are tolerated.

However, with so many different people around and all of the alcohol flowing, anything may happen. Note that they will be terribly obnoxious towards *any* females in the place, but of course the young and pretty ones most of all. For an interesting twist (especially if a PC has taken a shine on one of the inn’s staff), make appropriate reaction rolls for the women to see if any of them end up in a bandit’s bed that night. There will be 3d4 bandits plus their leader, they will stay in the common room, and they will stay here at the inn until they are all out of

money (2d4 days). Certain bandits may be willing to become hirelings or henchmen.

COLLABORATORS

The monsters aren’t threats to road traffic on their own. While some keep quiet for various reasons, there are humans who actively aid them in their highway robbery. Collaborators spend time in cities finding out about merchant caravans that are preparing to head out and inform monsters about them ahead of time.

When they move to inform their masters, their pattern is the same. Go to the inn, stay a night in a suite (or two private rooms), ride out the next day, return, stay one more night, and leave. Only PCs who specifically follow these men, or who just happen to be along their path to witness their traveling to and contacting the monsters, would know something is up with them. The most disturbing part is that in order to contact the monsters and prove their “peaceful” intentions there, they must sacrifice one member of their own race at the meeting. So they will have a “new member of the gang” with them whenever they appear, and he will be killed upon contact with the monsters. There are $d4+2$ men in this gang and it will always be the same men that appear when this option comes up at any particular inn. If they are dealt with, then any further “Collaborators” results should be read as “no visitor.” The men will generally never socialize as a group to keep as few people as possible from noticing that, as a group, they always show up with a new guy but never leave with him. Whenever the collaborators show up, then a merchant caravan of the largest size will automatically be set to arrive fully laden with goods at the Inn in $1d6+4$ days. Whether the monsters will hit it before it arrives at the Inn or after it departs is for the Castle Keeper to decide.

CRAFTSMAN

Before one can settle down in one’s very own workshop, there is a period of wandering to gain experience in the field working for a variety of employers. Journeyman in the most literal sense! The Castle Keeper will have to determine exactly what kind of work he does, and it should ideally be randomly determined. The craftsman will stay in the common room and stay 1d4 days, unless he finds work locally, in which case he’ll stay as long as he has work.

DOPPELGANGER

Creatures that depend on humanity for their sustenance will always find their way to out of the way inns sooner or later. The introduction of a doppelganger to the environment may or may not cause a great deal of havoc, depending on who the creature chooses to duplicate. The day the doppelganger arrives, every single person at the Inn has an equal chance to be selected as the first victim. If the victim is just passing through, no one at the inn need ever know what happened. Until a body is discovered, anyway. A PC chosen as a victim will cause immediate conflict, of course, but an inn employee being killed and replaced by a doppelganger gives rise to a much more insidious, ongoing threat...

DUELIST

Duelists travel the countryside earning their living through provoking fights, or better yet getting paid from just threatening to fight. They do this with the aid of an accomplice who will arrive at the inn the same day as the duelist but not appear to be associated with him. In fact, they will take great pains to act unfamiliar with each other. They will find a mark, usually a non-warrior looking type (no armor, battle scars, or large muscles) who looks at least fairly wealthy, and move in. The duelist will behave as a gentleman, being very proper, as bait for the trap. He will interact with his mark and then feign offense at some perceived slight and offer to resolve the matter with a duel to be scheduled the next day or two. In the meantime, the accomplice will approach the challenged and offer to broker a cash deal (where the duelist would be the one to get paid!) to prevent any embarrassment or untoward violence. Duels will be fought unarmored, with the weapon choice up to the challenged.

Castle Keepers should detail which weapons a duelist is proficient in before executing the challenge to keep things fair. Duels will typically be to first blood only, although if a real offense causes the duel, and the duelist is of a cranky disposition (and someone has made a very bad reaction roll) and evil alignment, it can get nasty. After winning a duel, a duelist will pilfer a valuable from the defeated as compensation for his bother. Duelists will be a $1d6+2$ level fighter, stay in a private room (as will their accomplice), and stay for 1d4 days.

CASTLE KEEPING

DWARVES

“Dour and taciturn” is the cliché, and boy does it fit these fellows. Dwarves seldom have reason to wander in the realms of men, and when they do they just want to conclude their business and go home. The world of men has *too much sky*... 3d4 dwarves will stay one night at the Inn, in a private room if there is just a few of them, and in the common room if there is a whole bunch. Each dwarf has a 25% chance to be a classed individual, and they will engage in heavy drinking at the tavern on the day they are there.

ELVES

Literature paints a different picture of elves than the usual adventuring party. While elves out in the world of men often seem like fine and normal fellows, most elves prefer to stay with their own kind and they really do form an alien society. Occasionally they must leave their sanctuaries to conduct various business in the world, and when they do they leave perplexed and whispering people in their wake. Elven visitors to the Inn will be 2d6 in number, with any specific elf a classed individual 25% of the time. There will be roughly equal amounts of male and female elves, they will not mingle much with other visitors of the inn, and they will stay one night in a suite.

ENTERTAINER

Individual (or partner) bards make their living by playing taverns and festivals, so they will be passing through lonely road with some regularity. There will only be one or two of them, and they will play in the main tavern hoping for tips. They will sleep in whatever accommodations they can afford (usually the stables!). As usual with the “wandering lifestyle” types, they will be very rambunctious when let loose with the alcohol. They will stay at the Inn for 1d10 days.

GAMBLER

A professional gamesman travels the taverns of the realm and makes his living by winning games of chance. He will set up on a table at the Inn and try to coax people into playing cards (or dice, or whatever) with him. The gambler is going to be either very good or very good at cheating, and any character that doesn't have gambling as a secondary skill should be at a severe disadvantage when facing this guy. He'll stay as long as he can keep making money (although likely it will be simply against visitors and not the staff after a couple days), using a private room. If cheating ways are uncovered, he just might be run out of the place!

GENTLEMAN

Gentlemen are people of decidedly refined tastes, who comport themselves with utmost respectability and expect everyone around them to do the same in the name of a civilized society. Despite their delusions of being natural men of the world, they are so very unsuited to life around the frontier and so will spend most of their time here being quite offended. The barmaids are all tramps associating too much with men, so unlike proper ladies, the men do not dress properly for socializing and don't even use the correct spoon for their soup. They of course will be absolutely horrified at the prospect of violence (nevermind violence against *them*). For added fun, sometimes (25% chance) they will bring their wife along, who is twice as refined and three times as sensitive. Then they might (25% chance) bring along 1d4 children who will then have to be shielded from all sorts of bad influence. A gentleman may (25% chance) have a couple of retainers to do his “dirty work.” Gentlemen will want a private room if traveling alone or just with his wife, or a suite if with more people. They'll plan to stay 2d6 days for exposure to the robust country air, but will often leave in a huff after 2d4 days.

GNOMES

Gnomes are perhaps the rarest (or least-seen, anyway) of the demi-human races, and therefore any encounter with them should seem special. They are simple folk, as pragmatic as dwarves yet with the love of leisure as Halflings.

PCs should be surprised by such a demeanor! There is a 10% chance that a gnome is a classed individual. There will be 2d4 of them, they will stay in private rooms, and they will stay for 1d4 days.

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GYPSY TRAIN

An extended gypsy family traveling through the area is always sure to stop at the Inn. There will be 4d4 gypsies, half of them women and one quarter of them children, with one wagon for every three gypsies. They will typically all be one big extended family. They will camp within a short distance of the inn and not stay in the rooms, but they will use all of the facilities available at the inn and generally be very visible. They will provide all sorts of entertainment, anything from dancing to juggling to fire-breathing and sword swallowing.

Generally they would only bring in money on audience donations and will not be seen as a big deal by the locals. Depending on how stereotypical (some would say racist) you want to get with the gypsies, more possibilities open up. There could be some sort of theft subplot happening at the inn complex, or one of the old women of the gypsies could be a genuine seer and able to tell the PCs' future. The gypsies will stay for 1d8 days.

HALFLINGS

Halflings traveling in packs away from their homelands are rare, but the affable folk are always welcome in civilized lands. Halflings will tend to want to keep out of trouble, and while they will be social, they will typically be tight-lipped about what exactly their business might be. There will be 2d4 of the folk, always wanting private rooms (they'll sleep four to a room though) and staying for 1d4 days. There is only a 10% chance that they are classed individuals.

HEARSE

People of means usually want to be buried where their families are, or at least close to where they were born. There is a fair trade in transporting bodies between larger communities. This will usually just be one or two laborers with a horse, cart or wagon, and their cargo in a coffin. The body will often have a minor amount of jewelry on it which will make it of interest to petty thieves, but 1% of these will have an impressive piece of jewelry worthy of any sick enough to disturb the dead. The laborers will prefer to sleep in the common room, and the coffin will stay in the stables (making it quite unpleasant for anyone there that night!) They will only stay for one night.

KNIGHT OF RIGHTEOUSNESS

A Knight (roll 1d6+4 to determine level) and his entourage (cleric, scribe, and 1d6 men-at-arms) arrive at the Inn. The Knight will demand a use of a suite for himself, and private rooms for everyone in his group. He will demand all of these for free, and he will demand that the rooms all be adjacent and anyone in rooms that he needs be tossed out immediately. The Knight will demand that no alcohol be served while he is in the area, that the barmaids cover up any exposed flesh, shutting down any entertainment, and generally be a complete nuisance. He won't even do anything about the dungeon or current adventure plot if informed about them because he is on his way to a “much more important quest.” The inn staff will suffer the Knight's shenanigans because they don't want the trouble of resisting him, and they'll encourage anyone else to keep their mouths shut too. In fact, the only way the Knight will show himself to be anything other than a completely self-righteous snob is if blatant criminal activity or a monster attack happens while he is here. The Knight will stay at the inn for 1d3 days.

LABORERS

Work is hard to come by for many, and when freemen can not find gainful employment where they are, they will travel looking for work. There will be 2d6 laborers in the group, and they will be staying in the stables. They will stay 1d4 days, generally harassing travelers to hire them for just about any sort of work. Including the PCs...

MAGIC-USER

Who knows what motivates the men who manipulate magic? They travel from place to place, sometimes on mundane business, and sometimes in search of things far more esoteric. Use 1d4+2 to determine what level the magic-user is. He will likely have a familiar, a 0 level companion or hireling, and a 5th or 6th level magic-user might have a 1st level apprentice. The magic-user will stay in a private room, although the others might stay in the common room. They will stay 1d4 days. The magic-user is not very likely to go adventuring with the PCs, but might agree for a suitable portion of treasure if he has an enthusiastically

friendly reaction to them. Note that if he is of a greater level than any of the PCs, a “suitable portion” might be 50% or more just for himself, and he may think of himself as the party leader and the PCs his mere henchmen!

MERCENARIES

Standing armies in the middle ages were uncommon, and it could be assumed that RPG kingdoms loosely based on that time period might have the same situation. This results in a professional soldier class that has no loyalty to a specific kingdom travels the land searching for nobles in need of warriors. Because their livelihood is based on killing and dying, they take their off-time very seriously and will be the most enthusiastic revelers to be found at the tavern when they show up. They aren't the most popular customers the inn has, as they tend to be pretty rude, grabby, and they are poor tipplers! The exact type of mercenary is subject to Castle Keeper decision (and some games give options for such expert hirelings). There will be 3d8 of them, and they will likely as not decide on making camp nearby. If they do stay at the inn, they would stay in the common room, with maybe their commander having a private room. They will stay 1d4 days. Mercenaries, of course, make wonderful henchmen and general combat support hirelings as long as alignments and reaction rolls allow.

MERCHANT CARAVAN

Business is business, and business through risky areas offers a high return for the investment. There is no shortage of people making shrewd, or completely foolish, decisions and bringing caravans out this way. A typical merchant caravan will consist of a head merchant, 1d4 assistants, 2d4 guards, and 2d6 support laborers. There will be one wagon for every four individuals. Sometimes a merchant will have his family with him, which adds a spouse and d6 – 1 children. The Castle Keeper should determine exactly what goods the merchant deals in. Any merchant has a flat 20% chance to be interested in any valuable or odd goods the PCs want to sell, although the amount the merchant gives them for the goods will depend on reaction rolls, anywhere from 25% for a hostile reaction to 75% for an extremely favorable reaction. The merchant will want a suite for himself and his family, the common room for his guards and assistants, and the stables for his laborers. They will just stay one night.

MILITARY PATROL

This is a large group from a neighboring area, on patrol along the road. They will not leave the road to engage under any circumstances (their orders are to be seen, defend anyone traveling on the road, but do not go out of the way to engage). The Inn is a good stop off for them, and the soldiers will party *hard*. There will be 10d4 0 level men-at-arms, and for every ten men there will be a 1st level fighter squad leader, and if there are thirty or more men there will be a 2nd level fighter sergeant. They will make their own camp a short distance away from the inn so they will take up no rooms, but they will be all over the tavern and many of the other buildings of the inn compound continuously. They'll pretty much act like the bandits when all is said and done. They will only stay one night unless they arrive for a weekend, in which case they will leave on Monday.

MINSTREL SHOW

If the inn is remotely located, the owner knows that the employees often get bored or longing for a larger community, so he brings in entertainment shows every so often. There will be 3d4 musicians, actors, and miscellaneous entertainers (acting as their own crew!) who will take over an area close to the inn and set up a makeshift stage. They generally have a few wagons which also serve as their sleeping areas, although they will also have a private room in the inn just in case someone needs a bit more privacy. When the minstrel troupe is in the area, service tends to suffer as the staff is focused on the entertainment. Of course if the minstrels are only performing for the employees, they will not stay so long. Figure about 1d4 + 1 days average, or as long as they have a paying audience. Lock up the women and children when these guys are around! Make an extra roll on the Random Visitors table for every day the minstrels are here, as people time their trips to be able to see this sort of thing.

MONSTER RAID!

This result means there will be a monster raid happening on this day, in addition to whatever else is happening around the Inn. Usually it will be a rather unintelligent monster, as most intelligent creatures know to stay away from the

inn and all its various denizens. This could be a good opportunity for PCs to see exactly who their hosts are as they will defend their loved ones and the property (in that order!) to the best of their ability. Depending on the menace, it might also be a good test to see if the PCs know when to put their heads down and stay out of the way. Roll on the following table to determine what attacks (a bandit raid will not be with a same crew of bandits that would stay here):

d20	Result
1	Anhkhg
2	Bulette
3	Ettin (1d6)
4	Hill Giant (1d4)
5- 11	Human Bandit Raid!
12-16	Humanoid Raid!
17	Hydra
18	Manticore
19	Troll (2d4)
20	Wyvern

NOBLE

A noble and his entourage is an impressive thing. The noble himself will always have 2d4 bodyguards, 3d4 assistants of various types, plus enough carriages (and drivers and horses) to transport them all and their luggage. Castle Keepers may decide the noble is bringing his family along, in which case add a spouse and 1d6 children, plus another 2d4 bodyguards and 2d4 assistants. Nobles will demand the run of the place, earning a bit of enmity from the locals (even though the generous amount of money a noble's entourage brings in will soften that blow a bit), and probably even more from the PCs. They should never be allowed to forget that they are in the presence of power in the realm, and their behavior while the noble is here can have far-reaching implications for the campaign. Nobles will stay in a suite, and if there is not a suite available then somebody is going to have to get kicked out so the noble can stay. The entourage will all stay in private rooms (the “important” ones) or the common room (the “unimportant” ones). They will stay for 1d6 days and be the center of attention the entire time.

OFFICIALS

Bureaucrats are a constant menace in any society. They also tend to be very non-threatening, unless they see something they don't like, in which case they will do nothing about it themselves and just report the problem to the next link in the chain. These officials (government, religious, mercantile) have no actual function that PCs can determine, but they conduct themselves as very important people and demand respect as a matter of course. There will be 2d6 of these leeches traveling, likely by carriage (you think they'd walk all this way or learn to ride a horse themselves?), with one assistant for every four of them present. The officials will themselves stay in suites or private rooms, while the assistants will get the common room or the stable.

RELIGIOUS TROUPE

A traveling religious troupe is either a group of pilgrims traveling to a holy site, or a lowranking group of monks or priests doing the same. Very rarely should this mean a clericclass character. The Castle Keeper should determine exactly what god the troupe worships, and what the relationship of that god is with the prevalent god at the inn compound. In all, the troupe will be 3d4 individuals staying in the stables or the common room for 1d2 days.

Clerics (of the same god!) should be able to find hirelings or henchmen in such a group.

RANDOM TRAVELERS

Sometimes, people don't have any sort of reason for being anywhere in particular. Independently wealthy (or simply landless wanderers) out to see the world, fugitives from far-off authority, or people merely on the way from one place to another, these are all “random traveler” types. It will be one person with equal chances of staying in the stables, common room, private room, or suite, and staying for 1d6 days. Random travelers staying in the common room or stables are ripe for the picking as hirelings or henchmen.

CASTLE KEEPING

SPIES OF THE NOBLES

These people are on the lookout for evidence that the innkeeper is openly defying the law of the land (the Castle Keeper can determine details as appropriate for his campaign) as well as taxevading treasure collectors! These spies will always be here under other auspices (roll again on the table to see who they are pretending to be), and they will be quite nosy and obtrusive into people's business. Mistreating these men is a bad idea as that will bring noble troops to teach the offenders how to properly treat their "betters"; and if the men go missing it will certainly bring troops to investigate and intimidate... PCs getting involved in the political intrigue around the inn may be in for more than they bargained. Keep in mind that Lawful characters would tend to favor the side of the nobles...

THIEF

The temporary nature of inn residences makes them a frequent target of thieves who can take advantage of the situation. 1d4 thieves of 1d6 level each will stay at the inn for 1d6 days in either the common room or a private room.

They will spend their time around the common areas of the compound casing out guests (never anyone that lives there unless they can find an easily accessible and excessive treasure!) to determine who has something worth stealing. Then they will strike, grabbing all they can while attracting no attention to themselves and immediately leaving.

VAMPIRE

Vampires like lodging too! This will comprise of a couple or three strongmen on a carriage (with one or two horses) carrying a rather large crate. They will want either a private room or a suite and will carry their tremendously heavy (700+ pound) cargo to the room. They will accept no assistance, and will be very obvious in their wish to be left alone. of course their cargo is a vampire resting in its coffin, and at night the vampire may awaken and disguise itself as one of its followers and enjoy a night in the tavern. of course someone examining all of this closely will find many suspicious things about the group. It is recommended that the vampire and his follower(s) not deliberately cause trouble for their hosts, but anyone getting too curious about this mysterious band of travelers is in for a nasty surprise. They will stay just the one night.

WEDDING PARTY

For some reason, the inn the PCs are staying at has become a popular wedding site. So a couple of times a year, a wedding party will descend on the inn, spreading merriment and warm feelings to everyone! Weddings make everyone feel more romantic so any passes made at the barmaids will all have a +10% bonus to reaction rolls, +20% if the effort really does seem romantic and there have been no previous crude attempts made by the character on one of the staff. There will be the bride and groom and 10d6 family and friends. The bride and groom will each have a private room until the wedding, after which they will have a suite together. The family and friends will have as many private rooms as are available, the rest will stay in the common room. They will arrive by private coaches (one coach per six people), and those coach drivers will stay in the common room. The entire party will be there for 1d6 days before the wedding, everyone will leave the day after except the married couple who will remain for d10+6 days afterwards.

RANDOM RUIN GENERATOR

Exploring ruins is a favorite aspect of fantasy adventuring, but not all ruins are dungeons. Sometimes they are just an intriguing spot on the map, or bumped into while trekking through the wilderness. These tables help the referee to flesh out these encounters with three simple dice rolls. First, what was this place? Second, how badly damaged is it? And third, what is here now? After tossing the dice, mix it up with your imagination and dare your players to explore!

WHAT WAS THIS PLACE?

The first 3D6 roll determines the general nature of the structure, as it existed before whatever tumbled the buildings into ruin. The referee should determine the previous purpose of the structure. Ruins are a great way to introduce elements of your setting's past history and inspire mysteries. Why is the keep of a Dwarf lord within an ancient Elven forest? This shrine is obviously the work of Man, so why the altars to the foul Orc gods?

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3. Bizarre Magical Creation

This ruin was originally built with magic or lost technology. Is it real or a dream of a madman? Let your visions run wild with palaces of bone, skull fortresses, floating crystal towers, living tree houses, and invisible castles!

4. Inhuman Construction

This ruin was constructed by a non-humanoid race. It may have been designed for an anatomy that was neither bipedal, nor upright. Travel through such a ruin might be quite difficult, disorienting and dangerous. Examples include a hive abandoned by giant bees, a mountain riddled into honeycombs by rock eating oozes, a coral reef teleported onto land, or a crashed alien starship.

5. Architectural Feat

These ruins are often huge, impressive and awe-inspiring public works that took decades, maybe centuries, to construct and devoured the lives of thousands of forgotten Men. Such feats could be a sprawling monolith commemorating an ancient event (or future one!), a gigantic statue of a God, Man or Monster, an aqueduct with spiraling fountains, a bridge across a massive chasm, or even a pyramid observatory built to solve the mysteries of the heavens. The secret to this unique construction might have been lost to past ages. Its rediscovery could be worth a great fortune to the right patron.

6-8. Walls of Stone

In an uncertain world, Men and Dwarves build stone walls to keep out invaders. When all else falls to sword and flame, the silent bricks remain. What stories would they tell? What were the walls built to keep out? Or what did they keep imprisoned within? The referee chooses the length, height and breath of these walls from a simple hedgerow of rocks, or a forbidding spiked palisade to a nation-spanning barricade such as Hadrian's Wall or the towering Great Wall of China.

9-12. Single Dwelling

This single structure stands alone in the wilderness. There may have been many more buildings nearby in the past, but this one is all that remains. Unless the referee has a specific type of dwelling in mind, roll D20 below. The chart is skewed toward multi-room ruins to encourage exploration and player interest.

d20	Size	Type	Examples
1-3	Small	Common	hermit hut, peasant hovel, cottage, windmill, farm
4-6	Small	Unusual	mausoleum, signal tower, shrine, workshop
7-11	Medium	Common	road house, noble manor, stables, temple, keep, merchant storehouse, barracks, large farm
12-14	Medium	Unusual	wizard's tower, monastery, moathouse, sage's library
15-17	Large	Common	castle, fortress, citadel 18-20 Large Unusual seasonal vacation palace, opulent castle, university

13-15. Many Structures

The referee can roll 1D6, 2D6 or 3D6 for the number of ruins in the area. One ruin per D6 rolled should be a centerpiece ruin. Roll D20 on the Dwelling chart to determine the nature of these key ruins. The remainder could simply be small common dwellings.

16. Village

Villages far from major cities and towns can vanish due to marauder attacks, disease, famine or natural disasters. Some villages were built by those who sought to live outside the social order, such as cultists of forbidden gods, fallen noble families, demi-human outcasts, army deserters turned bandits, incestuous families of raving cannibals and other unwanted folk. If something went wrong in such a village, it would perish as mysteriously as it lived. A village consists of 1d6x10 ruins. Most dwellings will be small, although a few medium sized buildings and maybe one large structure will be present.

17. Town

Towns are vital to the health of nations and often located at crossroads of commerce. If one goes missing, people notice. Whatever caused a town to be abandoned must have been an important and terrible event in the region's history. A town has 3d6×10 ruins. Almost every town will have been walled with keeps at the gates. Quite often, a town rose up around a noble's castle or major temple as the focal point for security and wealth.

18. Metropolis

The juggernaut of all ruins is the Lost City. An entire campaign could be centered around the excavation, exploration and conquering of a ruined metropolis. A city will have 3d6×100 ruins. Depending on the vision of the referee, such a ruin could have several Architectural Feats, Bizarre Magical Creations and maybe even a few Inhuman Constructions. Just imagine how many dungeons are underneath!!!

HOW BADLY DAMAGED IS IT?

The referee may roll 3D6 once for the entire ruin, or roll separately for each structure within the ruined area. This chart is skewed toward creating stable ruins to be explored.

3-5. Magically altered

Strange and wondrous sorcery may have unpredictable effects that last long beyond the spell caster. Also, the blessings, curses and whims of Gods can manifest in unusual ways. What was the purpose behind these alterations? How do these changes affect those exploring within?

3. Caught in a Time Warp

The structure builds itself upward and crumbles back to dust as the hours, days, moon phases or other events cause time to move differently around this site. How does this temporal dislocation affect those trapped inside?

4. Transformed

The original building materials have changed into something else, simply odd or maybe unexplainably bizarre. Wood structures might have become living trees or petrified stone. Rock walls might turn into clear crystal, solid fogs, or even pure gold!

5. Illusionary Condition

Roll 1D6. On 1-3, the structure appears to be pristine when it actually decayed. On 4-6, the building appears to be crumbling when it is in fact pristine.

6-8. Significant decay

Ruins that have suffered significant decay are mostly remnants. Often they are burnt, charred or eroded beyond any chance of repair or even recognition. Most are skeletal frames, broken walls or just piles of debris. However, more solid vestiges such as a shrine's altar, a home's hearth or a blacksmith's anvil are sometimes still intact. Don't forget the treasure chest hidden under the ashes!

6. Pile of Rubble

This structure crumbled to the ground, burying whatever lay beneath. Not much more than jumbled stones in the high grass or shards of charred wood. of course, shoving aside the debris just might reveal steps leading down into a secret dungeon!

7. Skeletal Remains

The structure is only a ribcage of ragged support beams, leaving the interior exposed. The ceiling has fallen away and the exterior walls are mostly rubble.

8. Half Standing

Half the structure suffered the brunt of the erosion damage, leaving the other half relatively stable. The partial structure might have protected a few of the interior areas from the ravaging elements.

9-12. Relatively stable

Because this is a fantasy game, the majority of ruins will be relatively stable and mostly intact. Wood structures were abandoned no more than a few decades ago, depending on the climate. Stone buildings may have been left alone for

centuries. Most will be missing exterior doors and windows and some may have partially collapsed roofs. The local flora and fauna will be present, especially bugs, weeds and rodents.

9. Danger of Collapse

This structure has one last hurrah before it collapses into remnants. These buildings must be explored with care.

10-11. Broken

The building has only half of its original stability, but it is repairable with work. Some interior areas might be intact with minor damage from age and weather.

12. Stronger Than It Looks

Although weather beaten, the structure withstood the test of time with cosmetic damage to the exterior. Most interior areas are surprisingly intact, except for perishables.

13-15. Needs excavating

Some ruins are difficult to explore because of challenging terrain. Many are choked with debris as the ceilings and walls crumbled inward, leaving treacherous uneven piles across the floor. Others have suffered Nature's wrath in more unusual ways. Reclaiming such a ruin requires greater effort.

13. Overgrowth

The structure is covered with thick moss or entangling vines or the structure might be overrun entirely by nature with thickets growing throughout. The overgrowth itself might be quite alive (and maybe dangerous!) or long dead, such as dusty cobwebs.

14. Icky Weirdness

The structure is partially or entirely covered in grotesque molds, oozes, slimes, colonies of maggots, worms, termites or just sticky webs. While disgusting, their presence might forewarn the presence of particular monsters or just act as a red herring.

15. Sunken or Submerged

The ground around the structure has collapsed and now the ruin is partially or completely covered by earth or sand, rockslide, volcanic ash or even swamp. If it is a castle in a swamp, check for possible ruined castles sunken beneath!

16-18. Strange phenomena

Mother Nature uses entropy, weather and worms to bring down man's achievements. However, sometimes the damage to a ruin is harder to explain. Even magic might not fully explain what has occurred.

16. Ground Zero

The damage is greatest in one location and spreads outward in concentric rings, or maybe the worst damage is localized, like the stomp of a tremendous giant or impact crash of an alien asteroid or dying dragon whose corpse plowed a path of destruction.

17. Hidden Decay

The structure appears intact from casual inspection of the exterior, but in reality, the building is a house of cards on the verge of total collapse. Just looking at it causes structural damage!

18. Oddly Perfect

Not only are the structures intact, but they appear to be currently occupied, maybe even with warm fireplaces and fresh food in the pantry. Where did everybody go?

WHAT IS HERE NOW?

Players will expect monsters hiding in the ruins. Roll 3d6 to discover the truth. These tables are skewed to promote exploration more than combat, but keep your Wandering Monsters ready.

3-5. Magical phenomena

Although sorcerous effects may have similar origins as magical alterations, they are often more reactive to the actions of explorers. What would stone imbued

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with magic spells look like? How would the enchantments reveal themselves? What happens if the rune circles or ley lines are disturbed?

3. Null Magic Zone

Any magic cast within the ruins and the nearby area automatically fails. Even magic items may temporarily lose their powers. No enchanted, undead or magical monsters can exist here. Do campers awaken to find their potions drained to the last drop?

4. Wild Magic Zone

All arcane magic cast in the area reacts in strange, random and potentially dangerous ways. Even divine magic may be adversely affected. What happens to magical items? Does your elixir of healing become an elixir of invisibility instead?

5. Arcane Mark

One or more locations or objects within the ruin glow with powerful energies. Depending on the strength of the magic, the arcane radiance might be obvious without detection spells. What weird effect might this magic cause? Can the ruin itself cast spells?

6-8. Intruders

Ruins draw attention. Often, such attention leads to deadly conflicts between scavengers. The sounds of battle might even be how your adventurers first discover the location.

6. Disputed Territory

Two (or more) factions are already fighting over the ruins. Roll 1D6 for each faction: (1-2) humans or demi-humans, (3-4) monstrous humanoids, (5-6) monsters.

How will they react to the new arrivals?

7. Looters

Humans (or humanoids) are looting the area. How successful they might have been in their scavenging depends on the referee. The looters may be transient or determined to settle the area, especially if the ruins are intact.

8. Corpses

The remains of many dead lay scattered throughout the ruin. Roll 1D6 for decomposition: (1-2) freshly murdered; (3-4) rotting and reeking; (5-6) nothing but bones. Who were they? How did they die? Is their killer hiding somewhere in the ruin?

9-12. All quiet

Ruins exist to be explored. While they should be approached with caution, they are usually not as infested with traps and monsters as dungeon chambers. Instead, they make good camp grounds and possible bases for future operations.

Thus, ruins are commonly empty of obvious snarling threats when the adventurers first arrive. Wandering Monsters are rolled as normal, possibly setting up the players as the defenders instead of the invaders.

9. I'll Be Back

One or more creatures have recently camped at the ruins, leaving evidence of their passing such as gnawed bones, bloody remains, or steaming piles of poop. Roll for the previous creature on the appropriate Wandering Monster table or choose a foe best suited to your adventure.

10-11. Nothing...Yet

No creature has recently visited the ruins. Extensive searches might reveal the passing of some creatures in the undetermined past.

12. Avoided

Natural creatures avoid the ruins and the surrounding acreage. If Wandering Monsters appear, they will only be aberrant, enchanted or supernatural foes. What is wrong with this place?

13-15. Lair

Sometimes, your adventurers are not the first beings to realize the potential of the ruins. Most Wandering Monsters in the area should be the same species as those in the lair, or related to them in some manner (prey, allies, predators, etc).

13. Natural Creatures

Natural creatures such as lions, tigers and bears have made lairs here. At the referee's discretion, natural creatures may include giant animals and insect monstrosities.

Their sharp senses will quickly alert them to danger, but natural creatures will usually evacuate if vigorously threatened.

14. Humanoids

Humans, demi-humans or monstrous humanoids have claimed the ruins as their own. They might be settlers seeking a new home, bandits claiming a new hideout or travelers seeking shelter. Most will have guards and lookouts. Some may post warnings reminding strangers not to trespass (like bloody heads stuck on poles).

15. Monster

Something terrible has settled into the ruin. Maybe a tribe of monsters, or maybe a hideous NPC villain. Roll 1D6. On 1-4, the monster will fit the local ecology, such as green dragons in a forest. On a 5-6, the monster will be strange and foreign to this region.

16-18. Haunting

What if the dead inhabitants choose to stay? Commoners are a superstitious lot and believe all ruins are haunted by the dead and the damned. Sometimes, they are quite correct.

16. Haunted

Instead of monstrous undead, the ruin is haunted by apparitions and poltergeists. These spirits may be playful, troublesome, mischievous or angry. They will be most active at night, particularly during the witching hour.

17. (Un)Death Trap

Whatever dies in these ruins rises back up as undead guardians. The ruins are populated with undead versions of the previous residents and local wandering monsters. The transformation might be instant, or maybe the next night or maybe once the corpse is fully decayed. Are these undead bound the ruins? Or can they follow the adventurers?

18. I See Dead People

Some ghosts refuse to believe they died. Instead, these spirits of the past see the ruins as they once were and continue on with their existence. Maybe constantly living out their final day?

EXAMPLES OF RUINS

A LOVE BEYOND DEATH

Dice Rolls = Single Dwelling (small, unusual), Hidden Decay, I'll Be Back

An ancient shrine stands dedicated to beautiful woman, her lifelike statue sculpted with great talent. One touch by mortal hands and it crumbles. Her past lover (and murderer), now a cursed wraith, visits every midnight and wails in ghostly agony. What will he do tonight?

BRIDGE TO NOWHERE

Dice Rolls = Architectural Feat, Illusionary Condition, Avoided

A gorgeous bridge of sweeping grandeur connects this cliff to that yonder fair isle. The structure spans over treacherous churning waters and appears to be solid iron, wrought with inlaid copper. Too bad the real iron rusted to dust centuries ago, leaving nothing but a pretty illusion behind. Your warhorses buck warily as you approach...

SMOLDERING FORT

Dice Rolls = Many Structures (medium, common), Pile of Rubble, Corpses (reeking & rotting)

Four makeshift barracks lay in smoking ruins, charred to the ground and two dozen goblins lay slain by whoever assaulted their camp. Hey, why are they all missing their hands?

DEAD MENTORS GRANT NO SPELLS

Dice Rolls = Single Dwelling (Medium, Unusual), Skeletal Remains, Looters

An angry wizard and his worried apprentices comb through the broken tower of the mage's former master who booted him out decades ago. Surely within this shell of stone there must be some remnant of that old fool's magic? And we are not interested in sharing! Begone interlopers!

NOTHING TO SEE HERE

Dice Rolls = Walls of Stone, Half Standing, Nothing...Yet

A long time ago, the mighty city-state of Gax-Arno was home to the greatest philosophers in the world. Today, no remnant of the fabled city exists on the surface, except for the northern and western walls. Their keeps and gates are long gone, but those towering walls hold firm.

RANDOM TAVERN GENERATOR

What is a tavern? In fantasy adventures, a tavern is dwarves drinking hearty ales and buxom beauties serving hot meat pies. It is crackling fires dancing in silver moonlight with melodious bards singing tales of old. And don't forget the mysterious stranger in the corner!

The traditional fantasy tavern has become a stereotype, because the setting is both evocative and immediately recognizable. For the Castle Keeper, taverns provide an easy platform to introduce NPCs and rumors leading to new adventures. Also, the tavern offers the Castle Keeper a chance to engage the player's five senses with warm descriptions of food, women, wine and song. This is a pleasant change from the usual repertoire of adjectives depicting the horror of monsters and the slashing violence of combat.

The goal of the Random Tavern Generator is to enhance this wonderful aspect of adventuring by adding variety to the tavern experience. With a few 3d6 rolls, the Castle Keeper can quickly generate the Quality of the Establishment, the Disposition of the Patrons and the Aura of Mystery.

Instead of rolling randomly, Castle Keepers may enjoy picking and choosing from the lists to build unique taverns for their various towns and city-states. Maybe an area of your game world is renowned for its hospitality and cuisine, or lack thereof. My hope is that your taverns will become favorite locales players remember fondly and visit again and again.

QUALITY OF THE ESTABLISHMENT

Not all taverns are created equal. Roll 3d6 to determine the Quality of the Establishment. Then roll 1d6 for Patronage, which tells you how many tables are occupied when the adventurers arrive at the tavern. The better the food and drink, the more likely there will be a crowd. In general, a Table will have 1d6 people in their group.

Castle Keepers may choose to add an additional Table of patrons during "Happy Hour" and maybe subtract a Table during off-hours, such as late into the night. In poor quality taverns, it is quite possible the adventurers are the first customers all day, maybe even all week!

3. Worst Toilet in Scotland

Patronage = 1-4 Empty, 5-6 one Table

Eating or drinking the food here may result in saving throws versus food poisoning! The fare is rotten rat meat (at best), the wenches are ugly and the drink is stinking swill. But it's cheap, and the portions are big!

4. I Don't Like You Either

Patronage = 1-3 Empty, 4-6 one Table

While the patrons might be friendly, the owner and his staff are downright unpleasant. Prices are high, the food poor, and the service rotten. Maybe the

"tavern" is just a false front for unsavory and illegal activities; so roll twice on the Aura of Mystery table.

5. Tourist Trap

Patronage = 1-3 Empty, 4-6 one Table

This dive is avoided by locals and caters to foreigners, travelers and merchants drawn in by the shiny lanterns. The wine is watered down, the ale is stale, and the turkey is an undercooked sparrow. If the pork chops were any drier, they'd be mummified. Of course, the prices are higher than usual.

6. Order Off the Menu

Patronage = 1-2 Empty, 3-4 = one Table,

5-6 = two Tables

The cook is laughably incompetent, but he can do one dish surprisingly well. Or maybe the moonshine is wretched, but the brandy is terrific? If the adventurers are observant or make local friends, they will be told in advance what they should order. Otherwise, the other patrons will enjoy a bad joke at the adventurer's expense.

7. Hole In The Wall

Patronage = 1-2 Empty, 3-6 one Table

This place is nothing more than a few stools in back alley, or a rundown hut at the side of the road. Roll 1d6. On 1-4, the quality of food, drink and décor are poor; on a 5-6, the food and drink are quite good and the décor is unusual.

8. Run By Foreigners

Patronage = 1-2 Empty, 3-4 one Table, 5-6 two Tables

The tavern keeper (and maybe his staff) are not local to the area; maybe demi-humans or even a humanoid monster. The locals are sure to point out this fact repeatedly. The food is good, often spicy, and with unrecognizable ingredients. Do you really want to know what goblins put in their goulash? The prices are standard, but locals complain that the place charges too much.

9. Wretched Hive of Scum And Villainy

Patronage = 1 Empty, 2-3 one Table, 4-6 two Tables

This tavern is usually located on the wrong side of town. The bartender is hairy, snarling and nasty...and so are the serving girls! The food is okay, the prices standard, and the booze never watered down. However, the place caters to a rough bunch of ugly-looking troublemakers. On the Disposition of Patrons chart, any result of 10-12 should use entry #14 "Thieves & Thugs" instead.

10-11. Classic Tavern

Patronage = 1 Empty, 2-4 one Table, 5-6 two Tables

This is the classic fantasy tavern, complete with burly barkeeps, tasty turkey legs, and plenty of ale on tap served by flirting wenches. It is the most common result on the table because the Classic Tavern has served us well for decades! Prices are standard and the fare is good.

12. We Love This Place!

Patronage = 1 Empty, 2-4 one Table, 5-6 two Tables

The wenches are beautiful, the meat pie has no gristle, and the beer is always fresh. Prices are standard, but the quality is outstanding. Of course, no good meal can go unpunished. Roll twice on the Aura of Mystery table!

13. Local Favorite

Patronage = 1 one Table, 2-3 two

Tables, 4-6 three Tables

This tavern is located off the main road within the residential area of the community, and the décor is never flashy. The locals will be surprised (and maybe dismayed) that out-of-towners found their watering hole. On the Disposition of Patrons chart, any result of 13 should use entry #8 "Inquisitive Authorities" instead. The GM may decide this place is so mundane that there is no possible Aura of Mystery.

14. Delver's Rest

CASTLE KEEPING

Patronage = 1 Empty, 2-5 one Table, 6 two Tables

This tavern caters almost exclusively to adventuring folk, but the owner takes bribes from various merchants and haughty strumpets who want to get close to the dungeon gold. Prices are standard and the fare always good. On the Disposition of Patrons chart, re-roll any result of 4, 5 or 8. Also, such a concentration of adventurers obviously requires an additional roll on the Aura of Mystery table. In campaigns where adventurers are rare, such taverns would instead cater to wealthier pilgrims, wandering knights and the lesser sons of nobility.

15. Brewery (1d6 Groups)

Patronage = 1 one Table, 2-3 two

Tables, 4-6 three Tables

This is no mere tavern, but a full-fledged brewery that serves the area. The food is usually mediocre, but the beer, ale and mead are fabulous. Maybe the brewery is run by dwarves? What a crazy idea! Alternatively, the brewery could be a winery instead. Probably run by elves.

16. Oktoberfest Beer Hall

Patronage = 1-2 two Tables,

3-4 three Tables, 5-6 four Tables

Beer halls are much larger than most taverns, catering to several dozen or even hundreds of patrons. Individual tables are bigger, holding 2d6, 3d6 or even 4d6 people. Beer halls will be packed with families and revelers on most local holidays. The food is good, served in huge portions with always flowing tasty brew. Prices are standard. Half the Tables will use entry #12: "I Love You Man!" on the Disposition of Patrons chart, while the rest roll normally.

17. Temple of the Party God

Patronage = 1-2 two Tables, 3-4 three Tables,

5-6 four Tables

This tavern is actually a shrine, temple or even cathedral to a chaotic deity whose worship demands eating too much, drinking too much, gambling like mad and other unprintable raucous good times. Think Bacchus, Dionysus, and any Hollywood movie fraternity party. Neutralize Poison is a great hangover cure and usually offered half price by the clerics after nights of heavy devotion!

18. Staying at The Ritz

Patronage = 1-4 one Table, 5-6 two Tables

Finally, an establishment worthy of royalty! Such places have strict dress codes and expectations of behavior, burly guards who keep the peace, and possibly some magical or monstrous protection. Maybe it is called "The Dragon's Lair" for a reason! Almost any exotic food, drink, sin and pleasure is readily available. Prices are extremely high to keep out the common scum. Start with ten times higher and work upward. Think five star luxury resort, gilded in gold and probably enhanced with magic. Even the Unseen Servants wear fine robes! On the Disposition of Patrons chart, re-roll any results of 4, 8 or 14. Depending on the campaign, this tavern may automatically have entry #8 "Enchantment" on the Aura of Mystery chart in addition to any others.

DISPOSITION OF PATRONS

Roll 3d6 for the Disposition of Patrons for each occupied Table in the tavern. This chart generalizes their background and attitude toward the adventurers. Will the surly dwarf ever get to drink his beer in peace? Let's find out!

3. of All The Gin Joints...

The front doors open and the adventurers are confronted with a motley assortment of old foes, deadly rivals, past girlfriends and their angry fathers. Think fast, or roll initiative!

4. I Don't Like Your Kind

Pick a race which is not native to the area whom these patrons consider equal to a monster. Verbal confrontations will easily become violent. Patrons will not share information with friends of the "monster" and may work themselves into a vile, drunken stupor before starting a fight. At the Castle Keeper's discretion,

the tavern keeper will not serve the "monster" or accept his gold. His friends, however, may pay double.

5. Fear of Strangers

These patrons are obviously unsettled by the presence of strangers. The innkeeper may also share their worries. Fortunately his greed overcomes his fear as long as the strangers do not balk at paying double for everything.

6. Angry Drunks

This group wants nothing to do with the adventurers or anyone else. They sit, drink and brood. After a while, the brooding may become slurs, curses, threats and assorted prebrawl agitation. All too often, angry drunks turn out to be the town guards, or spoiled sons of nobility.

7. Except That Guy

The locals may not approve of the adventuring lifestyle, but everyone enjoys their wild tales...except THAT guy. The town drunk, village bully or uppity punk takes an instant dislike to them. Nobody really likes the troublemaker, but he is a local. Dealing harshly with him will have consequences. Remember Wiglaf from the saga of Beowulf?

8. Inquisitive Authorities

The table patrons may be town watchmen, burgomasters, village elders or other local authorities. They demand the adventurers identify themselves and their business, and probably lecture them on local customs and laws. Taxes and other extortion may have to be paid before the adventurers can enjoy their beer.

9. Throw the Bones

These patrons are eager to gamble away their pouches of coppers, silvers and maybe even a few gold. If the adventurers want their attention, they must risk coins and throw the knucklebones. The more the adventurers lose, the more gossip they get.

10-11. Bard's Tales

These patrons are eager to hear stories. The adventurers will be pestered to tell their tales, and a rousing saga may earn a round of ale. This is the most common result because it makes for fun and boasting. This table will contain good candidates for NPC hirelings.

12. I Love You Man

The patrons are happy drunks who want to drink the adventurers under the table. Somehow their drinks wind up on the adventurer's tab. This group also may contain good candidates for NPC hirelings. If you are using the Random Hireling Generator from Issue One of Knockspell, most of these guys will be Useless Drunks. Or are they just a bunch of pickpockets, liquoring up the adventurers while pouring their own drinks into the potted plants?

13. Travellers

These patrons are not local either. They are passing through, coming from Point A and going to Point B. Roll 1d6 to find their route.

1-2. Just came from the direction where the adventurers are going.

3-4. Going in the same direction as the adventurers. Wanna caravan?

5. Going Far and Away – traveling to another land, foreign nation or even another plane of existence. May pay for useful information.

6. Just came back from Far and Away. May have goods and tales.

14. Thieves & Thugs

This table of patrons will carefully watch the adventurers, then decide how to part the fools from their bags of gold. They may use local informants, a compliant serving girl or greedy children as scouts. These rogues are looking for easy marks, not bloodbaths. Depending on the outcome, this group may also be good recruits.

15. Rich Guys Pay

If the adventurers' exploits are publicly known, this table of louts exaggerates their success to anyone who will listen. If not, these guys make up stories of how wealthy the adventurers have become. In exchange for this ego-boosting

notoriety, they expect the adventurers to pick up the tab for the evening's entertainment. This is the classic "celebrity posse" which can drain great wealth. If refused generosity, this table will spew less flattering stories around town. Why ain't us locals good enough to drink a beer with you fancy elves?

16. Who's With Us?

Inebriated and itching for trouble, these patrons loudly declare the adventurers to be their bestest friends and steadfast allies. Then they proceed to drunkenly incite trouble such as a robbery, slander against local nobles or just a barroom brawl. Again, they may be good recruits.

17. A Chance Meeting

This table is sociable and engages in pleasant, respectful small talk. They are also adventurers, usually of equal or higher level. Unbeknownst to either these patrons or the adventurers, their paths may cross again in the future at a time of great crisis. But will they be on opposing sides?

18. Old Friends

These patrons are actually loyal friends of the adventurers. What a coincidence seeing you here! of course, gain another roll on the Aura of Mystery chart.

AURA OF MYSTERY

Wherever adventurers go, danger and intrigue always follow! The Aura of Mystery helps turn a simple rest stop into a springboard for exciting role-play and action. Pulp author Raymond Chandler said suggests that when things get boring, kick the door open and start shooting into the room. This is the *Castles & Crusades* equivalent.

3. Dead Man's Party

Everyone looks fine at first glance, but everyone at this tavern died a long time ago. They may not be violent undead, just restless spirits casting an illusion to interact with the living. Or maybe the adventurers are the evening's entertainment! Why was the tavern built on top of a haunted graveyard?

4. Cursed

The tavern suffers under a terrible curse. Are the locals are causing the problem or are they also afflicted by the diabolical secret? Curses include beds that shrink the adventurers down to mouse size, charms that plant subconscious triggers into their minds or even taverns which are simply traps laid by hungry cannibals. What exactly was in that delicious meat pie?

5. Such a Quiet Evening

Roll on the Wandering Monster chart and charge the slaving beasts and hatchet-wielding nightmares into the tavern, intent on bloodshed.

6. Secret Coven Meeting

The adventurers stumble into a tavern just when the forces of darkness converge to plan their future devilry. The Disposition of Patrons is unaffected, but all Tables share a common cause with hidden gestures, identical tattoos and knowing looks. If the adventurers realize what is going on, will they be allowed to leave?

7. Winds of War

Tavern conversation is dominated by talk of war. The region is either being invaded by enemies or going to war against a hated neighbor, or maybe with itself. Maybe it is just idle gossip or the misinformed ranting of fools? Maybe it's the king's spies checking out public opinion and looking for dissenters? Unfriendly patrons may accuse the adventurers of being spies for the other side.

8. Enchantment

Some permanent magic affects the tavern itself or even the patrons. Maybe it is as simple as a *Light* spell instead of lanterns, a *Magic Mouth* door greeting, Unseen Servants instead of serving girls, a sudden *Alarm* whenever a weapon is drawn, bartenders who throw *Hold Person* on anyone starting a brawl

or maybe the saucier is really a zombie, reanimated just to keep doing his job?

9. Not What They Seem

One table of patrons has wicked plans for tonight, but not directly involving the adventurers. Maybe they are assassins intent on kidnapping the queen's baby, a doppelganger looking for a merchant to impersonate, a wizard cloaked in illusions to carry out horrific vengeance, or just thugs about to knock over the tavern's coin chest. The adventurers may wake up the next morning, hear the terrible news and suddenly realize they met the attackers over dinner! If the adventurers socialized with that table, the local law may consider them suspects too.

10-11. Rumors of Gold

The bard sings a saga of a lost dragon hoard, a grizzled miner mumbles about caverns full of emeralds, or some fool starts showing off his half-torn treasure map. This is the most common Aura of Mystery because it allows the Castle Keeper to weave in adventure hooks, letting the adventurers hear rumors of nearby dungeons and other locations of interest.

12. Cloaked Stranger

A mysterious cloaked figure sits quietly in the shadows, minding his own business. There is something clearly odd about his dress, mannerisms and the way he drinks his wyvern-tail ale. Do the adventurers recognize him? Or just think they do?

13. He's Eyeballing Me

The cloaked stranger in the corner is clearly focused on one of the adventurers. Maybe the stranger recognizes him? Maybe he has a message? Or maybe he was just staring into space and the adventurer is being paranoid.

14. You Are My Only Hope

Someone (maybe a beautiful but treacherous someone) throws herself upon the adventurer's mercy. Roll 1d6. On 1-3, something very bad has happened. On 4-6 something even worse is about to happen. Either way, this someone has no one else they can beg for help. Will you fall into her trap, err ... I mean save her?

15. Wrong Place, Wrong Time

What are the odds that a bunch of villains fitting the description of our innocent adventurers have just committed a terrible crime? And now the town guard, the king's knights or a rabid, angry mob is on their way to the tavern to apprehend these "criminals" and deliver a much deserved "justice."

16. Dungeon in the Cellar

There is a dungeon underneath the tavern. How convenient! Maybe the dungeon entrance is a hidden secret, or public knowledge as part of the tavern's charm?

17. Portal to the Outer Planes

Somewhere in this tavern is a very special door. Maybe it's carved from a remarkable wood, or covered with strange runes, or hides its true purpose. Once opened, this door is a portal to another place, quite often another plane of existence. Does the door always open to the same place, does the magic only work on some nights, or when the knob is turned a certain way or when a certain phrase is uttered in the right tongue? Maybe the door isn't even a door!

18. In the Presence of Gods

A powerful being, such as a polymorphed dragon, shapeshifting demon, or a disguised deity is among the patrons this evening. Are they just kicking it with lesser mortals or have they come bearing a challenge?

LATE ARRIVALS

The Castle Keeper may also choose to have one or more tables of patrons arrive after the adventurers sit down for their brew, stew and brauts. Simply roll on Disposition of Patrons to discover something about the late arrivals.

RANDOM THIEVES GUILD GENERATOR

No honor among thieves? On the contrary, organized Thieves Guilds are a staple of fantasy roleplaying. These criminal gatherings are commonly found in cities, less so in towns and rarely in villages. When not sending footpads and cutpurses to steal an adventurer's hard won treasure, Guilds usually run

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protection rackets, forcing merchants and maybe even nobles to pay sacks of gold to keep their stores and homes safe from theft. A fun Thieves Guild should have all the backstabbing action and shadowy drama of your favorite mobster movies.

Like pirates with their shipboard code, thieves have a few basic rules that are common to all Guilds. First, never pilfer from the Guild or its Members. Second, never pilfer from a Merchant or Noble who pays his protection money and lastly, never ever try to hide the Guild Master's cut of your evening's endeavors. Beyond that, every Guild is different.

Adventuring thieves and their dungeoneering comrades wander the world and frequently step into another Guild's territory. It is common tradition for non-guild thieves to bring an offering to the local Guild to get limited permission for any thieving within their territory. An offering worth 100 gold per level of the thief is usually acceptable for starters, but most Guild Masters will prefer "a piece of the action" instead.

A Thieves Guild is defined by its Arena of Power, Headquarters, Leadership, Resources and maybe even an Unusual Trait or two. Roll for each of these components on the following charts to build your next Thieves Guild. The 2d6 randomizer means that extreme results occur 1 in 36 and unusual combinations may arise in 1 in 6 guilds. These odds were chosen to create interesting and memorable guilds.

ARENA OF POWER

Thieving guilds tend to control a single area, such as city, port town, or other local area where plenty of commerce comes and goes. Any settlement large enough to have Merchant Quarter has a Thieves' Guild (whether they know it or not!). The geographic size of any "local area" is determined by the Castle Keeper based on population, commerce and distance from other settlements.

The Arena of Power of the Guild describes how far their tendrils of informers, burglars and protection rackets can effectively reach. Most are localized to a single settlement, but a few rare guilds might be powerful forces reaching across an entire game world. Guilds that lack control of their territory surely have Rival Guilds. These Guilds will usually be caught in deadly power struggles fought in dirty back alleys, dimly lit street corners and bloody crossroads at midnight. What faction will your adventurers favour with their swords and spells?

2d6	Arena of Power
2	The Guild has no power (either recently broken apart or maybe just established)*
3	Fraction of the Local Area (Rival has Majority or multiple Rivals have Fractions)
4-5	Majority of Local Area (Rival has a Fraction)
6-7	Entire Local Area
8	Entire Local Area and Nearby Settlements
9	Fraction of the Nation / Region (Rival has Majority or multiple Rivals have Local Areas)
10	Majority of the Nation / Region (Rival has Fraction or multiple Rivals have Local Areas)
11	Entire Nation / Region
12	Multiple Nations / Regions (maybe even an entire Planar Dimension!)

*A Guild without any power does not mean it lacks membership or leadership, just that they are currently completely ineffective at gathering information, enforcing their protection rackets or keeping non-guild thieves from doing as they please.

HEADQUARTERS

Unlike wizardly towers, clerical temples and warrior halls, most Thieves Guilds must remain hidden from the authorities and other prying eyes. Many are hidden behind (or beneath) legitimate establishments or exist outside the reach of the long arm of the law. A Thieves Guild rolls once on the Headquarters chart for each Local Area (or Fraction) controlled by the Guild.

2d6	Headquarters
2	Underneath the Palace (maybe right under the King's Treasury!) None (meetings are held in homes, taverns, rarely the same place twice!)
3	Classic Abandoned Dungeon or Natural Cave / Tunnel Complex
4	Multiple Hidden Locations in Local Area (various safe-houses, vaults and false fronts)
5	Hidden Manor (my that nobleman surely has odd guests on moonless nights!)
6	Hidden within Other Establishment (Gambling Den, Brothel, Orphanage)
7	Keep / Fortress
8	Mobile Headquarters (such as a galleon, caravan or airship)
9	Beneath the Temple of an Immortal worshipped by criminals
10	Public Structure (a multi-story guild right on the Merchant's Row!)*
11	Public Structure (a multi-story guild right on the Merchant's Row!)*
12	Extra-Dimensional Space

*A public Thieves Guild might be forbidden to prey on local citizens, but instead focus their crimes on foreigners and official enemies of the realm. These public guilds might exist under the protection of a rural lord, whose territory would act as a shelter for the guild's activities outside his realm. Such organizations might rename themselves "Adventurer's Guild" to allay the fears of nearby merchants. Another possibility is that some cities might permit the existence of a legal thieves guild, provided that the guild provides a share of the "take" to the city's government. Such cities might view this arrangement as a way of keeping crime down to an acceptable level without having to spend the city's own resources on battling crime – the criminals would take care of it themselves.

LEADERSHIP

The Thief Lord is the final authority in his Guild, but such figures are rarely known to the general public. Many live double lives as pompous nobles, wealthy tradesmen, odd hermits or even toothless beggars. Some paranoid Guild Masters might even disguise their identities from their own followers, hiding behind masks, doppelgangers and illusions.

2d6	Leadership
2	Anarchy – although united in common cause, no thief stands higher than his brother Clerical – the Guild serves a god of thievery. All upper hierarchy must be thieves who are dual-class clerics or maybe clerics rule and thieves obey.
3	Merchant Prince – the merchant uses the thieves to prey on rivals and keep the nobles in check. Maybe the entire Merchant's Guild is just a false front!
4	Hereditary Rule – the Guild is essentially a noble family and most members are related by blood or marriage (and they make offers you cannot refuse)
5	Dictatorship – ruled by a dangerous warlord who may or may not be a thief
6	Meritocracy – ruled by Thief of highest level or biggest hoard
7	Oligarchy – ruled by a small group of high-level Thieves (imagine the backstabbing!)
8	Powerful Monster – a succubus, lich or demon would make an excellent Thief Lord!
9	Enemy of the Crown – the Guild leaders are usurpers (possibly "freedom fighters," or possibly "terrorists") who are actively working to overthrow the ruling class.
10	The Crown – nobles use the Guild to spy on other nobles, keep the merchants in check and act as secret police. Or maybe the Guildmaster is the Crown! Or maybe thieves are the ruling class?
11	Demi-god – the lord of the thieves is a minor member of the immortal pantheon who enjoys the temporal power to carry out his whims and wishes.
12	

RESOURCES

The main resource of any Guild is its membership. The exact number, racial breakdown and character levels are left up to the Castle Keeper to decide as fits his campaign. Thieves Guilds whose power stretches beyond a single locale might

have additional Resources or even different resources in each local area.

2d6	Resources
2	Supernatural Pacts, Curses, or Diseases – maybe demonic pacts, rampant lycanthropy, or agreements that are enforced by supernatural powers of some kind
3	Honor Among Thieves – members adhere to a strict code of conduct, spiritual philosophy, or fanatical devotion that makes them all very dangerous.
4	Gossip Network – all Guilds have ears for gossip, but this one has an organized network running through the entire populace.
5	Monsters – usually as guard creatures, like trained apes, giant rats or golems
6	Monstrous Humanoids – goblins, orcs, and other unsavory bestial types
7	Non-Thieves – Guild invites fighting-men, clerics, and wizards as members
8	Mercenaries – can call upon both Non-Thieves and Monstrous Humanoids, but their loyalty is to the gold and not the Guild, which can be problematic
9	Thick With Thieves – a very large membership that can be easily called upon. Double the normal number encountered. Alternately, such a Guild could instead have an unusually strong number of high-level thieves in their ranks.
10	Influence or Control of a noble family
11	Influence or Control of a Temple (of an Immortal worshipped by criminals)
12	Ancient Artifact of tremendous power

UNUSUAL TRAIT

The final touch to a Thieves Guild is an Unusual Trait that may add some roleplaying depth, regional oddity, or maybe fleshes out the extent of their criminal activities.

2d6	Unusual Trait
2	Severe Paranoia – non-guild thieves are hunted and slain!
3	All members must adhere to one alignment (dependent on how the Castle Keeper handles alignments in his campaign)
4	Stealing from the living (or the dead, pick one) is prohibited.
5	The Guild is deeply ensconced in local political intrigues
6	The Guild controls one or more unsavory businesses (brothels, moneychangers, opium dens, gambling parlors or tax collectors)
7	Nothing unusual...or what dark secrets are they hiding?
8	Dirty Deeds! The Guild sells the services of assassins.
9	The Guild controls one or more a legitimate businesses (lamplighters, dock porters, taverns, bodyguards, street performers or breweries)
10	Stealing from a specific race (humans, elves, dwarves, orcs, etc) is prohibited.
11	The Guild is obsessed with collecting magical items above all other wealth
12	Robin and the Hoods – the Guild supports the poor by robbing the rich

RANDOM WILDERNESS EVENTS

The dungeon isn't the only place where the strange and mysterious can be found. The wilderness has its share of weirdness as well. This table is intended as a springboard for Refs to build wilderness adventures. It was written with an eye towards giving high-level characters with strongholds and the like interesting challenges in their territory, but can be used for characters of any level.

d20	Event
1	The blood moon causes all animals to go into a killing frenzy for three consecutive nights.
2	A natural disaster such as an earthquake or wildfire on covers an opening into a long-forgotten underground structure.
3	An ancient tree awakens, becoming a Treant.
4	A new settlement is founded without the approval of an important person (a ruler, local druids, or possibly the PCs if it's in their territory).
5	A dragon is roused from a century long slumber and seeks to regain its stolen hoard.
6	An undead beast that resembles a bear or boar rampages through the wilderness.
7	A new corpse of trees springs up overnight.
8	Animals in one section of the wilderness mysteriously grow to monstrous sizes.
9	A section of the wilderness—plants, animals, and the like are inexplicably turned to stone.
10	A corpse of trees begins to slowly travel towards a settlement moving a short distance each night.
11	A tree that bears magical fruit is discovered. The effect of the magic changes from beneficial to baneful when the fruit spoils.
12	A falling star lands in the wilderness.
13	A long lost expedition returns out of the wilderness not knowing that they have been gone for decades.
14	One by one, animals in the wilderness begin to speak the common tongue, but become no more intelligent.
15	Unfamiliar bodies from a foreign land are found hung from the tree line.
16	Ominous, unmoving storm clouds form over the wilderness, but there is no storm.
17	A strange creature made out of the parts of several animals native to the wilderness begins to attack nearby settlements.
18	Over night the wilderness is transformed from summer to winter (or vice versa).
19	A band of feral children appear in a settlement and claim to speak on behalf of the "King of the Wilds."
20	A road appears going into the heart of the wilderness. Its true destination is unknown.

RIDDLES

From the ancient Riddle of the Sphinx to the riddle on the doors to Moria, riddles have played an important and enduring part in our myths and fantasies for ages. It's no surprise that they play an important role in RPGs as well. In environments laden with swords and sorcery, riddles present obstacles not to be overcome by brawn or brains but by wit. They serve to fill a gap in the action and often present a unique challenge for even the most skilled and able adventuring party.

Part of their appeal in RPGs is that it's one of the few times we ourselves truly make the crossover into the RPG world. Our success in overcoming a riddle obstacle lies not in a score on a character sheet or the luck of a die role but solely upon our own problem solving skills. Even the most dedicated role player will step out of character for a moment when answering a riddle. Most view it as a challenge directed at them rather than the character that they're playing. Thus even Mongo the Barbarian with a 6 intelligence and a 5 wisdom can still provide the solution. Should this be the case? Maybe. Maybe not...

The following riddles have been collected from numerous sources. They have been gathered here due to the fact that their content and solutions fit well into a fantasy gaming environment (in other words, you won't find one with an answer like 'airplane' or 'computer').

The answers are separate from the main text so that you might try your hand at solving them first on your own.

After the riddle list is a look at riddle solving as a skill. The concept being that if a party gets stumped by a particularly perplexing riddle a character with the riddle solving skill might be entitled to a hint or even the solution. This is offered as a means to keeping the players in character even when encountering

CASTLE KEEPING

riddles, or as a way of allowing the game to progress through a riddle encounter that has even the players stumped.

THE RIDDLES

Riddle #1

Who makes it, has no need of it. Who buys it, has no use for it. Who uses it can neither see nor feel it.

Riddle #2

It is said among my people that some things are improved by death. Tell me, what stinks while living, but in death, smells good?

Riddle #3

What goes through the door without pinching itself? What sits on the stove without burning itself? What sits on the table and is not ashamed?

Riddle #4

Whilst I was engaged in sitting, I spied the dead carrying the living.

Riddle #5

I know a word of letters three. Add two, and fewer there will be.

Riddle #6

I give you a group of three. One is sitting down, and will never get up. The second eats as much as is given to him, yet is always hungry. The third goes away and never returns.

Riddle #7

Always hungry, I must always be fed,
The finger I lick Will soon turn red.

Riddle #8

If a man carried my burden He would break his back. I am not rich, But leave silver in my track.

Riddle #9

Until I am measured I am not known,
Yet how you miss me When I have flown.

Riddle #10

When set loose I fly away, Never so cursed As when I go astray.

Riddle #11

Each morning I appear To lie at your feet, All day I will follow No matter how fast you run, Yet I nearly perish In the midday sun.

Riddle #12

My life can be measured in hours, I serve by being devoured. Thin, I am quick, Fat, I am slow, A gust of wind my dreaded foe.

Riddle #13

I am seen in the water If seen in the sky, I am in the rainbow, A jay's feather, And lapis lazuli.

Riddle #14

Glittering points That downward thrust, Sparkling spears That never rust.

Riddle #15

You heard me before, Yet you hear me again, Then I die, 'Till you call me again.

Riddle #16

Three lives have I. Gentle enough to soothe the skin, Light enough to caress the sky, Hard enough to crack rocks.

Riddle #17

You can see nothing else, When you look in my face, I will look you in the eye and I will never lie.

Riddle #18

With thieves I consort, With the vilest, in short, I'm quite at ease in depravity; Yet all divines use me, And savants can't lose me, For I am the center of gravity. You can't have anything without me. What am I?

Riddle #19

As a whole, I am both safe and secure. Behead me, and I become a place of meeting. Behead me again, and I am the partner of ready. Restore me, and I become the domain of beasts.

Riddle #20

What does man love more than life?
Fear more than death or mortal strife?

What the poor have, the rich require, and what contented men desire, What the miser spends and the spendthrift saves, all men carry to their graves?

Riddle #21

I build up castles. I tear down mountains.

I make some men blind, I help others to see. What am I?

Riddle #22

Ripped from my mother's womb,
Beaten and burned, I become a blood-thirsty slayer What am I?

Riddle #23

What is no man yet bares man's form? Dies each night, by day reborn.
A silent companion it voices no needs, sometimes follows sometimes leads.

Riddle #24

Silently I speak my tale; stiff is my spine, my body pale. Examine me and you'll find leaves though I no thing of nature be. Though my outside may seem quite plain, inside I hold a wonderland. What am I?

Riddle #25

Forward I am heavy, yet backwards I am not. The answer's revealed if properly sought. What am I?

Riddle #26

It is in rock yet not in stone; it is in marrow but not in bone. Although it is no thing dead or living, it can be found in taverns drunk and drinking.

Always sober never sick the answer to the riddle is part of the trick.

Riddle #27

I weaken great men for hours each day; show them strange visions while held in my sway. It takes them each night, though day takes them back.

None suffer to have me, but do from my lack. What am I?

Riddle #28

Bright as diamonds, Loud as thunder,
Never still, A thing of wonder.

Riddle #29

At night they come without being fetched. By day they are lost without being stolen.

Riddle #30

I never was, always to be, No one ever saw me, nor ever will, and yet I am the confidence of all, who put off their plans until my arrival.

Riddle #31

Runs over fields and woods all day,

Under the bed at night sits not alone,

With long tongue hanging out, A-waiting for a bone.

Riddle #32

The beginning of eternity, The end of time and space, The beginning of every end, And the end of every place.

Riddle #33

Two brothers we are, great burdens we bear, all day we are bitterly pressed;

I am a window, I am a lamp, I am clouded, I am shining, and I am colored; set in white, I fill with water and overflow.

I say much, but I have no words.

What am I?

Riddle #34

I went into the woods and got it, I sat down to seek it, and I brought it home with me because I couldn't find it

Riddle #35

I have two arms, but fingers none. I have two feet, but cannot run. I carry well, but I have found I carry best with my feet off the ground. What am I?

Riddle #36

I am the heart that does not beat. If cut, I bleed without blood. I can float, but have no fins. I can sing, but have no mouth.

Riddle #37

In marble halls as white as milk, Lined with a skin as soft as silk, Within a fountain crystal-clear, A golden apple doth appear. No doors there are to this stronghold, Yet thieves break in and steal the gold.

Riddle #38

I am both Mother and Father. I am seldom still, yet I never wander. I never birth nor nurse. What am I?

Riddle #39

What is one thing that all wise men, regardless of their religion or politics, agree is between heaven and earth?

Riddle #40

This is as light as a feather but no man can hold it for long. What is it?

Riddle #41

I turn my head and you may go where you want. I turn it again; you will stay till you rot. I have no face, but I live or die by my crooked teeth. Who am I?

Riddle #42

I have rivers without water, Forests without trees, Mountains without rocks, Towns without houses. What am I?

Riddle #43

There was a king who owned two dragons. One that was good virtuous, and one that was bad sinful. Should these two dragons ever fight which one will win?

Riddle #44

At the end of a 1000 mile march, of what one thing should a good commander be sure of before engaging in battle?

Riddle #45

I walk all day on are head.
What am I?

Riddle #46

What goes round the house and in the house but never touches the house?

Riddle #47

What is it that you can keep after giving it to someone else?

Riddle #48

What is round as a dishpan, deep as a tub, and still the oceans couldn't fill it up?

Riddle #49

The more you take, the more you leave behind. What are they?

Riddle #50

What goes round and round the wood but never goes into the wood?

Riddle #51

I have a little house in which I live all alone. It has no doors or windows, and if I want to go out I must break through the wall.

Riddle #52

Scarcely was the father in this world when the son could be found sitting on the roof.

Riddle #53

There are four brothers in this world that were all born together. The first runs and never wearies. The second eats and is never full. The third drinks and is always thirsty. The fourth sings a song that is never good.

Riddle #54

Poke your fingers in my eyes and I will open wide my jaws. Linen cloth, quills, or paper, my greedy lust devours them all.

Riddle #55

What is that which goes with a carriage, comes with a carriage, is of no use to a carriage, and yet the carriage cannot go without it?

Riddle #56

It stands on one leg with its heart in its head.

Riddle #57

It's been around for millions of years, but it's no more than a month old. What is it?

Riddle #58

As I went across the bridge, I met a man with a load of wood which was neither straight nor crooked. What kind of wood was it?

Riddle #59

What belongs to you but others use it more than you do?

Riddle #60

What fastens two people yet touches only one?

Riddle #61

What is put on a table, cut, but never eaten?

Riddle #62

What holds water yet is full of holes?

Riddle #63

Lives without a body, hears without ears, speaks without a mouth, to which the air alone gives birth.

Riddle #64

What goes into the water red and comes out black?

Riddle #65

There were five men going to church and it started to rain. The four that ran got wet and the one that stood still stayed dry.

Riddle #66

Brothers and sisters have I none but that man's father is my father's son.

Riddle #67

CASTLE KEEPING

I bind it and it walks. I loose it and it stops.

Riddle #68

A cloud was my mother, the wind is my father, my son is the cool stream, and my daughter is the fruit of the land. A rainbow is my bed, the earth my final resting place, and I'm the torment of man.

Riddle #69

A white dove flew down by the castle. Along came a king and picked it up handless, ate it up toothless, and carried it away wingless.

Riddle #70

What is it that you will break even when you name it?

Riddle #71

What is it the more you take away the larger it becomes?

Riddle #72

What goes into the water black and comes out red?

Riddle #73

When one does not know what it is, then it is something; but when one knows what it is, then it is nothing.

Riddle #74

Who works when he plays and plays when he works?

Riddle #75

All about the house, with his lady he dances. Yet he always works, and never romances. What is he?

Riddle #76

This old one runs forever, but never moves at all. He has not lungs nor throat, but still a mighty roaring call. What is it?

Riddle #77

A very pretty thing am I, fluttering in the pale-blue sky. Delicate, fragile on the wing, indeed I am a pretty thing.

Riddle #78

To cross the water I'm the way, for water I'm above. I touch it not and, truth to say, I neither swim nor move.

Riddle #79

What ship has no captain but two mates?

Riddle #80

My teeth are sharp, my back is straight, to cut things up it is my fate. What am I?

Riddle #81

Weight in my belly, trees on my back, nails in my ribs, but feet I do lack. What am I?

Riddle #82

What is it that has four legs, one head and a foot?

Riddle #83

What can bring back the dead, make us cry, make us laugh, make us young; is born in an instant yet lasts a lifetime?

THE ANSWERS

Riddle

Answer

1	A Coffin
2	A Pig (Ham)
3	Sunlight
4	A Wagon or Coach
5	The word "Few"
6	Wood, Fire, Smoke
7	A Fire or Flame
8	A Snail
9	Time
10	An Arrow
11	Your Shadow
12	A Candle
13	The Color Blue
14	An Icicle
15	An Echo
16	Water
17	A Mirror
18	The Letter "V"
19	The Word "Stable"
20	Nothing
21	Sand
22	Iron
23	A Man's Shadow
24	A Book
25	The word "Ton"
26	The Letter "R"
27	Sleep
28	A River or Waterfall
29	The Stars
30	Tomorrow
31	A Shoe or Boot
32	The Letter "E"
33	An Eye
34	A Splinter
35	A Wheelbarrow
36	Wood
37	An Egg
38	A Tree
39	The Word "And"
40	Your Breath
41	A Key
42	A Map
43	The one the King feeds the most That it was the other army that just finished the 1000 mile
44	march.
45	A nail in a horseshoe
46	The sun
47	Your word
48	A sieve
49	Footsteps
50	The bark of a tree
51	A dragon in an egg
52	Fire, smoke
53	Water, fire, earth, wind
54	Shears (or scissors)
55	Noise
56	A cabbage or lettuce
57	The moon
58	Sawdust
59	Your name
60	A wedding ring
61	A pack of cards
62	A sponge
63	An echo
64	A red hot poker
65	Body in coffin, and bearers
66	My son
67	A sandal

68	Rain
69	Snow melted by the sun
70	Silence
71	A hole
72	A lobster
73	A riddle
74	A bard
75	A broom
76	A waterfall
77	A butterfly
78	A bridge
79	Courtship
80	A saw
81	A boat
82	A bed
83	A memory

TIME

There are many different levels of understanding of the great power that is time. None of these points of view are wrong or right; they are just different, based upon what the individual needs to know about time.

COMMON PEOPLE AND TIME

To a commoner, time is simple and straightforward. Time goes in one direction, and always at the same speed. It is what determines the seasons and the growth of crops. It determines the breeding of animals, and yes, even humanoids like you or I. Time is very important when cooking or baking, and is important in the crafting of many items from swords and arrows to jewelry and fine art. Time determines when you wake in the morning, when you eat, and when you sleep. Time also controls less fortunate things such as taxes, time you spend in jail, and how long you spend in the local militia.

MAGIC-USERS AND TIME

To those that deal with magic and rituals, time is straightforward, but not as simple. Time relates the intricate motions and rituals dealing with spells. Time determines how long a caster can hold a spell, and even how long it takes for a spell to take effect. Time is the length that a spell acts upon a creature or item. Time also can be manipulated to minor degrees through some highly specialized magics. Divination spells bring knowledge from the past or future to the present. Spells such as Haste and Slow can even change how time affects a single creature.

THE LAWS OF TIME

No matter your level of understanding, we all must follow the same governing rules of time. Only through immensely high-powered magics and divine intervention can these rules be broken. These rules, however, should be custom made towards each individual campaign. What follows are a few examples of these rules.

- Time travel is commonplace, and history is often altered by the significant and insignificant actions of time travelers.
- Time travel is possible, but 'historical momentum' prevents any major changes to the flow of events.
- Travel back in time is possible, but if history is changed this results in a new timeline (parallel demi-plane) which experiences the effects of the altered history.
- No one can ever move backwards in time. To do so causes irreparable damage to the time continuum, causing the traveler to be destroyed immediately.
- Any attempt to move backwards in time results in the moving into a parallel Prime Material similar to the character's Prime Material.
- Any attempt to move backwards in time allows the character to remain on the ethereal plane as an observer only. No spells or abilities can be used to change this.

- Time Magic cannot be attempted unless the mage is specially trained in this style of magic. This usually involves becoming part of a school or learning the magics from the character's patron deity.
- Although a person can move forwards and backwards through time, no one can take any other persons with him or her.
- The flow of time cannot be affected by anything short of a minor deity.

TIME TRAVEL

As with the many different ideas and levels of understanding of time, there are many ways to look at the subject of time travel. Even the simple act of defining time travel is difficult.

Some viewpoints follow:

- We travel through time every moment. As time is constantly moving forward, we move forward with it. We move at a constant pace that cannot be changed. It is impossible to slow down or stop.
- Even simple spells like Haste or divination spells are a method of time travel. Time travel, however, does not let you change the past, as not enough power exists to allow someone to go back that far.
- Time travel is possible through powerful spells. With the most powerful spells and rituals, even changing the past is possible.
- With high technology and alchemy, time travel can exist, although it would take the wisdom of a god to figure it out and understand it.

As you can see, there are many possibilities. If time travel is used in your game, prepare yourself for these exciting possibilities. Also, prepare for splitting headaches if care is not taken. Just as a fighter must follow certain rules while in combat, and thieves must follow certain rules when stealing items, time travelers must follow basic rules of time, or else the purpose of the game is lost. Most of these rules focus around potential paradoxes.

DEALING WITH TIME PARADOXES

There are many different theories on the possibilities of time paradoxes. Throughout the history of civilization, many treatises have been written on the topic. To try and pay homage to each idea in its completeness would fill a book the size of an ancient gold dragon. The following is a brief compilation of ideas by a Dungeon Master who has heeded our call for clarification on this matter. Some consider him a genius, while others think of him as a lunatic.

So, you or your players want to travel through time? Great, wonderful. But, I know what you may be thinking... What will happens if someone ever creates a time paradox? Yeah, shivers, right? Well, here are some ideas of logic that might help you on your way.

Basically, there are two branches you can go down, depending on which temporal theory you subscribe to: Either time paradoxes are possible, or they are impossible. Lets see the two:

Time paradoxes cannot exist.

Time paradoxes in real life only account for the feeble logic of the poor of brain. Simply put: if time travel is possible, it thus means that the future is already determined (which includes everyone's actions), and so you cannot alter it. Then, time paradoxes in the game only account for the GM's lack of imagination. With creativity you can easily handle the matter, and whatever your players do, there won't be any time paradox—somehow their attempts to create paradoxes will always be foiled.

Time paradoxes can exist and are cool.

Why couldn't we have time paradoxes in a heroic-fantasy game full of magic and impossible situations? In fact, if you look at it carefully, other aspects of the game do not fit in a coherent setting (for instance the ridiculous imposition of a 20th-century monetary system). As such, why should you bother so much about time-paradoxes, when you can make anything you want happen with them? It could well be that time-paradoxes are precisely what makes time travel in the game interesting.

TIME PARADOXES CANNOT EXIST

THEORY

"If I travel backward in time to kill myself when I was a child, I would not have grown up to the age when I decided to travel backward in time to kill myself. Therefore, I didn't kill myself; and so I grew up to the point when I was able to travel back in time to kill myself."

In terms of logic only, the facts are rather terribly simple: If a character would travel backward in time, he would become a living proof that the future already exists (that is, once he reaches his destination in the past). And then, if the future already exists, it simply means that freedom of choice doesn't exist. One only does what fate has decided he would do. HENCEFORTH, you traveled backward in time because you were fated to, and you didn't even create the slightest of paradoxes, because you didn't/do not/will never do what you want. As such, whatever you may want to do, you won't kill yourself.

By the way: here is another of these common, but fallacious, lines of reasoning. The same people who use the above paradox to refute the possibility of time-travel, also often use the following pseudo-logic to pretend that the future is not predetermined:

"If my future is already determined, I am going to stop doing anything, but will nonetheless become X and Y as it was predicted."

But who predicted this? Only the poor brain who scoffs at time-travel, using his feeble pseudo-logic as an irrefutable proof that only his opinion is valid. Because the future is already written doesn't imply in the least that events should be incoherent. One stops working, and waits for becoming X or Y because he is fated to? My only answer is that fate decided to give him a poor brain only apt at wrong deductions. That you may decide to do something or not just to prove that destiny exists or doesn't, was already decided by fate.

"I don't want to think that the future is already written, because it's so distressing."

And why should it be distressing? When you buy a book, it is already written! Do you mind it? If life is already written, it is in no way worse than reading a novel that is already written!!

HANDLING THIS IN THE GAME

So, what to do if you want to forbid the occurrence of Time Paradoxes, but don't want to forbid your players do what they want?

You are in charge:

I suggest to let your player have his character go to the past, and then commit suicide by killing himself when he was a child. Why should it bother you? (I mean, as far as time-paradoxes are concerned, not whether your player may need some psychological help.) Use your imagination! After all, it's a game of magic and fantasy. Let's see three possible ways to circumvent this pseudo-paradox:

- *Lenient GM:* Okay, your character killed himself. BUT(!) what you didn't know, was that he had a most gentle aunt, who by the way was also a great wizard, and furthermore possessed a lock of his hair. Then, when she saw that your character had been killed, she didn't want to have her sister (the character's mother) die from sorrow. So, she discreetly created a clone of your character, and nobody (even himself) ever knew of the event.
- *Merciless GM:* Okay, your character killed himself. But there is no time paradox! Simply he never existed at all. Your character was in fact a demon with a false identity. When he eventually succeeded to travel backward in time to kill a certain child (of whom he had taken the identity thanks to a curse), he was freed and resumed his true self. And so, your character disappears, and the demon returns (as an NPC of course). What? No, the other players cannot resurrect your character, even with a Wish spell, because he never existed. They could resurrect the child, but he would not become what the demon was until he freed himself.
- *Psychotic GM:* Okay, your character killed himself... but not as you would believe. In fact, when he was young (that is: at the "present" past event you went back to) your character suffered a personality crisis. He was attacked by a stranger (that is: your character coming back from the future), who fortunately failed his attack and killed himself by accident instead of murdering your character. Sadly

however, the trauma resulted in a self-destructive obsession. This neurosis remained dormant until that precise moment where it fully awakened: and so when trying to kill that child (which he is/was), your character instead got a crisis during which he lost his mind and killed himself.

All in all, the idea is to use your creativity, so what happens is not what the players believed would happen, but rather what YOU decide. In other words, let your PCs do whatever they want, but come up with the outcome that suits YOUR aims. Then, in a world full of magic and impossible things, it should not be too difficult to invent a "coherent" explanation for explaining why the characters' doings did not produce the intended results in the first place.

No paradox, no rewritten history

If you opt for the idea that history cannot be rewritten, you should remember that true history and acknowledged history are two different things. As such, a time traveler could go to the past, change some key event, and then upon return to the present learn that people still believe in the same history. But who says that what is known has to be the truth (especially in a game)?

TIME PARADOXES EXIST AND ARE COOL!

From a strictly logical point of view, if the future already exists, as a direct consequence freedom of choice doesn't (meaning that everyone only does what fate determined he would do, and no other way). However, this risks being very difficult to handle in the game. For one thing, it obliges the GM to have everything determined (written down on paper). Then, the idea that everything in the game is already determined, so nothing can be changed, is in fact not interesting. Why travel back in time if you cannot change history? If it is to plunder a dungeon, there is not much point to it. And telling your players "No! You cannot do this!" is in fact a poor option.

I rather suggest saying that important things are already determined, but that events can be altered in some minor way. Time-paradoxes become possible, since characters' actions are not determined. However, they cannot destroy a whole world, just put a little of chaos here and there. As such, time-paradoxes become an opportunity for interesting situations.

REWRITING HISTORY

The main problem with changing events of the past is to believe they will irremediably change all of history, and then oblige the GM to change his setting accordingly. This belief is a misconception.

History shouldn't be wholly rewritten

The typical campaign normally includes a physical setting with plains, mountains, etc. Then, for example, a certain mountain range is extremely important because it prevents the abominations that are on the other side, to invade the civilized lands. So my question is: are you going to forbid wizards PCs to get the Disintegrate spell because they could disintegrate the whole mountain and thus change the landscape and let the horrors from beyond pour forth? No, in fact you won't mind because it would take an enormous number of Disintegrate uses to make the mountain disappear. However, as a GM you are expected to be ready to cope with a PC trying to destroy a castle with that spell.

It doesn't have to be different with alteration of past events. Why believe or assume that changing a single small event should modify the whole history? Even if it is a key event, a whole history cannot be changed with the alteration of a single event, for the same reason as you won't suppress a mountain with a single application of a Disintegrate spell. Lets give a metaphoric image: time has sometimes been compared to the flow of a river. Now try to alter the riverbed in throwing a rock into it. Well, maybe you will cause a little disturbance in it, but not much more. The water will go around the rock, creating some little whirlpools, and then will resume its course normally. With much time and effort, you may create a dam, but it is doubtful that you will prevent the water from eventually flowing to the sea. So, why not assume that whatever a Chronomancer does while time traveling is just to "throw a rock" in the river of time?

Rewriting history is unpredictable

Another aspect of altering past events, is to believe that what you do in the past, will have the expected result in the future. Remember that as a GM you have the final word about what occurs when changing an event in the past. The fact is that there is always more to it than what the players think. As such, despite

any precaution taken when changing the past, it's up to you to decide what consequences it really brings, because of the unexpected which wasn't (and couldn't be) foreseen.

Effects of rewriting history

Lastly, another important point is to decide what plainly happens when history is rewritten. Usually, nobody is aware, no evidence can exist, that history has been rewritten. Only those who were involved in the change are aware of it. If you think about it, there are a few issues in handling it that way, in terms of fantastic stories. Let me suggest the option below:

ALTERNATE HISTORY & REALITY

Some say that whenever a time-traveler changes something, an 'alternate timeline' is created, a parallel plane in which the alternate events unfold.

I believe that the two following extremes are but poor options. Either there is only one history, and each time it is rewritten nobody knows except those who did it; or every time a single event is changed a whole new alternate universe is created. In the latter case, time travel becomes another form of dimensional travel. So, I suggest an in-between:

Local Alternate Realities

The idea is that each time an important decision is made or a time paradox is caused by time travelers, local/limited alternate planes are created. That is, at some point two different realities overlap: the reality of the original history, and the reality of the rewritten history. In this option, the two parallel planes are almost identical except for what was changed, and the ensuing consequences. The "time paradox" becomes that the two realities overlap and merge at several points, occasions, circumstances, etc., making it look like that the continuum seems affected by chaos.

So, a funny idea can be that any event you modify in the past, creates an alternate reality that interacts with the normal reality weirdly, until the "inertia of time" makes the alternate events catch up with the normal ones (i.e.: become identical again). As such, a time paradox creates a very limited demi-plane, or 'alternate timeline', that is intertwined with the prime plane. This demi-plane mirrors the normal plane except for the events that were changed. Also, this demi-plane exists only where events are different. The usual consequence is that some people may slip between the two realities. So, the ensuing result is always chaos in some way. Here are some examples:

Dead/Alive Character

A character died, but his death is prevented by a time traveling person; or the reverse: a character is slain by a time traveling person coming from the future. As such, during all the time the two alternate realities exist at the same time, strange things occur perpetually around that character:

- Some peoples are convinced he died, and in fact there still is his corpse to prove it.
- Many things he does, are in fact also done by other peoples. Depending on which reality you are at any given time, you may determine (with divination magic or careful investigation) it is one way or the other.
- The character could be in some place where peoples will be able to interact with him normally, while for other peoples he is simply not there. At times, some persons will find themselves on the border of the two alternate realities, and will see the character suddenly appear

or disappear, or will see the alternate reality "in which he resides" as a ghostly image.

Destroyed/Not-destroyed City

A city was once totally destroyed by an army. However, some adventurers decide to go into the past and turn the tide of battle, so the army flee and the city is saved. Where the ruins of that ancient city stand, there is also a demi-plane with the city still intact. However, the two realities tend to overlap, and this may create any of the following effects at GM's discretion:

- Once every year, the city re-appears just for one day, that same day as when the battle was fought. Then, what occurs in the city could be much varied according to the GM's whims. Maybe time passes slower for the inhabitants of the city, maybe they are now all long dead from starvation, etc.
- When adventurers enter the ruins of that ancient city, they sometimes find themselves in buildings, streets, etc; which suddenly appear whole, as they were before the city was destroyed. However, the city's inhabitants have become specters who hunger for the flesh of the living to sustain themselves.
- The city still exists as in former times. But the funny thing about its history, is that any historians of far away countries maintain that it was destroyed long ago. Then, one of them once came to see the truth by himself, and only discovered ruins where all the region inhabitants know there is the city and have gone to it at one time or another.

Broken/Not-broken Item

An item that was destroyed is saved from destruction by a time-traveler coming from the future. The result is that the item now seemingly exists at random. As soon as a character doesn't look over it, it gets a chance of disappearing. That is, those looking after the item unknowingly go from one reality to the other. It manifests itself in that peoples searching for it cannot understand where it may be, and could well believe it was stolen. Then, when the item is found again, it will often be with a: "Well, I cannot believe it! It was all the time here under my nose, and I just didn't see it despite having searched this place twice!".

Note furthermore that the wisdom CL for finding the item varies with the individual concerned. Those who were the most affected by its disappearance will have the lowest CL to find the item; while those who did not witness it disappear will have relatively high DC to find it.

CONCLUSION

All in all, remember that you control the time paradox exactly as you want. As such, it begins and ends only when and where you want it. It means that when you don't want it anymore, there is a point when/where the events of both the true and alternate realities become identical, thus merging the two into only one again. Remember also that it is the "inertia of time" (a law of the universe no more ridiculous than magic, the outer-planes, etc.) that will automatically force two alternate realities back into one. You only have to decide when and where it occurs, and give any explanation seemingly coherent enough (which includes, but is not limited to, the repairing of time).

Overall, there are a number of exciting possibilities for players and GMs alike to use with time traveling and paradoxes. How you use them is up to you.

MONSTERS



ARCTODUS (BULLDOG BEAR)

NO. ENCOUNTERED: 1

SIZE: Large

HD: 11 (d8)

MOVE: 40 feet

AC: 15

ATTACK: Claw x2 (2d8) and Bite (3d6)

SPECIAL: Improved Grab, Rage, Darkvision 30 ft, Scent, Twilight Vision, Sprint

SAVES: P

INT: Animal

ALIGNMENT: Lawful Evil

TYPE: Animal

TREASURE: -

XP: 2,000+15

Arctodus is a massive carnivore, walking on four legs, standing the average height of a normal Human; however, when it rises up, and slashes with its enormous claws, its height nearly doubles, and its reach extends the same distance. The face of an Arctodus is squat, having a short muzzle and no discernible forehead. Its eyes are widely spaced, and an enlarged nasal passage provides the Arctodus with superior olfaction. Its vise-like jaw is filled with sharpened canines and carnassials, enabling it to shred flesh with ease. Arctodus is an ancient forebear to ursine creatures, and dwells in remote and desolate tundra; they always hunt alone.

COMBAT: An Arctodus engages in combat for food. Its powerful legs enable it to move at incredible speeds, catching unwary and unsuspecting victims off-guard. Once a foe is met, an Arctodus maws and paws a victim to pulp, devouring as quickly as it kills.

IMPROVED GRAB: If an Arctodus hits a victim with both of its claw attacks, the victim must make a **save vs. paralysis** to avoid being drawn into its grip. Once grabbed, the Arctodus automatically inflicts bite damage, but is free to continue to attack other creatures with its paws. An Arctodus can use this ability on one creature at a time.

RAGE: When an Arctodus suffers enough damage to reduce its hit point total to $\frac{1}{4}$ or less of its maximum, it enters a frenzied maul, lashing out with destructive chaos. The Arctodus gains a +2 bonus on all attack, damage, and

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saves. When an Arctodus is raging, it will not stop fighting until its hit points are reduced to -20; at -20, the Arctodus is dead.

DARKVISION 30 FT: An Arctodus has limited nocturnal vision, able to see 30 feet in total darkness. This ability, save for distance, is the same as the Dwarf (q.v.) ability of the same name, as found in the Player's Handbook.

SCENT: An Arctodus can identify locations, items, and even people by making a successful **Wisdom** check, gaining a +2 bonus when using its Tracking ability. Scent functions to a range of 30 feet. Arctodus, being natural bloodhounds, can "sniff out" singular scents, even when that odor is overpowered by another. Winds, weather conditions, and other situations may render this ability useless or reduce its potency; multiple strong odors will cause confusion, for example. Other effects are at the CK's discretion.

TWILIGHT VISION: Conditions of limited light do not hinder an Arctodus. This ability is identical to that of the Elf (q.v.) ability of the same name as detailed in the Player's Handbook.

SPRINT: Once per day, for 6 rounds, an Arctodus is able to double its movement.

BLOOD HOUND

NO. ENCOUNTERED: 1-4

SIZE: Medium

HD: 2 (d12)

MOVE: 40 ft.

AC: 15

ATTACKS: Tongue Lash (1d6), Claw (1d6)

SPECIAL: Trip, Blood Drain, Undead

SAVES: P

INT: Inferior

ALIGNMENT: Neutral Evil

TYPE: Undead

TREASURE: Nil

XP: 27+2

Created from a lithe human corpse, stripped of its skin so as to ease movement, the entrails removed to reduce weight, a blood hound is no hound at all, but a necromantic attack beast. The joints of the arms and legs are twisted and re-set,

permitting the blood hound to deftly crawl swift and low to the ground. The tongue is set with a hollow tip of sharp bone, and reattached with its base inside the mouth rather than down the throat, giving the blood hound a piercing tongue attack that it can use in close quarters. This tongue is also used to drain a victim's blood, replenishing the blood hound's necrotic flesh and permitting it to retain its flexibility.

COMBAT: Blood hounds lash with their piercing tongue, and claw with ragged, filthy, bone-like talons. They often attempt to wrap their tongue around an opponent's leg and drag them down to the ground.

BLOOD DRAIN: Any tongue attack that inflicts the full 6 points of damage attaches to the victim and begins to drain its blood, automatically causing 1d4 points of damage per round. Pulling out the tongue requires a **strength saving throw**, which may be made each round. Alternatively, the tongue may be severed by a slashing attack (AC 10, 6 damage to sever; this damage is not subtracted from the blood hound's HPs, but does prevent it using its tongue attack). For each point drained from a victim, a blood hound heals one hit point. A fully healed blood hound is satiated when it drains a victim of 36 hit points. A blood hound must use this ability every few weeks, or it will die.

TRIP: A blood hound can attempt to drag an opponent to the ground when it makes a successful tongue lash. The opponent is allowed a save versus dexterity to resist being pulled to the ground, automatically losing initiative the next round.

BONE PILE

NO. ENCOUNTERED: 1

SIZE: Large

HD: 5 (d12)

MOVE: 10 ft.

AC: 13

ATTACKS: Slash (2d6)

SPECIAL: Bone Mass, Undead

SAVES: P

INT: None

ALIGNMENT: Neutral

TYPE: Undead

TREASURE: 3

XP: 180+5

On rare occasions, when many animated skeletons are destroyed, the lingering necromantic energies coalesce, drawing the shattered fragments of bone and detritus towards them, creating an amorphous mass of broken bones and bone splinters that lashes out at any living things moving nearby. Adventurers have been surprised to find the shattered remnants of vanquished skeletons striking back at them.

COMBAT: Bone piles seldom move from the area in which they animated, only moving slowly towards living things nearby, striking out unthinkingly.

BONE MASS: Bone piles, being flexible, yielding collections of bone pieces, only take half damage from all weapons.

BRAIN GOBBLER

NO. ENCOUNTERED: 1 or 2-4

SIZE: Small or Medium

HD: 4 (d6)

MOVE: 20 feet, 5 feet (fly)

AC: 12

ATTACK: 4 Tentacles (1d4) and Beak (1d6)

SPECIAL: Warble, Feed, Wish, Berserk, Spell Resistance 6

SAVES: P

INT: Animal

ALIGNMENT: Neutral Evil

TYPE: Beast

TREASURE: Special (see below)

XP: 450+4

On the outside, a brain gobbler is nothing more than an ordinary wild turkey, complete with comb and wattle, and the rotund spherical body that makes carnivores salivate. They have the normal coloration of that breed, and behave in all ways as such. However, underneath the fluff and feathers, a dark terror awaits. Hidden within the brain gobbler's anatomy, four muscled tongue-like appendages coil, each with a reservoir full of highly digestive acids. Borne of magical experiments, rumored to be farmed by an insidious and dark race of brain-eating humanoids, a brain gobbler has limited, but potent, ability. It is said the brain gobbler was unleashed on the fairer folk as vengeance, and that when one feeds, their foul masters celebrate. Spellcasters of all types are fearful of these creatures, with good reason, as they find they are often the primary dietary resource.

COMBAT: Brain gobblers are sneaky, preferring to remain in proximity to ordinary turkeys, sliding into obscurity without notice. When they attack, they do so lashing out with their tentacles, which remain hidden in a sac-like pouch behind their wattle. Highly intelligent, and creatures possessed of magic, are their preferred prey, but when desperate, any creature becomes food.

WARBLE: Three times per day, a brain gobbler can emit a high pitch, trilling, sound that reverberates and resonates at an inaudible frequency. However, any creature with innate spellcasting, including gnomes and divine spellcasters, or those with natural spell resistance, feel a shocking pulse pass through their body. A **constitution saving throw** is made, with a failure resulting in death. Creatures with learned magical abilities, and all arcane spellcasters, or those possessing equipment which provides spell resistance or spellcasting ability, also feel the pulse. These creatures are entitled to a save as well, but failure causes immobilization for 1d6 hours. Any creature that does not possess spellcasting ability, spell resistance, or simply carries enchanted gear, feels the pulse but is not affected.

FEED: A brain gobbler that successfully strikes with all four of its tentacles immediately injects a corrosive and digestive acid into the victim's skull, reducing the brain to liquid, swallowing it. Such a victim is not capable of being raised or resurrected without the prior casting of a *regeneration* spell. Additionally, for each 3 Hit Dice, or levels, of the slain victim, the brain gobbler heals 6 hit points, and temporarily gains one Hit Dice of its own. The brain gobbler cannot use this ability more than four times per day.

WISH: By breaking the bone beneath its wattle, a brain gobbler is able to manifest a single magical effect similar to the *wish* spell. However, if the brain gobbler uses this ability, it loses all attacks and movement, and is reduced to one Hit Point. If a brain gobbler is slain with this bone intact (1% likely), it can be used to provide a similar effect, treated as a Wishbone detailed below.

BERSERK: If a brain gobbler is decapitated it does not immediately die. Instead, its movement, except flying, is increased by 10 feet, and it gains the abilities of an 8th level Barbarian. The brain gobbler loses its normal attacks, gaining the following: 2 Claws (2d4). Hit Dice and Hit Points remain unaffected, though the brain gobbler will drop dead if reduced to -25 hit points.

SPELL RESISTANCE 6: In order for a brain gobbler to be affected by a spell or spell effect, the originator of the attack or effect must roll an unmodified 6 or higher on a d20.

WISHBONE: Two characters are required to activate this item which appears as an enlarged fowl vertebra. Each holds an end, and tugs, snapping the bone in half. Whichever character holds the larger piece is granted the effects of a *wish* spell. To determine which character holds the larger piece, both roll an unmodified strength check, and the one that succeeds by the most is the winner; in the case of a tie, neither gains anything and the bone is broken, the magic lost. One caveat exists for the wish to be effective— the winner must not verbally make the wish, nor can it ever be divulged, or the effects of the wish are reversed and amplified at the Castle Keeper's discretion.

MONSTERS

DEMON

BABAU

NO. ENCOUNTERED: 1, 2-4

SIZE: Medium

HD: 7 (d10)

MOVE: 40 ft., 40 ft. (crawl)

AC: 20

ATTACKS: +1 Short spear (+4, d6+4 damage)

SPECIAL: Acid Blood, Babau Agility, Bloodvision, Demonic Attributes, Motion Sense, Immunities, Sneak Attack, Spell-Like Abilities

SAVES: P

INT: High

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar (demon)

TREASURE: +1 Short spear

XP: 1080 + 7

It has been said that the babaus are the assassins of the Abyss. While it is true that these skeletal monstrosities are quite adept at that job, they prefer the role of hunter and relish stalking and brutally murdering their prey. Babaus are frequently summoned by powerful spellcasters who employ the fiends to protect their fortresses and dungeons from unwanted guests. Many babaus find these contracts to be agreeable enough, as long as there is much killing to be had.

Physically, the babau resembles a humanoid skeleton, with a thin layer of leathery flesh forced upon it. Up close, one of its most notable features is its lack of eyes- babaus do not see but employ powerful senses of hearing and scent to stalk their prey. They are quite strong and extraordinarily agile- babaus are capable of crawling along ceilings as fast as they can walk on the ground, and do both much quicker than the average adventurer. Quite often, though, they do not immediately swoop in for the kill, but play mind games with adventurers, using their spell-like abilities and senses to track and toy with their prey. Unlike many demons, they have no ability or particular interest in summoning others of their kind in combat situations, preferring to either work alone or in small teams.

If there is anything that a Babau enjoys more than wanton slaughter, it is the thrill of the hunt and the unique, acrid scent of blood and fear on their prey.

ACID BLOOD: Anyone striking a Babau with melee weapons must make a **dexterity saving throw** or suffer 2d4 acid damage from the Babau's extraordinarily acidic blood.

BABAU AGILITY: Babau are supernaturally agile, and if they succeed in a **dexterity saving throw** that would normally result in half-damage, they avoid all damage. They are also considered to constantly enjoy the benefits of spider crawl and jump.

BACK ATTACK: If a Babau manages to catch an enemy from the rear, it can inflict triple damage with its first attack.

BLOODVISION: The Babau can detect the presence of an injured individual within a mile, and if he inflicted the wound himself, can identify the individual by the scent of their blood alone.

DEMONIC ATTRIBUTES: All individuals passing within the presence of a demon must make a save against fear at the base **charisma saving throw** + the demon's hit dice. If they fail, they take a -2 penalty on all attack rolls and saving throws while the demon is within sight. Demons are capable of speaking and understanding any language, as well as using telepathy, and possess perfect darkvision.

MOTION SENSE: The Babau has no eyes in the proper sense of the term, and is thus totally immune to all blinding attacks or abilities that interfere with regular sight. It 'sees' largely by a combination of scent and motion sense. An unwounded individual is capable of attempting a **dexterity saving throw** at CL 25 to avoid the Babau taking notice of it. This must be done every round that the Babau can see the individual. The motion sense of the Babau also means that invisibility is useless against it. Its motion sense seems to be tied into its hearing, and sonic attacks force a Constitution check against stunning for the

Babau. If it fails, it suffers a -2 penalty to all rolls for 1d4 rounds.

IMMUNITIES: Babaus are immune to acid, poison and fear. They can only be harmed with +1 or better magical weapons, or weapons that are either good-aligned or made of cold iron.

SPELL-LIKE ABILITIES: Babaus can use *darkness*, *invisibility* and *silence* at will.

BALOR

NO. ENCOUNTERED: 1

SIZE: Large

HD: 20 (d10)

MOVE: 40 ft., 60 ft. (fly)

AC: 32

ATTACKS: 4x Tentacles +3 (3d4+6 dmg)

SPECIAL: Abyssal Bolt, Aura of Shadow and Flame, Bringer of Death, Death Throes, Demonic Attributes, Immunities, Magical Natural Weapons, Move Through Shadows, Reach, Spell-Like Abilities, Summoning, Tendril Constriction, Unholy Curse

SAVES: M, P

INT: Godlike

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar (demon)

TREASURE: 15

XP: 39150 + 20

The most powerful of all demons, the balors are often held to be the demonic equivalent of pit fiends, though this comparison is limited in its validity- both are extraordinarily powerful creatures, but balors have little use for the subtlety of pit fiends. For the most part, demonic armies and societies are headed by demon lords and mariliths, with the balors acting as abyssal champions, enforcers and bodyguards. Few creatures indeed are capable of standing against a creature so mighty.

COMBAT: Balors take full advantage of their ability to move through shadows, getting close to powerful, yet vulnerable spellcasters and subjecting them to the full wrath of their tentacles. Frequently, a particularly tough enemy will receive an Unholy Curse, which can often result in catastrophe for a party, especially if there are only a few rounds before unstoppable death. Balors tend to use their summoning to pin enemies down and prevent coordinated action more than for the additional muscle- Balors, after all, are their own muscle. If a Balor knows it is going to lose a battle, it will seek to position itself so as to cause maximum harm with their Death Throes.

ABYSSAL BOLT: The Balor is capable of hurling 1d4 Abyssal bolts per round, in lieu of melee attacks. These bolts strike as +3 unholy weapons, doing 3d4+3 damage each, with 1d6 bonus damage to all good-aligned creatures.

AURA OF SHADOW AND FLAME: Whenever a Balor enters a space, all non-magical light sources other than daylight are immediately extinguished and the room plunged into total darkness. Only darkvision or deepvision can penetrate this constant magical shadow. In addition, the Balor exudes incredible heat, inflicting 2d6 fire damage on all beings within 30 feet of the Balor.

BRINGER OF DEATH: When a Balor gains a natural 20 on a melee attack, the target must make an immediate **constitution saving throw** or perish. A successful save means the target takes double damage.

DEATH THROES: When a Balor dies, it erupts into a massive explosion of fire and unholy energy, which does 20d10 (10d10 fire, 10d10 unholy) damage to all enemies within 100 feet, with a **dexterity saving throw** resulting in half damage.

DEMONIC ATTRIBUTES: All individuals passing within the presence of a demon must make a save against fear at the base **charisma saving throw** + the demon's hit dice. If they fail, they take a -2 penalty on all attack rolls and saving throws while the demon is within sight. Demons are capable of speaking and understanding any language, as well as using telepathy, and possess perfect darkvision.

IMMUNITIES: Balors can only be hit with +3 or greater magical weapons, or +1 weapons that are either made of cold iron or are good-aligned. Balors are immune to acid, poison, fire, charm, fear, petrification and death spells. Balors have SR of 12.

MAGICAL NATURAL WEAPONS: The Balor's natural weapons strike as +3 unholy weapons, doing 2d6 bonus damage to all good-aligned creatures.

MOVE THROUGH SHADOWS: As a being of living darkness, Balors seem to be capable of moving through shadows as if teleporting. Given that they also magically create total darkness in any space they are in, this makes them capable of teleporting within the room at will.

REACH: The Balor's natural weapons have a reach of 20 feet and can strike any enemies within 20 feet.

SPELL-LIKE ABILITIES: The Balor constantly benefits from *true seeing* and constantly *unhallows* a sixty-foot radius around it. It can cast *create greater undead*, *teleport without error*, *dispel magic*, *wall of fire*, *plane shift*, *unholy word* and *unholy aura* at will.

SUMMONING: Once per day, the Balor can summon up to 25 HD of any demons of a type lower than another Balor.

TENDRIL CONSTRICTION: Whenever the Balor strikes an enemy with one of its tentacles, the opponent must make a **strength saving throw** or be constricted in its tentacles. For each round that the enemy is caught in the tendril, they lose 1d4 levels, which heal the Balor for 1d10 per level drained.

UNHOLY CURSE: Once per day, the Balor can enact a horrific curse upon an enemy, which sentences them to death, which will happen in 1d20 rounds. A restoration can add 1d4 rounds of time, but nothing can stop the countdown except the Balor's destruction. When death approaches, the cursed soul must make one last **charisma saving throw**- if it succeeds, then it will merely die. If not, however, the soul not only perishes but is immediately transformed into a demon, or demons, of total HD equal to its original total.

DRETCH

NO. ENCOUNTERED: 2-6, 10-20, 200-400

SIZE: Medium

HD: 3 (d10)

MOVE: 40 ft.

AC: 16

ATTACKS: Claws (d6+1)

SPECIAL: Demonic Attributes, Diseased, Immunities, Stench

SAVES: P

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar (demon)

TREASURE:

XP: 85 + 3

The lowly dretches are the base creatures of the infernal horde, and often are sent forth in vast howling swarms to attack devilish armies. While fierce when they believe they have the upper hand, dretches are cowardly in the face of equal or greater strength and their resolve is often easily broken by the much superior discipline of the Infernal Legionnaires. Though cowardly, all dretches are also consumed with the desire to prove themselves to the Abyss and undergo a coveted evolution into a higher form.

COMBAT: Dretches are not highly intelligent, but have a reasonably good eye for strength and will avoid powerful adventurers if possible, though it must be said that they fear their demonic overlords more and will not do so if one of their superiors is present. They usually prefer to rush enemies, relying on their impressive speed to get them within melee range, where they can inflict their claws, stench and disease on their targets. Dretches will usually take advantage of flanking or favorable terrain, and have sometimes demonstrated the ability to build simple traps and ambushes to attack enemies they are too cowardly to face fairly.

DEMONIC ATTRIBUTES: All individuals passing within the presence of a demon must make a save against fear at the base **charisma saving throw** + the

demon's hit dice. If they fail, they take a -2 penalty on all attack rolls and saving throws while the demon is within sight. Demons are capable of speaking and understanding any language, as well as using telepathy, and possess perfect darkvision.

DISEASED: If a Dretch passes within 10 feet of an individual, they must make a **constitution saving throw** or contract an illness, which will manifest in 1d4 days, and cause 1d4 Strength, Constitution and Dexterity damage for 1d4+1 days, unless cured.

IMMUNITIES: Dretches cannot be harmed by ordinary weapons- weapons must be cold iron, good-aligned or magical to harm them. They are immune to acid, disease and poison.

STENCH: The stink of Dretches is unbelievable, and lingers long after a Dretch is dead. Anyone who physically battles a Dretch contracts their smell, and suffers from a 1d4+1 effective penalty to Charisma for the next 24 hours. A restoration or a very long bath (at least one hour) will remove the stench.

GLABREZU (TYPE III)

NO. ENCOUNTERED: 1-2

SIZE: Large

HD: 12 (d10)

MOVE: 30 ft.

AC: 24

ATTACKS: 2x Pincers (2d6+3), Bite (2d8+3)

SPECIAL: Demonic Attributes, Immunities, Irresistible Question, Shapeshifter, Spell-Like Abilities, Summoning, Wishes

SAVES: M, P

INT: Superior

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar (demon)

TREASURE: 11

XP: 5500 + 12

While the role of the succubus and incubus in inflaming the physical desires of mortals is quite obvious, the glabrezu traffics in desires for power and prestige. Usually appearing in a disguise, the glabrezu finds an ambitious mortal and compels them to reveal their desires, then offer to assist them in reaching that goal. Glabrezus are masters of using wishes, and can achieve shockingly subtle and detailed results without any risk to them. They are masters of manipulation, and enjoy watching mortals destroy themselves, and even more so when the individuals involved had originally noble motivations.

COMBAT: Though they prefer the role of manipulator, they are far from cowardly and will not hesitate to destroy any mortal that stands in the way of their complex and vile schemes to bring about chaos and destruction. As their massive true forms would indicate, they are immensely powerful and almost invariably possess formidable magical power to bring to bear as well. They are also fond of asking their enemies questions in combat- if a glabrezu knows an enemy's greatest fear, they can manifest illusions of that fear in combat. Or, by knowing an enemy's true name, they can escape from the combat and return later, attacking their would-be foe through their family and friends.

DEMONIC ATTRIBUTES: All individuals passing within the presence of a demon must make a save against fear at the base **charisma saving throw** + the demon's hit dice. If they fail, they take a -2 penalty on all attack rolls and saving throws while the demon is within sight. Demons are capable of speaking and understanding any language, as well as using telepathy, and possess perfect darkvision.

IMMUNITIES: Glabrezu are immune to acid, poison, charm and fear. They can only be harmed with +2 or better magical weapons, or weapons that are either good-aligned or made of cold iron.

IRRESISTIBLE QUESTION: Glabrezu possess the supernatural ability to ask up to three questions of any mortal being. There is no saving- the individual automatically reveals to the Glabrezu the answer and as often as not, their answer will be something they were hesitant to reveal to themselves. The first question a Glabrezu can demand is 'who are you', whereupon the individual reveals their real name to the Glabrezu. The second question is 'what is your

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greatest desire', which compels the revelation of a deeply held desire to the demon. This desire will usually be a hidden or darker desire. The third question is 'what is your greatest fear', which compels a brutally honest answer to the Glabrezu. This ability cannot be resisted by any mortal being, and cannot be used for any other purpose.

SHAPESHIFTER: Glabrezu are capable of disguising themselves in the form of any of the humanoid races, with the revelation of this form requiring a *true seeing* spell.

SPELL-LIKE ABILITIES: Glabrezu possess up to 20 spell levels in 1st to 5th level illusionist or wizard spells, which they can cast at will, 2 6th level and 1 7th level spell that they can cast once per day.

SUMMONING: Glabrezu are capable of summoning 1d2 succubi/incubi or vrocks once per day.

WISHES: A Glabrezu can grant a *limited wish* to a mortal humanoid once per day, and a *wish* to a mortal humanoid once per month.

HEZROU (TYPE II)

NO. ENCOUNTERED: 1-4

SIZE: Large

HD: 10 (d10)

MOVE: 30 ft., 30 ft. (swim)

AC: 24

ATTACKS: 2x Slam +1 (2d4+4)

SPECIAL: Acid Slime, Amphibious, Blood Rage, Demonic Attributes, Gas Cloud, Immunities, Magical Natural Weapon, Noxious Stench, Summoning, Toughness

SAVES: M, P

INT: High

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar (demon)

TREASURE:

XP: 4200 + 10

The vile hezrous are among the strongest and most fearsome creatures of the Abyss, notable for their vast physical power and also for the variety of fearsome acidic and poisonous substances at their disposal. They prefer swampy or other semi-aquatic environments and often lie in wait for their enemies in deep water, aiming to capture them and hold them underwater until they drown- or simply tearing them apart. While reasonably intelligent, the hezrou are simple in their motivations. They enjoy food (especially living intelligent beings), slumber and the destruction of life.

COMBAT: Hezrous often utilize their favored environments to their advantage, but otherwise are fairly straightforward in combat. By the standards of their hit dice, they are exceptionally powerful creatures and enjoy using that strength to ruthlessly pummel weaker enemies to death. They are especially fond of grabbing enemies and dragging them underneath the water, simultaneously burning them with acidic slime and drowning them.

ACID SLIME: The acidic slime coating the Hezrou increases the difficulty of grappling it by 5, and it will automatically do 2d4 acid damage each round to anyone attempting to grapple it. Anyone striking the Hezrou with a melee weapon must make a **dexterity saving throw** or suffer 2d4 acid damage.

AMPHIBIOUS: Hezrous are amphibious creatures and cannot be drowned, and swim at the same speed as they walk.

BLOOD RAGE: When a Hezrou is reduced to half or less of its Hit Points, it goes into a powerful rage, gaining +2 to its attack rolls and damage as well as Strength and constitution saving throws.

DEMONIC ATTRIBUTES: All individuals passing within the presence of a demon must make a save against fear at the base **charisma saving throw** + the demon's hit dice. If they fail, they take a -2 penalty on all attack rolls and saving throws while the demon is within sight. Demons are capable of speaking and understanding any language, as well as using telepathy, and possess perfect darkvision.

GAS CLOUD: Once per day, the Hezrou is capable of emitting a noxious cloud of poisonous gas in a radius of 60 feet around it, which acts as the *cloudkill* spell. The poisonous gas lasts for 1d10 rounds unless dispelled by a gust of wind.

IMMUNITIES: Hezrous can only be damaged by magical, good-aligned or cold iron weapons. They are immune to acid, poison, disease and fear.

MAGICAL NATURAL WEAPONS: A Hezrou's natural weapons are considered to be +1 magical weapons.

NOXIOUS STENCH: All individuals coming within 100 feet of a Hezrou must make a **constitution saving throw** or become sickened, losing 1d4 Strength, Dexterity, Constitution and Charisma and losing a turn, as they vomit uncontrollably. The lost attribute damage returns as soon as the individual is at least 60 feet from the Hezrou or its corpse.

SUMMONING: Hezrous are capable of summoning 2d6 dretches, 1d3 babaas or 1 vrock once per day.

TOUGHNESS: Hezrous are exceptionally durable and receive a +2 HP bonus per level on top of the Constitution bonus they receive for having a prime.

MARILITH (TYPE V)

NO. ENCOUNTERED: 1

SIZE: Large

HD: 17 (d10)

MOVE: 60 ft. (slither)

AC: 27

ATTACKS: 6 x Longsword +1 (d8+4 damage), Tail Slap (2d4+4 dmg)

SPECIAL: Chaos Venom, Constrict, Demonic Attributes, Hypnotizing Stare, Immunities, Infuse Weapon, Spell-Like Abilities, Summoning, Vital Strike

SAVES: M, P

INT: Genius

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar (demon)

TREASURE: 6 Longswords

XP: 17700 + 17

The generals of demonic hordes, the mariliths are less powerful than their balor cousins, but are more intelligent and subtle than they are, and are thus often found in positions of more real power than the balors. Some mariliths are even strong and cunning enough to stand on their own, without the patronage of any demon lord, often serving as mercenary warriors in the Blood War- sometimes even finding themselves fighting alongside the infernal legions.

COMBAT: While mariliths are skilled tacticians, they are just as fond of slaughter as any other demon, and do not hesitate to directly enter melee. In combat, a marilith will almost always attempt to engage the most important targets in melee, knowing that it can swiftly destroy all but the very strongest melee targets. Mariliths will use their hypnotizing stare to neutralize spellcasters, and will use their own potent magic to supplement ferocious melee attacks.

CHAOS VENOM: A Marilith can envenom her weapons with a potent chaotic poison. When the target is struck with the poisoned weapon, it must make an immediate **constitution saving throw**, or suffer one of the effects below as determined by a d10 roll. If a subject makes the save once, they become immune to the Chaos venom permanently.

d10	Effects
1	Subject loses 1d4+1 Intelligence, Wisdom and Charisma. Subject loses 1d4+1 Strength, Dexterity and
2	Constitution.
3	Subject becomes confused.
4	Subject is blinded and deafened.
5	Subject loses 1d4+1 levels.
6	Subject falls into a coma for 1d4+1 days.
7	Subject believes it is simply dreaming.
8	Subject is brought to 0 HP.
9	Subject dies, but the body is intact.
10	Subject dies and the body disintegrates.

CONstrict: If a marilith succeeds in hitting an enemy with its tail slap, the opponent must succeed immediately at a **strength saving throw** or be constricted in the Marilith's coils, taking 6d6+3 damage automatically per round and losing 1d4 Constitution points as it is asphyxiated in the marilith's coils. Each round, the subject gains a new **strength saving throw** to break free.

DEMONIC ATTRIBUTES: All individuals passing within the presence of a demon must make a save against fear at the base **charisma saving throw** + the demon's hit dice. If they fail, they take a -2 penalty on all attack rolls and saving throws while the demon is within sight. Demons are capable of speaking and understanding any language, as well as using telepathy, and possess perfect darkvision.

HYPNOTIZING STARE: Any individuals who look at a marilith without some form of magical protection must make a **charisma saving throw** or become hypnotized. A subject who is hypnotized by a marilith receives no further save unless the marilith orders it to do something contrary to its nature, such as attack an ally or attempt to commit suicide. Creatures who are immune to charm are also immune to this power.

IMMUNITIES: Mariliths cannot be damaged by weapons of less than +2 enchantment, or weapons that are good-aligned or made of cold iron. They are immune to acid, poison, charm and fear spells.

INFUSE WEAPON: Mariliths are capable of making their weapons chaotic or evil-aligned for overcoming damage resistance, as well as transforming their make into silver.

SPELL-LIKE ABILITIES: Mariliths can cast *mirror image*, *improved invisibility*, *true seeing*, *magic circle against good*, *magic circle against law*, *project image*, *teleport without error*, *telekinesis* and *blade barrier* at will.

SUMMONING: A marilith can summon 1 glabrezu, 2 succubi, 1d4 shadow demons, 1d4+1 babaus or 4d4 dretches once per day.

VITAL STRIKE: Instead of striking six separate times, the Marilith can choose to make a single melee attack for 6d8+3 damage.

VORTEX OF BLADES: When Mariliths have *blade barrier* active, they are capable of moving the barrier as a tornado. The barrier, once it starts moving, will only remain active for 1d4+1 rounds and can be moved 30 feet per round.

NABASSU

NO. ENCOUNTERED: 1-2

SIZE: Medium

HD: 9 (d10)

MOVE: 30 ft.

AC: 20

ATTACKS: Claws (2x d6+1)

SPECIAL: Demonic Attributes, Gaze of Death, Immunities, Magical Natural Weapons, Spell-Like Abilities, Summoning, Undead Mastery, Vampiric Aura

SAVES: P

INT: Medium

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar (demon)

TREASURE:

XP: Varies

Resembling gargoyles somewhat, the foul Nabassus are known for their love of graveyards and tend to haunt the realms of the undead, which seem to have a powerful respect for the Nabassus, which have vast power over them. More than anything, the Nabassus live to drain mortals into lifeless husks, using their soul energy to become greater and more powerful beings.

COMBAT: Nabassus relish in melee, using their claws and vampiric drain powers to prey upon weaker enemies, though often only after attempting a Gaze of Death on a promising opponent. It is rare for Nabassus to not be in the company of undead beings of varying types and power levels, and they usually use their allies to good advantage. If pressed, Nabassu will often seek to flee, knowing their corrupting power is more useful elsewhere.

DEMONIC ATTRIBUTES: All individuals passing within the presence of a demon must make a save against fear at the base **charisma saving throw** + the demon's hit dice. If they fail, they take a -2 penalty on all attack rolls and saving throws while the demon is within sight. Demons are capable of speaking and understanding any language, as well as using telepathy, and possess perfect darkvision.

GAZE OF DEATH: The Nabassu can attempt to lock eyes with a mortal being and wither their very soul with its corrupting touch. The sufferer loses 1d4+1 Constitution and Charisma points per round unless they make a **wisdom saving throw**. Any mortal with class levels that is thus slain, allows the Nabassu to gain 1 HD, raising its attack bonus, hit points and caster level, to a maximum of 15 HD.

IMMUNITIES: Nabassus are immune to weapons that are not magical, goodaligned or made of cold iron. They are also immune to acid, poison, fear, petrification and death spells.

MAGICAL NATURAL WEAPONS: The natural weapons of a Nabassu count as +1 magical weapons for overcoming immunities.

SPELL-LIKE ABILITIES: Nabassus can cast *darkness*, *silence*, *hold person*, *teleport without error* and *telekinesis* at will. They can cast *plane shift* once per day.

SUMMONING: A Nabassu may summon 1 babau or shadow demon, once per day.

UNDEAD MASTERY: No ordinary undead being will ever attack a Nabassu.

Intelligent undead beings such as ghosts, liches and vampires must make a Charisma check to successfully do so. Nabassus are also capable of rebuking and controlling undead beings as a cleric of their hit dice.

VAMPIRIC AURA: All mortal beings within thirty feet of a Nabassu automatically lose two hit points (no save), with the lost hit points being converted into healing for the Nabassu. Any being that is slain by this ability is raised immediately as a zombie, which will not attack the Nabassu but is under no special control.

NALFESHNEE (TYPE IV)

NO. ENCOUNTERED: 1

SIZE: Small or Large

HD: 14 (d10)

MOVE: 20 ft., 40 ft. (fly) (when small, when large, it walks at 30 ft.)

AC: 24

ATTACKS: (when small) 2x Slam (1d4+1), Bite (1d6+1) (when large) 2x Slam (3d4+4), Bite (3d6+4)

SPECIAL: Abyssal Mastery, Alter Size, Blinding Burst, Demonic Aura, Forbidden Knowledge, Immunities, Mind Poison, Spell-Like Abilities, Summoning

SAVES: M, P

INT: Godlike

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar (demon)

TREASURE: 11

XP: 11,500 + 14

The Nalfeshnees are said to be the mad geniuses of the Abyss, and they are generally known to serve the Abyss itself more than any active Demon Lord, though they will typically do as Demon Lords request, so long as it does not harm the interest of the Abyss themselves. They have many arcane and unusual theories on the creation and running of the Universe, and take a particular interest in the actions of the player characters, even when it seems illogical for

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them to do so.

COMBAT: Nalfeshnees often avoid combat, for the simple reason that they prefer to observe and indirectly interfere with the amusing antics of adventurers, but if pressed, they will typically grow into their gargantuan shape and immediately create a Blinding Burst. They will usually follow up by summoning allies and wading into melee, where they can swiftly destroy even powerful heroes.

ABYSSAL MASTERY: The Nalfeshnee have a special and intimate relationship with the Abyss itself and can manipulate the environment of the abyss at will, simulating effects of spells like *wall of stone*, *control weather* or *earthquake*.

ALTER SIZE: The Nalfeshnee has the power to change its size, from a fourteen-foot tall monstrosity to a small, eighteen-inch miniature fiend. The Nalfeshnee's melee strength decreases in this form, but its hit points and other abilities remain intact, making it a deceptively powerful enemy.

BLINDING BURST: Once per day, the Nalfeshnee can create a burst effect of incredibly bright light of an infinite array of colors, which emanates 60 feet from its body. All beings that are not protected against blindness are automatically blinded for 1d4+1 rounds, and must make a **wisdom saving throw** or suffer permanent blindness. The Burst also inflicts 10d10 damage, with a successful **dexterity saving throw** resulting in half damage.

DEMONIC ATTRIBUTES: All individuals passing within the presence of a demon must make a save against fear at the base **charisma saving throw** + the demon's hit dice. If they fail, they take a -2 penalty on all attack rolls and saving throws while the demon is within sight. Succubi can suppress this effect at will, and usually do. Demons are capable of speaking and understanding any language, as well as using telepathy, and possess perfect darkvision.

FORBIDDEN KNOWLEDGE: The Nalfeshnees claim to have unlocked the greatest secret of the universe- that all of Creation exists solely for the sick amusement of overgods who enthusiastically game over the ruination of god and mortal alike. Furthermore, it regards the player characters as agents of those horrible creator gods. Whether this knowledge causes the Nalfeshnee to have a burning hatred of the player character or make it endlessly amused by them is up to the Castle Keeper. In addition, the Nalfeshnee should be considered to have a full and complete knowledge of the player character's exploits, with no obvious reason for knowing such.

IMMUNITIES: Nalfeshnees are immune to magical weapons of less than +2 enchantment, but can be harmed with weapons made of cold iron, or that are good-aligned. They are immune to acid, poison, charm, fear, polymorph, death and petrification spells.

MIND POISON: If a Nalfeshnee's bite successfully hits a player character, they succeed at an immediate **wisdom saving throw** or suffer the permanent loss of 1d4+1 Intelligence, Wisdom and Charisma. The bite's poison only works once, but the loss can only be undone by restoration spells or the like.

SPELL-LIKE ABILITIES: Nalfeshnees are magical experts of the first order, and tailor their individual spell-casting needs to the mysterious will of the 'Keeper'. All Nalfeshnees constantly emit a *magic circle against good*, and have constantly active *true sight*. They can use *teleport without error* and *plane shift* at will, and *gate* once per day. In addition to this, Nalfeshnees can select the following number of spells from the wizard or illusionist spell list.

- *1st-5th level Spells:* 4 spells at each level, with the ability to cast these spells at will.
- *6th-7th level Spells:* 2 spells at each level, with the ability to cast spells of these levels three times a day.
- *8th level Spell:* 2 spells, that they can cast once per day.

SUMMONING: Nalfeshnees are capable of summoning any Neutral or Chaotic Evil creatures with a total hit dice of less than 20, once per day.

SHADOW DEMON

NO. ENCOUNTERED: 1-2

SIZE: Medium

HD: 7 (d10)

MOVE: 30 ft.

AC: 20

ATTACKS: Claws (2x d6+1)

SPECIAL: Aura of Darkness, Demonic Attributes, Immunities, Magical Natural Weapons, Shadow Form, Spell-Like Abilities, Possession, Vulnerabilities

SAVES: M, P

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar (demon)

TREASURE:

XP: 1125 + 7

The Shadow Demons are one of the most feared types of Abyssal fiend in the mortal realm, for their ability to take over the bodies and minds of mortal beings and twist them to their will, while, all the while, consuming them from the inside. As they consume mortals, body and soul, they grow in power, until they are finally ready to return to the Abyss to begin the next stage of their evolution.

It has been rumored that mature Shadow Demons evolve into balors, but confirming such would require a visit to the darkest realms of the Abyss.

COMBAT: Shadow Demons do not fear combat, and enjoy using their ability to inflict total darkness to disorient and terrify enemies, and their melee strength should not be totally discounted. However, ultimately, Shadow Demons live for the possession of mortal beings and it should be expected that they will attempt to possess one of the party's members and attack former allies with sadistic glee.

AURA OF DARKNESS: Once per day, a Shadow Demon can blanket any subterranean or indoor space in total darkness, snuffing out all sources of light other than direct sunlight. Only magical light effects created by a caster of higher HD level than the Shadow Demon will survive this ability. This darkness is total but not supernatural- beings with full darkvision will be able to see in it.

This darkness lasts for 7 rounds.

DEMONIC ATTRIBUTES: All individuals passing within the presence of a demon must make a save against fear at the base **charisma saving throw** + the demon's hit dice. If they fail, they take a -2 penalty on all attack rolls and saving throws while the demon is within sight. Demons are capable of speaking and understanding any language, as well as using telepathy, and possess perfect darkvision.

IMMUNITIES: Shadow Demons can only be harmed with +1 or greater magical weapons, or weapons that are good-aligned or made of cold iron. They are immune to acid, poison, charm and fear spells.

MAGICAL NATURAL WEAPONS: The natural weapons of a Shadow Demon are considered to be +1 magical weapons for overcoming immunities.

SHADOW FORM: A being composed of shadow given physical form, Shadow Demons have a number of unique physical properties. When lurking in shadows, a Shadow Demon is considered to be invisible. They are also capable of breaking down their physical form into a gaseous substance, which can flow underneath cracks in doors, or move stealthily along ceilings. In this gaseous form, they cannot use physical attacks or spell-like abilities, but they must be in this form to attempt possession.

POSSESSION: Shadow Demons are capable of physically possessing other beings, and any attempt to resist a Shadow Demon's possession requires a successful **charisma saving throw** to be made. If a Shadow Demon takes control of another being, they are mentally aware but unable to act- the Shadow Demon has access to their appearance and abilities, though not their memories. When possessing another person, the Shadow Demon's foul energies degrade that body, and each day that an individual is possessed, they lose one level. Each day, they also get to make a new save to expel the Shadow Demon from their consciousness. When their player level reaches zero, the individual is killed. If they succeed in ridding themselves of the Shadow Demon's power, any lost

levels will come back at the rate of one per day. Each time a Shadow Demon fully 'digests' a being with at least two class levels or HD, it gains one hit dice itself. When it successfully 'digests' seven such beings, they are instantaneously teleported back to the Abyss to evolve. A greater restoration, limited wish, wish, miracle, or exorcism can cast out Shadow Demons from without.

SPELL-LIKE ABILITIES: Shadow Demons can cast *darkness*, *dispel magic*, *protection from good*, *protection from law*, *desecrate*, *fear* and *dimension door* at will. They can cast *plane shift* and *teleport without error* once per day.

SUMMONING: Once per day, a Shadow Demon can call upon 1d2 shadows to serve them.

VULNERABILITIES: Shadow Demons cannot tolerate the presence of natural sunlight and suffers physical damage and destruction from exposure to sunlight. Each round that a Shadow Demon spends in sunlight, it suffers 4d6 damage.

SUCCUBUS/INCUBUS

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 8 (d10)

MOVE: 30 ft., 60 ft. (fly)

AC: 18

ATTACKS: Claws +1 (1d6+1)

SPECIAL: Aura of Dark Beauty, Class Abilities, Demonic Attributes, Energy Drain, Immunities, Magical Natural Weapons, Shapeshifter, Spell-Like Abilities, Summoning, Unholy Boon

SAVES: M

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar (demon)

TREASURE:

XP: 1900 + 8

The succubi and incubi (which are identical for all considerations except those related to their typical targets) are just as devoted to the spread of ruin as all demons, but prefer to do so using more subtle and corruptive methods. Impossibly beautiful and equipped with a variety of magical abilities, they are seducers and manipulators of the highest order, offering their intimate services and the possibility of a powerful dark boon to their intellect or charm in exchange for various services for the succubus. The succubi relish their role as corrupter, and nothing fills them with more glee than to watch formerly good souls turn to chaos and evil, thanks to their influence.

COMBAT: Succubi always try to avoid combat- even more so than Tempter Devils. They will always attempt to find minions or allies to distract the enemy while they make a stealthy retreat. If forced to fight, however, a Succubus will use their magical abilities to support any allies they have, seeking to avoid a melee in which they will not perform well. Succubi are well-aware that while they are powerful as tempters and manipulators, that they are not particularly powerful in straight-up combat.

AURA OF DARK BEAUTY: Anyone who can see a succubus or incubus must make a **charisma saving throw** or be instantly charmed by the fiend. If the succubus or incubus is appearing as a gender to which the individual in question is not attracted to, they receive a +4 bonus to the save.

DEMONIC ATTRIBUTES: All individuals passing within the presence of a demon must make a save against fear at the base **charisma saving throw** + the demon's hit dice. If they fail, they take a -2 penalty on all attack rolls and saving throws while the demon is within sight. Succubi can suppress this effect at will, and usually do. Demons are capable of speaking and understanding any language, as well as using telepathy, and possess perfect darkvision.

SHAPESHIFTER: As if they were devils, Succubi have the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at 18 + the devil's hit dice or roll a natural 20. *True seeing* will punch through this disguise, however.

ENERGY DRAIN: If the victim accepts a kiss or similar gesture of passion from a succubus or incubus, the succubus can drain 1d4 levels from them, from which it gains a +2 bonus to all rolls and caster level for 24 hours. Consecutive level

drains do not give the succubus a further boost to its abilities, and a succubus can only level drain once from a single individual per day.

IMMUNITIES: Succubi can only be harmed by magical, good-aligned or cold iron weapons. They are immune to acid, poison, charm and fear.

MAGICAL NATURAL WEAPONS: A Succubus's natural weapons are considered to be +1 magical weapons.

SPELL-LIKE ABILITIES: Succubi can cast *charm monster*, *hold monster*, *invisibility*, *dispel magic*, *suggestion* and *paralysis* at will. Succubi or incubi can cast *ethereal jaunt*, *mass suggestion*, *plane shift*, *unhallow* and *teleport without error* once each per day.

SUMMONING: Succubi can summon 1 Babau or Shadow Demon, once per day.

UNHOLY BOON: A succubus or incubus can grant a favored individual +2 bonus to their Intelligence or Charisma, provided they serve the succubus's ends. The Unholy Boon also enables a succubus to share half of any damage inflicted upon itself with the recipient of the boon. At any time it desires, a succubus can terminate the boon, inflicting 1d4 permanent Intelligence or Charisma damage.

VROCK (TYPE I)

NO. ENCOUNTERED: 2-6

SIZE: Medium

HD: 9 (d10)

MOVE: 30 ft., 60 ft. (fly)

AC: 22

ATTACKS: 2x Talons +1 (1d6+4), Beak +1 (1d8+4)

SPECIAL: Demonic Attributes, Dive Attack, Immunities, Magical Natural Weapons, Self-Destruction, Sonic Screech, Summoning, Talon Grasp

SAVES: P

INT: High

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar (demon)

TREASURE: 8

XP: 3200 + 9

The Vrocks are the aerial scouts and warriors of the demonic horde and are most commonly found fighting with their mortal enemies, the erinyes, in the Blood War. Otherwise, they are most typically found as elite retainers and guards for high-ranking demons or their mortal allies. Stereotypically, a small colony of Vrocks guards the entrances to the mountain fortress of the evil demonic cult. Wherever they are found, though, the Vrocks are notorious for their diving attack and vile sonic shriek.

COMBAT: Vrocks almost always open combat by diving out of the sky, usually to attack the first target they see. They prefer to pick off and destroy enemies individually rather than engage groups and almost always, if possible, remain in the air. If a Vrock is encountered alone, it may very well break off its attack and return after a short time to repeat the pattern. In groups, however, they become bolder, using their sonic shrieks and dive attacks to keep enemies off-kilter and unable to unite against them.

DEMONIC ATTRIBUTES: All individuals passing within the presence of a demon must make a save against fear at the base **charisma saving throw** + the demon's hit dice. If they fail, they take a -2 penalty on all attack rolls and saving throws while the demon is within sight. Demons are capable of speaking and understanding any language, as well as using telepathy, and possess perfect darkvision.

DIVE ATTACK: When a Vrock is at least 100 feet in the air, it can make a Dive Attack, moving up to 120 feet to its target in one round. The dive attack does 6d6+4 damage to the unfortunate target and ensures their grasp in the Vrock's talons unless they make a **dexterity saving throw**, which negates damage. A failed Dive Attack results in a -2 penalty to the Vrock's rolls in the next round, as it is somewhat winded.

IMMUNITIES: Vrocks can only be harmed by magical, cold iron or good-aligned weapons. They are immune to acid, poison, sonic attacks and fear.

MAGICAL NATURAL WEAPONS: The Vrock's natural weapons count as +1 magical weapons.

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SELF-DESTRUCTION: At any time, the Vrock can elect to destroy itself, inflicting 10d10 explosive damage to all enemies within 60 feet. A successful **dexterity saving throw** results in half damage.

SONIC SCREECH: The Vrock can make a powerful Sonic Screech, which acts as the *shout* spell.

SUMMONING: A Vrock can summon another Vrock or a Babau once per day.

TALON GRASP: If a Vrock hits with both of its talon attacks, it can grasp an enemy in its talons. Vrocks are capable of lifting Small or Medium enemies into the air and dropping them. The target receives a **strength saving throw** to break free from the Vrock's talons before the creature starts to lift it up, and another one each round. When a Vrock reaches 100 feet, it will drop their enemy.

DEMON LORD

AZAZEL (THE DUAL PRINCE)

NO. ENCOUNTERED: Unique

SIZE: Medium

HD: 258 (22d10+110)

MOVE: 40 ft., 60 ft. (fly)

AC: 32

ATTACKS: 2x Sword of Slaying +4 (d8+10), 2x Unholy Avenger +5 (d8+11)

SPECIAL: Aura of Dark Charm, Aura of Rage, Class Abilities, Demonic Aura, Dual Nature, Immunities, Spell-Like Abilities, Summoning, Touch of Evil

SAVES: M, P

INT: Superior

ALIGNMENT: Lawful Evil and Chaotic Evil

TYPE: Extraplanar (demon)

TREASURE: Sword of Slaying +4, Unholy Avenger +5

XP: 200,000

The right half of Azazel appears as a handsome devil in the bloom of young adulthood, with the blue skin and dark hair much like his sister, Proserpina. His left half is a horrifically distorted reptilian demon, with a permanent expression of sadistic glee upon its half of his face. His right wing has black raven feathers and his left wing is like that of a bat.

HISTORY: Azazel was born in the Inner Sanctum of Satan's Unholy Cathedral in the centre of the Ninth Circle of Hell, the son of Satan and his wife, the demonic princess Lilith. Azazel's early life was concerned mostly with intense training, and he quickly became a powerful and respected warrior. When Satan launched his great War against Heaven, Azazel earned a reputation as one of the fiercest warriors in the fiendish host. When Satan disappeared at the climax of his great war against Heaven, however, Azazel found himself lost. He left Hell with his mother, Lilith and returned to the layer of the Abyss she called home, establishing himself as a powerful princeling of that realm.

He soon embraced his new identity as a demon, and became one of the most respected demonic generals in the Blood War in an era of great success for the demonic horde- the demons at one point possessed nearly half of the First Circle of Hell and were pressing hard upon the entrance to the Second Circle of Hell. However, the civil war in Hell that allowed the great success of the demonic hordes soon came to an end and the Infernal legions soon launched a great campaign of reconquest.

It was a bitter irony that the commander of the Infernal armies was none other than his sister, Proserpina, who had aligned herself completely with the devils and had married none other than Asmodeus, the ruler of Hell. Azazel, identifying himself fully as a demon, found it a bitter insult that one of his blood would align himself so completely with a mere counsellor and advisor of their father- who he was sure was not a true devil but, entirely, a fallen angel.

Azazel soon planned a great attack on a recently reconquered Infernal fortress, one where he knew that Proserpina was present in person. Ultimately, the Infernal and Abyssal forces clashed in a titanic struggle, and Azazel and Proserpina met in person. While Azazel was, by far, the physically stronger of the two combatants, the wily Proserpina managed to outwit him in their battle,

and managed to cast a spell upon him which brought out and shattered his identity, permanently dividing his devilish and demonic personae, reflected in his visage.

And then, in a gesture far crueler than killing him, she let Azazel live, permanently marked as a mixture of devil and demon. Azazel remains in the shattered no-fiend's land between Hell and the Outer Abyss, gathering his forces and hoping that one day he can return to destroy his sister once and for all, and storm deep into Hell itself ...

COMBAT: In his demonic aspect, Azazel is a ferocious combatant, relying on his brute melee power to swiftly destroy his enemies. He revels in encouraging wanton slaughter and inspiring fear in his enemies above all else. As a devil, Azazel is more strategic in his considerations, using more of his spell-like abilities and carefully assuring that he has the best possible strategic position.

AURA OF RAGE: In his demonic aspect, all creatures coming within 100 feet of Azazel must make a **charisma saving throw** or fall into a state of random and insatiable anger, attacking the nearest enemy mindlessly. Each round after falling into the effect, they gain a new save. Azazel can choose to negate this effect if he wishes, but he rarely does, delighting in the random carnage that results.

AURA OF DARK CHARM: In his devilish aspect, all creatures coming within 100 feet of Azazel must make a **charisma saving throw** or be charmed, seeing Azazel as their ally and rightful leader. They will not undertake actions that are overtly suicidal, but they would be willing to do almost anything else for their leader. Each round, they receive a new save to break the effect.

CLASS ABILITIES: When his demonic aspect is dominant, he wields the powers of a 20th level berserker (as Half-Orc Berserker), and when his devilish aspect is dominant, he wields the powers of a 20th level blackguard.

DEMONIC AURA: All individuals passing within the presence of a demon must make a save against fear at the base **charisma saving throw** + the demon's hit dice. If they fail, they take a -2 penalty on all attack rolls and saving throws while the demon is within sight.

DUAL NATURE: Azazel's psyche has permanently been broken into two portions, which frequently war with each other. Once every 1d6 rounds, Azazel must switch personalities from devilish to demonic, or vice versa. When he does so, Azazel recovers hit points equal to d10+22, and must use the class abilities and spell-like abilities of that aspect. Every round, the CK should also roll a d20 and if Azazel receives a 20 on that roll, he gains a round of united action, allowing him to essentially take two turns in one, one using the devilish powers, the other using the demonic powers.

IMMUNITIES: As a demon lord, Azazel is immune to weapons of less than +4 enchantment- in his devilish aspect he is vulnerable to +2 weapons of good alignment or silver, in his demonic aspect he is vulnerable to +2 weapons of good alignment or cold iron. He is always immune to poison, charm, fear, polymorph, petrification and death spells. His demonic aspect is also invulnerable to acid, and his devilish aspect is also immune to fire. Azazel has an SR of 12.

SPELL-LIKE ABILITIES: Azazel emits a constant *magic circle against good* and enjoys constant *true sight*. In his demonic aspect, he can cast *darkness*, *ray of enfeeblement*, *desecrate*, *dispel magic*, *animate dead*, *fear*, *bestow disease*, *accelerate poison*, *plane shift*, *cloudkill*, *blade barrier*, *ethereal jaunt*, *teleport without error* and *blasphemy* at will, and *earthquake*, *fire storm*, *unholy aura*, *mass harm*, *antipathy*, *gate* and *bind the soul* up to three times per day. In his devilish aspect he can cast *darkness*, *detect thoughts*, *invisibility*, *desecrate*, *dispel magic*, *fireball*, *suggestion*, *wall of fire*, *cloudkill*, *control weather*, *geas*, *mass suggestion*, *teleport without error* and *project image* at will, and *mass charm*, *gate*, *bind the soul*, *meteor swarm* and *power word kill* up to three times a day. In either form, he can cast *wish* once per day.

SUMMONING: Azazel can summon up to 30 HD of any demons he desires once per day.

TOUCH OF EVIL: Twice per day, Azazel can use his corrupting touch to make an individual temporarily seem evil. Their alignment does not actually

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change, but they seem as evil-aligned to alignment-detecting powers and lose any abilities related to a good alignment for 1d4 days, unless they benefit from an *atonement*, a *wish*, or a *miracle*.

DEMOGORGON (KING OF DEMONS, THE DEPLORABLE WORD)

NO. ENCOUNTERED: Unique

SIZE: Large

HD: 476 (30d10+270)

MOVE: 40 ft.

AC: 40

ATTACKS: 4x Huge unholy weapon +5 (3x regular weapon dice +13)

SPECIAL: Aura of Greater Darkness, Aura of Suicidal Despair, Demonic Aura, Deplorable Word, Energy Drain, Immunities, Malleable Form, Spell-Like Abilities, Summoning, Unhallowed Name

SAVES: M, P

INT: Godlike

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar (demon)

TREASURE:

XP: 350,000

Demogorgon's exact appearance is impossible to say because he is capable of altering his form almost endlessly. In general though, it is accurate to say that Demogorgon typically favors massive sizes, around twenty feet tall and that his mass is composed of some horrific black ichor, which is capable of warping or hardening as he desires.

HISTORY: None knows when, or even if Demogorgon had a beginning, but it is known that Demogorgon is one of the very most ancient demons- he himself claims to be the first, but such claims are shaky, as demonkind's history stretches back farther than that of Creation. It is known that, while Demogorgon claims the title of King of Demons, he does not have the same suzerainty that Asmodeus enjoys over his devilish subjects. Still, his name and reputation are holy amongst the demons and as much as Azazel, Orcus, Lolth and other powerful Demon Princes and Princess would wish to challenge his title, all quail before his titanic might.

The true mystery for many is why Demogorgon does not aspire to full godhood- surely his power rivals those of the gods, and exceeds that of the avatars that the gods use when interacting with mortals and other extraplanars. The truth is, though, that Demogorgon considers godhood to be a false honor- he loathes that he is the object of worship amongst demons and possesses a perfect hatred for all life, even the twisted life of the Abyss. There is nothing that Demogorgon would like more than to annihilate everything and then destroy himself, ending his wretched existence.

It is believed by some, though, that it is impossible, or even undesirable to truly destroy Demogorgon, as he is an intrinsic part of the universe and its Creation, as much as he would seek to have it undone. Others, however, take offense at this, arguing that no deity could possibly include such a cosmically vile entity as part of a plan.

COMBAT: Demogorgon will inevitably, always, speak the Deplorable Word when encountered in combat. Following that, Demogorgon will typically divide his ferocious attacks amongst members of the party, using his vast reach to brutally punish four different individuals in a single round. He will typically take some time to summon demons, if the battle is proving difficult. Should Demogorgon actually be losing a combat, he will take himself back to the Abyss. Even if he has lost a battle, Demogorgon knows that he has wrought immense destruction.

AURA OF GREATER DARKNESS: The presence of Demogorgon in an area snuffs out all light, common and magical, save for the light emitted by powerful holy sources (15th level clerics or higher, +3 or greater good-aligned magical weapons), with the ensuing magical darkness being impenetrable to even creatures with darkvision. If he is outside on a sunny day than there will be an immediate eclipse of the sun.

AURA OF SUICIDAL DESPAIR: All creatures within 100 feet of Demogorgon must immediately make a **charisma saving throw** or immediately begin trying to kill themselves with the most powerful weapons at their

disposal. If they survive the first round of this effect, they gain another save.

DEMONIC AURA: All individuals passing within the presence of a demon must make a save against fear at the base **charisma saving throw** + the demon's hit dice. If they fail, they take a -2 penalty on all attack rolls and saving throws while the demon is within sight.

DEPLORABLE WORD: Once per day, Demogorgon can speak the Deplorable Word, which forces an immediate **charisma saving throw** against death for all living things within 2d20 miles of Demogorgon's current position, whether it be bacteria, fungi, plants, animals, humanoids or dragons. All organisms that fail their **charisma saving throw** are instantly killed and their bodies erased from existence, often leaving a faint black outline of their bodies on a nearby wall. A successful save does not result in any damage, but the subject must make another **charisma saving throw** to avoid going permanently insane from hearing the Deplorable Word. This insanity can only be ended with a *wish* or *miracle*. In addition, all good and lawful-aligned extraplanar beings must make a **charisma saving throw** or be obliterated.

ENERGY DRAIN: Any enemy struck with Demogorgon's tentacles must make a **constitution saving throw** or lose 1d4 levels.

IMMUNITIES: As a demon lord, Demogorgon is immune to weapons of less than +4 magical enchantment, or +2 weapons that are either made of cold iron or good-aligned. Demogorgon is immune to acid, poison, disease, charm, fear, polymorph, petrification and death spells. Demogorgon has SR of 12.

MALLEABLE FORM: Demogorgon's form is highly malleable and shapable, giving him the ability to alter his shape at will. It also allows him to reach up to 60 feet with his melee attacks and gives him damage reduction of 3. This ability also allows Demogorgon to reduce himself to liquid form and flow through from even the tiniest cracks underneath doors and between doors and walls. Demogorgon can shape any part of his body into the equivalent of Huge unholy weapons +5, which do 3d6 bonus damage to all good-aligned creatures.

MOVE IN SHADOWS: Demogorgon is capable of moving freely inside the magical shadows that he creates, and can move any distance in this supernatural darkness.

SPELL-LIKE ABILITIES: Demogorgon enjoys the benefit of control weather, true seeing, unhallow and magic circle against good/law permanently. He is also capable of casting fly, dispel magic, fear, polymorph, animate dead, cloudkill, hold monster, teleport without error, feeblemind, nightmare, disintegrate, plane shift and geas at will, and dreaming, imprisonment, power word kill, meteor rain, time stop or wish twice per day.

SUMMONING: Once per day, Demogorgon can summon up to 40 HD of any demons.

UNHALLOWED NAME: The mere act of speaking Demogorgon's name carries a small chance of summoning him to the earthly realms. If any player character speaks Demogorgon's name, ever, roll a d100. If it comes up as lower than 90, nothing happens. If it comes up 90 to 99, 2d20 HD of demons of the CK's choice are gated in to destroy they that would speak their master's name. If it comes up as 100, Demogorgon himself is summoned. He will immediately speak the Deplorable Word and then attempt to kill the speaker, if the speaker has not been killed yet, then he will typically summon several demonic followers and return to hell.

MONSTERS

LILITH (THE SCARLET WHORE, MOTHER OF DEMONS)

NO. ENCOUNTERED: Unique

SIZE: Medium

HD: 288 (27d10+108)

MOVE: 30 ft., 60 ft. (fly)

AC: 32

ATTACKS: 2x Claws +4 (1d6+7), Tail Slap (2d4+7)

SPECIAL: Aura of Dark Beauty, Aura of Unholy Creation, Demonic Attributes, Immunities, Magical Natural Weapons, Spell-Like Abilities, Summoning, Unholy Gestation, Wasting Touch

SAVES: M, P

INT: Godlike

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar (demon)

TREASURE:

XP: 350,000

Lilith is a tall and beautiful woman, with fair skin, dark hair and blood red lips, with sharpened teeth and dark brown, nearly black eyes. She lacks virtually all outward signs of demonism, and looks essentially like a beautiful, pregnant, seven-foot tall human.

HISTORY: The origins of Lilith are shrouded in mystery- it is known that she is among the very oldest of the demons, and there are rumours that she is Demogorgon's daughter, though why such a nihilistic being would ever reproduce defies all logic. Lilith does not generally mind these rumours and often encourages them, though she remains mysterious herself. Another theory is that she was actually the first human woman, corrupted into an evil form beyond all others- one that she similarly subtly encourages without openly admitting. Perhaps there is some truth in both of these stories- or neither.

As one of the oldest and most powerful of the demon lords in her own right, it was naturally expected that Lilith would be a fearsome leader of the Abyssal Horde. When she married Satan, the original Lord of Hell and the original devil, many of her demonic followers were genuinely dismayed- the devils had been their archenemies for millennia already and had wrested several planes from the grip of the Abyss. Lilith for her part refused to justify her decision, and by all accounts, the marriage was a successful one, with twins being born shortly after the marriage was formally contracted.

The dual life of Lilith as the Queen of Hell and the ruler of several Abyssal realms in her own right was brought to a screeching halt with the failed invasion of Heaven and the Infernal civil war which soon ousted her from the Infernal realm altogether. One of her children, Azazel, chose to follow her into the Abyss, while Proserpina, more of her father's daughter, remained behind in Hell.

The return to the Abyss was not an easy one for Lilith as she was looked down upon as being a traitor to her kind. However, through her personal wiles and sheer power she was able to regain her position as one of the preeminent rulers of the Abyss. It is believed that Demogorgon himself played a role in her return to power, though as with all things involving the King of Demons, his true role in events were obscured.

Now returned to her rightful place as an Abyssal Lord of the highest order, Lilith continues to expand her power, also grooming her son, Azazel, to play a greater role in the affairs of the Abyss in his own right. Lilith has also created and expanded a large Earthly cult in her name, with evil seducers, assassins and the malevolent Drow of the Underworld worshiping her, both openly and in secret.

COMBAT: Lilith tends to disdain personal combat, but if she cannot avoid it, she will not hold back on her magical power, most commonly invoking her unborn son's power in mentally controlling a single opponent, or invoking *time stop* or *meteor rain* on multiple enemies. She herself will typically immediately summon assistance and then stay in the background, using her spawned minions to provide distance between her and enemies, pelting them with powerful spells. If pressed to the point of defeat, Lilith will always choose to retreat rather than fight to the death.

Aura of Dark Beauty: Anyone who can see Lilith must make a **charisma saving throw** or be instantly charmed by the fiend.

AURA OF UNHOLY CREATION: Every round that Lilith is threatened, somewhere within 100 feet of her, a demon of 1-10 HD is created who is totally loyal to her. Roll a d10 each round to determine which type of demon is created, always rounding down.

DEMONIC ATTRIBUTES: All individuals passing within the presence of a demon must make a save against fear at the base **charisma saving throw** + the demon's hit dice. If they fail, they take a -2 penalty on all attack rolls and saving throws while the demon is within sight. Lilith can suppress this effect at will. Demons are capable of speaking and understanding any language, as well as using telepathy, and possess perfect darkvision.

IMMUNITIES: Lilith is immune to any magical weapons of less than +4 enchantment, or good-aligned or silver weapons of less than +2 enchantment. She is additionally immune to acid, poison, fear, charm, disease, polymorph, death and petrification effects. Lilith has an SR of 12.

MAGICAL NATURAL WEAPONS: Lilith's natural weapons count as +4 magical weapons.

SPELL-LIKE ABILITIES: Lilith has permanent *true sight* and constantly creates a *magic circle against good*. She can cast *charm monster*, *doom*, *hold monster*, *dispel magic*, *mirror image*, *darkness*, *suggestion*, *paralysis*, *teleport without error*, *plane shift* and *unholy blight* at will. She can cast *unholy word*, *mental domination*, *unholy aura*, *finger of death*, *trap the soul*, *project image* and *limited wish* three times per day, and *gate*, *energy drain*, *implosion*, *mass hold monster*, and *wail of the banshee* once per day.

SUMMONING: Lilith can summon up to 30 HD of any Chaotic or Neutral Evil creatures she desires once per day.

UNHOLY GESTATION: Lilith has been pregnant with Abaddon, the third child of Satan for some millennia and despite being still a fetus, the being already possesses terrifying power. Once per day, Abaddon can attempt to *dominate* an individual, most commonly using them to articulate its desires and then ordering the creature to attempt suicide. Twice per week, Abaddon can cast *time stop* or *meteor rain* on behalf of its mother. At any time, Abaddon can communicate with telepathy, but usually prefers not to. Should Lilith be slain in combat, Abaddon will survive the death of his mother and rise as a creature to be fought, and is considered to be an 18 HD creature with the powers and abilities of a balor. Even creatures normally immune to mind-altering magic are not immune to Abaddon's *domination* ability.

WASTING TOUCH: Whenever Lilith strikes an enemy with her natural weapons, or otherwise touches an enemy and wills it, they must make an immediate **charisma saving throw** or lose 1d4 levels.

DEVIL

BARBAZU (BEARDED DEVIL)

NO. ENCOUNTERED: 1-2, 4-6

SIZE: Medium

HD: 6 (d10)

MOVE:

AC: 18

ATTACKS: Cold Iron Glaive +1 (2d4+4), or Claws (1d6+3)

SPECIAL: Devastating Critical, Devilish Attributes, Infernal Wounds, Immunities, Reach, Summoning

SAVES: P

INT: Low

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE: Cold Iron Glaive +1

XP: 570+6

The shock troops of Infernal Armies, the Bearded Devils are formidable warriors, wielding vicious, magical glaives with devastating power and skill. Most frequently, Bearded Devils are found as the leaders of troops of Infernal Legionnaires, or as bodyguards to diabolists or more elite devils, such as the Bone Devils. While not nearly as cunning as their devilish superiors, they are incredibly tenacious and vicious fighters.

COMBAT: Bearded Devils are quite straightforward, seeking to use their long

glaives to maximum effect. They frequently use the reach qualities of their weapons to better advantage, striking from behind Infernal Legionnaires or Lemures or using them to gain a flanking position. Bearded Devils are fierce and proud, and will invariably fight to the death, unless they are required to retreat by their overlords.

DEVASTATING CRITICAL: When a bearded devil gains a critical hit (natural 20), it does double damage, rather than simply maximum damage. The Strength modifier for damage is doubled as well.

DEVILISH ATTRIBUTES: Like all true devils, Bearded Devils have the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at 18 + 16 or roll a natural 20. True seeing will punch through this disguise, however. A Bearded Devil also has the ability to speak in any language she desires, as well as to use telepathy. Whenever he speaks, all within hearing range will hear her words in their native language, unless he specifically wills otherwise. As all devils, Bearded Devils have flawless darkvision.

INFERNAL WOUNDS: Wounds inflicted by a Bearded Devil inflict 1d4 additional damage per round from profuse bleeding and cannot be stopped by regular means- only magical potions or spells will heal the Infernal wound.

IMMUNITIES: Bearded Devils require +1 or greater magical weapons, or any weapons that are good-aligned or made of silver to harm them. They are immune to fire, poison and fear.

REACH: Bearded Devils can reach up to 10 feet with their long glaives.

SUMMONING: Once per day, a Bearded Devil can summon 1d6 Infernal Legionnaires.

CORNUGON (HORNED DEVIL)

NO. ENCOUNTERED: 1

SIZE: Large

HD: 16 (d10)

MOVE: 30 ft., 60 ft. (fly)

AC: 29

ATTACKS: 2x *flaming* greatsword +2 (2d10+5 dmg + 1d6 fire damage) or 2x claws +2 (2d6+5 dmg), Tail Slap +1 (2d4+4 dmg)

SPECIAL: Bleeding Wounds, Devilish Attributes, Immolating Strike, Immunities, Spell-Like Abilities, Stun, Summoning, Weapon Shaping

SAVES: P

INT: High

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (demon)

TREASURE: *flaming weapon* +2

XP: 13100+16

The elite commanders of Hell's armies, Horned Devils are most typically found on the frontlines of the eternal Blood War, or serving as bodyguards and retainers for the archdevils in their fortresses. When summoned to Earth, it is usually because a powerful diabolist requires their physical might, or a corrupt warrior desires the powerful boons they can grant those willing to bargain with them. If they have made their way to the earthly realm through their own efforts, rather than being summoned, it is typically with a small army of devils at their side.

COMBAT: Horned Devils are fierce combatants, who relish physical combat with enemies more than anything and prefer to lead their minions from the frontlines. While they relish physical combat, they are not fools, and will seek to position themselves for maximum advantage, ensuring that they or their allies are flanking enemies. Horned Devils hate the presence of the holy and will naturally gravitate towards paladins or clerics in the enemy ranks first, striking them mercilessly with their most powerful weapons. Fiercely brave, they rarely retreat in the face of defeat and almost always fight to the death.

BLEEDING WOUNDS: Any enemy struck by a Horned Devil's natural weapons (claws or tail) lose 1d2 Con per round for 1d12 rounds, unless *restored* or *healed*. For every 4 Constitution lost, 2 Strength and Dexterity are lost as well.

DEVILISH ATTRIBUTES: Like all true devils, Horned Devils have the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at 18 + 16 or roll a natural 20. True seeing will punch through this disguise, however. A Horned Devil also has the ability to speak in any language she desires, as well as to use telepathy. Whenever he speaks, all within hearing range will hear her words in their native language, unless he specifically wills otherwise. As all devils, Horned Devils have flawless darkvision.

IMMOLATING STRIKE: Whenever a Horned Devil gains a natural 20 (a critical hit) with its flaming weapon, the target is set on fire, taking 2d6 fire damage per round for 1d6 rounds.

IMMUNITIES: Horned Devils cannot be harmed by magical weapons of less than +2 enchantment, or weapons that are either made of silver or are good-aligned. Horned Devils are immune to fire, poison, charm, fear, polymorph, petrification and death spells.

NATURAL MAGICAL WEAPONS: The claws of a Horned Devil are considered to be +2 magical weapons.

SPELL-LIKE ABILITIES: Horned Devils can cast *fireball*, *teleport without error*, *true seeing*, *dispel magic* and *wall of fire* at will, and they can cast *fire storm* twice per day.

STUN: Any being who is struck by a Horned Devil's weapon must make a **constitution saving throw** or be stunned for 1d4 rounds.

SUMMONING: A Horned Devil can summon 1 bone devil, 1 ice devil, 2 erinyes, 1d4 barbed devils, 1d6 bearded devils or 2d8 infernal legionnaires once per day.

WEAPON SHAPING: A Horned Devil can shape its *flaming* greatsword into any +2 flaming magical weapon it desires.

DUKE OF HELL

NO. ENCOUNTERED: 1

SIZE: Large

HD: 22 (d10)

MOVE: 30 ft., 60 ft. (fly)

AC: 32

ATTACKS: 2x Claws (2d6+8 dmg), Tail Slap (2d4+5 dmg)

SPECIAL: Aura of Command, Aura of Terror, Breath of Hellfire, Decapitating Bite, Devilish Attributes, Hellfire Mastery, Immunities, Magical Natural Weapons, Reach, Spell-Like Abilities, Strategic Movement, Summoning, Tail Constrict, Wing Buffet

SAVES: M, P

INT: Godlike

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE:

XP: 60000+22

The Dukes of Hell are the elite amongst the ranks of Pit Fiend and are found almost entirely at the right hand of archdevils, or leading huge demonic armies. These Dukes are extraordinarily powerful foes, often comparable in power to their evil masters, the archdevils. Many Dukes have only nominal allegiance to one of the archdevils and have staked out sizable realms of their own within the Nine Circles, and also in the portions of the Abyss that are currently under Infernal control.

AURA OF COMMAND: As Pit Fiend

AURA OF TERROR: As Pit Fiend

BREATH OF HELLFIRE: Does 22d10 damage.

CLASS ABILITIES: Dukes of Hell have the abilities of a 20th level individual in one player class, typically blackguard or fighter.

MONSTERS

DECAPITATING BITE: As Pit Fiend.

DEVILISH ATTRIBUTES: As Pit Fiend.

HELLFIRE MASTERY: As Pit Fiend.

IMMUNITIES: As Pit Fiend.

MAGICAL NATURAL WEAPONS: As Pit Fiend.

REACH: As Pit Fiend

SPELL-LIKE ABILITIES: As Pit Fiend.

STRATEGIC MOVEMENT: As Pit Fiend.

SUMMONING: Can summon up to 22 HD of devils.

TAIL CONSTRICT: As Pit Fiend.

WING BUFFET: As Pit Fiend.

ERINYES

NO. ENCOUNTERED: 1-2, 4-6

SIZE: Medium

HD: 10 (d10)

MOVE: 30 ft., 60 ft. (fly)

AC: 23

ATTACKS: 2x +1 Weapon (+4 damage, +1d6 bonus flame damage)

SPECIAL: Covenant of Destruction, Devilish Attributes, Hair Rope, Immunities, Magical Bracers, Summoning, Toughness

SAVES: P

INT: High

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE: +1 flaming magical weapon or shield.

XP: 3300 + 10

The Erinyes are the elite warriors of Hell's armies and are additionally charged with carrying out Hell's grim justice, hunting down and destroying those who have wronged their devilish masters or hindered their agendas. While physically beautiful, erinyes lack the sensuality of Tempter Devils or Succubi, and live entirely for combat and bloodshed. In the great hierarchy of Hell, Erinyes are considerably elevated in rank, and many occupy positions of considerable authority in Hell.

COMBAT: Erinyes tend to use their ability to fly, along with their immense skill with powerful composite bows to rain flaming death upon enemies. They are also particularly fond of using their magical ropes to trap enemies, dragging them high up into the sky and dropping them from great heights. Though they enjoy the carnage of warfare immensely, they are also disciplined and intelligent fiends, and are willing to accept orders from more elevated fiends.

Erinyes can be found serving mortals as well, though they detest such service and frequently turn upon mortal masters as soon as is possible, killing them as brutally as their minds can manage. They can be found in the service of all of the archdevils, but Proserpina is most famous for her elite guard of Erinyes warriors.

COVENANT OF DESTRUCTION: An erinyes has the ability to form a covenant of destruction with an individual, allowing them to track that individual, regardless of distance or time elapsed. It also allows them to teleport themselves to within a few miles of the individual they are bonded with, regardless of previous distance or plane. An erinyes can only be bonded in such a way to one person at a time, and must continue hunting them until either they or the erinyes is dead.

DEVILISH ATTRIBUTES: Like all true devils, Erinyes have the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at the base CL + 10 or roll a natural 20. True seeing will punch through this disguise, however. An Erinyes also has the ability to speak in any language she desires, as well as to use telepathy. Whenever she speaks, all within hearing range will hear her words in their native language, unless she specifically wills otherwise. Erinyes have perfect darkvision.

HAIR ROPE: All Erinyes possess magical ropes made from their own hair, which they can ensnare enemies with as a ranged touch attack, at up to 20 feet. Once trapped, the Erinyes can pull on the rope to trip an enemy, or use it to bring them aloft into the air. The trapped victim gets one immediate chance to make a **strength saving throw** to break free from the hair rope, before the erinyes is either capable of making a free trip attack, swinging the helpless victim around or flying into the air with them. When an erinyes reaches 100 feet in the air, they will let go of the rope, letting the unfortunate individual plummet to earth.

IMMUNITIES: Erinyes can only be damaged with +1 or greater magical weapons, or silver/good-aligned weaponry. Erinyes are also immune to fire, poison and fear spells.

MAGICAL BRACERS: All Erinyes possess magical bracers, which they can shape into any +1 flaming weapon they desire, from a composite bow to a lance. One of the bracers can also become a +1 shield, giving the Erinyes a total bonus of +2 to AC.

SUMMONING: An Erinyes can summon another Erinyes or 1d4 bearded devils once per day.

TOUGHNESS: Erinyes receive +2 bonus hit points per HD.

GELUGON (ICE DEVIL)

NO. ENCOUNTERED: 1-2

SIZE: Large

HD: 13 (d10)

MOVE: 30 ft., 100 ft. (shift)

AC: 24

ATTACKS: 2x Claws (2d4) or 2x Frost Spear +1 (2d6+1)

SPECIAL: Devilish Attributes, Hivemind, Immunities, Mastery of Ice, Psionic Abilities, Reach, Shifting, Strategic Maneuvering, Summoning, Touch of Frost

SAVES: M, P

INT: Godlike

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE: Frost Spear +1

XP: 9400+13

Though Hell is full of strange and terrible creatures, the Ice Devils are probably the most alien-seeming. Firstly, Hell is typically considered to be a uniformly hot place and creatures known for their control over the forces of cold would seem to be an odd fit. Secondly, most devils have recognizable features, such as horns and prehensile tails, neither of which the Ice Devil possesses, their physical form being more insecticidal than anything else.

However, for all of the odd appearance of the Ice Devils, they are one of the most powerful and respected forms of devil, famous for their vastly developed intellects and well-developed psionic abilities. Though their control over the forces of cold is a formidable power, the ability of the ice devils to pool their knowledge and manipulate their enemies, their allies and even the very battlefield with the power of their minds make them even more powerful enemies.

Ice Devils have a singular loathing for the presence of mortals, regarding them as hopelessly stupid creatures with no sense of the 'big picture'. Being the keepers of knowledge and logisticians of Hell, they have little interest and much lower capability to manipulate mortals as other devils do. Ice Devils prefer to remain inside their frozen fortresses and work out epic, centuries-long plots, either on behalf of their masters or themselves.

DEVILISH ATTRIBUTES: Like all true devils, Ice Devils have the ability to

assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at Case CL + 13 or roll a natural 20. *True seeing* will punch through this disguise, however. Ice Devils do not speak, as they lack the correct anatomy, but they can telepathically communicate in any language with creatures. Unless the Ice Devil wishes otherwise, creatures will perceive the telepathic communications of an Ice Devil in their own language. Ice devils have perfect darkvision.

HIVEMIND: Ice Devils are capable of communicating with each other telepathically instantaneously, and regardless of geographical or planar location. This telepathy cannot be intercepted by any magic, unless the individual knows the unique Ice Devil mindspeak. It also grants an Ice Devil a +4 bonus to all Intelligence checks to test Knowledge.

IMMUNITIES: +2 or greater magical weapons, or weapons that are made of silver or good-aligned are required to damage the Ice Devil. Ice Devils are immune to fire, cold, poison, and all mind-affecting spells and illusions.

MASTERY OF ICE: Ice Devils are masters of ice, and can intercept all ice-based attacks used against them and reflect them back at their opponents. Ice Devils can also cast *cone of cold*, *wall of ice*, *sleet storm* and *ice storm* at will.

PSIONIC ABILITIES: Ice Devils possess constant *true sight* and can *detect thoughts* on one intelligent creature once per round. Ice Devils can also cast *mirror image* and *charm monster* at will. Ice Devils can cast *telekinesis* and *suggestion* once per day.

REACH: The Ice Devil's frost spear is a reach weapon, and can reach enemies ten feet away.

SHIFTING: The Ice Devil has the ability to teleport, as a move action, up to 100 feet in a round.

STRATEGIC MANEUVERING: The Ice Devil can teleport any one of its allies within sight to any location within 50 feet of the Ice Devil. The Ice Devil is also capable of swapping its location with that of any one of its allies using this power.

SUMMONING: The Ice Devil can summon 1d4 bearded devils or 1 bone devil or erinyes one per day.

TOUCH OF FROST: Anyone who is hit with the ice devil's frost spear suffers 1d4 additional cold damage and must make a **constitution saving throw** or suffer 1d4 Dexterity damage.

HAMATULA (BARBED DEVIL)

NO. ENCOUNTERED: 1-4

SIZE: Medium

HD: 9 (d10)

MOVE: 40 ft.

AC: 22

ATTACKS: 2x Slam+1 (1d8+4)

SPECIAL: Barbed Defense, Barbed Volley, Impaling Grapple, Devilish Attributes, Immunities, Magical Natural Weapons, Spell-Like Abilities, Summoning, Toughness

SAVES: P

INT: Very

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE:

XP: 2800+9

The Barbed Devils are elite warriors and cruel jailers, reveling in using their razor-sharp barbs as weapons of warfare, intimidation and torture. Though they enjoy the application of pain just as much as the Chain Devils do, they are less single-minded and most typically mix their pleasure with serious purpose. As middle-ranking devils, they are anxious to prove themselves to their superiors and become promoted to a higher rank of devil.

COMBAT: Barbed Devils are both intelligent and ferocious, using their ability to turn invisible and create darkness to set up devastating attacks. They often

lead combat by unleashing one of their deadly Barbed Volleys, following that up with a summoning of an ally, and then going into melee with their ally. Barbed Devils are brave fighters, but will not necessarily fight to the death, and often seek to use their *teleport without error* ability to escape at the last moment.

BARBED DEFENSE: Anyone attacking or attempting to grapple a Barbed Devil suffers 2d4 damage from the sharp barbs surrounding its body.

BARBED VOLLEY: Twice per day, the Barbed Devil can fire a massive volley of barbs in a cone 20 feet wide and 60 feet long, inflicting 6d8+4 damage to any victims caught in it, with a successful **dexterity saving throw** resulting in half damage.

DEVILISH ATTRIBUTES: Like all true devils, Barbed Devils have the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at 18 + 16 or roll a natural 20. *True seeing* will punch through this disguise, however. A Barbed Devil also has the ability to speak in any language she desires, as well as to use telepathy. Whenever he speaks, all within hearing range will hear her words in their native language, unless he specifically wills otherwise. As all devils, Barbed Devils have flawless darkvision.

IMPALING GRAPPLE: If the Barbed Devil strikes with both of its attacks, it can draw an enemy into its embrace, inflicting a further 2d8+4 damage automatically and inflicting 1d4 Constitution damage from bleeding. A successful **strength saving throw** allows the victim to break free.

IMMUNITIES: Barbed Devils can only be harmed by magical, good-aligned and silver weapons. They are immune to fire, poison and fear attacks.

MAGICAL NATURAL WEAPONS: The Barbed Devil's natural weapons count as +1 magical weapons.

SPELL-LIKE ABILITIES: The Barbed Devil is considered to constantly have *jump* and *spider climb* active, and can cast *invisibility*, *protection against good*, *dispel magic*, *darkness* and *silence* at will, and *teleport without error* once per day.

SUMMONING: A Barbed Devil can summon one Bearded Devil or Chain Devil per day.

TOUGHNESS: A Barbed Devil receives a +2 hit point bonus per HD.

INFERNAL LEGIONNAIRE

NO. ENCOUNTERED: 5-10, 20-40, 80-100

SIZE: Medium

HD: 4 (d10)

MOVE:

AC: 17

ATTACKS: Cold Iron Glaive (d8)

SPECIAL: Fiendish Teamwork, Mental Link, Immunities

SAVES: P

INT: Average

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE: Cold Iron Weapons, Splint Mail

XP: 130+4

The Infernal Legionnaires are the building blocks of Hell's armies, and are only occasionally found serving outside of the never-ending conflicts of the Blood War. When they appear in the Earthly realms, it is typically as the underlings of a bearded devil or an erinyes that had previously been summoned by a powerful diabolist. While far less powerful than most of their devilish kin, their discipline, toughness and martial skills make them rather formidable enemies, especially in numbers.

DEVILISH ATTRIBUTES: Infernal Legionnaires have perfect darkvision.

FIENDISH TEAMWORK: If five or more Infernal Legionnaires are within sight of each other, they receive a +2 bonus to attack rolls, AC and saving throws.

MENTAL LINK: Infernal Legionnaires are capable of communicating with each other through telepathy and receiving telepathic orders from Infernal superiors from up to 100 miles away.

IMMUNITIES: Legionnaires require +1 or greater magical weapons, or any

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weapons that are good-aligned or made of silver to harm them. They are immune to fire and poison.

KYTON (CHAIN DEVIL)

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 7 (d10)

MOVE: 45 ft.

AC: 18

ATTACKS: 2x Spiked Chains +1 (1d8+4)

SPECIAL: Agonize, Animate Chains, Chain Constrict, Combat Prowess, Devilish Attributes, Immunities, Magical Natural Weapons, Reach, Suffocate

SAVES: P

INT: Low

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE: N/A

XP: 1170+7

The Chain Devils are the torturers and jailers of devilkind and while not the most powerful of their race, are among the most feared. While most devils have a pronounced cruel streak, the Chain Devils take this cruelty to a new extreme, living for no other goal than to inflict suffering and pain upon those weaker themselves. Their brutal sadism is such that even other devils sometimes are a little embarrassed by their presence, though their value is never doubted.

COMBAT: Chain Devils are unrelenting physical combatants, using their powerful magical weapons to devastating effect. Unlike most devils, they do not have summoning abilities and do not possess spell-like abilities, but rely on their melee might alone. Chain Devils typically aim to trap a member of the party in its chains, using its Agonize or Suffocate ability, whichever one is more appropriate, as it holds other party members back with its free chain. They are extremely dexterous and frequently surprise adventurers by dropping from the ceiling upon the weakest member of the party, using both their chains to devastating effect.

AGONIZE: The Chain Devil can use this ability to inflict 1d4 Charisma damage to an enemy trapped in its chains. If 10 Charisma damage has been inflicted, the target will automatically divulge any information that the Chain Devil requires of it. Lost Charisma damage will return at the rate of 1d6 per day.

ANIMATE CHAINS: Once per day, Chain Devils are capable of animating any chains in a 60-foot radius around them for 1d6 rounds. These chains can attempt to trip, disarm or grapple enemies.

CHAIN CONSTRICT: If a Chain Devil hits with both of its spiked chain attacks, it can constrict an enemy within its chains. Each round that the victim remains trapped inside its chains, it can inflict the damage from one of its attacks automatically, while also using either its Agonize or Suffocate ability. A successful **strength saving throw** causes the victim to break free from the Chain Devil's grasp and a successful sunder combat maneuver by another character can free them as well. When constricting someone, the Chain Devil can only make one attack against other enemies.

COMBAT PROWESS: Chain Devils can attempt to drip and disarm enemies with their chains when using them to attack.

DEVILISH ATTRIBUTES: Like all true devils, Chain Devils have the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at 18 + the devil's hit dice or roll a natural 20. True seeing will punch through this disguise, however. A Tempter Devil also has the ability to speak in any language he desires, as well as to use telepathy. Whenever he speaks, all within hearing range will hear his words in their native language, unless he specifically wills otherwise. As all devils, Chain Devils have flawless darkvision.

FREAKISH AGILITY: Chain Devils possess superhuman agility and can always make jumps as if under a *jump* spell and crawl along walls and ceilings as if affected by *spider crawl*.

IMMUNITIES: Chain Devils require +1 or greater magical weapons to harm

them, or weapons that are made of silver or are good-aligned. Chain Devils are immune to fire, poison, charm and fear.

MAGICAL NATURAL WEAPONS: The Chain Devil's spiked chains are +1 magical weapons.

REACH: The Chain Devil has reach of 20 with its natural weapons.

SUFFOCATE: The Chain Devil can use this ability to inflict 1d4 Constitution damage to an opponent trapped in its chains. If Constitution reaches zero, the target falls unconscious- any more time spent in the chain devil's chains will result in death. Lost Constitution damage returns very swiftly, at 1d4 per round after being freed.

LEMURE

NO. ENCOUNTERED: 4-12

SIZE: Medium

HD: 2 (d10)

MOVE: 30 ft.

AC: 15

ATTACKS: Slam (1d4)

SPECIAL: Aura of Despair, Immunities

SAVES: P

INT: None

ALIGNMENT: N/A

TYPE: Extraplanar (devil)

TREASURE: N/A

XP: 20+2

After a soul has been tortured and had all of the vital energy leached out of it by Infernal torturers, the remaining shattered husk is thrown into a vile spawning vat, and comes out of it a lemure, a horrific mass of tormented flesh, with an agonized-looking face placed somewhat off center on the vaguely head-shaped top of the creature. Lemures are the basic building block of all devilkind, and a fortunate few can be promoted to a slightly higher form of life as an imp or a legionnaire, or hordes of them can be shaped by powerful archdevils into far more powerful creatures.

Completely susceptible to the verbal and telepathic orders of greater devils, lemures possess no real emotion other than a vague, but intense hatred for all non-infernal life. Unless they are ordered otherwise by a higher-ranking devil, they will gladly swarm and tear apart any non-devil that they see.

AURA OF DESPAIR: Anyone looking upon a lemure is taken by an incredible sense of horror at just how low a human soul can sink, and must make a **charisma saving throw** or suffer a -1 penalty to attack rolls, skill checks and saving throws.

IMMUNITIES: Lemures are immune to all mind-affecting spells, being nearly mindless.

OSYLUTH (BONE DEVIL)

NO. ENCOUNTERED: 1-2

SIZE: Medium

HD: 12 (d10)

MOVE: 30 ft.

AC: 22

ATTACKS: 2x +1 Claws (1d4+1), +1 Tail (2d4+1)

SPECIAL: Class Abilities, Devilish Attributes, Devil's Dance, Immunities, Magical Natural Weapons, Summoning, Tail Lash

SAVES: M, P

INT: High

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE:

XP: 5650+12

The dreaded Bone Devils are the elite clergy of Hell, and when they come onto Earth, it is typically to act as the representatives of the archdevils on Earth. In this position, they are accorded great respect by other devils and diabolists, and even higher-ranking devils are usually loathe to openly oppose the Bone Devils.

Not as physically powerful as many of the other devils, the Bone Devils make up for it with their cunning and mastery of unholy magic.

COMBAT: It is rare to encounter a Bone Devil alone, as it is usually surrounded by frenzied worshipers, along with a handful of more powerful supporters or devils. Upon entering combat, a Bone Devil will order its minions to destroy, or at least hinder, the interlopers, while it summons more powerful allies, usually either an erinyes or a handful of Infernal legionnaires. Bone Devils are typically loath to enter melee combat, though many adventurers are surprised at their strength if they are pressed, and should be particularly wary of their razor-sharp, lashing tails.

CLASS ABILITIES: Bone Devils have the spells and abilities of a 12th level Cleric, with the Diabolic domain.

DIABOLIC DOMAIN: At 1st level, allows the user to summon an evil-aligned animal familiar. At 10th level, it enables clerics to rebuke or control devils as they do undead.

- *0-level spells: Create water, detect good, detect evil, detect magic, detect poison, bleed*
- *1st-level spells: Bane, doom, command, protection from good, cause fear, sanctuary*
- *2nd-level spells: Desecrate, darkness, hold person, silence, speak with dead*
- *3rd level spells: Animate dead, dispel magic, magic circle against good, bestow curse, blindness*
- *4th level spells: Life drain, unhallow, unholy blight*
- *5th level spells: Temptation, raise dead, plane shift*
- *6th level spells: Create undead, harm*

At any time, a Bone Devil can give up one of its prepared spells in place of an appropriate-leveled inflict wounds spell, which heals devils as well as undead.

DEVILISH ATTRIBUTES: Like all true devils, Bone Devils have the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at 18 + 12 or roll a natural 20. True seeing will punch through this disguise, however. A Bone Devil also has the ability to speak in any language he desires, as well as to use telepathy. Whenever he speaks, all within hearing range will hear her words in their native language, unless he specifically wills otherwise. Bone Devils also have perfect darkvision.

DEVIL'S DANCE: Using its mental prowess, the Bone Devil can attempt to compel twice its HD (24) in individuals to begin a frenzied dance. If they fail their **charisma saving throw**, they begin dancing uncontrollably, taking 1d4 Constitution damage from exhaustion per round, until they reach zero, upon which they fall unconscious, at death's door. After each round they receive a new save. The Bone Devil can also set dancing individuals upon its enemies, whereupon the individuals will use their bare hands or any weapons at hand to destroy their enemies. They receive a save after each round of this, however.

IMMUNITIES: Bone Devils can only be damaged with +2 or greater magical weapons, or weapons that are made of silver or good-aligned. Bone Devils are immune to fire, poison, charm and fear spells.

MAGICAL NATURAL WEAPONS: The claws of a Bone Devil are considered to be +1 magical weapons.

SUMMONING: Once per day, a Bone Devil can summon 1 Erinyes, 1d2 Tempter Devils, 1d3 Bearded Devils or 1d6 Infernal Legionnaires.

TAIL LASH: The Bone Devil's tail automatically makes a trip check against enemies it lashes against, with a failed **dexterity saving throw** meaning the enemy falls prone.

PIT FIEND

NO. ENCOUNTERED: 1-2

SIZE: Large

HD: 20 (d10)

MOVE: 30 ft., 60 ft. (fly)

AC: 30

ATTACKS: 2x Claws (2d6+6 dmg), Tail Slap (2d4+3 dmg)

SPECIAL: Aura of Command, Aura of Terror, Breath of Hellfire, Decapitating Bite, Devilish Attributes, Hellfire Mastery, Immunities, Magical Natural Weapons, Reach, Spell-Like Abilities, Strategic Movement, Summoning, Tail Constrict, Wing Buffet

SAVES: M, P

INT: Godlike

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE:

XP: 41450+20

Among all of the monsters that an adventurer could face, the almighty Pit Fiend is one of the very worst. The administrators and generals of Hell, Pit Fiends are usually deeply involved in Infernal politics or in the eternal conflict of the Blood War- and this is a very, very good thing for few mortals indeed can even contemplate standing against one of these powerful devils in combat. While the demonic balors may be even more terrible melee combatants, the pit fiends are far more intelligent and charismatic than the balors and do not hesitate to use their vast magical powers and intellect fully in combat.

Only the very most powerful mortal spellcasters, using highly dangerous epic-level summoning spells and making extensive preparations can hope to summon a pit fiend, and even then, it is a most dangerous proposition. Pit Fiends are usually curious enough about powerful spellcasters to grant them a moment or two to make their case, but it is virtually impossible to compel a Pit Fiend to perform a service against its will, and even harder to prevent the fiend from turning that service to its own agenda, which can span millennia.

COMBAT: Pit Fiends loathe the inconvenience of combat with mortals, but if they cannot get around it, they will do so ruthlessly, with no respect for scruple. A Pit Fiend will virtually always use its first round to cast time stop, using the time to bring up the appropriate magical defenses and summoning allies. The Pit Fiend may also use the time, if it allows, to get with melee range of the group spellcaster, attacking the spellcaster with its full melee attack, both claws and a tail slap. If the claw attacks succeed, it will attempt to kill the spellcaster with its decapitating bite, if the claw attacks fail and the tail slap hits, it will attempt a tail constrict. While holding the spellcaster captive, it might use its wing buffet at this point to knock away all other opposition, or perhaps exhale a blast of hellfire. Regardless of specific strategies, only very powerful and well-prepared parties dare attempt to take on a Pit Fiend.

AURA OF COMMAND: All Lawful Evil creatures under the Pit Fiend's command receive a +2 bonus to attack rolls and saving throws while the Pit Fiend is within 60 feet of them.

AURA OF TERROR: In the first round of encountering a Pit Fiend, and every 1d4 rounds thereafter, all enemies of the Pit Fiend must make a **charisma saving throw** against fear. This power works even on those ordinarily immune to fear, though they gain a +4 to their saving throw against fear. If they fail, the adventurers will attempt to flee the Pit Fiend by any means possible.

BREATH OF HELLFIRE: Once every 1d6 rounds, the Pit Fiend is capable of exhaling a horrific plume of hellfire, in a cone 10 feet wide and 80 feet long. This hellfire plume does 20d10 damage, and overcomes resistance to ordinary fire. A successful **dexterity saving throw** halves damage.

DECAPITATING BITE: If the Pit Fiend hits an enemy with both of its claw attacks, it can attempt to decapitate a Medium or Small enemy with a single bite. The victim must make a **constitution saving throw** or have its head immediately bitten off, resulting in death. A successful save results in 4d6+6 damage.

DEVILISH ATTRIBUTES: Like all true devils, Pit Fiends have the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at 18 + 20 or roll a natural 20. True seeing will punch through this disguise, however. A Pit Fiend also has the ability to speak in any language

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she desires, as well as to use telepathy. Whenever he speaks, all within hearing range will hear her words in their native language, unless he specifically wills otherwise. Pit Fiends have flawless darkvision.

HELLFIRE MASTERY: The Pit Fiend is a lord of fire, and is capable of intercepting any fire-based attacks directed against it, transforming it into hellfire and directing it back at the opponent. It can create *fireballs* and *walls of fire* with hellfire at will.

IMMUNITIES: Pit Fiends can only be damaged with +3 or greater magical weapons, or +1 or greater weapons that are made of silver or good-aligned. Pit Fiends are immune to fire, poison, charm, fear, petrification and death spells. Pit Fiends have SR of 12.

MAGICAL NATURAL WEAPONS: The claws of a Pit Fiend are considered to be +3 magical weapons.

REACH: As a Large creature, the Pit Fiend has a reach of 15 feet and can make melee attacks at that distance.

SPELL-LIKE ABILITIES: Pit Fiends constantly enjoy the benefits of true seeing. They can cast *detect thoughts*, *dimension door*, *invisibility*, *mirror image*, *pyrotechnics*, *dispel magic*, *dream*, *magic circle against good*, *magic circle against chaos*, *animate dead*, *blasphemy*, *teleport without error* and *telekinesis* at will. They can use *geas*, *project image*, *mass hold monster* and *mass charm monster* three times per day. They can use *gate*, *limited wish*, *meteor rain*, *unholy word*, *power word kill*, *power word stun* and *time stop* once per day. Once per year, they can cast *wish* without any negative consequences for themselves.

STRATEGIC MOVEMENT: Once per turn, a Pit Fiend can automatically teleport one of its allies to any position within 100 feet of the Pit Fiend.

SUMMONING: Once per day, a Pit Fiend can summon up to 25 HD of any devils lower in rank than another pit fiend.

TAIL CONSTRICT: If a Pit Fiend strikes an enemy with its tail slap, the enemy must make a **strength saving throw** or end up caught in the Pit Fiend's tail, where it will suffer 2d4+3 damage automatically and be unable to act until released.

WING BUFFET: A Pit Fiend is capable of beating its wings hard enough to create a wind capable of knocking Small or Medium creatures to the ground. All enemies in an area 20 feet wide around the Pit Fiend and 60 feet long must make a **strength saving throw** or suffer 2d4 damage, be knocked prone and moved 2d10 feet by the Pit Fiend's beating wings.

SUBJUGATOR DEVIL

NO. ENCOUNTERED: 1

SIZE: Large

HD: 18 (d10)

MOVE: 30 ft., 90 ft. (fly)

AC: 28

ATTACKS: 2x Unholy Greathammer +3 (2d12+6 dmg, 2d6 bonus against chaotic), or 2x Slam +2 (2d8+5 dmg) and Tail Slap +2 (2d4+5 dmg)

SPECIAL: Aura of Subjugation, Complete Subjugation, Devilish Attributes, Devil Shaping, Immunities, Magical Natural Weapons, Mark of Damnation, Spell-Like Abilities, Summoning, Tail Lash, Toughness

PRIMES: Strength, Wisdom, Charisma

INT: Genius

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE:

XP: 22,900

Amongst all of the devils in Hell, the Subjugators are among the most powerful and certainly among the most feared- even the Pit Fiends, their nominal superiors, are respectful of their wisdom and their great influence. The duties of a Subjugator are two-fold- most typically they are the judges that allocate the damned to the appropriate Infernal domains for further processing, and as such, several of them can be found along the banks of the Styx, waiting for the endless stream of arrivals of the newly dead. It is possible for souls to attempt to bargain

with the Subjugators, but it is virtually always futile- the Subjugators are well-rewarded for their work and have a keen sense of the importance of Infernal law.

The second duty of Subjugators are as the judges and executioners of wayward devils- those that rebel against the will of their superiors will wind up in the grand and terrible courts of the Subjugator Devils, where the terrible Subjugators will sentence them to terrible torments at the very least, or even worse- demote them to a lower form of devils. For a devil, there is no spectacle more terrifying than seeing a great and mighty horned devil reduced to a babbling, mindless lemur.

COMBAT: It is not common for Subjugators to go into direct battle with mortal beings, but if they are called into it, they will fight with determined zeal and great ferocity. They usually have underlings in the area that can pin down other heroes with the Subjugator focuses on one individual to put under its hideous mental power. They prefer, by principle to divide and conquer, preventing unified action between heroes. If a combat turns against them, though, they will usually retreat, rather than fight to the death.

AURA OF SUBJUGATION: Any mortal being passing within sixty feet of a Subjugator Devil have any spells protecting them against mind-altering magic suppressed while in the presence of the Devil. Creatures that are naturally immune to charm and fear abilities in the presence of a Subjugator Devil lose the immunity against the Devil's own spells and abilities, but retain a +4 bonus.

COMPLETE SUBJUGATION: Up to three times a day, a Subjugator Devil has the ability to attempt to completely impose its will upon another creature. If the creature succeeds in its save, it suffers a temporary loss of 1d2+1 Intelligence, Charisma and Wisdom from the harrowing mental assault, regaining the stats after one day. If it fails, however, the creature is placed totally under the power of the Subjugator Devil. The Subjugator Devil can order it to do whatever it pleases, even to kill itself. However, the creature gains a new saving throw each round. The Subjugator Devil can only control one creature in this matter at a time- if it does something else, the individual remains perfectly still. The subjugation lasts for 1d10 rounds.

DEVILISH ATTRIBUTES: Like all true devils, Subjugator Devils have the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at the base CL + 18 or roll a natural 20. True seeing will punch through this disguise, however. A Subjugator Devil also has the ability to speak in any language she desires, as well as to use telepathy. Whenever she speaks, all within hearing range will hear her words in their native language, unless she specifically wills otherwise. Subjugator Devils have perfect darkvision.

DEVIL SHAPING: Subjugator Devils are capable of demoting a devil with a hit dice lower than it at will, though as a matter of course, it will only do so under orders from their superior or after what passes as due process has transpired.

IMMUNITIES: Subjugator Devils can only be harmed with magical weapons of +2 enchantment or greater, or weapons that are good-aligned or made of silver. Subjugator Devils are immune to fire, poison, charm, fear, death, petrification and polymorph.

MAGICAL NATURAL WEAPONS: The natural weapons of a Subjugator Devil count as +2 lawful and evil-aligned magical weapons.

MARK OF DAMNATION: Any mortal creature that dies within the presence of a Subjugator Devil can be immediately revived as a devil of the hit dice of the individual minus 10, for example, a 20th level PC could be revived as an erinyes. This makes the character impossible to resurrect save by a *wish* or *miracle*. A Subjugator Devil can use this ability once per day.

SPELL-LIKE ABILITIES: Subjugator Devils possess constant *true sight* and constantly emit a *magic circle against chaos*. They can *dismissal*, *cast fireball*, *pyrotechnics*, *wall of fire*, *teleport without error*, *fear*, *charm monster*, *hold monster*, *suggestion*, *greater scrying*, *resilient sphere*, *clairvoyance/clairaudience*, *dispel magic*, *dispel illusion*, *discern lies*, *speak with dead*, *silence* and *geas* at will. They can cast *unholy word*, *discern location*, *trap the soul*, *plane shift* and *power word stun* three times per day. Once per day, they can cast *imprisonment*, *gate*, or *power word kill*.

SUMMONING: Subjugator Devils can summon 1 horned or ice devil, 1d2 erinyes, 1d3 barbed, chain or Tempter Devils, 1d4 bearded devils or 1d8 infernal legionnaires once per day.

TAIL LASH: Whenever a Subjugator Devil attacks with its tail, it also automatically gets to make a *trip* attempt on the target.

TOUGHNESS: Subjugator Devils gain a bonus of +2 per hit dice on their rolls for hit points.

TEMPTER DEVIL

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 8 (d10)

MOVE: 30 ft.

AC: 18

ATTACKS: Weapon

SPECIAL: Aura of the Innocent, Class Levels, Devilish Attributes, Immunities, Spell-Like Abilities, Summoning, Unbreakable Pact

PRIMES: Charisma, one other (Varies)

INT: High or Genius

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE: N/A

XP: 1700+8

Though they do not possess the immense raging power of a pit fiend or even the horrid unholy might of a bone devil, the Tempter Devils are probably responsible for more souls being dragged to Hell than any other type of devil. It is the Tempter Devils that most commonly appear at crossroads, at taverns or other meeting grounds to meet new marks. While the stereotypical deal is an outright exchange of the immortal soul for some sort of unholy power, Tempter Devils most often prefer to indirectly claim souls through leading petitioners to evil. Occasionally, as the situation demands, they forgo their most typical goal in exchange for a straightforward deal- particularly when it comes to recruiting allies against Hell's greatest enemies, the demons.

Most typically Tempter Devils are not truly freelance workers, but authorized agents of a superior devil, most typically a bone devil, horned devil or pit fiend, though some Tempter Devils report directly to an archdevil. They wield little overt power in Hell's politics, but can often have considerable influence over their superiors, particularly as their primary intelligence collectors, procurers of souls and representative to powerful mortals.

COMBAT: Tempter Devils usually avoid combat, and will use their invisibility and teleportation abilities to avoid direct confrontation whenever possible. When pressed, however, Tempter Devils are surprisingly tough foes, using their class abilities, summoning and spell-like abilities with skill and ruthlessness. They will typically summon the aid of some Infernal Legionnaires or a bearded devil, and let the summoned creatures act as meat shields, while they either make subtle flanking attacks or use spells.

AURA OF THE INNOCENT: All individuals within 30 feet of the Tempter Devil are inclined to grant the Tempter Devil the benefit of the doubt, and tend to disbelieve that this creature is personally responsible for any misfortunes in the area. They must make a **charisma saving throw** if they wish to attack the Tempter Devil unprovoked or use spells in a hostile or suspicious manner. Characters that are immune to charm are unaffected by this ability.

CLASS ABILITIES: Tempter Devils possess the class abilities of an 8th level player character in one class.

DEVILISH ATTRIBUTES: Like all true devils, Tempter Devils have the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at 18 + the devil's hit dice or roll a natural 20. True seeing will punch through this disguise, however. A Tempter Devil also has the ability to speak in any language she desires, as well as to use telepathy. Whenever he speaks, all within hearing range will hear her words in their native language, unless he specifically wills otherwise. As all devils, Tempter Devil have flawless darkvision.

FALSE VIRTUE: When disguised as good-aligned entities, Tempter Devils can use good-aligned powers freely and without penalty, such as clerical

healing and paladin abilities.

IMMUNITIES: Tempter Devils require +1 or greater magical weapons, or any weapons that are good-aligned or made of silver to harm them. They are immune to fire, poison, charm and fear.

SPELL-LIKE ABILITIES: Tempter Devils can cast *invisibility*, *dispel magic*, *true seeing*, *charm monster* and *teleport without error* at will. They can cast *plane shift* once per day.

SUMMONING: Tempter Devils can summon 1 bearded or chain devil or 1d3 Infernal Legionnaires once per day.

UNBREAKABLE PACT: When a Tempter Devil prepares a written contract, the contract is considered inviolable by both parties. Only mutual agreement between the Tempter Devil or its superior and the petitioner can alter the contract. If the contract is broken unilaterally by the Tempter Devil, it must recompense the petitioner, typically by offering the contract's benefits freely. If the petitioner breaks the contract unilaterally, the Tempter Devil can declare the life and immortal soul of the petitioner forfeit, and most often passes on the collection duties to erinyes, who will invoke a Covenant of Destruction on the unlucky petitioner and their loved ones.

DEVIL, UNIQUE

ALECTO (QUEEN OF THE ERINYES)

NO. ENCOUNTERED: Unique

SIZE: Medium

HD: 17 (d10)

MOVE: 30 ft., 60 ft. (fly)

AC: 33

ATTACKS: 2x +3 Weapon (+6 hit, +6 damage, +2d6 bonus hellfire damage)

SPECIAL: Class Abilities, Covenant of Destruction, Devilish Attributes, Hair Rope, Immunities, Magical Bracers, Reverse Gravity, Slaying Arrows, Spell-Like Abilities, Summoning

SAVES: M, P

INT: Supra-Genius

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE: +3 hellfire magical weapon or shield.

XP: 23500+17

Alecto is the self-styled 'Queen of the Erinyes', though her title is an honorary one and few except for the erinyes themselves regularly use it, though Proserpina frequently addresses Alecto as such as a gesture of respect and courtesy. Indeed, the two are extremely close allies and through Alecto, Proserpina commands the allegiance of most of the erinyes in Hell. Alecto is usually deeply engaged in the Blood War with the demons, and is only occasionally pulled from her martial duties to pursue some particularly important mission for her mistress, Proserpina.

COMBAT: Alecto is not unlike her lesser kin, the erinyes, though her blackguard class abilities and handful of spell-like abilities give her tactical options that other erinyes lack. She will almost invariably use the first round of any given combat to summon other erinyes to her side, using them to harass enemies as she uses her Slaying Arrows to kill the most important party members. She uses smite good on the party's clerics and paladins, if any, always seeking to kill the divine casters first. If a party attempts to escape, she will invoke a Covenant of Destruction upon them and stalk them relentlessly, often appearing briefly to summon erinyes, which will harass the party.

CLASS ABILITIES: Alecto possesses the class abilities of a 17th level blackguard.

COVENANT OF DESTRUCTION: Alecto has the ability to form a covenant of destruction with an individual, allowing them to track that individual, regardless of distance or time elapsed. It also allows them to teleport themselves to within a few miles of the individual they are bonded with, regardless of previous distance or plane. Unlike normal erinyes, Alecto has the power to cancel a Covenant and can hold a Covenant of Destruction on a

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number of beings equal to her Charisma modifier.

DEVILISH ATTRIBUTES: Like all true devils, Alecto has the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at the base CL + 15 or roll a natural 20. True seeing will punch through this disguise, however. Alecto also has the ability to speak in any language she desires, as well as to use telepathy. Whenever she speaks, all within hearing range will hear her words in their native language, unless she specifically wills otherwise. Alecto has perfect darkvision.

HAIR ROPE: Alecto possesses a magical rope made from her own hair, which they can ensnare enemies with as a ranged touch attack, at up to 20 feet. Once trapped, Alecto can pull on the rope to trip an enemy, or use it to bring them aloft into the air. The trapped victim gets one immediate chance to make a **strength saving throw** to break free from the hair rope, before Alecto is either capable of making a free trip attack, swinging the helpless victim around or flying into the air with them. When Alecto reaches 100 feet in the air, they will let go of the rope, letting the unfortunate individual plummet to earth.

IMMUNITIES: Alecto can only be damaged with +3 or greater magical weapons, or +1 silver/good-aligned weaponry. Alecto is also immune to fire, poison, charm, death, polymorph, petrification and fear spells.

MAGICAL BRACERS: Alecto possesses magical bracers, which they can shape into any +3 hellfire weapon they desire, from a composite bow to a lance. One of the bracers can also become a +3 shield, giving the Erinyes a total bonus of +4 to AC.

REVERSE GRAVITY: Alecto is capable of altering gravitational forces upon an individual, causing them either to helplessly fall upwards, or flying creatures to fall to earth. She can target any creatures in a 10×10 foot radius.

SLAYING ARROW: Twice per day, Alecto can imbue an arrow with powerful killing magic, killing any enemy below 10 HD that it hits instantly and destroying the body. Any creature of 10 HD or above must make a **charisma saving throw** against death, or suffer the same fate. A successful save result in normal damage from the arrow.

SPELL-LIKE ABILITIES: Alecto benefits from constant *true sight* and emits a constant *magic circle* against either good or chaos, depending on the foes she is battling at the moment. She can cast *teleport without error* and *shout* at will, and *plane shift* twice per day.

SUMMONING: Alecto can summon 1d4+1 Erinyes to assist her once per day.

APOLLYON (LORD OF THE EIGHTH)

NO. ENCOUNTERED: Unique

SIZE: Medium

HD: 27 (d10)

MOVE: 60 ft., 100 ft. (fly)

ATTACKS: 3x Slam (2d8+6) or 3x Sword of Slaying +5 (3d8+11) or 3x Slayspears (2d6+6, range 100)

SPECIAL: Atmospheric Control, Devilish Attributes, Immunities, Infernal Stalker, Psionics, Shadow Projection, Summoning, Slayspears, Sword of Slaying

SAVES: M, P

INT: Godlike

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE: Sword of Slaying +5

XP: 400,000

Apollyon is rather tall, but quite thin in his physical body with a somewhat lupine head crowned with devil horns, glowing green eyes and is covered in a hardened black carapace. He possesses two pairs of raven-black wings and, most notably, has a sword lodged in his belly, a wound that constantly drips greenish blood around him. He possesses no visible mouth or any other notable facial features.

HISTORY: Apollyon was an angel of great beauty and power in Heaven, who originally joined with Satan largely because he believed that the cause of law sometimes necessitated harsh and cruel methods. As a slayer of demons, Apollyon had little equal, though for the most part, he simply stayed out of politics. Indeed, Apollyon even eschewed social company and largely dedicated himself to the extermination of the demonic race. However, in time his nature became more and more corrupt from the time spent slaying demons and he began to take on a more monstrous and vile form. As his former beauty faded, he became angrier and angrier at the angels.

By the time that Satan began to orchestrate his renewed War against Heaven, Apollyon was a more than willing soldier for the cause- and a horrifically deadly one, slaying countless angels, even beings as mighty as cherubim. Apollyon's power was so feared amongst the angels that their greatest champion, Metatron, the Regent of Heaven, was forced to battle Apollyon in open battle. Against the Regent, even Apollyon could not hope to emerge victorious and the Infernal champion was plunged back into the Abyss violently, run through with Metatron's Sword of Slaying, one of only a handful of such weapons ever created. Cursed to bear the wound for eternity, Apollyon soon learned that the curse was not without its benefits as, if he could bear the pain that it created to tear the blade out of his flesh- he could use the power of the Sword of Slaying himself.

Still, though Apollyon had little desire to use the blade for any purpose other than destroying the enemies of Hell- and when the civil war erupted in Hell after Satan's disappearance, Apollyon played no part in it actively, though quietly he let it be known that he preferred the rule of Asmodeus to that of Baalzebul and Astaroth. His benevolent neutrality during the civil war in Hell was rewarded by Asmodeus, who granted Apollyon the rulership of the Eighth Circle of Hell- albeit a Circle that had been almost totally devastated by Asmodeus.

For his part, Apollyon recognizes the gesture of trust that Asmodeus has made, knowing that the only gate to the Ninth Circle, the private domain of Asmodeus lies in his realm. He has little inclination to try to revolt against or usurp his master, and instead focuses on doing his duties as efficiently as possible, relentlessly tracking down and annihilating the enemies of Hell.

COMBAT: In combat, Apollyon is a dreadful force, using a combination of stealthiness and mobility to place himself in an ideal position, often summoning allies to pin down adventurers in a particular location, where he can rain down slayspears or use some of his deadly spells to greatest effect. Apollyon will frequently use these abilities to harass more powerful opponents, sometimes slaying them outright so he can draw his Sword of Slaying and quickly mop up weaker enemies in a few swift blows.

ATMOSPHERIC CONTROL: When inside the Eighth Circle of Hell, Apollyon possesses the ability to control the atmosphere, and can manipulate the weather and wind conditions at will, and can additionally *call lightning* as the druid spell.

DEVILISH ATTRIBUTES: Like all true devils, Apollyon has the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at 18 + 27 or roll a natural 20. True seeing will punch through this disguise, however. Apollyon also has the ability to speak in any language she desires, as well as to use telepathy. Whenever Apollyon speaks, all within hearing range will hear her words in their native language, unless he specifically wills otherwise. Apollyon possesses perfect darkvision, and sees in total darkness as if it were daylight, has constant true sight and projects a magic circle against good.

IMMUNITIES: Apollyon cannot be damaged with magical weapons of lower than +4 enchantment, or good-aligned or silver weapons of less than +2 enchantment. He is immune to fire, poison, lightning, death, charm, fear, polymorph, disease and petrification attacks. He has an SR of 12.

INFERNAL STALKER: Apollyon is completely silent unless he chooses to speak and is additionally always *invisible* when not moving or attacking. Even in flight, Apollyon makes no sound whatsoever, and casts no shadow. He constantly possesses an active *jump* and *spider climb* spell active.

PSIONICS: Apollyon is a powerful psionic, possessing telepathic and telekinetic powers, granting him the ability to use *detect alignment*, *detect thoughts*, *discern lies*, *suggestion*, *telekinesis* and *charm person* at will, and *hold*

monster, charm monster, mass suggestion and blade barrier three times per day, and mental domination and mass hold monster once per day.

SHADOW PROJECTION: Once per day, Apollyon can create 1d4 shadow projections of himself, which possess 9d10 hit points each and are capable of moving and making his basic melee attack. The shadow projections last for 1d10 rounds. These shadow projections can be distinguished from the real him by true seeing, and can be dispelled by a successful *dispel magic* or *disjunction* spell.

SLAYSPEARS: Apollyon can create razor-sharp projections of raw energy and hurl them at enemies, striking as weapons. If Apollyon scores a critical hit with a Slayspear, the creature must make an immediate save against death. A successful save results in 6d6 damage.

SPELL-LIKE ABILITIES: Apollyon can cast *lightning bolt*, *chain lightning*, *plane shift*, *unholy word* and *teleport without error* at will. He can cast *gate* once per day.

SUMMONING: Apollyon can summon up to 30 HD of demons once per day.

SWORD OF SLAYING: Lodged inside of his belly is one of the most powerful weapons in Creation, the legendary Sword of Slaying. Drawing the sword from his belly inflicts 4d8 damage upon Apollyon, but allows him to use the powerful weapon. A successful hit from the Sword of Slaying instantly slays any creature of below 10 HD without a save, and any creatures between 10 and 20 HD must make an immediate save against death. Any creature normally immune to a death attack is *not* immune to the Sword of Slaying, but gains a +4 bonus to their save against death. The Sword of Slaying also allows Apollyon to use *power word kill* once per day.

ASMODEUS (MEPHISTOPHELES, THE KING IN CRIMSON, LORD OF THE NINE CIRCLES OF HELL)

NO. ENCOUNTERED: Unique

SIZE: Medium

HD: 30 (d10)

MOVE: 30 ft.

AC: 35

ATTACKS: 2x Magical Claws +4 (1d6+8 dmg), 2x +6 Crimson Scepter (2d8+10 dmg)

SPECIAL: Aura of Domination, Bloodspawn, Class Abilities, Crimson Scepter, Devilish Attributes, Immunities, Lord of Hell, Lord of Magic, Summoning

SAVES: M

INT: Godlike

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE: Crimson Scepter +6

XP: 250,000

Asmodeus is relatively unassuming in appearance as far as archdevils go, approximately seven and a half feet tall, with red skin, dark hair and glowing yellow eyes. He possesses the horns and tail typical of devils, but his tail does not appear to have any utility as a weapon, and his horns are notably subtle. His clothes, while rich and perfectly cut, are relatively modest in comparison to the gaudy finery of Mammon or Belial, and lack the terrifying features of Baalzebul's insectoid armour or Dispater's spiked plate mail. If not for the nimbus of unholy power surrounding him, one would figure him for some sort of infernal functionary.

HISTORY: When Satan was cast down from Heaven, Asmodeus was his right-hand man and rather more than his master, was the first one to embrace the changes that the Abyss wrought upon his once-angelic body. While Satan was obsessed with capturing what he saw as his rightful place in Heaven, Asmodeus quietly busied himself with organizing the construction of the world-sized fortress of Hell, assigning his fellow fallen angels to rule respective rings and charging them with particular tasks. As Satan plotted the conquest of Heaven, Asmodeus busied himself with making Hell work, and in so doing, gained a greater knowledge of Hell and devilkind than any of the other devils.

When Satan finally made his bid to conquer Heaven, in alliance with a vast horde of demonic tribes, Asmodeus remained in Hell as Satan's viceroy. With the disappearance of Satan, it seemed natural that Asmodeus would take over in his master's stead, but the other archdevils resented Asmodeus's power and influence and managed to set aside their own hatreds to make war upon him. Having command over vast devilish hordes, they were capable of forcing

Asmodeus into his stronghold in the Ninth Circle, where they believed they would soon overwhelm and destroy him.

Where virtually any other individual would despair, Asmodeus recognized several potential weaknesses. Firstly, the hellish legions pressing upon the Ninth were very well aware that they would have to suffer enormous casualties to reach Asmodeus's citadel, let alone take it. While Baalzebul or Dispater may not have considered casualties an important consideration- Asmodeus knew that their pit fiend generals, who were more deeply concerned with the Blood War against the demon hordes, would be. In particular, the Dukes of Hell wearied of potential conflict.

The other factor was the non-participation of the only blood relative of Satan remaining in Hell- the Princess Proserpina. It had been believed that her isolation after her father's disappearance was total, but Asmodeus had maintained discreet channels with her great fortress, and had, moreover, seen to it that his daughter, Stheno, befriended her. What seemed to virtually everyone else to be a surprise political deal was actually the event of long political negotiations between the two. As for the marriage, it was intended primarily to seal their alliance in the most formal means possible.

When Asmodeus struck against the other archdevils, he did so decisively, prostrating them all before him. And then, he did something strange- he allowed them to return to their former posts, with the exception of Belphegor, whom was utterly destroyed, and Baalzebul, which was moved to the Seventh Circle and turned into a hideous slug-creator as punishment for leading the insurrection. Asmodeus then went about flooding almost the entire Eighth Circle and passing over the few remaining fortresses to the rulership of Apollyon, one of the few archdevils to have remained by Asmodeus's side. The entrance to the Ninth Circle of Hell is also guarded by two horrific beasts, the almighty Behemoth and Leviathan, who are utterly and completely loyal to Asmodeus and none other.

And now, Asmodeus's control over Hell is virtually absolute, though the maintenance of that power absorbs most of his power and attention- to the everlasting benefit of all of Creation.

COMBAT: Asmodeus disdains combat, and usually prefers to convince or force enemies to abandon their quest, or he will teleport away and let subordinates deal with combat. If faced with no alternative, however, Asmodeus will spare no effort in immediately destroying enemies, usually opening combat with a time stop, using the granted rounds to call up one of his archdevils and large numbers of subordinate reinforcements, and using the last few rounds to activate his magical defences. Upon the end of the spell, he will use his next round to begin casting destructive spells on enemies and manipulating the environment against them. Asmodeus loathes melee and will avoid it whenever possible. If the battle should turn against him, he will not hesitate to teleport away.

AURA OF DOMINION: All beings coming within sixty feet of Asmodeus must make a **charisma saving throw** or become *charmed*, seeing Asmodeus as their rightful commander and ruler and will have their alignment moved one step towards Lawful Evil.

BLOODSPAWN: Each round after being wounded once, one drop of Asmodeus's blood will fall to the ground. A roll of a d20 will determine what type of devil is spawned, with the number being rounded down to the appropriate level.

CLASS ABILITIES: Asmodeus possesses the class abilities of a 25th level generalized wizard and a 20th level Cleric with the Diabolic domain. The Diabolic domain grants Asmodeus the use of an evil-aligned animal familiar at 1st level, and allows him to rebuke or control devils or LE clerics/blackguards as undead at 10th level.

CRIMSON SCEPTER: The staff of Asmodeus's office, the Crimson Scepter is an incredibly powerful artifact, which strikes as a +6 heavy mace, allowing him to overcome all damage resistances handily. The Crimson Scepter does 1d4 Str, Con and Dex damage per hit unless a successful **constitution saving throw** is made. If Asmodeus gains a critical hit with this weapon, it will instantly kill the target without a save. The Crimson Scepter contains a number of additional abilities, allowing Asmodeus to fire a blast of pure arcane energy as a ranged touch attack for 10d6 at will, or surrounding him with a field of magical energy that will absorb up to 200 damage, which he can use once per day. It allows him

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to cast *dominate monster* at will, and contains up to 20 spell levels of spells between levels one and six, which can be released at will.

DEVILISH ATTRIBUTES: Like all true devils, Asmodeus has the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at 18 + 30 or roll a natural 20. True seeing will punch through this disguise, however. Asmodeus also has the ability to speak in any language he desires, as well as to use telepathy. Whenever he speaks, all within hearing range will hear her words in their native language, unless he specifically wills otherwise. Asmodeus also has flawless darkvision and constant *true seeing*, and emits a constant *magic circle against good*.

IMMUNITIES: As an archdevil, Asmodeus can only be harmed by +4 or greater magical weapons, or +2 weapons that are good-aligned or made of silver. He is immune to fire, poison, charm, fear, death, petrification and polymorph spells. He has SR of 15.

LORD OF HELL: As the Lord of Hell, Asmodeus can rearrange the geography of Hell at will, creating effects equivalent to *earthquake*, *shape stone*, *wall of fire* and any variety of other spells. He is also capable of polymorphing its inhabitants at will, using his power to immediately promote one devil to a rank immediately higher or lower than it previously occupied, or shaping lemures into proper devils.

LORD OF MAGIC: As perhaps the most powerful practitioner of magic in all of Creation, Asmodeus's power with magic is to be feared. By making successful Intelligence checks, he can use metamagic on his clerical magic as ready as he can with his arcane spells. He is limited not by spell list (Asmodeus knows every spell in existence), but only by spells per day. He is capable of casting two 1st through 3rd level spells per round.

SUMMONING: Asmodeus's summoning powers are peerless and he can summon up to 40 HD of devils once per day. Separately, he is also capable of making a call for another archdevil to assist him. The archdevils that arrives is determined either by CK choice or a d10 roll, with the list below. If the CK is choosing, Asmodeus is more likely to summon Proserpina, Apollyon, Behemoth or Leviathan.

1. Proserpina, Princess of Hell (22nd level)
2. Mammon, Lord of the Second (22nd level)
3. Belial, Lord of the Third (23rd level)
4. Moloch, Lord of the Fourth (23rd level)
5. Dispater, Lord of the Fifth (24th level)
6. Astaroth, Lord of the Sixth (24th level)
7. Baalzebul, Lord of the Seventh (25th level)
8. Apollyon, Lord of the Eighth (26th level)
9. Behemoth (30th level)
10. Leviathan (30th level)

ASTAROTH (LORD OF THE SIXTH)

NO. ENCOUNTERED: Unique

SIZE: Medium

HD: 25 (d10)

AC: 32

MOVE: 60 ft. (levitation), 200 ft. (teleport)

ATTACKS: 2x Psi Slam +4 (range 60, 3d4+7 damage) or Psionic Burst (radius 30, 3d4+7 damage)

SPECIAL: Aura of Mutability, Devilish Attributes, Immunities, Magical Natural Weapons, Possession, Psionics, Spell-Like Abilities, Summoning

SAVES: M

INT: Godlike

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE:

XP: 400,000

Astaroth appears as a luminous humanoid being with two pairs of angelic wings, and as the classical androgyne. While typically referred to as a 'he', Ashtaroth is extremely androgynous in his form and can change his actual gender as a simple act of will. His physical form appears rather frail and unimpressive- it is his vast psychic abilities that are truly formidable. Astaroth typically appears in gaudy finery and often uses extensive makeup and jewelry to enhance his eerie, mysterious appearance.

HISTORY: Astaroth was of the senior angels in Heaven, one of the wisest and greatest of the cherubim. Cast out of Heaven in the aftermath of Satan's failed rebellion against Heaven, Astaroth soon established himself as one of the most important devils, though from the very beginnings of Hell, he established himself as being a particularly untrustworthy and rebellious underling, continually plotting against his masters. Satan, the original rebel against the order of Creation, seems to have found Astaroth's treachery to be more amusing than anything and made good use of the Subtle One in his wider plans.

While Astaroth was never comfortable with the idea of having any master, it's safe to say that over the ages, a certain level of respect and mutual accommodation was built between Satan and his most troublesome minion, and one could not honestly imagine existing without the other. When Satan disappeared, Astaroth was genuinely dismayed, though he had made half-hearted plots to destroy Satan on numerous previous occasions. The ascension of Asmodeus, however, was something that truly and honestly angered him- his almost-friendly rivalry with Satan became a real, flaming hatred.

When Baalzebul approached him about forming an alliance in rebellion against Asmodeus, Astaroth was an eager convert indeed and used all of his influence in order to see to it that the Crimson King was overthrown. The failure of their joint plot was felt most keenly by Astaroth, who realized that Asmodeus was perhaps even more cunning than Satan himself- and that his dominion would last for quite awhile. Astaroth did not lose his position as Lord of the Sixth, but lost a considerable amount of face.

Recently, he has been trying to reestablish his political opinion and to create a new and unstoppable alliance against the Lord of the Ninth. It is clear that Astaroth will not rest until Asmodeus is finally and permanently humbled.

COMBAT: In combat, Astaroth will almost certainly seek to possess one of his opponents and cast a *time stop* spell, giving him time to summon assistance and attempt one of his death spells. For the most part, Astaroth will remain distant from enemies, as he has no incentive for melee combat, and let his minions engage enemies in close combat. Typically, Astaroth will attempt to flee if reduced below 50% hit points, using the *power word stun* programmed in his *contingency* spell to give him an increased chance of finding safety.

AURA OF MUTABILITY: In the presence of Astaroth, all non-Infernal beings find their physical natures are strangely mutable, warped by Astaroth's incredibly powerful psionic abilities. When coming within sight of Astaroth, roll a d10. This alteration will last for at least 1d4+1 weeks, and have a 10% chance of being permanent. Resisting the Aura of Mutability requires a **charisma saving throw**.

1. Character is killed.
2. Character loses 1d4 levels.

3. One saving throw bonus of character set to 0.
4. One prime of subject randomly changes.
5. Randomly determined statistic is halved.
6. Race changes to PC race of CK's choice.
7. Alignment shifts by one towards Lawful Evil.
8. Gender reverses.
9. All stats are reduced by 1.
10. No effect

DEVILISH ATTRIBUTES: Like all true devils, Astaroth has the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at 18 + 25 or roll a natural 20. True seeing will punch through this disguise, however. Astaroth also has the ability to speak in any language she desires, as well as to use telepathy. Whenever Astaroth speaks, all within hearing range will hear her words in their native language, unless he specifically wills otherwise. Astaroth possesses perfect darkvision, and sees in total darkness as if it were daylight, has constant true sight and projects a magic circle against good.

IMMUNITIES: Astaroth is immune to magical weapons of lower than +4 enchantment, and good-aligned weapons of less than +2 enchantment. Uniquely amongst devils, he has no particular weakness against silver, though he has a revulsion against it. He is immune to fire, poison, charm, fear, polymorph, death and petrification attacks and has a SR of 12.

MAGICAL NATURAL WEAPONS: Astaroth's natural weapons count as +4 magical weapons.

POSSESSION: Astaroth is capable of physically possessing the body of any one target with a hit dice lower than himself. The victim must make a successful **charisma saving throw** to avoid his malign influence. His body is transmuted into psychic energy when he makes the leap and he is able to use any of his powers while in the host body as well as the powers of the host body.

PSIONICS: Astaroth possesses constant *telekinesis*, *clairvoyance* and can *detect thoughts* at will. Whenever he successfully makes a basic attack, the victim must make an **intelligence saving throw** or lose 1d4 Intelligence. When Intelligence reaches zero, the victim is rendered comatose.

SPELL-LIKE ABILITIES: Astaroth can cast *command*, *hold person*, *silence*, *dispel magic*, *discern lies*, *tongues*, *scrying*, *charm person*, *knock*, *levitate*, *locate object*, *suggestion*, *charm monster*, *confusion*, *fear*, *hallucinatory terrain*, *resilient sphere*, *feeblemind*, *hold monster*, *telepathic bond*, *teleport without error*, *invisibility*, *mirror image*, *emotion* and *dream* at will. Astaroth can cast *geas*, *mental domination*, *mass hold monster*, *mass suggestion* and *power word stun* up to three times a day, and *time stop* or *power word kill* once per day. He possesses a minor spell sequencer with *mirror image* and *invisibility* programmed into it, a *contingency* spell programmed to act when he is at 50% hit points with *power word stun* and a *spell sequencer* loaded with *mass hold monster* and *wail of the banshee*.

SUMMONING: Astaroth can summon 1 pit fiend, 1d2 horned or ice devils, 1d3 bone devils, 1d4 erinyes, 1d6 bearded devils or 2d6 infernal legionnaires once per day.

BAALZEBUB (RULER OF THE SEVENTH)

NO. ENCOUNTERED: Unique

SIZE: Large

HD: 25 (d10)

MOVE: 30 ft., 90 ft. (fly)

AC: 30

ATTACKS: 2x Unholy Avenger +5 (2d8+10 dmg, double against good), or 2x Claws +3 (2d6+8 dmg)

SPECIAL: Class Abilities, Devilish Attributes, Infernal Armour, Miasmic Aura, Resistances, Summoning, Swarm of Flies

SAVES: M, P

INT: Godlike

ALIGNMENT: Lawful Evil

TREASURE:

XP: 300,000

Baalzebub without his armour has a largely humanoid appearance, eight feet tall and powerfully built, without any hair and a sickly grayish-green complexion. His most prominent feature, however, are his large, unblinking compound eyes. In most combat situations, however, Baalzebub wears his armour, which is shaped like the exoskeleton of a giant horrid insect, complete with the head of a fly and giant fly wings. Baalzebub speaks in a somewhat bizarre, metallic, unearthly tenor.

HISTORY: Baalzebub is one of the oldest of all of the devils and was once a high-ranking angel who stood and ultimately fell with Lucifer during his rebellion against Heaven. It is claimed by Baalzebub that he was, truly, the first devil- as while Satan was undeniably their lord and master, he was always just as much a vengeful fallen angel as a true devil. The intense rivalry between Baalzebub and Asmodeus for second place in the Infernal hierarchy was established before the great Infernal city was even built. Asmodeus, the consummate politician, soon established himself as Hells chancellor, while Baalzebub was forced to content himself with commanding Hells armies in their eternal war against the demonic tribes of the Abyss. While this position brought him considerable glory and great power, he was also aware that it largely kept him out of political power.

When Satan turned his attention once more to Heaven, however, Baalzebubs fortunes changed for the better. While Asmodeus was the supreme politician of Hell, Baalzebub was the greatest logistician and general that the Nine Hells had to offer, and it was he that was largely responsible for the world-shattering victories of the united fiendish armies. It is needless to say that Satans disappearance at the climax of their campaign, and the undoing of the alliance between the Hells and the Outer Abyss was both a serious blow to Baalzebubs ambition and a major opportunity for him.

Most of the archdevils had powerful grudges against Asmodeus, and it was not difficult for Baalzebub to acquire their cooperation, though most of them were only allies of convenience. Nevertheless, Baalzebubs military genius made up for much of his political shortcomings, and it was not long before he had forced Asmodeus into a position of submission. Or that is what he thought. It was at that moment that Asmodeus struck a deal with Proserpina, the daughter of Satan himself- an entity that had shut herself away centuries ago and had seemingly ceased to become a factor in Infernal politics. Simultaneously, Baalzebub and his fellow archdevils faced a massive mutiny amongst the Infernal Dukes, who steadfastly refused to attack a child of their original and greatest lord and master.

Asmodeus had triumphed, and promptly turned Baalzebub into a horrific slug-like monster, constantly oozing filth and waste. While this fate would seem horrible to any being, it was an even greater dishonour for an archdevil, all of whom prided themselves on their majesty and elevation far above the poor tortured souls which the devils hoarded amongst themselves. For centuries, Baalzebub remained in that wretched form, becoming known derisively as the Lord of Flies. But somewhere in that humiliation, Baalzebub seemed to find a new strength and power. It is believed, though not known that Baalzebub sought out the mysterious Shaper, an archdevil with no particular loyalty to any one master, to improve his form. It was the Shaper who made his derisive nickname into a totem of fear.

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Regaining his humanoid form and possessed of a powerful magical armour, Baalzebul made his power known by violently purging his court of spies, and instituting a terrifyingly totalitarian power in his own circle. Permitting, for the moment, one fairly unimportant spy for Asmodeus to survive (and feeding that devil false information), Baalzebul now plots once again, hoping to retake the Nine Hells which he sees as his fiefdom. And once he does that, he wishes to storm the Gates of Heaven once more.

COMBAT: Baalzebul enjoys flying into the thick of combat, activating his armour and using his unholy avenger to terrifying effect, with his Miasmatic Aura constantly active. He uses his swarms of flies as advance scouts, but also to harass and weaken enemies. Baalzebul will typically choose the most powerful foe (if good-aligned) and use smite good upon them until they are slain. If the battle is more difficult than originally predicted, he will withdraw somewhat, summoning allies and redoubling his efforts. If the battle goes truly badly for him, he will withdraw, using a ring of recall on his person to reach safe harbour.

CLASS ABILITIES: Baalzebul has all of the class abilities of a 25th level avenger.

DEVILISH ATTRIBUTES: Like all true devils, Baalzebul has the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at 18 + 25 or roll a natural 20. True seeing will punch through this disguise, however. Baalzebul also has the ability to speak in any language she desires, as well as to use telepathy. Whenever Baalzebul speaks, all within hearing range will hear her words in their native language, unless he specifically wills otherwise. Baalzebul possesses perfect darkvision, and sees in total darkness as if it were daylight.

INFERNAL ARMOUR: At will, Baalzebul can cover himself in a chitinous armour, which raises his armour class to 35, as well as increasing his Strength to 24. It is also only in his armour that Baalzebul has the ability to fly, using giant fly wings. It also allows him to spray powerful acid at enemies in a cone thirty feet long and five feet wide, doing 5d6 immediate acid damage and continuing damage of 1d8 per round for 1d10 rounds, with no save.

MIASMIC AURA: Baalzebul is a master of filth and disease, and has the ability to exude an aura of horrid contagion within thirty feet of him. All non-Infernal creatures who pass within this aura when it is active must make a **constitution saving throw** or suffer a disease which inflicts 1d4+1 immediate damage to all of their physical statistics and continues to sap all physical stats by one point per round, until it is cured or Constitution reaches zero, upon which the subject dies.

RESISTANCES: Baalzebul can only be harmed by +4 magical weapons, or +2 weapons that are either good-aligned or made of silver. Baalzebul is also immune to fire, acid, poison, disease, fear, charm, petrification and death spells.

SUMMONING: Baalzebul is capable of summoning 1 pit fiend, 1d2 horned or ice devils, 1d4 erinyes, 1d10 bearded devils or 2d8 infernal legionnaires once per day.

SWARM OF FLIES: One of the most horrific elements of Baalzebubs frightening power is the vast swarm of flies which constantly attend him. These flies are each approximately a few inches long, with a swarm of them counting as a unique 4HD monster. Baalzebul controls four swarms of these, and a new swarm can replace a destroyed one every 1d6 rounds. No more than four can be present at any given time, however.

BAALZEBUB'S SWARM

SIZE: Medium (as swarm)

HD: 4 (d8)

MOVE: 50 ft.

AC: 20

ATTACK: 3d6

SPECIAL: Disrupt Spellcasting, Healing, Immunities, Remote Viewing, True Seeing

PRIME: Dexterity

ALIGNMENT: Neutral

DISRUPT SPELLCASTING: A swarm of these insects can stay in place around a spellcaster, raising the spellcasters chance of spell failure to 50%.

HEALING: If the swarm has managed to inflict over 50 damage, it can return to Baalzebul, and heal him to that extent.

IMMUNITIES: Baalzebubs swarm cannot be targeted with regular weapons, but must be destroyed by AoE attacks of some sort.

REMOTE VIEWING: When Baalzebubs armour is active, he can use his swarms as a scouting device by seeing through their eyes directly. This leaves him somewhat vulnerable, though, so he only does it in a position of security.

TRUE SEEING: Baalzebubs swarms have constant *true seeing* active.

BEHEMOTH

NO. ENCOUNTERED: Unique

SIZE: Large

HD: 30 (d10)

MOVE: 50 ft., 150 (leap)

AC: 35

ATTACKS: 2x Slam +4 (3d6+13), Bite +4 (6d6+13), Tail Slap +4 (3d4+13)

SPECIAL: Breath of Hellfire, Carapace, Devilish Attributes, Devour, Immunities, Magical Natural Weapons, Reach, Roar, Stomp, Summoning, Volley of Spines

SAVES: Variable

INT: Low

ALIGNMENT: Lawful Evil

TYPE: Humanoid

Treasure:

XP: 500,000

HISTORY: When Asmodeus defeated the conspiracy of Baalzebul to replace him as the Ruler of Hell, he closed virtually all of the links that connected the Ninth Circle of Hell to the preceding eight, save for a single portal. The Eighth Circle was entrusted to one of his most loyal servants, the archdevil Apollyon. However, Asmodeus did not trust even Apollyon with the task of guarding the gates- not by himself, thus he placed two colossally powerful guardians, one aquatic, one a land creature, to guard the gates, along with a small army of loyal devils.

It is unknown by what hand Behemoth was created- the creature was found in the domains that would become Hell as Satan and his fellow rebels were cast out of Heaven. It is suspected that another of the creatures exists, a female, which was used as the mount of the Demiurge, the False Creator, and is rumored to be frozen alongside its master in the vast northern icecap of Cocytus. If this is true, then Behemoth would be the male of their species.

Speculations about the creature's creation, purpose or biology aside, what is known is that Behemoth has become totally loyal to Asmodeus and, though of limited intelligence, sees its purpose as clear enough. Behemoth only stands aside from the Gate for those that his master specifically invites, and will ferociously attack all others, including archdevils.

COMBAT: Behemoth relishes in annihilating enemies in droves with its powerful melee attacks, enjoying crushing and devouring those foolish enough to stand in the way of it and its master. Behemoth tends to reserve its powerful ranged attacks for enemies that remain stubbornly out of its reach, and its

powerful volleys of barbed spines are a favored tactic against airborne enemies. Behemoth will never retreat from a battle, but if things are going badly, it will attempt to acquire help.

BREATH OF HELLFIRE: Once every 1d4+1 rounds, Behemoth is capable of making a breath attack of pure hellfire, which does 25d10 damage to anyone caught within its blast, with a successful **dexterity saving throw** resulting in half damage. The range of the breath attack is 100 feet, with the blast being fifteen feet wide.

CARAPACE: The powerful carapace of Behemoth protects it from magical attacks, and all spells directed at Behemoth have a 50% chance of failing. If the spell directed against Behemoth fails, roll a d10, and if a 9 or 10 is obtained on that roll, the spell is reflected back against the user.

DEVOUR: If Behemoth hits an enemy with its bite, the enemy must make an immediate **dexterity saving throw** or be consumed whole by Behemoth, sliding into Behemoth's gullet. Each round that they are in Behemoth's stomach, they suffer 6d6 damage from acid and the movements of Behemoth's stomach. To break out, they must inflict 50 hit points damage on Behemoth with whatever weapons or spells they have on hand. Any spells require a Concentration check at a -10 penalty to successfully cast.

DEVILISH ATTRIBUTES: Behemoth can understand any language, and has flawless darkvision.

IMMUNITIES: Behemoth is immune to all magical weapons of less than +4 enchantment, or good-aligned or silver weapons of +2 or weaker.

MAGICAL NATURAL WEAPONS: Behemoth's natural weapons count as +4 magical, evil-aligned weapons.

REACH: As a huge creature, Behemoth's physical attacks have a reach of forty feet.

ROAR: Behemoth's roar is so loud and powerful that it inflicts 6d6 sonic damage and deafens all individuals within 200 feet of it, and 3d6 sonic damage and deafening to all creatures within a mile, save for devils, which are magically protected from its effects. A successful **constitution saving throw** results in half damage and no deafness. The deafening effects of Behemoth's roar last for 1d10+1 rounds.

SPELL-LIKE ABILITIES: Behemoth benefits from constant *true sight* and a *magic circle against good*, as well as a *magic circle against chaos*.

STOMP: Behemoth can stomp the ground, creating a vastly powerful shockwave with similar effects to an *earthquake* spell. It can also elect to attempt to crush a single individual underneath its feet. If the target fails a **dexterity saving throw**, they are immediately killed and their body desperately mangled, requiring resurrection to revive them.

SUMMONING: Behemoth has a 70% chance of summoning a powerful archdevil once per day- a 30% chance of summoning Leviathan, his aquatic counterpart, a 30% chance of summoning Apollyon, the Lord of the Eighth, and a 10% chance of summoning Asmodeus himself. If it fails in summoning any of these beings, a pit fiend is summoned instead.

VOLLEY OF SPINES: Behemoth is capable of launching a massive volley of the spines which cover its armoured carapace. The volley of spines is directed against a 30×30 area, and inflicts 10d10+13 damage on any enemies caught in the shower. A successful **dexterity saving throw** results in half damage. The range of this volley of spines is 200 feet.

BELIAL (LORD OF THE THIRD)

NO. ENCOUNTERED: Unique

SIZE: Medium

HD: 23 (d10)

MOVE: 60 ft., 90 ft. (fly)

AC: 34

ATTACKS: 2x Fists +5 (2d10+11), Fist +5 (2d6+11)

SPECIAL: Aura of Seduction, Class Levels, Combat Prowess, Devilish Attributes, Immunities, Magical Natural Weapons, Masochistic Prowess, Spell-Like Abilities, Summoning

SAVES: M, P

INT: Genius

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE:

XP: 300,000

Belial is one of the most human-looking of the archdevils, with the reddish colour of his skin, sharp teeth and smallish horns marking him out as a devil. His features are extremely handsome, and as Proserpina is the most comely of the she-devils, Belial is almost certainly the most attractive of the male devils. He is relatively large, at eight feet tall, but is well-proportioned for his size. He has long, black hair which he normally wears down. Belial is known for wearing relatively little, and rarely has anything other than a few pieces of jewelry above his waist.

HISTORY: One of the original fallen angels, Belial was once noted in Heaven as one of the most beautiful of all of the angels- rivaling Lucifer himself. When Lucifer took on the mantle of Satan and conquered the Abyssal Planes that would become the Nine Circles of Hell, Belial was one of his leading generals and was rewarded with the rulership of one of the Nine Circles for his service. Though he relished the thrill of combat, Belial was not particularly politically ambitious and preferred to spend much of his time in his great palace, lost in sinful pleasures.

When the war against Heaven failed, and Satan disappeared, Belial joined Baalzebul's conspiracy against Asmodeus, Satan's lieutenant. He was something of a noncommittal ally, however, not being quite sure he actually preferred Baalzebul's rule to that of Asmodeus. Upon the rebellion's defeat, Belial was one of the first to make peace with Asmodeus, and was granted the rulership of the Third Circle of Hell.

For the most part, Belial is content enough with his current positions and honours, though he has become more active and ambitious now than in previous times. He hopes to simultaneously prove himself to his current lord, Asmodeus, and to present himself, perhaps, as a real alternative to him. He is currently undertaking a campaign to seduce and perhaps ultimately marry Asmodeus's daughter, Stheno. He has also made efforts to create an earthly cult, the followers of which usually operate in opium dens, brothels and other places of ill-repute.

COMBAT: Belial relishes melee combat, and will not hesitate to join in it with adventurers, should they prove resistant to his mental powers or entreaties. He usually seeks to summon allies, using them to provide him with flanking benefits, making his blows even more deadly. He particularly favors using his combat prowess to trip or disarm enemies, making them helpless to further attacks.

Should he prove to be losing a combat, he will retreat, rather than fight on to his death.

AURA OF SEDUCTION: All beings who pass within sixty feet of Belial must make a **charisma saving throw** or be *charmed*, and fall in love with the Prince of Seducers. Mortals who are normally immune to charm effects can be affected by this ability, but gain a +4 bonus to their save.

CLASS LEVELS: Belial possesses all of the class abilities of a 23rd level monk.

COMBAT PROWESS: Belial can make one trip, disarm or grapple combat maneuver alongside his melee attacks.

DEVILISH ATTRIBUTES: Like all true devils, Belial has the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful

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Wisdom check at 18 + 23 or roll a natural 20. *True seeing* will punch through this disguise, however. Belial also has the ability to speak in any language he desires, as well as to use telepathy. Whenever he speaks, all within hearing range will hear her words in their native language, unless he specifically wills otherwise. Belial also has flawless darkvision and constant *true seeing*, and emits a constant *magic circle against good*.

MAGICAL NATURAL WEAPONS: Belial's natural weapons count as +5 magical weapons.

MASOCHISTIC PROWESS: For every five hit points damage that Belial suffers, one point is healed and another point is put in a special pool, which Belial can draw from to make his melee attacks more powerful. He can hold up to 50 points in this pool at once, which can be expended in a single blow. If he uses this power, the entire pool is always depleted in a single blow.

IMMUNITIES: Belial is immune to all weapons of below +4 enchantment, or weapons below +2 enchantment that are good-aligned or made of silver. He is immune to fire, poison, charm, fear, polymorph, petrification and death spells.

SPELL-LIKE ABILITIES: Belial possesses the ability to cast *darkness*, *detect thoughts*, *improved invisibility*, *suggestion*, *hold monster*, *plane shift*, *teleport without error* and *charm monster* at will. He can also cast *mass charm monster*, *mass suggestion*, *mass hold monster*, *simulacrum* and *gate* once per day.

SUMMONING: Belial is capable of summoning 1 pit fiend, 1d2 horned or ice devils, 1d3 bone devils, 1d4 erinyes, 1d10 bearded devils or 2d8 infernal legionnaires once per day.

DISPATER (LORD OF THE FIFTH)

NO. ENCOUNTERED: Unique

SIZE: Medium

HD: 24 (d10)

AC: 32

MOVE: 40 ft., 60 ft. (levitation)

ATTACKS: 2x Slam +4 (3d4+10), Tail Sweep +3 (2d4+10)

SPECIAL: Clockwork Armour, Devilish Attributes, Gaze of Iron, Immunities, Magical Natural Weapons, Mastery of Metal, Spell-Like Abilities, Summoning, Tail Sweep

SAVES: M, P

INT: Godlike

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE:

XP: 400,000

In the strictest sense, Dispater's physical body consists only of his head, the rest of his body having been shattered in the aftermath of his fall from Heaven. His face was heinously disfigured at that time, and now he wears an iron mask in the likeness of his previous face, cast permanently into a contemptuous sneer. The 'body' which he wears is actually an elaborately crafted automaton, powered by Dispater's hideous control over all things metallic. His armour is covered liberally in razor-sharp spikes, and he can change its shape at will, thanks to his ability to manipulate metal.

HISTORY: One of the elder angels who joined Satan in his rebellion against Heaven, Dispater was cast down with the others from Heaven, his body being almost totally shattered by the fall. Using only his unique ability to control metal, Dispater built himself a new body over the succeeding millennia, also using his vast powers to slowly set the foundation for the great Iron City of Dis, which eventually came to occupy almost the entire plane that would become the Fifth Circle of Hell.

Dispater joined in the rebellion against Asmodeus, led by Baalzebul and Asteroth, though his participation was tentative, and for the most part, Dispater remained in his fortress city of Dis, preparing for the chaos that would inevitably follow Asmodeus's dethroning. As it happened, Asmodeus managed to win the day, and Dispater remained in his place as the ruler of the Fifth Circle of Hell.

It is rare indeed for Dispater to leave the great city of Dis, and there he has established a remarkably orderly realm, and indeed, Dis even plays host to a small but thriving community of mortals, particularly skilled craftsmen and

powerful warriors who serve Dispater, particularly in the construction of the giant mechanical golems he posts throughout his realm as guards. Dispater probably leans somewhat more towards the lawful than the evil in his character, and finds arbitrary violence to be somewhat distasteful- though he occasionally gives in to the urge.

COMBAT: Dispater is a retiring individual and usually seeks to avoid combat, but if pressed, he will use his most powerful abilities immediately in an attempt to destroy any enemies that are pursuing him. If enemies are favorably lined up, he will use his gaze attack in the first round, and most likely follow it up by summoning a pit fiend or a pair of ice devils. If for any reason combat should be turning against him, Dispater will leave the field of battle to any of his innumerable secret compounds to lick his wounds and plan his vengeance against his enemies.

CLOCKWORK ARMOR: The 'body' that Dispater possesses now is in fact an elaborate automaton, crafted by Dispater personally in the aftermath of his fall from Heaven. This suit of armour possesses several unique abilities. Firstly, it is crafted out of adamantine and is immune to acidic or rusting attacks, and grants Dispater a DR of 5 against all attacks that are not specifically directed at his head. Dispater is capable of changing its form, as the spell *alter self* at will, and he can also extend the limbs to grant him a reach of 10 if he sees it as necessary. He can alter the limbs into any weapon he desires, which will do twice the damage of a normal weapon of its type- ie, if he makes a greataxe, it will do 2d12 damage rather than 1d12. Finally, mounted in his 'wrists' are two rods which can launch hellfire *fireballs* as a 24th level wizard, though this attack drains the power of the rods for 1d6 hours. Any melee attacks made against Dispater will result in 1d4+4 damage to the attacker, unless they make a successful *dexterity saving throw*, thanks to the heavily spiked armour.

DEVILISH ATTRIBUTES: Like all true devils, Dispater has the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at 18 + 27 or roll a natural 20. *True seeing* will punch through this disguise, however. Dispater also has the ability to speak in any language he desires, as well as to use telepathy. Whenever Dispater speaks, all within hearing range will hear her words in their native language, unless he specifically wills otherwise. Dispater possesses perfect darkvision, and sees in total darkness as if it were daylight, has constant *true sight* and projects a *magic circle against good*.

GAZE OF IRON: Once per day, Dispater is capable of using a powerful gaze attack which can transform enemies into iron statues. This attack is directed at every individual within a 20×100 cone, and is considered a petrification attack for purposes of saving throw and immunity.

IMMUNITIES: Dispater is immune to magical weapons of lower than +4 enchantment, and good-aligned weapons of less than +2 enchantment. Uniquely amongst devils, he has no particular weakness against silver, though he has a revulsion against it. He is immune to fire, poison, charm, fear, polymorph, death and petrification attacks and has a SR of 12.

MAGICAL NATURAL WEAPONS: Attacks from Dispater's adamantine armour are considered to be lawful and evil-aligned +4 magical weapons.

MASTERY OF METAL: Dispater possesses an instinctive ability to sense and control metal, and should be considered to have constantly active telekinesis, limited to metallic objects. He can create *walls of iron* and *blade barriers* at will, and can destroy weapons, armour or other metallic objects on enemies at will- magical objects will receive a saving throw, however. He can also attempt to crush an enemy in their own armour- inflicting d8 damage per base armour bonus the armour provides. That is, plate mail will inflict 8d8 damage per round, and studded leather only 3d8. He can also deflect 1d4+1 metallic projectiles shot at him.

SPELL-LIKE ABILITIES: Dispater can cast *teleport without error* and *plane shift* at will, and can cast *gate* once per day.

SUMMONING: Dispater can summon 1 pit fiend, 1d2 horned or ice devils, 1d3 bone devils, 1d4 erinyes, 1d6 bearded devils or 2d6 infernal legionnaires once per day.

TAIL SWEEP: Whenever Dispat attacks with his tail sweep, he should be considered to be making a trip attempt simultaneously with the attack.

MAMMON (LORD OF THE SECOND)

NO. ENCOUNTERED: Unique

SIZE: Large

HD: 22 (d10)

MOVE: 30 ft., 60 ft. (fly)

AC: 32

ATTACKS: 2x Rod of Avarice +5 (2d6+10 dmg)

SPECIAL: Aura of Covetousness, Class Abilities, Devil's Dice, Devilish Attributes, Immunities, Rod of Avarice, Spell-Like Abilities, Summoning, Unlimited Wealth

SAVES: M, P

INT: Supra-Genius

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE: Rod of Avarice +5

XP: 300,000

Mammon is fairly large at eight feet tall, but looks largely humanoid, with only subtle devilish features (small horns). Both his flesh and his clothing seem almost entirely made up of gold, with his eyes seeming to be finely cut jewels, glowing with power. It is reported that, if ever spilled, his blood has the appearance and scent of finely spiced wine, rather than normal blood. His features are rather handsome, and his expression one of somewhat distant scorn and amusement.

HISTORY: One of the younger archdevils, Mammon was remarkable from the beginnings of his career for his excessive greed and combination of overweening pride before inferiors and cowardly submission to those he considered to be superior. Satan is known to have disdained him, and yet, promoted him to the rulership of the Second Circle of Hell, largely so as to remove him from his Infernal Court in the Ninth.

Mammon was one of the more active members of the alliance against Asmodeus, and was rather surprised that he was not punished with the removal of his circle. For now, he seems to be chastened and has devoted his energies towards the accumulation of souls and treasure- Mammon's treasure vaults are at least the equal of Asmodeus's, but his greed prevents him from making effective use of that treasure.

It is well-known, to Mammon's chagrin, that he was not particularly beloved of Satan, the former ruler of Hell, and Mammon resents the frequent reminders of the scorn he was held in by the other archdevils. Those devils who serve him know better than to even mention the name Satan.

When not plotting the acquisition of valuable and expensive magical items or unique treasures, Mammon whiles away much of his time gambling, and indeed, while Mammon is greedy in the extreme, he is always punctual and fair in the repayment of any gambling debts he owes- and expects the same of those who play dice with him.

COMBAT: Mammon prefers not to openly confront enemies in combat, preferring to either 'convince' them to hand over any magical items he desires or to play dice with them- if a party is charismatic enough and he is in a relatively good mood, he can be a fairly magnanimous host. If pressed into combat, though, he will not hesitate to use the full extent of his might against enemies, summoning and gating in allies and using his powerful clerical spells from a distance. He also enjoys pelting enemies with vast quantities of gold and gems, often flattening them underneath mountains of wealth. If pressed, he will not hesitate to teleport away from the combat, to a fortress where he can rest and lick his wounds.

AURA OF COVETOUSNESS: Anyone who comes within 100 feet of Mammon must make a **charisma saving throw** or gain an incredible, irrational greed, immediately attacking a nearby ally for any magical items or wealth on their persona or allowing Mammon to plant a suggestion in their minds.

CLASS ABILITIES: Mammon possesses the class abilities of a 22nd level cleric. He can use his turning abilities to turn devils, with devils of 10 HD or below counted as extraordinary undead, and devils of over 10 HD as unique undead.

DEVIL'S DICE: Mammon possesses a pair of magical six-sided dice, which he can roll to alter reality itself for an individual or a party. The dice can only be rolled once in an encounter. Sevens, Elevens and Twelves are favorable outcomes, the others are all negative, though many can be altered by Mammon to be otherwise if he so desires. The CK should roll two six-sided dice in full view of the players to simulate the outcome of this power.

SNAKE EYES: The subject is killed and their soul is immediately forfeit to Mammon.

- *Three:* A Pit Fiend is summoned to attack the party.
Four: The subject is killed, but their soul is not immediately forfeited.
- *Five:* Everyone in the party loses 1d4+1 levels.
- *Six:* The party is required to perform a service for Mammon, or lose their souls.
- *Seven (Any):* Mammon will freely parley with the party, and if no agreement can be reached, must allow them to leave his realm freely.
- *Eight:* All of the party's wealth and magical items disappear, to go in Mammon's vast vaults.
- *Nine:* The subject's alignment is changed permanently one level towards Lawful Evil.
- *Ten:* Mammon claims the soul of one of the party members, but does not kill them. He may parley for a favor to return the soul.
- *Eleven:* Mammon grants the party immense wealth- roll a percentile dice and multiply the result by a thousand to determine what it is. He allows them to leave freely afterwards.
- *Twelve:* Mammon grants the party a favor, equivalent to a wish.

DEVILISH ATTRIBUTES: Like all true devils, Mammon has the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at 18 + 22 or roll a natural 20. True seeing will punch through this disguise, however. Mammon also has the ability to speak in any language he desires, as well as to use telepathy. Whenever he speaks, all within hearing range will hear her words in their native language, unless he specifically wills otherwise. Mammon also has flawless darkvision and constant true seeing, and emits a constant magic circle against good.

IMMUNITIES: As an archdevil, Mammon can only be harmed by +4 or greater magical weapons, or +2 weapons that are good-aligned or made of silver. Moloch is immune to fire, poison, fear, charm, death, polymorph and petrification spells.

ROD OF AVARICE: Mammon's signature weapon is the Rod of Avarice, which functions as a +5 large quarterstaff. It also has the ability to, once per target, force a **wisdom saving throw** against polymorph- if the target fails, they are transformed into gold. If Moloch scores a critical hit with his staff, it does 6d6+22 damage. The Rod of Avarice can store 20 spell-levels of any 1st to 5th level spells, which are cast at Mammon's CL (22). It also sets the user's Strength, Wisdom and Constitution to 20, if they are not already higher.

SPELL-LIKE ABILITIES: Mammon can cast teleport without error and know alignment at will. He can cast geas, mass suggestion and meteor rain once per day each.

SUMMONING: Mammon can summon up to 25 HD of devils, once per day.

UNLIMITED WEALTH: Mammon can create functionally unlimited quantities of gold and precious stones at will. He can even use this power to pelt enemies with huge quantities of wealth as a weapon. If he does this, the spell is considered to do 10d6 damage automatically to all targets within a 30×30 foot radius, with a **dexterity saving throw** resulting in half damage.

MONSTERS

PROSERPINA (PRINCESS OF HELL)

NO. ENCOUNTERED: Unique

SIZE: Medium

HD: 22 (d10)

MOVE: 40 ft., 90 ft. (fly)

AC: 32

ATTACKS: 2x Claw +3 (1d6+5), Tail Slap +3 (1d4+5)

SPECIAL: Aura of Authority, Class Levels, Coldfire, Devilish Attributes, False Innocence, Magical Natural Weapons, Resistances, Summoning

SAVES: M, P

INT: Godlike

ALIGNMENT: Lawful Evil

TREASURE:

XP: 250,000

Proserpina, when she is not utilizing any disguises appears as a beautiful humanoid, about six feet tall, with dark blue skin, small horns and a four-foot long prehensile tail marking her as a devil. Her eyes are a uniformly glowing yellow normally, though they turn to blue-white when using her coldfire powers. This is the form she typically assumes for the handful of formal appearances she must make with her husband. Unlike many female devils, Proserpina favors somewhat more practical clothing, wearing light armour on the battlefield and a ceremonial version of the same on most other occasions. It is arguable that her relative restraint in wardrobe highlights, rather than detracts from her beauty- the daughter of Lucifer, she is inarguably the most beautiful of all devils and one of the comeliest beings in all of Creation. Frequently, and almost always with mortals that are not her followers, she chooses to appear in a similar form, but as a sixteen-year old girl, rather than a woman in her early twenties.

HISTORY: When Lucifer was cast out of Heaven and landed in the Lower Planes, he swiftly found himself a wife amongst the already-existing demons of the Lower Planes, Lilith. It was at this time that Lucifer, already turned from good due to his overwhelming pride, became further corrupted and embittered by the Lower Planes, becoming Satan, the original devil.

As Satan began to build the Nine Hells from the core of the Lower Planes, Lilith became pregnant, giving birth to twins, a male and female. The male devil, Azazel, was originally trained as a warrior, but his restless and undisciplined ways proved to be a major liability in the strictly organized Hells. Proserpina on the other hand seemed to be the ideal child, ambitious, yet obedient and unwilling to allow herself to outshine her parents. It was decided to train her in sorcery, and Proserpina was trained in the black arts by a variety of mortal and immortal sorcerers and wizards.

And so it would have continued, with Proserpina and Azazel being groomed to become sovereigns over one of the Circles of Hell, except that their father, Satan, saw fit to lead a gigantic confederation of the devils and the majority of the demon lords armies in a vast invasion of Heaven- a war that spilled over into the mortal plane with catastrophic results for the world. At the climax of war, it is believed that Satan, wielding the God-Slayer, managed to find the Creator of the Universe. No one knows exactly what happened at that moment, but neither the Creator nor Satan have ever appeared since.

The loss of their charismatic and supremely powerful leader was a devastating one to the Nine Hells, with Lilith returning to the Outer Abyss with Azazel, to set themselves up as demon lords of the first order. Proserpina, on the other hand, refused to leave Hell, and indeed, seemed undone by the loss of her father (whom she seems truly to have loved, for all of her evil nature). She retreated to the small corner of the Ninth Circle which her father had cultivated a dim reflection of Heaven, refusing to leave.

At first, it seemed natural that Asmodeus, Satans right-hand man would take over as the ruler of all Hell, but a powerful confederation of the other Princes of Hell threatened to undermine that position, and to destroy Asmodeus himself. Though Asmodeus was more cunning than his opponents, his reputation had also managed to draw together a confederation of all eight other acknowledged Devil Princes against him. It was at that moment that Proserpina chose to reemerge from her seclusion, with a dramatic offer of assistance to Asmodeus. She would tender her assistance in maintaining his position as the ruler of Hell, and in exchange, she demanded two things- rulership of the First Circle of Hell

and Asmodeus hand in marriage.

The Archdevil Asmodeus, severely pressed, had little choice but to accept to the steep conditions and made the bargain with Proserpina, knowing that the rulership of the First Circle would also make her largely responsible defence against the demons- which might keep her largely out of Hells greater politics. He also knew that alliance with the daughter of Satan would give him an enormous political advantage with the Infernal Dukes, the elite pit fiends that served their archdevil masters as generals and advisors. In a rapid and terrifying show of force, Asmodeus, Proserpina and the Infernal Dukes imprisoned one of the Devil Princes in ice, transformed another into a horrid slug-like monster and politically neutered the rest, and took control over all of the Nine Hells.

With the leadership dispute in the Nine Hells over, Proserpina turned her attention to the Blood War against the demons, launching into a spirited campaign that undid all of the successes the Abyssal hordes had against the Infernal legions, and incredibly, took numerous Abyssal fortresses and realms. Though the sheer number of demons made any complete victory nearly impossible, for the first time in millennia, the Blood Wars battles take place almost entirely on demonic territory- with the Nine Hells enjoying a remarkable period of peace.

Though by Infernal law, Proserpina is Asmodeus's wife, it is well-known that their relationship is largely (if not entirely) a political arrangement, with neither having any particular romantic interest in the other. Thus far, it has proven to be enormously beneficial to both parties, but nonetheless, each party desires to be the dominant partner in what is an unusually equal alliance.

COMBAT: While no coward- and a famous slayer of demons, Proserpina prefers not to engage in direct combat, using her Aura of Authority and False Innocence, as well as enchantments spells and her native intelligence and fearsome reputation to avoid combat. If pressed into combat, Proserpina will typically avoid melee, choosing to use her power of flight and solid ground speed to keep away from opponents. She will typically summon a handful of allies quite early in the combat, preferring a pit fiend or a few horned devils that can hold an enemy down while she uses powerful spells such as coldfire fireballs and energy blades to rain death upon her enemies. If truly trapped, she will use teleport without error to escape from the fray. This being said, Proserpina is nothing if not an intelligent and inventive tactician, and possesses a vast range of abilities to use against enemies.

AURA OF AUTHORITY: All LE individuals, or those with alignments one step from LE (NE, LN) who come within 60 feet of Proserpina must make a **charisma saving throw** at or be *charmed*. Proserpina's followers within 60 feet receive the benefit of *protection from chaos* or *evil*.

CLASS ABILITIES: Proserpina possesses the class abilities of a 22nd level sorcerer. She does not need to prepare spells ahead of time, and has the ability to use an arcane blast which does 6d6+8 damage, up to nine times a day. This attack has a range of forty and functions as a ranged touch attack.

COLDFIRE: Through intense study, Proserpina seems to have mastered the creation of a new form of fire, which appears as a blue-white flame which punches entirely through standard fire resistances or immunities. Proserpina can use coldfire for any spell which typically possesses an energy type, and can spontaneously convert any fire present into coldfire, which she can manipulate as powerful blasts (fireball), or in a variety of physical forms (wall of fire) at will. She can even intercept an enemy's fire or cold-based attacks, transform them into coldfire and direct them back at enemies. This coldfire is imbued with her natural power, and inflicts +1 hp damage for each spell level- a magic missile does +1 bonus damage per missile, a fireball does +3 bonus damage per target.

DEVILISH ATTRIBUTES: Like all true devils, Proserpina has the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at 18 + 22 (Proserpinas class level), or roll a natural 20. True seeing will punch through this disguise, however. Proserpina also has the ability to speak in any language she desires, as well as to use telepathy. Whenever she speaks, all within hearing range will hear her words in their native language, unless she specifically wills otherwise. She possesses permanent *true sight* and constantly produces a *magic circle against good*.

FALSE INNOCENCE: Proserpina typically appears as an adolescent girl, and she is skilled at magically playing up on a relatively innocent appearance. Individuals of good alignment are prone to see her as a tragic puppet or as sadly misguided, rather than truly evil and must overcome this urge, or be unable to physically attack her or cast offensive spells against her. It is said that this ability may be fuelled by manipulating the small remnant of angelic heritage remaining within her- though this belief itself may be intentionally spread by her.

MAGICAL NATURAL WEAPONS: Proserpinas natural weapons count as +3 cold iron weapons, and can thus harm even demon lords. Her claws and tail do double damage against demons.

RESISTANCES: Proserpina can only be injured with +4 or greater magical weapons, or +2 weapons that are silver or good-aligned. She is immune to fire, cold, poison, fear, charm, polymorph, petrification and death spells.

SUMMONING: Proserpina is capable of summoning 1 pit fiend or subjugator devil, 1d2 horned or ice devils, 1d4 erinyes, 1d10 bearded devils or 2d8 infernal legionnaires once per day.

DINOSAUR

APATOSAURUS

NO. ENCOUNTERED: 1-16

SIZE: Gargantuan

HD: 20 (d8)

MOVE: 80 ft.

AC: 14

ATTACKS: Slam (2d6+16)

SPECIAL: Trample, Twilight Vision, Scent

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: Nil

XP: 4950+20

The apatosaurus, also known as the brontosaurus, is a huge plant-eating dinosaur with a very long neck and enormous body. The apatosaurus has four stout legs that end in clawed feet and though it moves fairly slowly due to body weight, the creature's enormous size allows it to move greater amounts of distances as compared to a much smaller, but quicker creature.

COMBAT: As a plant eater, the apatosaurus is docile and peaceful. If threatened by a much smaller creature, however, the apatosaurus is likely to trample the threat or use its whip like tail. The tail is likewise used against targets of huge, gargantuan, or colossal scale.

TRAMPLE: An apatosaurus can trample anything smaller than itself for 2d20 points of damage. Opponents who do not make attacks of opportunity against the apatosaurus can attempt a **dexterity saving throw** (CL 16) to halve their damage.



BRACHIOSAURUS

NO. ENCOUNTERED: 1-20

SIZE: Gargantuan

HD: 16 (d8)

MOVE: 40 ft.

AC: 14

ATTACKS: Tail slap (1d8+16)

SPECIAL: Twilight Vision, Scent

SAVES: P

INT: Inferior

ALIGNMENT: Neutral

TYPE: Animal

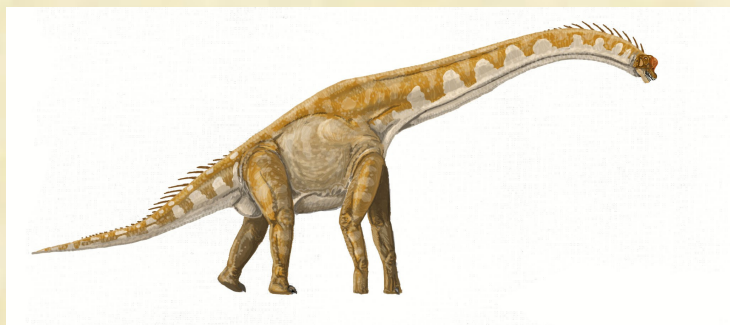
TREASURE: Nil

XP: 2100+16

The brachiosaurus is an enormous, four-legged dinosaur with a sturdy body that features a long neck and a small head. The top of the head of the brachiosaurus is crested and this crest is usually brightly colored on the males. The rest of the body tends to be dull green, gray, blue-gray, or brown in coloration. The brachiosaurus is a relative peaceful giant that feeds on vegetation.

COMBAT: The brachiosaurus is not much for aggressiveness.

The size of this creature keeps all but the largest and hungriest of predators at bay. When attacked, the brachiosaurus slaps away with its long tail.



MONSTERS

DEINONYCHUS

	Deinonychus	Megaraptor
NO. ENCOUNTERED:	1-6	1-6
SIZE:	Medium	Large
HD:	4 (d8)	8 (d8)
MOVE:	60 ft.	60 ft.
AC:	17	17
ATTACKS:	Talons (1d8+4), 2 foreclaws (1d3+2), Bite (2d4+2)	Talons (2d6+5), 2 foreclaws (1d4+2), Bite (1d8+2)
SPECIAL:	Twilight Vision, Scent	Twilight Vision, Scent
SAVES:	P	P
INT:	Inferior	Inferior
ALIGNMENT:	Neutral	Neutral
TYPE:	Animal	Animal
TREASURE:	Nil	Nil
XP:	60+4	375+8

A deinonychus is bright green along its back and flanks, with a much lighter shade of the same color on its underside. The body has darker spots or stripes. Its tail extends straight out behind itself, held aloft by an intricate structure of bony supports, thus allowing its weight to be carried entirely by the back legs. It weighs about 600 pounds.

A megaraptor is a larger version of the deinonychus, standing about 12 feet tall with a total length of 24 feet. It has the same appearance, habits, and abilities of the smaller version.

COMBAT: A deinonychus uses a combination of speed, grasping forearms, large teeth, and hind legs with ripping talons. It hunts by running at prey, leaping, and ripping with its rear talons as it claws and bites. The talons count as one attack. A deinonychus has a relatively large brain for a dinosaur, and its pack hunts with cunning tactics.

POUNCE: If a deinonychus charges, it can use all attacks in one round.



ELASMOSAURUS

NO. ENCOUNTERED:	1-8
SIZE:	Huge
Hit Dice:	10 (d8)
MOVE:	20 ft., 40 ft. (swim)
AC:	13
ATTACKS:	Bite (2d8)
SPECIAL:	Twilight Vision, Scent
SAVES:	P
INT:	Inferior
ALIGNMENT:	Neutral
TYPE:	Animal
TREASURE:	Nil
XP:	900+10

Though it resides primarily in the water, an elasmosaurus only breathes air. An elasmosaurus has a total length of some 30 feet, including a tail half as long as its entire body, and weighs about 5,000 pounds. Observers who see only its head or tail might easily mistake it for a massive snake.

COMBAT: An elasmosaurus is aggressive and attacks anything it notices. The creature is strong, fast, and highly maneuverable, able to turn quickly and lunge at prey. When hunting, it travels with its head out of the water, snapping down quickly to seize prey.

HIDE IN WATER: An elasmosaurus has a +8 bonus on hide checks in water.

IGUANODON

NO. ENCOUNTERED:	1-32
SIZE:	Huge
HD:	8 (d8)
MOVE:	60 ft.
AC:	16
ATTACKS:	2 Claw spikes (2d4+6), tail slam (1d6+6)
SPECIAL:	Twilight Vision, Scent
SAVES:	P
INT:	Animal
ALIGNMENT:	Neutral
TYPE:	Animal
TREASURE:	Nil
XP:	250+8



The iguanodon is a relatively fast moving herbivore with a curious thumb spike on each hand. The beak shaped mouth of this dinosaur is toothless but has a bony structure to it that allows it to nibble and tear at leaves. Iguanodons are a bit curious in their locomotion as their bodies are built to handle both running on their hind legs as well as moving about on all fours. As the iguanodon is well suited for different terrain features, the hides of these creatures come in a variety of colors and patterns.

COMBAT: Being herbivores, the iguanodon usually prefers to avoid battles unless the males are defending their breeding territories. When provoked, these creatures use their thumb spikes and tails to defend themselves.

MASSOSPONDYLUS

NO. ENCOUNTERED: 1-32
SIZE: Large
HD: 3 (d8)
MOVE: 50 ft.
AC: 18
ATTACKS: 2 Claws (1d6+4)
SPECIAL: Twilight Vision, Scent
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: Nil
XP: 200+3

Though stupid as a log, the massospondylus is an unusually friendly dinosaur. Though these creatures somewhat resemble smaller versions of the massive sauropods, their muscular legs, clawed feet, and improved dexterity allow them to be reasonably quick and agile. Though a massospondylus can rise up and even run certain lengths on their hind legs, they usually incorporate all four legs into their locomotion.

The massospondylus usually grows to be up to thirteen feet in length. These herbivores lay eggs in the dirt or sand and the mother does not watch over the eggs or the hatchlings. Upon hatching, the infant massospondylus reaches maturity in five years and can live between 51 to 62 years (1d12+50). In the wild these hatchlings usually follow an adult herd, which neither encourages nor discourages their presence. In times of trouble, however, the herd as a whole usually groups together for protection.

The hide of the massospondylus is covered with bead-like scales, as with most dinosaurs, and is usually patterned with stripes or splotches. The overall color tone ranges from vibrant greens to dull grays or beige, and the markings are usually a rusty reddish- orange, dull black, or bluish-gray.

COMBAT: The feet of the massospondylus feature claws at the end of five digits on each “hand” plus a powerful “thumb” claw. During combat this creature will rear back and strike out with the frontal claws. These creatures are not particularly known for being aggressive and the massospondylus will usually choose to flee if threatened or treated in an aggressive manner.

OVIRAPTOR

NO. ENCOUNTERED: 1-12
SIZE: Medium
HD: 2 (d8)
MOVE: 50 ft.
AC: 16
ATTACKS: Bite (1d6)
SPECIAL: Twilight Vision, Scent
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: Nil
XP: 10+2

Oviraptors are omnivorous, bipedal dinosaurs with long fingers on their hands that they use for grasping objects, particularly eggs. They have a bird-like head with a strong but toothless beak, and a crest on their snouts that is brightly colored on the males in order to attract female mates. Oviraptors are usually between 6 to eight feet in length and weigh roughly 60 to 70lbs.

COMBAT: The oviraptor is usually more concerned with finding small game to eat or defending its nest to go actively pursuing trouble. As such, this creature should be treated with having the combat aggressiveness of any normal animal with such needs. When forced into combat, however, the oviraptor has very strong jaws that control the creature’s beak, giving the oviraptor a fierce, crushing bite.

PLATEOSAURUS

NO. ENCOUNTERED: 1-68
SIZE: Huge
HD: 4 (d8)
MOVE: 40 ft.
AC: 17
ATTACKS: Slam (1d6+6)
SPECIAL: Twilight Vision, Scent
SAVES: P
INT: Inferior
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: Nil
XP: 40+4

The plateosaurus is a bipedal dinosaur, standing around 20 feet tall with a small head on a long neck, and a long tail used for whipping off predators. A plant eater, this creature is usually reasonably placid but may become aggressive if provoked.

COMBAT: The plateosaurus is a plant eater and thus has little use for combat other than territorial reasons, protection of lair or young, or dominance during mating. As such, the plateosaurus will usually attempt to avoid such situations unless it feels threatened.

PROTOCERATOPS

NO. ENCOUNTERED: 1-16
SIZE: Medium
HD: 3 (d8)
MOVE: 30 ft.
AC: 16
ATTACKS: Bite (1d4+3)
SPECIAL: Twilight Vision, Scent
SAVES: P
INT: Inferior
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: Nil
XP: 20+3

The protoceratops resembles a medium sized version of a triceratops in many ways, only lacking the three horns. The armored crest at the top of the protoceratops’ head is very similar however, and protects this creature from attackers. The protoceratops is around 6 feet in length, and weighs a sturdy 900lbs.

COMBAT: Being herbivorous, the protoceratops is a bit weak combat-wise and has only its bite, intended purely for plant consumption, with which to properly defend itself.

SCUTELLOSAURUS

NO. ENCOUNTERED: 1-48
SIZE: Medium
HD: 2 (d8)
MOVE: 40 ft.
AC: 17
ATTACKS: Tail Slap (1d3)
SPECIAL: Twilight Vision, Scent
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: Nil
XP: 10+2

The scutellosaurus is a swift, plant-eating dinosaur that is covered with protective bony plates. Due to the fact that this creature is fairly small and weak compared to other dinosaurs, the scutellosaurus tends to avoid combative

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situations if possible. The scutellosaurus comes in a variety of shades and patterns, most of which tend to blend somewhat with the surroundings.

COMBAT: Being a herbivore that is somewhat unimpressive in size, the scutellosaurus usually prefers to avoid battles unless the males are defending their breeding territories. When provoked or threatened, these creatures use their weak tail slaps in an attempt to ward off predators.

STEGOSAURUS

NO. ENCOUNTERED: 1-14
SIZE: Huge
HD: 8 (d8)
MOVE: 30 ft.
AC: 18
ATTACKS: Slam +8 melee (1d6+6)
SPECIAL: Twilight Vision, Scent
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: Nil
XP: 250+8

The stegosaurus is a sturdy, plant eating dinosaur whose body is protected by bony plates that run down the back and tail. A heavy tail with four long spikes serves as a natural slamming weapon. This dinosaur is a quadruped that is 28 feet in length.

The stegosaurus varies in shades of color, and sometimes has colorful stripes and mottled patterns on its hide. In addition to the bony plates, another unusual feature of the stegosaurus is the small size of its head. The brain is also quite tiny, especially for a creature of such a notable size, making the stegosaurus a bit on the “stupid” side.

COMBAT: The stegosaurus is a plant-eating dinosaur, and as such is not aggressive unless it feels threatened.



TRACHODON

NO. ENCOUNTERED: 1-36
SIZE: Large
HD: 6 (d8)
MOVE: 50 ft.
AC: 17
ATTACKS: Bite (1d8+4) or Tail slap (1d4+4)
SPECIAL: Twilight Vision, Scent
SAVES: P
INT: Inferior
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: Nil
XP: 120+6

The trachodon is a plant-eating creature that is often referred to as a “duck-billed” dinosaur. These dinosaurs stand erect on two legs and are agile runners, but for the most part they are rather placid in behavior, but they can become aggressive if provoked. Though they can be found in a wide variety of warm areas, the trachodon prefer to graze upon the plants that grow along the edges of lakes.

COMBAT: The trachodon usually wards off predators with a bite from its wide billed mouth or a slap from its sturdy tail.

FLESH HOUND

NO. ENCOUNTERED: 1-8
SIZE: Small
HD: 1 (d12)
MOVE: 50 ft.
AC: 13
ATTACKS: Bite (1d4), Tail Bite (1d4)
SPECIAL: Tail Attack, Undead
SAVES: P
INT: Animal
ALIGNMENT: Neutral Evil
TYPE: Undead
TREASURE: Nil
XP: 9+1

Created to serve as guardians, flesh hounds are disturbing creatures, skinless, reanimated hounds the heads of which have been removed and replaced by those of humanoids, the tail of which has been replaced with a sinuous, jaw-tipped orifice. The cunning exhibited by these necromantic guardians is rightly feared, and their wretched howl is said to be terrible.

COMBAT: Flesh hounds run down their victim's with animal-like cunning, biting with their mouth and tail, rending flesh.

TAIL ATTACK: Because their tail is tipped with a vicious maw, flesh hounds can attack opponents in front and behind them simultaneously with no penalty.

GOBBET

NO. ENCOUNTERED: 1-4
SIZE: Large
HD: 5d10
MOVE: 6 ft
AC: 12
ATTACKS: 1d4+1, Tentacle x 6 (+5 to hit)
SPECIAL: Suffocate
INT: 6/Insane
ALIGNMENT: Neutral (Evil)
TYPE: Undead (Unique)
TREASURE: Nil
XP: 30+3

The Gobbet is a foul creation of the Necromantic arts merged with the natural powers of druidic magic. The Liber Mortis, an evil tome of undead magics, gives the user the power of forcing flesh to leave the bones of a corpse; thereby providing a clean skeleton to cast enchantments upon. However, when nature magics are combined they allow the flesh to be made independent of the skeleton while still living. This oozing blob of flesh is the result called the Gobbet.

The Gobbet can be made from one creature, though usually the malignant practice is used to create a single entity from the flesh of several victims at once (resulting in a Large size creature). IT moves slowly, pulling its ponderous bulk like a slug towards its prey, which is any living flesh. It sees by raising its eyestalks (two eyes for each victim used in the creation of the Gobbet) like telescopes up from its bulk to navigate direction and attack. Its attacks are bloody tentacles of arteries, veins, and cartilage that can entrap opponents (4 hp of damage needed to sever a tentacle). It has no bone structure, having left its skeleton behind in the creation rite and so has no teeth but fingernails are combined into its ‘maw’ that can do the damage noted above (1d4+1). It can also use its maw to entrap a victim’s head; suffocating them in 6 rounds (CON

saves to be made after the 2nd round with a -2 cumulative penalty every succeeding round the victim is still entrapped).

DESCRIPTION: The Gobbet is a massive blob of flesh colored goo, amorphous and rippling in its bulk. Occasionally opening appear in its surface to allow eyeballs to rise up on their bloody optic nerves to survey its surroundings and to direct blood-spattered cords of circulatory masses to the attack. Its maw is a smooth opening at its center with rows of finger & toenails mimicking teeth which to attack its prey.

GREY MATTER

NO. ENCOUNTERED: 1-3
SIZE: Small
HD: 5 (d10)
MOVE: 10 ft
AC: 14
ATTACKS: Tendril x4 (1d4 Acid+Attach)
SPECIAL: Attach, Psionics, Telepathy
SAVES: M
INT: Genius
ALIGNMENT: Neutral (Neutral)
TYPE: Ooze
TREASURE: -
XP: 2750+10

In its true form, a Grey Matter is a wrinkled amorphous blob of amniotic fluid coupled in a sheet of myelin, somewhat resembling a human brain. Four vascular tubes, continually dripping blood, hang from the sides of a Grey Matter, trailing a reminder of its passage. The creature possesses no sensory organs, and no communicatory features, but that underlies its true nastiness, for a Grey Matter is a supreme tactician, and a deadly cunning opponent. Few victims ever see a Grey Matter for what it is, and those that do, never see anything else.

COMBAT: Grey Matter are psychically aware creatures, combining efficient hunting with an unearthly intelligence to feed. Lashing out with its bleeding appendages, a Grey Matter focuses its hunger on the least physically -able victim it detects, attempting to destroy quickly, consume the brain, and then strike again, resuming a normal shape to avoid detection.

ATTACH: When a Grey Matter strikes with a tendril, the victim must make a successful **strength saving throw** to avoid having the tendril latch hold, inflicting 1d2 points of automatic acid damage until the tendril, the Grey Matter, or the victim is dead. If a Grey Matter strikes the same victim with all four of its tendrils, and the victim fails to save against each, the Grey Matter immediately pulls itself to the victim, activates its *alter size* to shrink itself, and destroys the victim's brain, causing immediate and irrevocable death. The Grey Matter then liquefies, and seeps through the orifices of the victim's skull, and prepares for another attack, immediately *polymorphing* into something innocuous. A tendril has an AC of 19, and has 2d12 hit points; damage to a tendril does not affect a Grey Matter in any way, save for reducing its number of attacks when a tendril is destroyed.

PSIONICS: Capable at will, as a spellcaster of 10th level— *ghost sound*, *mage hand*, *message*, *alter size*, *levitate*, *magic mouth*, *suggestion*, *dimension door*, *hallucinatory terrain*, *polymorph* (objects only), *feebles ind*, and *phase door*.

TELEPATHY: A Grey Matter can communicate with any creature, regardless of language, provided the creature has an Intelligence of 3 or more.

GRIM MANTLE

NO. ENCOUNTERED: 1 (Unique)
SIZE: Medium
HD: 8 (d8)
MOVE: 40 ft.
AC: 20
ATTACKS: 2 Slams (1d6)
SPECIAL: Twilight Vision, Regeneration 4, Spell-Like Abilities, SR 10
SAVES: M, P
INT: High
ALIGNMENT: Chaotic Evil
TYPE: Fey
TREASURE: Nil
XP: 950+8

Grim Mantle stalks the lonely places of the world, a solitary figure, a being of unknowable origin, of unspeakable horror. Tall, gaunt, sinuous, limbs and fingers unnaturally long, seemingly possessed of far too many joints, Grim Mantle earned its name from its cloak, a ghoulish patchwork of stolen faces, faces sewn together with fresh sinews, faces stolen from all manner of sentient. Faces that still twist, gibber, and mouth silent screams. That Grim Mantle's face is a gaunt, smooth, and bereft of any features may explain its strange need to mystically flay the faces of others. Grim Mantle stalks its prey following some strange, unfathomable pattern, not resting until it has acquired its new cloak patch, or been banished in the process. Grim Mantle's movements are akin to the motions of a perverse marionette, utterly silent, and few hear its approach until it is much too late. Fewer still have escaped its relentless hunt, its quest to obtain 1-3 new faces for its cloak each year. While Grim Mantle has been defeated and banished in the past, such victories is partially hollow, for Grim Mantle always appears again after a year and a day, in some remote location, ready to refresh its garb.

COMBAT: Grim Mantle prefers victims that do not fight back, taking pains to isolate victims, attacking when they are at their weakest or most unsuspecting, even slaying poor souls in their sleep. It pulverizes and crushes opponents, always taking care to leave the face undamaged, ripping it free as the death rattle issues in their throat.

SPELL-LIKE ABILITIES: *Charm Person*, *Sleep*, *Spider Climb*. These abilities are usable once per day, at the 8th level of ability.

MANC BUG

NO. ENCOUNTERED: 1 or 1-3
SIZE: Small
HD: 2 (d4)
MOVE: 60 feet, 10 feet (fly)
AC: 15
ATTACK: Stinger (1d4+Poison) and Bite (1d3)
SPECIAL: Spell Immunity, Poison, Detect Magic, Consume Magic
SAVES: P
INT: Low
ALIGNMENT: Neutral
TYPE: Beast
TREASURE: -
XP: 350+5

Manc bugs look like beetles, having large round bodies covered in a hardened shell, ending at the rear with an elongated stinger. Underneath, translucent wings extend to allow the manc bug limited flight. These beasts are attracted to the unique emanations of magic, able to detect the subtle ripples caused by spellcasting, or the presence of a magic item. Indeed, manc bugs survive by feeding from such things, and their presence is a sure indicator of magic nearby. On the open market, a manc bug typically sells for several hundred, if not thousands, of gold, and even a dead manc bug has value, since its shell and other parts can be used in the manufacturing of magic-detecting items or used as components for spells.

COMBAT: Manc bugs are not interested in attacking, though they often instigate combat by attempting to feed. They generally will retreat if formidable

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force is shown to them, but it will return later, if it can. Manc bugs are always hungry.

SPELL IMMUNITY: Due to their voracious appetite and consumption of magic, manc bugs have developed an immunity to spells.

POISON: At the base of the manc bug's stinger is a venomous sac filled with a disruptive toxin which has become laced with magical properties. If a creature is struck by the manc bug, a successful **constitution saving throw** must be made or the effect of a *dispel magic* spell as cast by a 12th level caster is generated; if a spellcasting creature, whether by class or inherent ability, is struck, the save is made but a failure results in the additional loss of a random spell.

DETECT MAGIC: Manc bugs are perpetually affected by the spell *detect magic* but with a range of 120 feet.

CONSUME MAGIC: Each day a manc bug touches a magic item, the effective caster level (the level of the item's creator) of the item decreases by one, until, at zero, the item ceases to be a magic item. For magical weapons and armor, every four levels lost results in a reduction in the magical plus of the weapon by one. Any item drained by a manc bug cannot be restored, though it can be re-enchanted if rendered nonmagical.

NECROPEDE

NO. ENCOUNTERED: 1-2

SIZE: Large

HD: 6 (d10)

MOVE: 40 ft., 15 ft. (climb)

AC: 15

ATTACKS: 3 Slam (1d8), Constrict (6d4)

SPECIAL: Constrict, Undead

SAVES: P

INT: None

ALIGNMENT: Neutral Evil

TYPE: Undead

TREASURE: Nil

XP: 330+6

A necropede is a terrible abomination, the necromantic fusion of multiple humanoid torsos, stitched in-line, the creation's many arms serving as legs, propelling the foul thing swiftly across all manner of terrain, and even up walls and cliffs! Most necropede's are constructed using six torsos, but they may be made with more or less.

COMBAT: In combat half of a necropede's torsos rear up, striking out with many limbs, or twisting around an opponent, binding and crushing with its many arms.

CONSTRICT: When a necropede strikes with half or more of its slam attacks, it automatically wraps itself around the opponent. The victim must make a successful **strength saving throw** to avoid a constricting hold. On the round immediately following the use of this ability, the victim suffers the effects of the constriction automatically. A new save is allowed to escape the necropede's clutches every round. A necropede constricts its victim for 6d4 points of crushing damage per round. Breaking free requires a successful strength check against challenge level 9.

OCULAR SENTINEL

NO. ENCOUNTERED: 1-4

SIZE: Small

HD: 1 (d2)

MOVE: 20 ft.

AC: 13

ATTACKS: Nil

SPECIAL: Cannot be Surprised, Darkvision 60 ft., Necromantic Bond, Undead

SAVES: P

INT: None

ALIGNMENT: Neutral

TYPE: Undead

TREASURE: Nil

XP: 9+1

Created by taking up to a dozen eyeballs, complete with stalks, and necromantically congealing them into a roughly spherical mass atop a wriggling clump of stalks, an ocular sentinel serves as guardian and spy. Seeing in all directions at once, moving about by scurrying atop its eye-stalks, it is inoffensive but ever-watchful, and its creator may choose to see what it sees.

COMBAT: Ocular sentinels avoid combat, and are too small, weak, and unequipped to be able to deal damage to other beings.

CANNOT BE SURPRISED: Due to their darkvision and mass of eyes pointing in every direction, ocular sentinels cannot be back attacked, sneak attacked, or otherwise surprised by opponents not somehow utterly obscured from view or invisible.

NECROMANTIC BOND: The creator of an ocular sentinel is instantly alerted if the sentinel sees an intruder or is damaged or slain. They may also opt to concentrate for a round to see what the ocular sentinel sees as if they were standing in the same spot, providing the sentinel is within 100 ft.

PHYNNODDEREE

NO. ENCOUNTERED: 2-8

SIZE: Medium

HD: 3 (d6)

MOVE: 35 feet, 25 feet (fly, good)

AC: 20

ATTACK: Weapon (Weapon+3)

SPECIAL: Spell-Like Abilities, Invisible, Silent, Immune to Darkness, Spell Resistance (10), Fast Healing 2, Regenerate, Rejuvenate, Enormous Strength, Daylight Powerlessness

SAVES: P

INT: High

ALIGNMENT: Chaotic Evil

TYPE: Fey

TREASURE: Lair

XP: 2,200+3

Phynnodderee are murderous, ravenous carnivores, stalking the lowlands they call home, striking out as dusk falls and the sun fades to darkness. Malicious, mischievous, and ugly, these creatures, distantly related to both Trolls (q.v.) and Pixies, (q.v.), are psychotic killing fey possessing great strength, and indomitable fortitude. Nighttime protects the Phynnodderee, sheltering the creature in its unyielding embrace, blending together to cloak the Phynnodderee in absolute concealment; in fact, if the creature did not wish to make a sound, it would not be possible to know one had moved, or even stood nearby— so total is their stealth. This reliance on shadows has slowly withered away the Phynnodderee, warping them. Forever barred to the caress of the Sun's warmth, Phynnodderee immediately turn to stone when exposed to daylight, rendering the creature powerless. Phynnodderee always hunt in mobs, ranging in size from 2 to 8.

COMBAT: Silent, imperceptible death, is the trademark of the Phynnodderee, leaving a trail of blood and half-devoured carcasses, emptied to fill the beast's hunger. Strike hard, strike fast, and kill— that is all a Phynnodderee knows. Having no fear, and no inhibition, a Phynnodderee will attack even creatures that far outclass them in toe-to-toe combat, relying on a series of mobile strikes, to sap and weaken their prey before moving in for a catastrophic decimation.

SPELL-LIKE ABILITIES: Polymorph Self, Permanent Illusion (1/day), Dispel Magic (8th level effect) (1/day), and Dancing Lights (1/day).

INVISIBLE: A Phynnodderee is always invisible, as the spell Improved Invisibility, when moving or attacking, unless it chooses to be visible.

SILENT: Phynnodderees do not make sound when moving, and do not require Verbal components for any spell cast. If the Phynnodderee wishes to end this effect, it is automatic, but can be restarted at will.

IMMUNE TO DARKNESS: Darkness, whether natural or magical, is no hindrance to a Phynnodderee.

SPELL RESISTANCE (10): To be affected by a spell or spell-like ability, the originator of the effect must roll a 10 or higher on a d20.

FAST HEALING 2: Three rounds after a Phynnodderee suffers damage, its body begins repairing, at the rate of 2 hit points regained per round. It cannot heal damage caused by fire or acid.

REGENERATE: A Phynnodderee can reattach severed body part, placing the stumps together, and gaining immediate use of the limb.

REJUVENATE: Unless a Phynnodderee is scorched with flame or dissolved by acid, its pieces will reform and it is not permanently dead. The Phynnodderee becomes active again in 3d6 rounds. Total physical destruction is required; even a fingertip that survives destruction will allow the Phynnodderee to reform, at the location of the piece that survived.

ENORMOUS STRENGTH: A Phynnodderee adds three times its Hit Dice when making strength saving throws or checks. Regardless of weapon used, a Phynnodderee always inflicts 3 extra points of damage.

DAYLIGHT POWERLESSNESS: If a Phynnodderee is exposed to true daylight, or the effects of the spell Daylight, it is immediately petrified, as is failing a **strength saving throw**. When so affected, a Phynnodderee is visible, but has Damage Reduction +3 (blunt), meaning only a magical non-edged weapon of +3 or greater enchantment can damage it; Spell Resistance and all other special qualities are lost however. A *Transmute Stone to Flesh* spell has no effect on a petrified Phynnodderee, but a Move Earth, Passwall, or other powerful Earth-related spell or effect will instantly slay the creature if cast directly on the Phynnodderee.

SPECIAL: Phynnodderees almost always have the abilities of the Rogue or Assassin class. Some (25%) might have the abilities, including spellcasting, of the Wizard or Illusionist class.

POULTREGEIST

NO. ENCOUNTERED: 6-9

SIZE: Small

HD: 1 (d12)

MOVE: 30 feet, 10 feet (fly)

AC: 6

ATTACK: Claw (1d2)

SPECIAL: Ovakinesis, Instant Hatching, Mesmerizing Cluck, Incorporeal

SAVES: P

INT: -

ALIGNMENT: Chaotic Evil

TYPE: Undead (Rare)

TREASURE: -

XP: 5+1

A poultrgeist is the disembodied form of a domesticated bird, often of a headless chicken or other small fowl killed violently and suddenly. The poultrgeist is unaware of its existence, assuming it still lives, having spontaneously arisen as a ghostly undead. This transformation imbues the poultrgeist with odd and inexplicable powers, and warps what fragile mind it had to that of an insane and terrible beast. Poultrgeists hate any creature that feeds on eggs, attacking them on sight, using whatever means available to them.

COMBAT: Poultrgeists rarely initiate direct melee, but when they do, a dazzling display of ectoplasmic feathers coupled with quick and decisive claw swipes bring many foes down. They do not know fear, and never retreat.

OVAKINESIS: Any egg, or egg-like object, within 120 feet can be telekinetically lifted, and hurled at an enemy. This attack delivers an amount of damage based on the size, and weight, of the object, with an ordinary egg dealing one point of damage, but progressing upwards to a maximum of 5d6. Castle Keepers are left to their discretion as to the amount of damage the attack deals. Poultrgeists can use this ability as often as desired.

INSTANT HATCHING: Poultrgeists can, at will, cause any unhatched eggs within sight to spontaneously hatch a fully matured bird. The exact effects of this ability are identical to monster summoning I, save that birds created this way are real creatures, and do not disappear. Such created birds are treated as regular birds of prey, and are immediately, within the same round, brought forth, under the poultrgeist's control; control lasts for 1d4 rounds.

MESMERIZING CLUCK: Despite being headless, a poultrgeist can communicate, and a gathering generates a mind-numbing effect, created by their incessant clucking. When six or more poultrgeists are together, within 90 feet, they can radiate an intoxicating sound, with identical effects to the hypnotism spell. This ability can be used as often as possible, but is ended if any of the contributing poultrgeists are slain, or move further than 90 feet. The effect is also terminated if a subject of the hypnotism is attacked, or suffers damage.

INCORPOREAL: Poultrgeists are able to walk, or attack, through solid objects, and cannot be affected by any weapon of less than a +1 enchantment.

PTERANODON

NO. ENCOUNTERED: 1-24

SIZE: Large

HD: 2 (d8)

MOVE: 20 ft.

AC: 11

ATTACKS: Bite (1d8-3)

SPECIAL: Twilight Vision

SAVES: P

INT: Inferior

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: Nil

XP: 10+2

The pteranodon is a flying lizard. While this creature appears to be massive in size and had a wingspan of over twenty feet, the pteranodon was actually extremely lightweight due to its hollow bones and frail structure.

COMBAT: Though menacing in appearance, the pteranodon is a weak creature with little combative capabilities. Though having a good-sized beak, the pteranodon is mostly toothless, and its jaws are not nearly as strong as a creature its normal size. As such, most pteranodons tend to avoid all but Tiny to Small sized targets unless starving.

SKIN SACK

NO. ENCOUNTERED: 1-4

SIZE: Medium

HD: 2 (d6)

MOVE: 20 ft.

AC: 14

ATTACKS: Grab (None), Constrict (1d4 + Suffocation)

SPECIAL: Constrict, Improved Grab, Undead, Yielding

SAVES: P

INT: None

ALIGNMENT: Neutral Evil

TYPE: Undead

TREASURE: Nil

XP: 30+2

Painstakingly removed intact from a humanoid corpse, the skin may be imbued with necromantic energies, animating it and thereby creating a skin sack. Moving with a fluid, sagging motion, a skin sack attacks by twisting itself around

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or engulfing a foe, slowly crushing and suffocating it, the victim's struggles clearly visible within.

COMBAT: Skin sacks attack by grabbing and engulfing their opponents, crushing and suffocating them within their folds.

IMPROVED GRAB: An opponent struck by a skin sack must make a successful **strength saving throw** to avoid being engulfed. An engulfed target cannot move, but may attempt to break free of the skin sack's embrace, or attack the skin sack itself. After being engulfed, the victim begins suffering the effects of the skin sack's constrict ability. On each subsequent round, after taking damage from constriction, a victim is allowed to make a **strength saving throw** to try to break free.

CONSTRICT: Any victim engulfed by a skin sack automatically takes damage on subsequent rounds, and begins to suffocate. A skin sack constricts its victim for 1d4 points of crushing damage per round. If the skin sack is not slain, or the opponent otherwise released within three rounds, the victim is unable to breathe and blacks out. Three rounds after losing consciousness, the victim will die. There is no saving throw. Attacks that hit an engulfing skin sack deal half damage to the monster and half to the trapped victim.

YIELDING: Because of their malleable, yielding nature, any blunt weapons do half damage, while slashing and piercing weapons do normal damage.

TYRANT

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 12 (d10)

MOVE: 40 ft. (fly)

AC: 18

ATTACKS: 1d4 Bites (1d6)

SPECIAL: Spells, Darkvision 60 ft., SR 16, Multi-Cast

SAVES: M, P

INT: Genius

ALIGNMENT: Neutral Evil

TYPE: Aberration

TREASURE: 10

XP: 3840+12

A strange product of sorcerous experimentation, a Tyrant is a floating sphere some 3-ft. in diameter, its flesh thick, gnarled, run-through with pulsating veins, the front of the sphere set with a multitude of maws, each replete with twisted fangs. Spaced randomly about its surface, up to a dozen tentacles twist obscenely, each tipped with a dexterous, tentacular hand. Intelligent, and malevolent, a Tyrant observes the world through many cruel eyes set around its mouths, but its greatest power comes from its command of the arcane arts, for Tyrants are able to learn and cast spells. Possessed as it is of multiple limbs and mouths, a Tyrant can cast multiple spells simultaneously, making it a severe threat to any beings it encounters. As they grow in age and power, Tyrants are said to develop more mouths and tentacles, enabling them to cast ever more spells at the same time.

Tyrants are selfish, cruel, and self-serving, but are also not above cooperating with others when it furthers their interests. As a result, many are often found in the company of evil allies, or directing henchmen and underlings. They only seem unwilling to bear the company of others of their kind.

These details reflect the abilities of a typical Tyrant with six limbs; older, more powerful Tyrants may possess up to twelve limbs and commensurately greater abilities.

COMBAT: Although Tyrants can lunge and bite with several maws at the same time, they generally eschew physical combat as unbecoming, engaging in it only reluctantly, much preferring to strike with spells and magical items from a safe vantage point or distance, making good tactical use of their ability to fly and hover to avoid most harm.

MULTI-CAST: By virtue of their alien physiology, the typical Tyrant can cast up to 3 spells simultaneously (1 spell per pair of limbs), if desired, using spell slots normally. Tyrants may also use their multiple limbs to wield several magical items at the same time, instead of casting spells, if they possess such devices.

Unfortunately, their limbs are too weak to make effective physical attacks, however.

SPECIAL: Tyrants are considered 12th level wizards and have all the abilities of that class.

UNDYING

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 10 (d12)

MOVE: 10 feet

AC: 10

ATTACK: Weapon (Weapon+10)

SPECIAL: Grievous Wound, Slaughter, Rejuvenate, Shrug Off, Fearsome Presence, Infallible Tracker, Distance Distortion, Cannot be Turned

SAVES: M, P

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Undead (Unique)

TREASURE: -

XP: 5,125+25

The undying are a rare, and extremely dangerous form of humanoid undead, rising from the grave in search of victims. They are driven with the need to kill, self-motivated to bring death. Undying are particularly fond of forests, though there have been whispered rumors of urban undying. Regardless of where an undying dwells, it is only active once per year—a single night of dreadful terror, leaving behind a trail of blood and tears. None alive claim to know the secret rites and rituals to bring about the creation of an undying, though a dark cabal of female demonologists say the knowledge resides in a book of such evil as to be untouchable but by the greatest, and foolish, of mortals; the book, according to legend, is bound of human flesh and inked in blood, and holds the secrets to immortality, as well. Few creatures have encountered an undying and survived, and of those, the vast majority are female; there is speculation among certain groups of religious scholars and sages that an undying follows a code, though, its predilection for mass murder would seem to indicate otherwise.

COMBAT: Undying enter combat wholeheartedly and fearlessly, bringing pain, death, and mayhem with them, walking directly into melee, willfully outnumbered, simply to decimate as many victims as possible. They exist to kill. Tactics are never used, though the base instinct of a natural predator sometimes indicates superior intelligence. Once potential carnage is found, undying will not stop.

GRIEVOUS WOUND: Anything killed by the attacks of an undying suffers a terrible wound which prevents the victim from being raised or resurrected without having an exorcism, regeneration, heal, and dispel evil spell applied first; these spells must be cast by a cleric of at least 15th level. The exact nature of the wound varies with the means used to inflict the injuries, but it is always bloody and macabre.

SLAUGHTER: An undying possesses the Combat Dominance ability of the Fighter class, though it is applicable to any creature, regardless of Hit Dice type, that has fewer total Hit Dice than half that of the undying. Furthermore, when facing opponents which would ordinarily be subjected to the Combat Dominance ability, an undying gains the Fighter's Extra Attack ability, which it can use in conjunction with Combat Dominance.

REJUVENATE: When reduced to zero or fewer Hit Points, an undying is not dead; instead, it is rendered immobile for 1-10 minutes. During this time, the wounds of the undying heal, though scars remain if applicable. To truly kill the undying, a special circumstance must be met, depending on the undying itself, and its history: at least one undying was permanently destroyed by the damage inflicted by a living sibling wielding a family heirloom, another was destroyed by complete immolation, and a third suffered defeat at the blade of its own weapon. Castle Keepers are encouraged to develop specific circumstances which will allow an undying to be permanently destroyed.

SHRUG OFF: Once each round, regardless of the source of damage (ranged attack, melee attack, or spell), an undying is allowed a Physical save with a modifier equal to the level or Hit Dice of the source of the attack. If this save is successful, no damage is sustained from the attack. The undying must be hit

before this ability can be used, so that it cannot be wasted. This ability applies to any effect which deals damage, though, at the Castle Keeper's discretion, it may also apply against any ability or effect which alters, changes, or otherwise requires a Physical save such as petrification.

FEARSOME PRESENCE: The sight of an undying is so unnerving that all sentient, living, creatures of three or fewer Hit Dice or levels are immediately fearful, as per the spell *fear*; no save is allowed for these creatures. Male creatures of four or more HD or levels are allowed a save to resist the effects of this ability; females are allowed a save, but must do so as though Wisdom were not Prime.

INFALLIBLE TRACKER: An undying is a supernatural stalker, able to locate its prey regardless of where it may go. Once an undying has selected a victim, that victim can always be located, with distance and interfering barriers being a non-issue. This ability extends to other planes of existence, and allows the undying to use its distance distortion ability more effectively; it simply, effectively, allows the undying to never fail a Tracking check.

DISTANCE DISTORTION: A creature within sight of an undying, regardless of actual distance, can be met and combated as though within charging range of the undying. Barriers such as walls, or concealment, such as dense foliage, are of no concern and do not hinder this ability. However, from the point of view of the victim, the undying appears to be the actual distance.

CANNOT BE TURNED: The single-minded dedication of an undying prevents the holy powers of turning to be effective. Therefore, an undying cannot be turned, nor can it be commanded. Relics and other items of divine power, such as holy water, are also ineffective.

VENOUS SKITTERLING

NO. ENCOUNTERED: 1-2
SIZE: Medium
HD: 2 (d8)
MOVE: 30 ft.
AC: 15
ATTACKS: 1d6 Slashes (1d4)
SPECIAL: Blood Drain, Undead
SAVES: P
INT: None
ALIGNMENT: Neutral Evil
TYPE: Undead
TREASURE: Nil
XP: 28+2

The necromantically-animated heart and veins of a humanoid, a venous skitterling is a terrible, alien thing, a pulsing heart set at the center of a mass of writhing, sharp-tipped veins. It skitters forth obscenely on many of these veins, while using others to slash and pierce foes, draining them of their vital fluids like a ghastly pump.

COMBAT: A venous skitterling slashes and stabs with numerous sharp veins each round, making 1d6 attacks, each inflicting 1d4 damage. Veins that pierce flesh effectively begin to drain the victim of blood.

BLOOD DRAIN: Any attack that inflicts the full 4 points of damage attaches to the victim and begins to drain its blood, automatically causing 1 point of damage per round. Multiple strikes of this nature can drain blood from the same victim. Pulling out the vein requires a **strength saving throw**, which may be made each round. Alternatively, the vein may be severed by a slashing attack (AC 10, 4 damage to sever; this damage is not subtracted from the skitterling's HPs).

VERMIN

SCORPION, MONSTROUS

	Monstrous Scorpion, Small	Monstrous Scorpion, Medium	Monstrous Scorpion, Large
NO. ENC:	2-11	1-5	1-5
SIZE:	Small	Medium	Large
HD	1 (d8)	2 (d8)	5 (d8)
MOVE:	30 ft.	40 ft.	50 ft.
AC:	14	14	16
ATTACKS:	2 claws (1d3-1), Sting (1d3-1 plus poison)	2 claws (1d4+1), Sting (1d4 plus poison)	2 claws (1d6+4), Sting (1d6 +2 plus poison)
SPECIAL:	Constrict (1d3- 1), Improved grab, Poison, Darkvision 60 ft.,	Constrict (1d4+1), Improved grab, Poison, Darkvision 60 ft.	Constrict (1d6+4), Improved grab, Poison, Darkvision 60 ft.
SAVES:	P	P	P
INT:	Animal	Animal	Animal
ALIGNMEN T:	Neutral	Neutral	Neutral
TYPE:	Vermin	Vermin	Vermin
TREASURE:	Nil	Nil	Nil
XP:	7+1	15+2	120+5

Monstrous scorpions are predatory arachnids. They have eight legs, a pair of grasping claws and a curved tail with a venomous stinger. They are commonly found in caves, mountain-tops, and intertidal zones.

COMBAT: Monstrous scorpions are likely to attack any creature that approaches, and they usually charge when attacking prey.

IMPROVED GRAB: To use this ability, a monstrous scorpion must hit with a claw attack. A monstrous scorpion deals max claw damage on a successful grapple check

POISON: A monstrous scorpion has a poisonous sting. The details vary by the scorpion's size, as follows.

Size	Con Save CL	Damage
Small	12	1d2
Medium	13	1d3
Large	14	1d4



MONSTER ATTRIBUTES

M&T MONSTERS

MONSTER	STR	DEX	CON	INT	WIS	CHA
Aboleth	26	12	20	15	17	17
Achaierai	19	13	14	11	14	16
Allip	0	12	0	11	11	18
Ant, Giant (Worker)	10	10	10	0	11	9
Ant, Giant (Soldier)	14	10	13	0	13	11
Ant, Giant (Queen)	16	9	13	0	13	11
Ankheg	21	10	17	1	13	6
Ape, Great	21	15	14	2	12	7
Arrowhawk (Small)	12	21	12	10	13	13
Arrowhawk (Medium)	14	21	12	10	13	13
Arrowhawk (Large)	22	21	16	10	13	13
Assassin Vine	20	10	16	0	13	9
Baboon	15	14	12	2	12	4
Banshee	0	32	0	5	20	19
Barghest (HD 1-5)	17	15	13	14	14	14
Barghest (HD 6-9)	20	15	16	18	18	18
Basilisk	15	8	15	2	12	11
Bear, Black	19	13	15	2	12	6
Bear, Brown	27	13	19	2	12	6
Bear, Cave	25	13	21	2	12	10
Behir	26	13	21	7	14	12
Belker	14	21	13	6	11	11
Bird of Prey	?	?	?	?	?	?
Blink Dog	10	17	10	10	13	11
Boar, Wild	15	10	17	2	13	4
Bodak	13	5	0	6	12	12
Bugbear	15	12	13	10	10	9
Bulette	27	15	20	2	13	6
Cat	3	15	10	2	12	7
Centaur	18	14	15	8	13	11
Chimera	19	13	17	4	13	10
Cloaker	21	16	17	14	15	15
Cockatrice	6	17	11	2	13	9
Couatl	18	16	14	17	19	17
Crocodile	19	12	17	1	12	2
Darkmantle	16	10	13	2	10	10
Demon, Quasit	8	17	10	10	12	10
Devil, Imp	10	17	10	10	12	14
Devourer	28	10	0	16	16	17

Dinosaur, Triceratops	30	9	25	1	12	7
Dinosaur, Tyrannosaurus	28	12	21	2	15	10
Dog, Coyote	?	?	?	?	?	?
Doppelganger	12	13	13	13	14	13
Dragon, Black (Age 1)	11	10	13	8	11	8
Dragon, Black (Age 2)	13	10	13	8	11	8
Dragon, Black (Age 3)	15	10	15	10	11	10
Dragon, Black (Age 4-6)	19	10	17	12	13	12
Dragon, Black (Age 7-9)	29	10	21	14	15	14
Dragon, Black (Age 10)	33	10	23	16	17	16
Dragon, Black (Age 11)	35	10	25	18	19	18
Dragon, Black (Age 12)	37	10	27	20	21	20
Dragon, Blue (Age 1)	13	10	13	10	11	10
Dragon, Blue (Age 2)	15	10	15	10	11	10
Dragon, Blue (Age 3)	17	10	15	12	13	12
Dragon, Blue (Age 4-6)	23	10	19	14	15	14
Dragon, Blue (Age 7-9)	31	10	23	18	19	18
Dragon, Blue (Age 10)	35	10	25	20	21	20
Dragon, Blue (Age 11)	37	10	27	20	21	20
Dragon, Blue (Age 12)	29	10	27	22	23	22
Dragon, Green (Age 1)	13	10	13	10	11	10
Dragon, Green (Age 2)	15	10	15	10	11	10
Dragon, Green (Age 3)	17	10	15	12	13	12
Dragon, Green (Age 4-6)	23	10	19	14	15	14
Dragon, Green (Age 7-9)	31	10	23	18	19	18
Dragon, Green (Age 10)	35	10	25	20	21	20
Dragon, Green (Age 11)	37	10	27	20	21	20
Dragon, Green (Age 12)	39	10	27	22	23	22
Dragon, Red (Age 1)	17	10	15	10	11	10
Dragon, Red (Age 2)	21	10	17	12	13	12
Dragon, Red (Age 3)	25	10	17	12	13	12
Dragon, Red (Age 4-6)	31	10	21	14	15	14
Dragon, Red (Age 7-9)	35	10	25	20	21	20
Dragon, Red (Age 10)	39	10	29	24	25	24
Dragon, Red (Age 11)	41	10	31	24	25	24
Dragon, Red (Age 12)	45	10	31	26	27	26
Dragon, White (Age 1)	11	10	13	6	11	6
Dragon, White (Age 2)	13	10	13	6	11	6
Dragon, White (Age 3)	15	10	15	6	11	6
Dragon, White (Age 4-6)	19	10	17	8	11	10
Dragon, White (Age 7-9)	29	10	21	12	13	12
Dragon, White (Age 10)	33	10	23	14	15	14
Dragon, White (Age 11)	35	10	25	14	15	16
Dragon, White (Age 12)	37	10	27	18	19	18
Dragon, Brass (Age 1)	11	10	13	10	11	10
Dragon, Brass (Age 2)	13	10	13	10	11	10

Dragon, Brass (Age 3)	15	10	15	12	13	12
Dragon, Brass (Age 4-6)	19	10	17	14	15	14
Dragon, Brass (Age 7-9)	29	10	21	16	17	16
Dragon, Brass (Age 10)	33	10	23	18	19	18
Dragon, Brass (Age 11)	35	10	25	20	21	20
Dragon, Brass (Age 12)	37	10	27	20	21	20
Dragon, Bronze (Age 1)	13	10	13	14	15	14
Dragon, Bronze (Age 2)	15	10	15	14	15	14
Dragon, Bronze (Age 3)	17	10	15	16	17	16
Dragon, Bronze (Age 4-6)	23	10	19	18	19	18
Dragon, Bronze (Age 7-9)	31	10	23	22	23	22
Dragon, Bronze (Age 10)	35	10	25	24	25	24
Dragon, Bronze (Age 11)	37	10	27	26	27	26
Dragon, Bronze (Age 12)	39	10	27	26	27	26
Dragon, Copper (Age 1)	11	10	13	12	13	12
Dragon, Copper (Age 2)	13	10	13	12	13	12
Dragon, Copper (Age 3)	15	10	15	14	15	14
Dragon, Copper (Age 4-6)	19	10	17	16	17	16
Dragon, Copper (Age 7-9)	29	10	21	18	19	18
Dragon, Copper (Age 10)	33	10	23	20	21	20
Dragon, Copper (Age 11)	35	10	25	22	23	22
Dragon, Copper (Age 12)	37	10	27	22	23	22
Dragon, Gold (Age 1)	17	10	15	14	15	14
Dragon, Gold (Age 2)	21	10	17	16	17	16
Dragon, Gold (Age 3)	25	10	17	16	17	16
Dragon, Gold (Age 4-6)	31	10	21	18	19	18
Dragon, Gold (Age 7-9)	39	10	25	24	25	24
Dragon, Gold (Age 10)	43	10	29	28	29	28
Dragon, Gold (Age 11)	45	10	31	30	31	30
Dragon, Gold (Age 12)	47	10	33	32	33	32
Dragon, Silver (Age 1)	13	10	13	14	15	14
Dragon, Silver (Age 2)	15	10	15	14	15	14
Dragon, Silver (Age 3)	17	10	15	16	17	16
Dragon, Silver (Age 4-6)	23	10	19	18	19	18
Dragon, Silver (Age 7-9)	31	10	23	22	23	22
Dragon, Silver (Age 10)	35	10	25	26	27	26
Dragon, Silver (Age 11)	39	10	29	28	29	28
Dragon, Silver (Age 12)	43	10	31	30	31	30
Dragonne	19	15	17	6	12	12
Drider	15	15	16	15	16	16
Dryad	10	19	11	14	15	18

Dwarf	13	11	4	10	9	6
Eagle, Giant	18	17	12	10	14	10
Elemental, Air (HD 1-6)	10	17	10	4	11	11
Elemental, Air (HD 7-15)	12	21	14	4	11	11
Elemental, Air (HD 16+)	14	25	16	6	11	11
Elemental, Earth (HD 1-6)	17	8	13	4	11	11
Elemental, Earth (HD 7-15)	21	8	17	4	11	11
Elemental, Earth (HD 16+)	25	8	19	6	11	11
Elemental, Fire (HD 1-6)	29	8	21	6	11	11
Elemental, Fire (HD 7-15)	31	8	21	8	11	11
Elemental, Fire (HD 16+)	33	8	21	10	11	11
Elemental, Water (HD 1-6)	10	13	10	4	11	11
Elemental, Water (HD 7-15)	12	17	14	4	11	11
Elemental, Water (HD 16+)	14	21	16	6	11	11
Elephant	30	10	21	2	13	7
Elf	13	13	10	10	9	8
Elf, Drow	13	13	10	12	9	10
Elf, Gray	? ? ? ? ? ?					
Elf, Half	? ? ? ? ? ?					
Elf, Wild	? ? ? ? ? ?					
Elf, Wood	? ? ? ? ? ?					
Ettercap	14	17	13	6	15	8
Ettin	23	8	15	6	10	11
Fleshcrawler	? ? ? ? ? ?					
Frog, Giant	15	13	16	1	8	6
Frost Worm	26	10	20	2	11	11
Fungus, Violet	14	8	16	0	11	9
Gargoyle	15	14	18	6	11	7
Genie, Djinni	18	19	14	14	15	15
Genie, Efreeti	23	17	14	12	15	15
Ghast	17	17	0	13	14	16
Ghost	0	12	0	10	11	20
Ghoul	13	15	0	13	14	12
Giant, Cloud	35	13	23	12	16	13
Giant, Fire	31	9	21	10	14	11
Giant, Frost	29	9	21	10	14	11
Giant, Hill	25	8	19	6	10	7
Giant, Stone	27	15	19	10	12	11
Giant, Storm	39	14	23	16	20	15
Gibbering Moulder	10	13	22	4	13	13
Gnoll	15	10	13	8	11	8
Gnome	11	11	14	10	9	8
Goblin	11	13	12	10	9	6
Golem, Clay	25	9	0	0	11	1
Golem, Flesh	21	9	0	0	11	1
Golem, Iron	33	9	0	0	11	1
Golem, Stone	29	9	0	0	11	1
Gorgon	21	10	21	2	12	9
Griffon	18	15	16	5	13	8
Hag, Annis	25	12	14	13	13	10
Hag, Green	19	12	12	13	13	14
Hag, Night	19	12	18	11	15	12
Halfling	11	13	12	10	9	8
Halfling, Tallfellow	? ? ? ? ? ?					
Harpy	10	15	10	7	12	17
Hellhound	13	13	13	6	10	6
Herd Animal	? ? ? ? ? ?					
Hippogriff	18	15	16	2	13	8
Hobgoblin	13	13	14	10	9	8
Humunculus	8	15	0	10	12	7

MONSTERS

Horse, Heavy War	18	13	17	2	13	6
Horse, Light War	16	13	17	2	13	6
Horse, Riding	14	13	15	2	12	6
Human	?	?	?	?	?	?
Hydra (5-6 HD)	17	12	20	2	10	9
Hydra (7-8 HD)	19	12	20	2	10	9
Hydra (9-10 HD)	21	12	20	2	10	9
Hydra (11-12 HD)	23	12	20	2	10	9
Invisible Stalker	18	19	14	14	15	11
Jackal	?	?	?	?	?	?
Jaculus	?	?	?	?	?	?
Kobold	9	13	10	10	9	8
Kraken	34	10	29	21	20	20
Lamia	18	15	12	13	15	12
Lammasu	23	12	17	16	17	14
Lich	10	14	0	22	14	16
Lion	21	17	15	2	12	6
Lizard, Giant	?	?	?	?	?	?
Lizardfolk	13	10	13	9	10	10
Locathah	10	12	10	13	13	11
Lycanthrope (Human)	13	11	12	10	11	8
Lycanthrope, Werebear	29	13	20	10	11	8
Lycanthrope, Wereboar	17	11	18	10	11	8
Lycanthrope, Wererat	13	17	14	10	11	8
Lycanthrope, Weretiger	25	15	16	10	11	8
Lycanthrope, Werewolf	15	15	16	10	11	7
Lynx, Giant	?	?	?	?	?	?
Manticore	20	15	19	7	12	9
Medusa	10	15	12	12	13	15
Merfolk	13	13	14	10	9	10
Mimic	19	12	17	10	13	10
Minotaur	19	10	15	7	10	8
Mummy	24	10	0	6	14	15
Mold, Yellow	?	?	?	?	?	?
Naga, Dark	14	15	14	16	15	17
Naga, Ghost	?	?	?	?	?	?
Naga, Guardian	21	14	19	16	19	18
Naga, Spirit	18	13	18	12	17	17
Naga, Water	16	13	18	10	17	15
Nightmare	18	15	16	13	13	12
Nymph	10	17	12	16	17	19
Ogre	21	8	15	6	10	17
Ogre Mage	21	10	17	14	14	17
Ooze, Black Pudding	17	1	22	0	1	1
Ooze, Gelatinous Cube	10	1	26	0	1	1
Ooze, Gray	12	1	21	0	1	1
Ooze, Green Slime	?	?	?	?	?	?
Ooze, Ochre Jelly	15	1	22	0	1	1
Orc	17	11	12	8	7	6
Otyugh	11	10	13	5	12	6
Owlbear	21	12	21	2	12	10
Pegasus	18	15	16	10	13	13
Phase Spider	17	17	16	7	13	10
Pony	13	13	12	2	11	4
Pony, War	15	13	14	2	11	4
Prysmal Eye	10	14	18	17	15	15
Pseudodragon	6	15	13	10	12	10
Purple Worm	35	6	25	1	8	8
Rakshasa	12	14	16	13	13	17
Rat, Giant	10	17	12	1	12	4
Raven	1	15	10	2	14	6
Remorhaz	26	13	21	5	12	10
Roc	34	15	24	2	13	11
Roper	19	13	17	12	16	12
Rust Monster	10	17	23	2	13	8
Sahuagin	14	13	12	14	13	9
Salamander	14	13	14	14	15	13

Satyr	10	13	12	12	13	13
Screecher	?	?	?	?	?	?
Shadow	0	14	0	6	12	13
Shadow Mastiff	17	13	17	4	12	13
Shambling Mound	21	10	17	7	10	9
Shark	13	15	13	1	12	2
Shark, Magalodon	?	?	?	?	?	?
Skeleton	13	13	0	0	10	1
Snake, Constrictor	17	17	12	1	12	2
Snake, Giant Venomous	20	15	22	1	17	6
Spectre	0	16	0	14	14	15
Sphinx, Androsphinx	25	10	19	16	17	17
Sphinx, Criosphinx	23	10	17	10	11	11
Sphinx, Gynosphinx	19	12	13	18	19	19
Sphinx, Hieracosphinx	21	14	15	6	15	10
Spider	?	?	?	?	?	?
Sprite, Grig	5	18	13	10	13	14
Sprite, Nixie	7	16	11	12	13	18
Sprite, Pixie	7	18	11	16	15	16
Stirge	3	19	10	1	12	6
Tavis Wyrn	?	?	?	?	?	?
Tick, Giant	11	10	15	0	11	2
Tiger	23	15	17	2	12	6
Titan	43	12	39	21	28	24
Toad, Giant	19	13	16	1	8	6
Treant	29	8	21	12	16	12
Troglodyte	10	9	14	8	10	10
Troll	23	14	23	6	9	6
Unicorn	20	17	21	10	21	24
Vampire	16	18	0	14	16	26
Wight	12	12	0	11	13	15
Will-o'-Wisp	1	29	10	15	16	12
Wolf	13	15	15	2	12	6
Wolf, Winter	18	13	16	9	13	10
Wolf, Worg	17	15	15	6	14	10
Wraith	0	16	0	14	14	15
Wyvern	19	12	15	6	12	9
Xorn	17	10	15	10	11	10
Yeth Hound	?	?	?	?	?	?
Yrthak	20	14	17	7	13	11
Zombie	12	8	0	0	10	1

NEW MONSTERS

MONSTER	STR	DEX	CON	INT	WIS	CHA
Arctodus (Bulldog Bear)	?	?	?	?	?	?
Blood Hound	?	?	?	?	?	?
Bone Pile	?	?	?	?	?	?
Brain Gobbler	?	?	?	?	?	?
Demon, Babau	21	12	20	14	13	16
Demon, Balor	35	25	31	24	24	26
Demon, Cubi	?	?	?	?	?	?
Demon, Dretch	12	10	14	5	11	11
Demon, Glabrezu	31	10	31	16	16	20
Demon, Hezrou	21	10	29	14	14	18
Demon, Lemure	10	10	10	0	11	5
Demon, Marilith	29	19	29	18	18	24
Demon, Nalfeshnee	25	13	27	22	22	20
Demon, Vrock	23	15	25	14	16	16
Demon Lord, Azazel	24	18	22	16	18	24
Demon Lord, Demogorgon	28	22	30	22	24	25
Demon Lord, Lilith	19	18	20	22	24	24
Devil, Barbazu	15	15	17	6	10	10
Devil, Cornugon	31	25	25	14	18	22
Devil, Duke of Hell	22	16	22	22	20	24
Devil, Erinyes	21	21	21	14	18	20
Devil, Gelugon	23	21	23	22	22	20
Devil, Hamatula	23	23	23	12	14	18

Devil, Infernal Legionnaire	?	?	?	?	?	?
Devil, Kyton	15	15	15	6	10	12
Devil, Osyluth	21	21	21	14	14	14
Devil, Pit Fiend	37	27	27	26	26	26
Devil, Subjugator						
Devil	?	?	?	?	?	?
Devil, Tempter	?	?	?	?	?	?
Devil (Unique), Alecto	20	24	18	19	20	22
Devil (Unique), Apollyon	24	30	25	21	22	20
Devil (Unique), Asmodeus	20	21	22	28	24	30
Devil (Unique), Astaroth	19	23	22	28	24	25
Devil (Unique), Baalzebub	22	16	22	26	24	20
Devil (Unique), Behemoth	30	19	30	8	6	6
Devil (Unique), Belial	24	25	23	18	21	26
Devil (Unique), Dispater	25	19	27	22	23	20
Devil (Unique), Mammon	22	20	26	19	22	24
Devil (Unique), Proserpina	16	24	18	22	16	26
Dinosaur, Apatosaurus	32	10	20	1	7	6
Dinosaur, Brachiosaurus	34	9	24	2	11	7
Dinosaur, Deinonychus	19	15	19	2	12	10
Dinosaur, Elasmosaurus	26	14	22	2	13	9
Dinosaur, Iguanodon	22	14	18	1	13	8
Dinosaur, Massospondylus	18	16	18	1	7	10
Dinosaur, Megaraptor	21	15	21	2	15	10
Dinosaur, Oviraptor	11	17	12	1	16	6
Dinosaur, Plateosaurus	18	16	18	2	13	7
Dinosaur, Protoceratops	15	10	16	2	13	8
Dinosaur, Scutellosaurus	10	16	14	1	15	8
Dinosaur, Stegosaurus	18	10	22	1	9	7
Dinosaur, Trachodon	18	16	16	2	14	7
Flesh Hound	?	?	?	?	?	?
Gobbet	?	?	?	?	?	?
Grey Matter	?	?	?	?	?	?
Grim Mantle	?	?	?	?	?	?
Manc Bug	?	?	?	?	?	?
Necropede	?	?	?	?	?	?
Ocular Sentinel	?	?	?	?	?	?
Phynnoderee	?	?	?	?	?	?
Poultrgeist	?	?	?	?	?	?
Pteranodon	4	15	10	2	13	8
Scorpion, Monstrous	?	?	?	?	?	?
Skin Sack	?	?	?	?	?	?
Tyrant	?	?	?	?	?	?
Undying	?	?	?	?	?	?
Venous Skitterling	?	?	?	?	?	?

RANDOM MONSTER GENERATOR

Castle Keepers have many tasks, from populating and managing a thriving, on-going campaign, to that of divvying experience points and treasure rewards. Add to this the duty of creating a place to adventure, rife with heavy plot and bashing action and it seems an overwhelming job. Then, just on top, the players of the game know all the secrets, maybe because they've read the scenario, if published, or have memorized all the monsters. A daunting predicament for the already beleaguered Castle Keeper.

This section serves to aid, providing a means to generate monsters from nothing. No longer will your players have encyclopedic knowledge of everything they encounter. No more will you feel strapped for ideas.

However, no amount of random tables or arcane formulae can completely determine all possibilities. This is why the Castle Keeper must use judgment, discarding rolls, altering the tables and results, bending the fate of probability in their favor, so as to flesh out a beast that the players will forever remember.

THE STEPS TO MONSTER CREATION

As an observant Castle Keeper will notice, the steps to creating a wholly random monster involve steps which are out of order from the normal statistics entry found in *Monsters and Treasure*. This is purposeful, as each step, as it is hoped, logically leads into the next, so as to keep creatures from being completely unusable. At any step, a random roll can be ignored, letting the Castle Keeper decide what result is desired.

- Creature type
- Size
- Die Type and Number
- Intelligence
- Attacks and Damage
- Armor Class
- Movement
- Saves
- Special

A Castle Keeper can either select a creature type available from those listed in *Monsters and Treasure*, or it can be determined at random. Some of the types have been grouped together, to make random assignment more navigable. Each such grouping share common traits, as detailed in the individual explanations found below.

CREATURE TYPES

ABERRATION

Aberrations have bizarre anatomy, strange abilities, an alien mindset, or any combination of the three. In addition, all aberrations have either **deepvision** or **darkvision**. It is not uncommon for an aberration to have **spell resistance**, or to possess numerous attacks, and attack modes. Aberrations have can be of any size, and generally have d8 for hit dice. In general, aberrations are a catch-all category; anything which is not definitely a member of another grouping is an aberration.

CONSTRUCT

A construct is an animated object or artificially constructed creature. They are **immune** to all effects which rely on a constitution or strength saving throw, and will always possess some form of **damage resistance** and tend to have a high degree of **spell immunity** as well; as such, constructs always have **Physical** saves as *Prime*. Constructs are normally mindless, though exceptions do occur rarely. Hit dice is always d10, unless exceptional situations arise. Constructs are always neutral

alignment.

DRAGON

A dragon is a reptilian creature, usually winged, with magical or unusual abilities. Every dragon possesses a powerful breath weapon, and grows more powerful as it matures, developing additional abilities in the process. They are generally highly intelligent, and always have **Physical** and **Mental** saves as *Prime*. Dragons have d12 for hit dice, though there are a few exceptions. In addition, dragons always have **spell resistance**, increasing as they age, and are always **immune** to the damaging effects related to their breath weapon. Dragons grow in size, as based by the following table.

MONSTERS

TABLE MGA: SIZE OF DRAGONS

Age of Dragon	Size
I-IV	Small
V-IX	Medium
X-XII	Large

ENCHANTED

Enchanted creatures are magical or supernatural variants of ordinary, real-world creatures, often based on myth and folklore. These creatures always have some sort of spell, or **spell-like ability**, and generally have multiple. Hit dice is based on the size of the creature. Additionally, enchanted creatures have **darkvision**, and will usually have **twilightvision** as well. This category is composed of several subtypes.

Fey: Fey are creatures with supernatural abilities and connections to natural forces and/or places. These creatures are often powerful spellcasters, and generally do not attain a size category larger than medium. The typical hit dice is d8. Several fey have **spell resistance** or **spell immunity**, and some have **regeneration**. Every fey has **Mental** saves as *Prime*.

Giant: Giants are large-sized humanoid creatures of great strength and bulk. By necessity, all giants are of large size, and have **Physical** saves as *Prime*. They generally have some minor magical abilities, progressively increasing in potency with hit dice; those with a low hit dice count are typically of a lesser intelligence, as well. Giants always have **darkvision**, and will most often use d8 for hit dice. All giants are adept at using very large weapons, and will deal great amounts of damage with a successful hit; in addition, they are skilled in the art of **rock throwing** and **rock catching**. Because of their enormous strength, giants add their hit dice to their damage dealt.

Magical Beast: Magical beasts are similar to beasts (detailed later) but can have intelligence of inferior or better. Magical beasts typically have supernatural or extraordinary powers. These creatures are generally of a small or medium size, though large varieties do exist, and will often have the **scent** ability, being prone to hunting. Magical beasts always possess a trait that heightens their sight. Hit dice fluctuates with size, but the general die type is d8. The powers of a magical beast vary greatly in function, but always serve to augment the creature's ecological function.

Monstrous Humanoid: These are humanoid creatures with monstrous or animalistic features, occasionally possessing supernatural abilities. They are always medium size, and tend to have at least a modicum of intelligence. Because they are humanoids, these monsters, more than most others, are prone to having class abilities, and rely on manufactured weapons and armor. Monstrous humanoids typically have d8 for hit dice, and often have a visual enhancement, such as **deepvision**, and the **scent** quality.

FIEND

Fiends are like extraplanar creatures (see below), but they are of absolute evil, whose only purpose is to corrupt, torment, and oppose the forces of good. They always possess supernatural and magical abilities, and often have more than one physical appearance. Fiends always have **darkvision** and **deepvision**, and some form of **damage resistance** and **immunities**. They typically possess several **spell-like abilities**, making them terrible and great foes. Unlike most extraplanar creatures, fiends can be affected by the holy power of clerics, and they are turnable, albeit, generally at a great difficulty, due to having **turn resistance**. Hit dice are generally d8 or higher, despite size. Fiends are capable of affecting the forces of good, just as clerics are able to drive away undead, with the ability functioning the same as the **turn undead** class ability, save that fiends cannot destroy a victim of this attack; only divine casters of a Good alignment and paladins can be affected by this ability. For

simplicity, the category of fiend encompasses, but is not limited to, those of a demonic and diabolic nature; that is, demons and devils, which are further delineated as below.

Demon: Demons are a hierarchical society of chaotic evil beings, ruled by more powerful aristocracy through might and ferocity, continually at war with each other. They are generally highly intelligent beings, and inhabit planes of ultimate evil and depravity. Demons are both conniving, and cruel, and cannot normally enter the mortal world without assistance, generally in the form of magical summoning, conjuration, or other ritual; powerful spells such as *gate* will also work. Any demon of considerable power, that is, those of Status V or

greater, are effectively immortal, as its corporeal form is not its actual form; when such a being is killed, its disembodied spirit immediately retreats to its native domain, where it remains, in torment by more superior demons, for one full century, after which it is free to roam and be called forth again. However, a

demon encountered, and slain, in its natural terrain, is actually killed, having no place to retreat. Every demon has the ability to *plane shift* as per the spell, though they may only enter the Astral Plane, Tarterus, Hades, and Pandemonium as noted above. Those titled demons, such as Princes, or Lords, may also enter the Ethereal Plane, of which they are fond. In addition, all

demons possess damage reduction, based on their Status:

TABLE MGB: STANDARD DEMON DAMAGE REDUCTION

Status of Demon	Damage Reduction
Status I-III	- or Silver [90% / 10%]
Status IV	Silver or +1 [80% / 20%]
Status V	+1 or +2 [70% / 30%]
Status VI	+2 or +3 [60% / 40%]
Titled Demon	+2 or +3 [50% / 50%]

Demons, regardless of Status, also possess **resistance (half)** to the following attack forms: **cold**, **electricity**, **fire**, and **gas**. They always have **deepvision**, and the **spell-like abilities** of *darkness*, *teleport without error*, and *gate*. Finally, demons are telepathic creatures, able to communicate with any intelligent creature that speaks a language.

Devil: Devils are a species of lawful evil creatures ruling and inhabiting the planes of Hell, known individually as *Gehenna*, *Hades*, and *Acheron*. They are hierarchical, with the most powerful taking the self-title of Archdevil; all lesser

devils are in great fear of these, and serve them unwavering, though open discord is not unknown. Devils, in general, are more genteel than demons typically having attractive features, such as lithe humanoid bodies, and potent illusory powers, coupled with those of charm. They are, like all fiends, restrained in planar travel, being kept to their own realms and that of the Astral

Plane, into which they rarely venture; devils of immense power are able to traverse the Ethereal Plane, though they rarely do. Any devil, whilst encountered on a plane other than its native, is immortal, immediately returning to its natural domain incorporeally when slain, with those lesser than that of Archdevil, being fearless in combat, and will fight until slain; Archdevils which are slain return to their plane, remaining there for a full decade, unable to leave by any natural or magical means. Devils, like demons, are always telepathic, able to communicate with any creature with a language, in addition to possessing the following traits.

TABLE MGC: STANDARD DEVIL DAMAGE REDUCTION

Rank of Devil	Damage Reduction
Inferior	-
Lesser	Silver or +1 [70% / 30%]
Devil	+1 or +2 [60% / 40%]
Greater	+2 or +3 [50% / 50%]
Archdevil	+2 or +3 [40% / 60%]

Devils, regardless of Rank, also possess **resistance (half)** to **cold** and **gas**, and **full immunity** to **fire**. They always have **spell-like abilities** of *charm person*, *suggestion*, *teleport without error*, *know alignment*, *cause fear*, *animate dead*, and *gate*. In addition, devils have the spellcasting abilities of the illusionist class.

MORPHIC

Morphic creatures are mutable, either lacking a genuine and true shape, or having the ability to take the form of another. These creatures are always **immune** to attacks which radically later the physical body, and generally have other immunities or resistance as well. Morphic monsters typically have hit dice based on size. There are two variants of morphic creatures, the ooze, and the shapchanger.

Ooze: An ooze is an amorphous or mutable creature. They are generally unintelligent, and always possess an **acidic attack**. Lacking visual organs, oozes

are able to detect subtle vibrations in air and tremors on the ground, allowing them to perfectly pinpoint a creature within their “sight,” even spoiling spells and abilities such as *invisibility*. Oozes typically have a **climbing movement rate**, and some will also possess a **burrowing speed** as well. They are **immune** to all effects which require a **constitution** or **strength saving throw**; oozes always have **Physical** saves as *Prime*. Often, an ooze will have a low armor class; however, due to its general nature, oozes are prone to **split** and multiply, creating identical copies of itself each time it is struck. Oozes have d8 for hit dice, unless exceptional circumstances exist. Oozes are nearly always neutral in alignment.

Shapechanger: This type of creature has a stable body but can assume other forms. Generally, a shapechanger is some form of lycanthrope, alternating between a humanoid form and that of an animal; these creatures will also, normally, have a **hybrid form**, which is more potent than either of the previous, and will be susceptible to lunar phases and forced form assumption because of it. Other shapechangers are able to assume the shape of anything they wish, essentially having a permanent *polymorph* or *shapechange* spell in effect. However, any shapechanger which can assume humanoid form will often have class abilities, and at least a low intelligence; such forms should be generally unique, and be considered a NPC. Shapechangers tend to have d8 for hit dice.

MUNDANE

Mundane creatures are those which lack inherent supernatural abilities, and generally have a real-world equivalent, being composed of, for the most part, animals, plants, and vermin such as insects. The few fantastic creatures contained in this grouping, such as humanoids and beasts, are variants of their viable counterparts. In all cases, such creatures have hit dice based on size, and will typically possess some form of visual acuity, generally **duskvision** or **deepvision**. Only humanoids and beasts will tend to have any form of recognizable intellect, with the former being able to have class abilities, and relying on manufactured weapons and armor; such creatures should be considered NPCs. The vast majority of mundane creatures are neutral in alignment.

Animal: An animal is a non-humanoid creature with a real-world equivalent. They act, and function, exactly as an ordinary animal, and will have all traits and characteristics of such creatures. Animals, if predatory, will have the **scent** ability, and attack forms to assist. **Physical** saves are the normal *Prime* for animals. These creatures are always of an animal intelligence, and are neutral alignment.

Beast: A beast is a creature with no real-world equivalent. It is a vertebrate creature with a reasonably normal anatomy and no magical or unusual abilities. These creatures typically resemble animals, but tend to exhibit traits from more than one, being, essentially, an animal hybrid. They normally always possess the **scent** ability and will tend to be large.

Humanoid: A humanoid is a medium-sized creature that is anthropomorphic: they have two arms, two legs, one head, and a human-like torso. Humanoids do not share any particular traits. Hit dice is generally dependent on class ability, though those without such abilities typically use d8.

Plant: This type encompasses all plants and plant-like creatures. Plants are affected by druidic spells and abilities, and they typically have **cold vulnerability**. The larger a plant, the more hit dice it gains. Generally, plants are immobile and unintelligent, though varieties do exist. They are **immune** to all effects which rely on Constitution as a save, giving them **Physical** saves as *Prime*. Plants typically use d8 for hit dice, and they tend to have numerous attacks. Like oozes, plants do not possess visual organs, and so are able to detect subtle differences in air pressure or to feel vibrations on the ground, allowing it to “see” any creature within its range, despite magical effects to the contrary, such as *invisibility*.

Vermin: This type includes insects, arachnids, other arthropods, worms, and similar invertebrates. These creatures are generally small sized, and tend to gather in large numbers. Several vermin have **poison** attacks and numerous movement types. Vermin are typically unintelligent. Vermin tend to have larger hit dice types as they grow in size, but they generally use d6.

PLANAR

Planar creatures are natives to another place, dwelling in places far removed from the natural world. They take various forms, and have a wide array of abilities, almost always having supernatural traits. Planar creatures are immortal when not encountered on their native plane, and as such, are nearly always

fearless and determined. Some have the ability to **planewalk**, treated as the *plane shift* spell, and others must be summoned or conjured. Planar creatures are always **immune** to mind-affecting spells, as their alien and bizarre psychology makes them nearly incomprehensible. They also, typically, have multitudes of **resistances** or **immunities** including **damage resistance** and **spell resistance**. As a general rule, planar creatures use d8 for hit dice, and will tend to have a range of **spell-like abilities**.

Elemental: An elemental is an entity composed of one of the four classical elements: air, earth, fire, or water; this definition extends to include those elementals which are composed of more than one of these classical properties. Elementals are unintelligent beings, with size being correlated to their number of hit dice. Each elemental is **immune** to the effects generated by whatever substance it is composed of and will often have a **vulnerability** to an opposite element. These creatures do not have visual organs, but they are able, like oozes, to ascertain the presence of others, despite effects such as *invisibility*. Damage dealt by an elemental is proportional to its size. Elementals have no inherent magical abilities, and can only be summoned or conjured. They generally use d8 for hit dice. Elementals are always **immune** to effects having a **constitution saving throw**; elementals always have **Physical** saves as *Prime*.

Extraplanar: An extraplanar is a non-elemental that originates from another dimension, reality, or plane. These creatures have enormous versatility, often possessing numerous supernatural abilities. Their form dictates much of what an extraplanar creature is capable of, and they are nearly limitless in this regard, much like aberrations, as previously detailed; extraplanar creatures with humanoid appearances and intelligence will have class abilities and use manufactured weapons and armor, often with magical enhancements. Extraplanar creatures generally have at least d8 for hit dice.

UNDEAD

Undead are once-living creatures animated by spiritual or supernatural forces. Undead are **immune** to all mind-affecting effects (charms, compulsions, etc.) and to poison, sleep effects, paralysis, stunning, disease, and death effects. Undead are healed by the application of *reversed healing* spells, but are vulnerable to being raised or resurrected; they are also **turnable**. Some undead are incorporeal, granting them **immunity** to all effects having **Strength** as its save, and granting **damage reduction +1**, in addition to allowing the creature to move without sound and to pass through solid objects, as well as being *invisible* in darkness. Intelligent undead are capable of controlling non-intelligent undead as if they possessed the **command undead** class ability. Many undead are able to create others of their kind, often by causing the death of a living being. Undead can only exist if a living version of the creature exists, though the change in type often grants additional abilities. Undead nearly always have d12 for hit dice.

It is assumed a Castle Keeper can use these charts to their fullest, and most logical, conclusion. Therefore, only the most basic of notes are included, typically being notes on modifiers to specific tables, dependent on creature type, size, or other variables. If a creature is mentioned as “always” having a certain trait, as detailed in their descriptions above, tables relating to such aspects are ignored, and the next most logical table is followed; for example, all creatures must use Tables MG3.1 and Tables MG5-5.2.

TABLE MG1: CREATURE TYPE

d%	Creature Type
01-05	Aberration
06-10	Construct [Table MG2; Table MG3.1; Table MGMT6]
11-15	Dragon [Table MG1.1; Table MGA; Table MG3.1; Table MG5.1]
16-40	Enchanted [Table MG1. 2]
41-43	Fiend [Table MG1. 3]
44-47	Morphic [Table MG1.4]
58-87	Mundane [Table MG1. 5]
88-90	Planar [Table MG1. 6]
92-00	Undead [Table MG1. 7]

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TABLE MG1.1: DRAGON AGE

d%	Age
01	Age I [Table MG3.1; Table MGA; Table MG5.2A]
02-03	Age II [Table MG3.1; Table MGA; Table MG5.2A]
04-06	Age III [Table MG3.1; Table MGA; Table MG5.2A]
07-10	Age IV [Table MG3.1; Table MGA; Table MG5.2A]
11-25	Age V [Table MG3.1; Table MGA; Table MG5.2A]
26-50	Age VI [Table MG3.1; Table MGA; Table MG5.2A]
51-75	Age VII [Table MG3.1; Table MGA; Table MG5.2A]
76-90	Age VIII [Table MG3.1; Table MGA; Table MG5.2A]
91-94	Age IX [Table MG3.1; Table MGA; Table MG5.2A]
95-97	Age X [Table MG3.1; Table MGA; Table MG5.2A]
98-99	Age XI [Table MG3.1; Table MGA; Table MG5.2A]
00	Age XII [Table 3.1; Table MGA; Table MG5.2A]

TABLE MG1.2: ENCHANTED SUBTYPE

d%	Subtype
01-10	Fey [-55% Table MG2; +50% Table MG5; -50% Table MG5.2] Giant [+25% Table MG3; +50% Table MG5; +50% Table MG5.2]
11-20	Magical Beast [-15% Table MG2; -50% Table MG5]
21-50	Monstrous Humanoid [Table MG3; +50% Table MG5]

TABLE MG1.3: FIEND SUBTYPE

d%	Subtype
01-50	Demon [Table MG1.3A]
51-00	Devil [Table MG1.3B]

TABLE MG1.3A: DEMON STATUS

d%	Status
01-65	Status I [-20% Table MG2; Table MGB]
66-80	Status II [Table MG2; Table MGB]
81-90	Status III [Table MG2; Table MGB]
91-95	Status IV [+20% Table MG2; Table MGB]
96-97	Status V [+55% Table MG2; Table MGB]
98-99	Status VI [+50% Table MG3; Table MGB]
00	Titled [Table MG2; Table MG3.1; Table MGB]

TABLE MG1.3B: DEVIL RANK

d%	Rank
01-65	Inferior [-55% Table MG2; Table MGC]
66-80	Lesser [-20% Table MG2; Table MGC]
81-94	Devil [Table MG2; Table MGC]
95-99	Greater [+20% Table MG2; Table MGC]
00	Archdevil [Table MG2; Table MG3.1; Table MGC]

TABLE MG1.4: MORPHIC SUBTYPE

d%	Subtype
01-30	Ooze [Table MG2; -50% Table MG5]
31-00	Shapechanger [+20% Table MG2]

TABLE MG1.5: MUNDANE SUBTYPE

d%	Subtype
01-15	Animal [Table MG2; -50% Table MG5; -50% Table MG5.2]
16-20	Beast [+55% Table MG2; -50% Table MG5; -25% Table MG5.2]
21-70	Humanoid [Table MG3; +50% Table MG5]
71-75	Plant [Table MG2; -50% Table MG5]
76-00	Vermin [-55% Table MG2; -50% Table MG5; -50% Table MG5.2]

TABLE MG1.6: PLANAR SUBTYPE

d%	Subtype
01-15	Elemental [Table MG2; Table MG3.1; -50% Table MG5]
16-00	Extraplanar [Table MG2; Table MG3.1]

TABLE MG1.7: UNDEAD SUBTYPE

d%	Subtype
01-70	Corporeal [Table MG2; +30% Table MG3; +25% Table MG5]
71-00	Incorporeal [Table MG2; +30% Table MG3; -25% Table MG5]

TABLE MG2: SIZE

d%	Size
01-25	Small [-15% Table MG3]
26-75	Medium [Table MG3]
76-00	Large [+15% Table MG3]

TABLE MG3: HIT DIE TYPE

d%	Hit Die
01-05	d4 [Table MG3.1]
06-15	d6 [Table MG3.1]
16-85	d8 [Table MG3.1]
86-95	d10 [Table MG3.1]
96-00	d12 [Table MG3.1]

TABLE MG3.1: NUMBER OF HIT DICE

d%	Hit Die
01-05	Average Level -1d6
06-20	Average Level -1d3
21-80	Average Level
81-95	Average Level +1 d3
96-00	Average Level +1d6

TABLE MG4: INTELLIGENCE

d%	Intelligence
01-05	Non
06-15	Animal
16-25	Inferior
26-40	Low
41-85	Average
86-90	High
91-95	Superior
96-97	Genius
98-99	Supra-Genius
00	Deific

TABLE MG5: ATTACK ROUTINE TYPE

d%	Attack Type
01-50	Natural Weapon [Table MG5.1; Table MG5.3 Per Weapon]
51-00	Manufactured Weapon [Table MG5.1A]

TABLE MG5.1: NATURAL WEAPON

d%	Weapon
01-25	Claw / Pincher / Talon
26-30	Ridge / Spine
31-50	Bite
51-55	Stinger [20% Poison (Table MG9.2A)]
56-70	Wings [40% Flight (Table MG7.1)]
71-80	Hoof [60% Trample (+80% Table MG5.2)]
81-85	Antler / Horn / Tusk
86-99	Constrictor / Tentacle
00	+1 Weapon Type [Reroll]

TABLE MG5.1A: MANUFACTURED WEAPON

d%	Weapon
01-45	Sword [Table MG5.3]
46-65	Dagger [Table MG5.3]
66-70	Mace [Table MG5.3]
71-75	Flail [Table MG5.3]
76-85	Axe [Table MG5.3]
86-92	Bow [Table MG5.3]
93-94	Polearm [Table MG5.3]
95-00	Crossbow [Table MG5.3]

TABLE MG5.2: DAMAGE PER ATTACK

d%	Damage Die Dealt [Per Attack]
01-05	1
06-10	1d3
11-15	1d4
16-80	1d6
81-85	2d4
86-90	2d6
91-95	2d8
96-00	3d6

TABLE MG5.3: NUMBER OF ATTACKS

d%	Value [Per Weapon]
01-45	1
46-90	2
91-00	3 (75%) or 4 (25%)

TABLE MG6: ARMOR CLASS

d%	Armor Class Modifier
01-05	1 [50% add; 50% subtract]
06-10	1d2 [60% add; 40% subtract]
11-15	1d3 [70% add; 30% subtract]
16-30	1d4 [80% add; 20% subtract]
31-65	1d6 [90% add; 10% subtract]
66-90	2d4
91-95	3d4
96-00	4d4

TABLE MG7: MOVEMENT

d%	Movement Type
01-05	--
06-40	Walk [Table MG7.1]
41-45	Climb [Table MG7.1]
46-80	Fly [Table MG7.1]
81-85	Swim [Table MG7.1]
86-90	Burrow [Table MG7.1]
91-00	+1 Movement Type [Reroll]

TABLE MG7.1: MOVEMENT SPEED

d%	Speed [Per Movement Type]
01-10	10 feet
11-40	20 feet
41-75	30 feet
76-85	40 feet
86-90	60 feet
91-95	90 feet
96-00	120 feet

TABLE MG8: SAVES

d%	Primes
01-05	--
06-35	Mental
36-75	Physical
76-00	Mental and Physical

TABLE MG9: SPECIAL TRAITS

d%	Number of Traits
01-05	1 [Table MG9.1]
06-50	2 [Table MG9.1]
76-95	3 [Table MG9.1]
96-00	4 [Table MG9.1]

TABLE MG9.1: TRAIT TYPE

d%	Trait Type (Per Trait)
01-40	Physical Attack [Table MG9.2]
41-70	Physical Defense [Table MG9.3]
71-00	Magical [Table MG9.4]

TABLE MG9.2: PHYSICAL ATTACK SPECIALS

d%	Physical Attack
01-10	Elemental Damage [Table MG9.2A]
11-15	Drain [Table MG9.2B]
16-40	Paralysis (50%) or Petrification (50%)
41-45	Swallow Whole
46-60	Breath Weapon [Table MG9.2A]
61-85	Improved Grab (80%) or Hug (20%)
86-95	Rend or Rake [Table MG5.2]
96-00	Missile Attack [Table MG5.3, 5.2]

TABLE MG9.2A: ELEMENTAL ATTACKS

d%	Elemental Type [Table MG5.2 for Damage]
01-15	Acid
16-20	Air
21-30	Cold
31-35	Earth
36-50	Electricity
51-65	Fire
66-75	Gas
76-95	Poison
96-00	Water

TABLE MG9.2B: DRAIN

d%	Draining [-75% Table MG5.2]
01-15	Strength
16-20	Dexterity
21-40	Constitution
41-50	Intelligence
51-55	Wisdom
56-60	Charisma
61-70	Spell Level
71-00	Level

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TABLE MG9.3: PHYSICAL DEFENSES

d%	Physical Defense
01-30	Elemental Resistance (75% Half) or 25% (Quarter) [Table MG9.2A]
31-50	Elemental Immunity [Table MG9.2A]
51-55	Regeneration
56-60	Weapon Resistance (Half Damage) [Table MG9.3A]
61-90	Spell Resistance [Table MG9.3B]
91-95	Damage Reduction [Table MG9.3C]
96-00	Spell Immunity

TABLE MG9.3B: SPELL RESISTANCE

d%	Spell Resistance
01-15	Average Level / 4 (Minimum 1)
16-25	Average Level / 2 (Minimum 1)
26-60	Average Level
61-80	Average Level + 1
81-96	Average Level + 1d4
96-98	Average Level x2 (Maximum 18)
99-00	Average Level x 2 (No Maximum)

TABLE MG9.3C: DAMAGE REDUCTION

d%	Damage Reduction
01-40	Silver
41-80	+1
81-90	+2
91-95	+3
96-00	Special [Table MG9.3C-1]

TABLE MG9.3C-1: SPECIAL DAMAGE REDUCTION

d%	Damage Reduction
01-55	Cold Iron
56-90	Wood
91-73	Adamantine
94-97	Mithril
98-00	Glass

TABLE MG9.4: MAGICAL TRAITS

d%	Trait
01-10	Immune to Paralysis
11-20	Immune to Petrification
21-30	Immune to Polymorph
31-35	Alternate Form
36-50	Spell-like Abilities
51-80	Spellcasting
81-00	Class Abilities

TREASURE

ALTERNATE TREASURE TABLES

CP = Copper Pieces

SP = Silver Pieces

GP = Gold Pieces

Gems = # of Gems found

Art = # of Artworks

Magic = # of Magic Items found

Mundane = # of Mundane (Equipment) Items found

*-- For each 2 HD beyond 16, add a factor of 5 for CP and SP found, add one die GP, add 1d4 Gems, and 1 Art, Magic, and

Mundane.

Special Note: Dragons always use the Hoard Treasure Type.

INDIVIDUAL TREASURE TYPE [SINGLE CREATURES]

HD Size	CP	SP	GP	Gems	Art	Magic	Mundane
1-2	1d6	1d4	--	--	--	--	10% --1
3-4	2d4	1d6	1d4	--	--	--	30% -- 1
5-6	4d4	2d4	1d6	1	--	5% --1	50% -- 1
7-8	4d4	4d4	2d4	1d4	5% --1	10% --1	80% -- 1
9-10	4d4	4d4	4d4	1d6	10% --1	30% -- 1	1
11-12	4d4	4d4	4d4	2d4	30% -- 1	50% -- 1	1
13-14	6d4	4d4	4d4	4d4	50% -- 1	80% -- 1	2
15-16	6d4	6d4	4d4	4d4	80% -- 1	1	2
+*	--	--	--	--	--	--	--

PACK TREASURE TYPE (2-5 CREATURES)

HD Size	CP	SP	GP	Gems	Art	Magic	Mundane
1-2	4d4	2d4	1d4	--	--	--	50% --1
3-4	4d4	2d4	2d4	1	--	5% --1	80% -- 1
5-6	4d4	4d4	2d4	1	5% -- 1	10% --1	1
7-8	6d4	4d4	4d4	1d4	10% -- 1	30% -- 1	1
9-10	6d4	4d4	4d4	1d4	30% -- 1	50% -- 1	2
11-12	6d6	6d4	4d4	1d6	50% -- 1	80% -- 1	2
13-14	6d6	6d4	6d4	2d4	80% -- 1	1	3
15-16	6d8	6d6	6d4	2d4	1	1	3
+*	--	--	--	--	--	--	--

FAMILY TREASURE TYPE (6-10 CREATURES)

HD Size	CP	SP	GP	Gems	Art	Magic	Mundane
1-2	4d4	4d4	2d4	1d4	5% -- 1	5% --1	80% -- 1
3-4	6d4	4d4	4d4	1d4	10% -- 1	10% --1	1
5-6	6d4	4d4	4d4	1d6	30% -- 1	30% -- 1	2
7-8	6d6	6d4	4d4	2d4	50% -- 2	50% -- 1	2
9-10	6d6	6d4	6d4	2d4	80% -- 2	80% -- 1	3
11-12	6d8	6d6	6d4	4d4	2	1	3
13-14	6d8	6d6	6d6	4d4	2	1	4
15-16	6d10	6d8	6d6	4d4	3	2	4
+*	--	--	--	--	--	--	--

TROOP TREASURE TYPE (11-50 CREATURES)

HD Size	CP	SP	GP	Ge ms	Art	Magic	Mundane
1-2	6d4	4d4	4d4	1d4	10% -- 1	10% --1	3
3-4	6d6	4d4	4d4	1d6	30% -- 1	30% -- 1	3
5-6	6d6	6d4	6d4	2d4	50% -- 1	50% --1	4
7-8	6d8	6d4	6d4	2d4	80% -- 1	80% -- 1	4
9-10	6d8	6d6	6d6	4d4	1	1	5
11-12	6d10	6d6	6d6	4d4	1	1	5
13-14	6d10	6d8	6d8	4d4	1	1	6
15-16	6d12	6d8	6d8	6d4	2	2	6
+*	--	--	--	--	--	--	--

CLAN TREASURE TYPE (51+ CREATURES)

HD Size	CP	SP	GP	Gems	Art	Magic	Mundane
1-2	6d6	6d4	6d4	2d4	50% -- 1	50% -- 1	3
3-4	6d8	6d4	6d4	2d4	80% -- 1	80% -- 1	4
5-6	6d8	6d6	6d6	4d4	1	1	4
7-8	6d10	6d6	6d6	4d4	1	1	5
9-10	6d10	6d8	6d8	4d4	2	1	5
11-12	6d12	6d8	6d8	6d4	2	2	6
13-14	6d12	6d10	6d10	6d4	3	2	6
15-16	8d12	6d10	6d10	6d6	3	3	7
+*	--	--	--	--	--	--	--

HOARD TREASURE TYPE (DRAGONS / OTHERS)

Age / HD	CP	SP	GP	Gems	Art	Magic
1-2 / < 4 HD	1d4×200	1d4×100	1d4×50	2d4	1d6	1
3-4 / Up to 8 HD	1d6×500	1d6×200	1d6×100	3d4	1d8	2
5-6 / Up to 12 HD	1d8×1000	1d8×500	1d8×200	4d4	2d6	3
7-8 / Up to 16 HD	2d4×1000	2d4×500	2d4×200	5d4×2	3d6	4
9-10 / Up to 20 HD	2d6×1000	2d6×500	2d6×200	5d4×5	3d6×2	5
11-12 / Up to 24 + HD	3d6×1000	3d6×500	3d6×200	5d4×10	3d6×5	6

MAGIC ITEM CREATION

For scrolls, Wizards and Illusionists must be at least 5th level, and they must acquire rare inks, either made themselves or bought from an Alchemist, having a cost equal to 1,000 GP per spell level, with Cantrips counting as 1/2 a level, or 500 GP. The character gains 100 EPP per spell level, with a Cantrip counting as 1/2, or 50 EPP. The process takes 1 day per spell level. The process is the same for Clerics and Druids, but, these classes must be at least 7th level.

For potions, it depends on what type of potion-- if the spell mimics, or has a similar effect to, a Cleric or Druid spell, a Wizard of Illusionist can make the item, but must be at least 9th level; 7th level for is required for the making of items found on their own spell lists. Clerics and Druids cannot make any kind of potion except those which duplicate or mimic their own spells, and must be at least 9th level to do so. Ingredients for the potion must be found, and a recipe for it must be researched, using the method for spell research, detailed below. A full alchemical lab, also detailed in the following section, is required. The materials can be purchased, costing the same as for a scroll of the same spell or effect. EPP gained is the same, as well. A potion takes 1 month to manufacture, regardless of spell level.

To make anything else, a spellcaster must be at least 11th level. The spell *enchant*, detailed below, must be researched and cannot be a spell automatically obtained; even Clerics and Druids must research the spell-- the only exception is a Cleric of a Deity of Magic, who gains the spell as a 6th level spell. A caster can give a +1 bonus per point of their spellcasting-dependent attribute modifier

(Intelligence for Wizard, and Wisdom for Clerics, as examples), as a general bonus; if applying to a specific subset, such as "vs. Goblins" the maximum enchantment bonus can be doubled. Additional abilities are calculated as per potions with similar effects, but the cost is multiplied by 10; for an item with a limited number of permanent charges (that is to say, used and gone, without the capability of being recharged) cost double a potion of the same ability per permanent charge, which has a maximum capacity equal to the caster's level. Items with a set number of charges, but can be recharged cost quintuple the cost of a potion of the same effect, and provides the item with a number of charges equal to the caster's level doubled. An item of this nature takes 1 month per bonus; if the item has charges, 1 day per charge is needed; if the item has an additional, secondary effect that does not require charges, another month is required. The amount of gained EPP is equal to the enchantment bonus times 2000, with added EPP following the method for scroll or potion creation.

In all cases, a spellcaster cannot make an item with a spell or effect above their own casting abilities. All costs and gains are cumulative. An item manufacturer can lower the effective level of a magic item, but not below the minimum needed to provide the effect; doing so does not reduce the cost of the item in any way. Also, after a character learns a recipe, that magic item can be made again, provided the character has the necessary components and the time-- the recipe does not need to be researched again.

ALCHEMY LAB

MEASURING SYSTEMS

Liquids	Solids
60 minims = 1 fluid dram	20 grains = 1 scruple
8 fluid drams = 1 fluid ounce	3 scruples = 1 dram
16 fluid ounces = 1 pint	8 drams = 1 ounce
8 pints = 1 gallon	12 ounces = 1 pound

Potions are typically a quarter pint, or 4 fluid ounces. It is possible to make a potion of a larger volume, but costs, and time, are commensurate.

The recipe for any alchemical liquid (including the ink used in the writing of a scroll) will always call for 1 pint of wine or water, acting as the base, to which is added 1-4 drams of herbs, minerals, or other powdered substances, including essences.

Mortar and pestle, as well as a fire source (either an open flame, or an athanor) are also required. In all cases, the ingredients must be heated in an aludel.

An alchemical mixture, which includes anything that is not a liquid, requires the use of 1 to 8 drams of herbs, gemstones, essences, and even the inclusion of liquids as the base, then being mixed in a cauldron or crucible over a heat source or in an athanor. The components must be placed in an aludel for heating. This process will create, on average, a quarter ounce, or 2 drams of the alchemical mixture; more can be made, at commensurate time and cost.

The making of a magic item requires, at minimum, that the item be of superior craftsmanship, having a market value equal to at least 15 times the price of same item of average quality. Between 4 to 12 drams of essences and rare earths must be used in the construction process; some items, specifically those of a religious nature, also require the use of 1-4 fluid drams of holy water as well. These ingredients must be included in the construction of the item itself, and cannot be applied after the fact.

Cks are encouraged to develop recipes.

Alchemical Item	Cost
Alkahest, 1 fl oz.	3500 Gold Pieces
Aludel	750 Gold Pieces
Athamor	2500 Gold Pieces
Aqua Vitæ, 1 fl dram	25000 Gold Pieces
Cauldron	5 Gold Pieces
Crucible	10 Gold Pieces
Essential Earths, 1 dram	750 Gold Pieces
Essential Lodestone, 1 ounce	500 Gold Pieces
Essential Tin, 1 fl oz	250 Gold Pieces
Gemstone Powder, 1 scruple	Variable (see below)
Herb, 1 lb	Variable (see below)
Holy Water, 1 fl oz	30 Gold Pieces
Incense, 20 sticks	1 Copper Piece
Mortar and Pestle	5 Copper Pieces
Oricalc, 1 dram	2000 Gold Pieces
True Copper, 1 fl oz	500 Gold Pieces
True Gold, 1 fl oz	1500 Gold Pieces
True Iron, 1 fl oz	750 Gold Pieces
True Lead, 1 fl oz	625 Gold Pieces
True Platinum, 1 fl oz	5000 Gold Pieces
True Silver, 1 ounce	1250 Gold Pieces
Variable Mercury, 1 dram	–
Vitriol, 1 fl oz.	1000 Gold Pieces

Alkahest: Commonly known as the "Universal Solvent," this component is a highly acidic substance. Alkahest is composed of 2 drams of powdered mercury, 1 dram of powdered material from 12 different gemstones, 1 dram of 7 different herbs, 1 scruple from each of the true metals (except one), and a drop of blood from a mammal, reptile, fish, and bird. The only method of containing alkahest is to use an aludel, or an item composed completely of the true metal excluded in the creation of the alkahest. Alkahest deals 2d8 points of damage to any creature it touches; however, if at least 4 fluid ounces are splashed on a creature, it has the same effect as a *disintegrate* spell, except SR is ignored. Alkahest takes 1 month to manufacture.

Aludel: An aludel is a vase, though it is shaped more like a funerary urn, used to contain alchemical ingredients, and is both flameproof and indestructible. The making of an aludel requires 5 pounds of essential earths, 1 and a quarter ounces of powdered quartz, and 7 fluid drams of water. After 2 weeks of constant exposure to the heat of an athanor, the aludel is ready.

Athamor: A furnace, requiring no exterior heating source, an athamor is a key ingredient in the construction of anything alchemical or magical. The process to build an athamor requires 2 months, 45 pounds of essential earths, 4 pounds of powdered quartz, and 5 gallons of water.

Aqua Vitæ: Necessary to the making of Constructs, and life-restoring items, such as Rod of Resurrection, aqua vitæ is distilled life. Requiring 1 full year, aqua vitæ is made of 1 dram of 20 different herbs, 1 dram of 30 different animal components (such as blood, fur, bone, and so forth), 10 drams of each of the powdered gems— diamond, pearl, and jade, — 2 drams of true iron, a half pound of essential earths, 3 pints of holy water, and 1 fluid ounce of alkahest. When complete, 1 fluid dram of aqua vitæ is made.

Cauldron: A cauldron is a semispherical basin, used to contain the ingredients needed for item creation. Often, a cauldron is made of wrought iron, and is designed to sit over an open flame.

Crucible: Like a cauldron, a crucible is used to hold alchemical mixtures and substances, heated over an open flame. However, unlike a cauldron, it is not metallic, and is therefore not subjected to rusting or conductive of electricity.

Essential Earths: A mixture of rare elements, appearing as a shimmering multicolored crystal, essential earths are important to the fabrication of many alchemical and magical items. It takes 1 week to filter 1 dram of essential earths. Any amount of dirt, or stone, can be used to create essential earths, making it the easiest of the alchemical ingredients to possess; the amount of

essential earths able to be extracted from any particular source is subject to the CK's discretion.

Essential Lodestone: Appearing as a dull gray or black chip of rock, nearly resembling slate, essential lodestone is magnetic. A small essential lodestone (a

TREASURE

1 oz variety), can be used as a very weak *telekinesis* with a weight limit of 1 pound, and a range of 6 inches. Larger essential lodestones have much greater magnetic potential.

Essential Tin: A violet -blue hued liquid, essential tin is used in the making of all items that have a command word, or that provide protection or immunity to mind-influencing magic and effects; in addition, essential tin is used in the making of items that provide dominion or rulership.

Gemstone Powder: Gemstone powder is, quite simply, a crushed and powdered quantity of a precious or semiprecious gem. Its cost, when weighed by the scruple, is one-fiftieth of the market value of the gem; for example, the powder of an uncut diamond worth 500 gold pieces would cost 10 gold pieces. A single gem can produce a number of scruples of gemstone powder equal to its market value divided by 250; the uncut diamond, above, would be able to produce two scruples of gemstone powder, each with a cost of 10 gold pieces.

Herb: Herbs are plants, often with medicinal purposes. The cost of an herb depends primarily on its rarity, and whether or not the herb can be used in the manufacturing of illegal substances, such as poison or narcotics. As a general rule, any herb which can be used for such things has a minimum cost of 750 gold pieces; all other herbs have a cost of 2d10 gold pieces.

Holy Water: Holy water is water which has been blessed by members of a religious faith, and is used primarily in the construction of healing items, and those with deific influence or purpose.

Incense: Perfumed sticks, much like a candle in design, incense is meant to act as a focusing instrument, and to stimulate the brain.

Mortar and Pestle: A mortar and pestle is used to grind and pulp dry substances, reducing it to its basic state, and remove flaws.

Oricalc: Appearing as a small, 1 inch ingot of a golden metal, oricalc is often used in the making of magically enchanted metallic weapons and armor. Seven drams of powdered diamond, and 1 ounce true copper, true silver, and true gold makes a single ingot of oricalc, after it has been treated in an athanor for 2 weeks. If oricalc is used in the construction of a metallic weapon or armor, it is automatically considered to be made with superior craftsmanship. The amount of oricalc needed for the item's manufacturing is detailed below:

Dagger: 1 ingot

Sword, axe, spear, etc: 4 ingots

Arrows or bolts: 1 ingot per 12 missiles

Mace, flail, hammer, etc: 3 ingots

Shield: 5 ingots

Armor: 9 ingots

For each +1 enchantment, the base number of ingots must have been used in the item's construction, prior to enchantment; however, the item does not need to be fully enchanted— as a spellcaster advances in level, or gains higher attribute scores, the potential power of an oricalc-crafted item grows as well. For example, a Wizard has an oricalc dagger +1, but it was created with 4 ingots of oricalc. The Wizard can still enchant the dagger by up to +3, provided he has an Intelligence modifier that grants a +4 bonus.

True Copper: True copper is an amber liquid used in the making of defensive items, such as rings, amulets, and cloaks.

True Gold: Shimmering in dark yellow, true gold is a heavy liquid used in the construction of wands and other items that are used for the storing or reflection of spells.

True Iron: True iron is used in the making of any item that bestows physical ability, such as increased Strength, and is also used in the creation of Constructs.

True Lead: True lead is used to negate magic, and is mixed with paints and oils, and then applied to whatever surface, including that of a weapon or a suit of armor, which is then rendered nonmagical; a character donning a suit of armor that has been created with true lead is incapable of casting spells, and is immune to spells, even beneficial ones. A single fluid ounce can be used to cover a surface 10 feet by 10 feet, by 5 feet.

True Platinum: any item crafted with true platinum has its maximum enchantment increased by +1, or its number of charges affected as if the caster were 2 levels higher. This ingredient is always used in the construction of relics and artifacts.

True Silver: Whereas true gold is used in the making of wands, true silver is used in the making of rings. True silver is also used in the construction of items that aid and enhance the mental faculties.

Variable Mercury: Variable mercury is a reddish, fine-grained powder that, when embedded in yellow wax, and mixed into 100 pounds of true lead, transmutes the lead into gold. This ingredient is never available on the open market.

Vitriol: Composed of 7 fluid drams of water, true copper, sulfur, and essential earths, plus 1 fluid ounce of alkahest, vitriol is a crystalline substance that permanently bonds to any substance it touches; one minute of uninterrupted contact is required. A fluid ounce of vitriol is enough to bond a 10 foot cubic surface area to another of the same, or greater size. The process to create vitriol requires 2 months, and it must be formed in an aludel, and then slowly baked in an athanor.

RECIPES

The following is a sample listing of ingredients required for the making of particular magic items. Cks are encouraged to generate more complex requirements, and to add items which must be quested (i.e., adventured) to be obtained.

Animal Control: 1 dram of heart tissue from 10 different animals

Charm: the tongue of a harpy

Clairaudience: complete ears from 5 different felines

Clairvoyance: eyes from 2 birds of prey or 1 set of eyes from a bird of prey of large size

Climbing: web sacks from two spiders of large size, 10 web sacks from spiders of medium size, or 50 web sacks from spiders of small size

Cold Resistance: 3 wrappings from a mummy

Curse (Reverse Effects): 4 ounces of bat wings, 1 pound of black cat fur, or 100 flies

Delusion: 1 pound of ground lycanthrope flesh

Diminution: 10 pairs of sprite wings

Displacement: 1 pound of blink dog brain tissue

Divination: 1 pint of bull's blood

Dragon Control: salivary glands of the specific dragon type or 4 fluid ounces of the specified dragon's sweat

ESP: brain of a doppelganger

Etherealness: 1 dram of ground unicorn horn

Fear: the horn of a demon or 5 drams of ground hooves of stampeding animals

Fire Resistance: two hell hound tongues or 1 dram of flesh from 5 different creatures possessing fire resistance or immunity to fire

Flight: 1 pound of feathers from a pegasus or roc or 1 chimera wing

Free Action: 1 hair of a marid

Gaseous Form: 1 pint of vampire blood or 1 hair of a djinni

Giant Control: salivary glands of the specific giant type or 4 fluid ounces of the specified giant's sweat

Giant Strength: 1 pound of the specified giant's muscle tissue

Growth: 2 pints of assassin vine sap

Heroism: the brain and heart of a fighter of at least 4th level

Human Control: 3 hearts or brains of 3 different humans

Humanoid Control: 3 hearts or brains of 3 different humanoids

Illusion: the horn of an efreeti

Invisibility: 1 pint of liquefied invisible stalker flesh or two ground pixies

Invulnerability: 4 ounces of a powdered iron golem

Levitation: 1 fluid dram of blood from a prismatic eye

Longevity: 2 drams of amber and 1 thread from the garment worn by a ghost

Magical Ink: 1 pint of kraken blood

Magic Detection: 1 hair of an imp

Passwall: 1 pound of xorn flesh

Petrification: 2 ground cockatrice claws or 10 basilisk scales

Philter of Love: heart of a nymph

Philter of Persuasiveness: 2 drays hearts

Plant Control: 5 pounds of leaves from 30 different trees

Polymorphing: two doppelganger or lycanthrope hearts

Potion of Extra-Healing: 1 pound of ground flesh taken from the palms of a paladin and 1 vial of holy water

Potion of Healing: a fluid dram of blood from a cleric and 1 vial of holy water

Potion of Super-Heroism: the brain and heart of a fighter of at least 8th level

Protection from Evil: 1 dram of powdered bone from the grave of a cleric or paladin

Regeneration: 1 pint of troll blood

Silence: 100 mice or 1 pound of ground flesh taken from a druid of at least 3rd level

Sleep: 1 dram of pixie dust

Slipperiness: 1 fluid dram of alkahest and 2 pounds of ground eel flesh

Slow: 100 snail shells

Speed: 1 dram of mercury and the tail of a rust monster

Spell Resistance: the heart of a demon

Stone to Flesh: eyes of a medusa, 4 eyes of a 2 different basilisks, 1 pound of cockatrice feathers, or 2 pounds of gargoyle flesh

Sweet Water: 1 gallon of living 16 Hit Die water elemental

Teleportation: couatl tongue or 5 couatl feathers

Treasure Finding: the hearts or brains of two different dragons

True Seeing: 1 peacock feather

Twilight Vision: 1 pint of elf or goblin blood

Undead Control: 1 scruple of lich dust or 4 ounces of vampire ash

Water Breathing: two pints of aboleth mucus

Water Walking: 1 pound of sea hag flesh

GEMS

Druids, Dwarves, Gnomes, and all characters with alchemical knowledge can utilize gemstones in the making of magical items. The effectiveness of each of these creations is left to the CK, but it is suggested that the items created be considered as magic items, and follow the same rules.

A character must learn a recipe to make any item in this way, but in this case, the normal limitation is ignored, allowing a character to know any number of recipes.

Note: a character does not gain any XP for the successful learning of a recipe, or for the making the item.

Agate: Protection, Victory, Attracting Love, Farm Fertility, Lightning Resistance, Treasure Finding, Cures Insomnia, Removes Illness/Venom, Improves Balance, Energy Provider, Enhances Intelligence/Earth Element Magic, Feather Fall

Agate, Banded: Morale, Strong Protection

Agate, Black (Agate, White): Damage Reduction

Agate, Blue Lace: Immunity to Surprise

Agate, Botswana: Aphrodisiac, Emotion, Resist Poison/Disease

Agate, Dendritic: Prevents Fatigue/Starvation/Thirst

Agate, Lace: Enhances Charisma

Agate, Mexican Lace: Morale

Agate, Moss (Agate, Tree): Divine Favor, Eloquence, Persuasion, Fertility, Immortality, Powerful Healing, Psychic Awareness, Scrying, Astral Projection, Mediumship, Locate Person/Object, Treasure Finding, Remove Fear, Prevent Aura Manipulation, Commune with Nature

Agate, Pink Lace: Enhances Charisma, Morale

Agate, Plume: Enhances Artistic Ability

Agate, White Lace: Prevents Depression/Catatonia/Melancholia

Alexandrite: Regeneration, Immunity to Paralysis

Amazonite: Aids Social Interactions, Enhances Charisma

Amber: Magnetic, Enhances Light/Fire Spells, Powerful Healing

Amethyst: Prevent Intoxication, Spell Resistance, Removes Insanity, Blood Purifier, Clairvoyance, True Seeing, Power Component in all Transmutations, Phylactery of Faithfulness, Tongues, Regeneration, Awakens Psychic Ability

Aquamarine: Prevents Accidents, Prevents Sea Sickness, Remove Fear, Aids Marriages, Aids Fishing

Aventurine: Release Stress, Morale, Breaks Enchantments, Mild Protection, Gambling, Aids Artistic Endeavors, Attracts Unexpected Events, Enhances Perception, Cures Blindness

Aventurine, Blue: Aids Artistic Endeavors, Cures Blindness, All-Purpose Healing

Aventurine, Blue-Green: All-Purpose Healing, Enhances Communication

Aventurine, Green: All-Purpose Healing, Enhances Intelligence, Attracts Unexpected Events

Aventurine, Orange: All-Purpose Healing, Aphrodisiac

Azurite: Powerful Healing, Mediumship, Awakens Psychic Ability, Enhances Wisdom/Clerical Ability/Divination

Beryl, Gold: Scrying, Immunity to Enchantments/Psionic Control, Awakens Psionic Ability, Curbs Appetite

Bloodstone: Detect Lie, Extends Lifespan, Grants Fame, Invisibility, Control Undead, Weather Control, Legal Matters, Enhances Strength/Constitution, Stops Bleeding, Find Treasure, Power Component for all Necromancy Magic

Boji Stone: Healing, Morale, Restoration, Atonement

Calcite: Dispel Evil, Exorcism, Cleanses the Body/Spirit, Attracts Love, Enhances Wisdom/Intelligence, Power Component of all Healing Magic

Calcite, Green: Break Hexes/Curses, Geas

Calcite, Orange: Protective, Energy Provider

Calcite, Pink: Restores Emotions, Attracts Love

Carbuncle: Morale

Carnelian: Prevent Intoxication, Repel Snakes, Immunity to Disease, Energy Provider, Remove Fear, Regressive Divination, Prevents Telepathy, Aphrodisiac

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Celestite: Enlarge, Aid Artistic Ability, Detect Lie, Enhances Divination

Chrysocolla: Heals Stomach Injuries, Enhances Constitution, Morale, Empowers Female Attributes

Chrysoprase: Removes Insanity/Greed, Awakens Latent Abilities, Heals Sexually Transmitted Diseases/Eye Injuries

Cinnabar: Lethal Poison

Citrine: Awakens Psychic Ability, Cures Toxins, Remove Fear, Very Potent Healing, Enhances Wisdom/Willpower/Communicative Abilities, Heals Scars

Coral: Ensures Happiness, Enhances Artistic Ability, Protects Children, Heals Arthritis/Epilepsy

Cornelian: Wish, Immortality

Diamond: Remove Fear, Enhances Strength/Constitution/Anger, Immunity to Disease, Protection from Evil, Repels Nocturnal Monsters

Dioptase: Strengthen Cardiovascular/Central Nervous System

Emerald: Attracts Love, Enhances Perception/Memory/Visual Acuity, Removes Animal Venoms, Prevents Decay

Fluorite: Enables Fey Communication, Aids Studying, Ethereality, Luckstone, Wish

Galaxite: Enhances all Healing/Cure Spells

Garnet: Morale, Enhances All Abilities/Strength/Dexterity/Constitution

Garnet, Red: Regeneration, Restoration

Hematite: Improves Armor Class/Morale, Enhances Strength/Willpower/Charisma, Cures Headaches/Blood Disorders, Attracts Fortune, Astral Projection, Magnetic,

Jade: Resist Poison/Disease, Enhances Wisdom/Lifespan, Power Component of all Divinations, Damaging to Evil Spirits/Beings, Protects the Soul, Raise Dead/Resurrection

Jasper: Control Weather, Cures Poison, Dispels Curses, Luckstone, Dispels Illusions, Cures Anemia, Power Component for Earth Magic

Jasper, Black Leopard Skin: Protection

Jasper, Green Leopard Skin: Healing

Jasper, Grey Leopard Skin: Morale

Jasper, Pink Leopard Skin: Attracts Love

Jasper, Red Leopard Skin: Enhances Constitution

Jasper, Yellow Leopard Skin: Enhances Wisdom

Jet: Protection from Evil/Disease/Bad Weather, Damages Evil Spirits/Creatures

Kunzite: Attracts Love, Cures Insanity, Dissolves in Sunlight, Breaks Addiction

Kyanite: Power Component for Movement Magic, Enhances Artistic Ability

Labradorite: Enhances Wisdom/Healing

Lapis Lazuli: Atonement, Luckstone, Clairvoyance/Clairaudience, Aids Communication, Eases Childbirth, Enhances Psionic Ability/Wisdom/Dexterity/Strength/Constitution, True Sight

Lepidolite: Calms Emotions/Breaks Rage, Prevents Nightmares, Enhances Strength, Power Component of Sleep Magic

Malachite: Speak with Animals, Dispels Evil, Psychic Protection, Danger Sense, Enhances All Magic, Purges Toxins, Heals Bone Fractures

Meteorite: Reincarnation, Awakens Psionic Ability

Moldavite: Healing

Moonstone: Weight Loss, Empowers Feminine Attributes, Bestows ESP/Telepathy, Reverse Aging, Enhances Divination

Obsidian: Scrying, Protection, Immunity to Lightning, Powerful Healing

Obsidian, Snowflake: Enhances Divination

Onyx: Negative Energy Protection, Mediumship

Opal: Luckstone, Invisibility, Enhances Charisma, Atonement, Restoration, Power Component of Chaos/Divination Magic **Peridot:** Enhances Divination, Regeneration

Petrified Wood: Healing, Damage Reduction, Enhances Lifespan, Regressive Divination/Reincarnation

Pyrite: Strengthens Digestion, Enhances Intelligence, Power Component of Fire Magic

Quartz, Blue: Aids Artistic Ability

Quartz Crystal (Clear Quartz): Generates Electricity when Heated, Scrying, Telepathy, Mediumship, Amplifies all Magic, Doubles Prismatic Magic

Quartz, Green: Healing, Aids Artistic Ability

Quartz, Rose: Emotional Healing/Atonement, Amplifies Love, Aphrodisiac

Quartz, Rutilated: Extends Lifespan, Clairvoyance, Amplifies all Magic, Regeneration

Quartz, Smoky: Enhances Divination, Enhances Elemental Summoning, Wish/Alter Reality, Amplifies all Magic, Sedative

Quartz, Snow: Prevents Lies, Removes Self-Doubt

Quartz, Tourmalinated: Powerful Protection, Doubles Magical Effects

Rhodochrosite: Find the Path, Restoration, Electrical Conductor, Enhances Intelligence/Memory

Rhodonite: Removes Rage/Insanity/Stress, Prevents Astral Interruption

Rhyolite: Reverses Aging

Ruby: Regeneration, Remove Fear

Sapphire: Enhances Clerical Ability/Divination/Loyalty/Morale, Freedom of Movement/Prevents Capture, Immunity to Disease, Awakes Psionic Ability, Dispel Confusion

Selenite: Atonement, Strengthens Skeletal System, Enhances Willpower

Serpentine: Enhances Wisdom, Resist Poison

Sodalite: Enhances Wisdom/Constitution, Telekinesis, Awakens Psionic Ability, Remove Fear, True Sight

Staurolite: Conjure Elemental, Command Elemental, Enhances Druidic Ability

Sugilite (Luvulite): Awakens Psionic Ability, Healing, Wish/Alter Reality

Sunstone: Power Component for all Light Magic, Aphrodisiac, Enhance Herb Properties

Tiger's-Eye: Powerful Protection, Resist Enchantments, Spell Resistance, Detect Lie, True Seeing, Luckstone, X-Ray Vision, Attracts Fortune, Remove Fear, Enhances Wisdom, Wish, Regressive Divination

Tiger's-Eye, Blue: Enhances Combative Ability/Strength **Topaz:** Remove Fear, Prevents Headaches/Insomnia, Cannot be Lost (Find the Path), Enhances Intelligence

Topaz, Blue: Regeneration, Enhances Constitution, Mediumship

Topaz, Gold: Attracts Fortune, Regeneration

Tourmaline: Flight, Water Walking, Aids Sleep, Protective, Electromagnetic, Enhances Wisdom

Tourmaline, Watermelon: Powerful Heart Healer

Turquoise: Control Weather, Planar Travel, Enhances Intelligence/Wisdom, Protects from Critical Injury, Danger Sense, Regeneration, Aids Artistic Ability

Unikite: attracts Love, Healing

Variscite: Enhances Nervous System/Perception, Regressive Divination, Reincarnation

Zircon: Enhances Willpower, Powerful Healing

GEMSTONE VARIATION

d20	Modification
1-9	–
10-14	Size
15-19	Quality
20	Size & Quality

SIZE VARIATION

d20	Variation	Value
1-2	Tiny	1/8 Normal
3-6	Small	¼ Normal
7-10	Below Average	½ Normal
11-14	Above Average	Normal Doubled
15-18	Large	Normal Quadrupled
19-20	Massive	Normal Octupled

QUALITY VARIATION

d20	Variation	Value
1-2	Very Poor	1/8 Normal
3-6	Poor	¼ Normal
7-10	Below Average	½ Normal
11-14	Above Average	Normal Doubled
15-18	Good	Normal Quadrupled
19-20	Very Good	Normal Octuple

RANDOM MAGIC ITEM GENERATOR

Magic Items – the stuff of legends. The focus of adventure. The source of wonder and power.....A bit hard to pull off, when your players have memorized every magic item in the book.

This section gives harried Castle Keepers a way to inject that much-needed sense of wonder back into the acquisition of magic items. Gone are the days when a character wields a +2 sword, generic and carried by dozens of other characters across your campaign world. With a few rolls of the dice, that character now wields *The Sorcerer's Sword of the Storm* – a weapon which gives him a Spell Resistance of 2, and allows him to Call Lightning Storm (as per the spell) once per day!

This section creates magic items by the combination of a Prefix, an Item, and a Suffix. Castle Keepers roll 1d100 on each table, and combine the results to create unique magic items for their campaigns. Three tables, with 100 options on each table, yielding one million possible results.

PREFIXES

d%	PREFIX	EFFECT
1	Azure	Item gives bearer +2 bonus to wisdom saving throw
2	Bloodstone	Item gives bearer +2 bonus to strength saving throw
3	Crimson	Item gives bearer +2 bonus to constitution saving throw
4	Garnet	Item gives bearer +2 bonus to charisma saving throw
5	Gold	Item gives bearer +2 bonus to dexterity saving throw
6	Topaz	Item gives bearer +2 bonus to intelligence saving throw
7	Diamond	Item gives bearer +2 bonus to All Saves
8	Sturdy	Item gives bearer +1 bonus to AC
9	Strong	Item gives bearer +2 bonus to AC
10	Valiant	Item gives bearer +3 bonus to AC
11	Glorious	Item gives bearer +4 bonus to AC
12	Awesome	Item gives bearer +5 bonus to AC
13	(Name of Character's Classes)	Item gives +1 per Character Level bonus to Class Skills
14	Rusted	Item gives bearer -2 penalty to AC
15	Vulnerable	Item gives bearer -3 penalty to AC
16	Weak	Item gives bearer -2 penalty to All Saves
17	Quick	Item gives bearer +2 bonus to Initiative
18	Glowing	Item glows, shedding light in a 30' Radius
19	Oracular	Item gives bearer constant ability to detect Invisible to 60' range
20	Unseen	Bearer is invisible any round he or she does not attack or cast
21	Mighty	Item gives bearer +1 bonus to Strength
22	Brilliant	Item gives bearer +1 bonus to Intelligence
23	Vibrant	Item gives bearer +1 bonus to Wisdom
24	Swift	Item gives bearer +1 bonus to Dexterity
25	Tough	Item gives bearer +1 bonus to Constitution
26	Charismatic	Item gives bearer +1 bonus to Charisma
27	Bronze	Item gives bearer +1 bonus to hit and damage (on attacks made with item if weapon, or on all attacks if item is not weapon).
28	Steel	Item gives bearer +2 bonus to hit and damage (on attacks made with item if weapon, or on all attacks if item is not weapon).
29	Silver	Item gives bearer +3 bonus to hit and damage (on attacks made with item if weapon, or on all attacks if item is not weapon).
30	Mithril	Item gives bearer +4 bonus to hit and damage (on attacks made with item if weapon, or on all attacks if item is not weapon).
31	Adamant	Item gives bearer +5 bonus to hit and damage (on attacks made with item if weapon, or on all attacks if item is not weapon).
32	Deadly	Double damage on rolls of 16+ (on attacks made with item if weapon, or on all attacks if item is not weapon).
33	Merciless	Double damage on rolls of 12+ (on attacks made with item if weapon, or on all attacks if item is not weapon).

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34	Pearl	Item grants +1 1 st level spell per day (if bearer is a spellcaster)
35	Beryl	Item grants +1 1 st and 2 nd level spell per day (if bearer is a spellcaster)
36	Lapis	Item grants +1 1 st -3 rd level spell per day (if bearer is a spellcaster)
37	Ivory	Item grants +1 1 st -4 th level spell per day (if bearer is a spellcaster)
38	Jade	Item grants +1 1 st -5 th level spell per day (if bearer is a spellcaster)
39	Crystal	Item grants +1 1 st -6 th level spell per day (if bearer is a spellcaster)
40	Ebony	Item grants +1 1 st -7 th level spell per day (if bearer is a spellcaster)
41	Emerald	Item grants +1 1 st -8 th level spell per day (if bearer is a spellcaster)
42	Ruby	Item grants +1 1 st -9 th level spell per day (if bearer is a spellcaster)
43	Warrior's	Item gives bearer +2 bonus to Strength
44	Wizard's	Item gives bearer +2 bonus to Intelligence
45	Sage's	Item gives bearer +2 bonus to Wisdom
46	Rogue's	Item gives Bearer +2 Bonus to Dexterity
47	Champion's	Item Gives Bearer +2 Bonus to Constitution
48	King's	Item Gives Bearer +2 Bonus to Charisma
49	Blinding	Item flashes with a brilliant light up to twice per day upon command of the Bearer. Anyone within 20 feet except the wielder must make a dexterity saving throw (CL -1) or be blinded for 1d4 rounds.
50	Hidden	Item gives Bearer +5 bonus to Hide checks
51	Shadowed	Item gives bearer +10 Bonus to Hide Checks
52	Sorcerer's	Item Bestows Spell Resistance of 2
53	Warlock's	Item Bestows Spell Resistance of 4
54	Mage's	Item Bestows Spell Resistance of 6
55	Arch Mage's	Item Bestows Spell Resistance of 8
56	Quiet	Item gives bearer +5 Bonus to Move Silently Checks
57	Silent	Item Gives Bearer +10 bonus to Move Silently Checks
58	Commanding	Item bestows a dignified and commanding aura upon its owner. The bearer gains a +2 bonus on all Charisma checks, including turning checks and Charisma-based skill checks.
59	Winged	Item allows the wearer to use fly on command (as the spell) once per day.
60	Obliterating	Once every two days, on command, The Item can disintegrate an object that it touches, as the spell but requiring a melee touch attack.
61	Lucky	Bearer gains the power of good fortune, usable once per day. This extraordinary ability allows its possessor to reroll one roll that she just made. She must take the result of the reroll, even if it's worse than the original roll. Item is chaotically aligned and infused with the power of chaos. It allows bearer to deal an extra 2d6 points of damage against all of lawful alignment. It bestows one negative level on any lawful creature attempting to wield it.
62	Anarchic	Item is lawfully aligned and infused with the power of law. It allows bearer to deal an extra 2d6 points of damage against all of chaotic alignment. It bestows one negative level on any chaotic creature attempting to wield it.
63	Axiomatic	Item is infused with the power of good. It allows bearer to deal an extra 2d6 points of damage against all of evil alignment. It bestows one negative level on any evil creature attempting to wield it.
64	Holy	Item is infused with the power of evil. It allows bearer to deal an extra 2d6 points of damage against all of good alignment. It bestows one negative level on any good creature attempting to wield it.
65	Unoly	Once per day, the item can blast forth a fiery ray at any target within 30 feet as a ranged touch attack. The ray deals 4d6 points of fire damage on a successful hit.
66	Firey	Once per day, the item can blast forth an icy ray at any target within 30 feet as a ranged touch attack. The ray deals 4d6 points of cold damage on a successful hit.
67	Freezing	Once per day, the item can blast forth an electricity ray at any target within 30 feet as a ranged touch attack. The ray deals 4d6 points of electricity damage on a successful hit
68	Lightning	Item enables the wielder to use dispel magic (once per round) at the class level of the wielder.
69	Godly	On command, this item can cause living creatures in a 30-foot cone to become panicked as if by a fear spell (Wisdom CL 1 partial). They take a -2 penalty on saving throws, and they flee from the wielder. The wielder may use this ability up to three times per day. This is a mind-affecting fear effect.
70	Terrifying	Spellcaster Bearers get 2 extra spells of each level.
71	Mystical	Bearer is immune to poisons.
72	Alchemical	Bearer may turn undead as a Cleric of half their character level.
73	Righteous	Bearer may turn undead as a Cleric of their character level.
74	Saintly	Bearer suffers +2 damage with each attack upon them.
75	Hungry	Bearer is immune to sleep or mind-altering effects.
76	Vigilant	Bearer gains telepathy with a range of 100 feet.
77	Telepathic	Bearer gains Darkvision out to 60 feet, and low light vision.
78	Keen-eyed	Bearer can bestow a negative level with a successful attack, and gains 5 temporary hit points from each.
79	Vampiric	+4 bonus to AC and +4 bonus to saving throws to bearer and anyone within 20 feet of bearer. Also functions as a magic circle against evil, and globe of invulnerability with the same radius (caster level equals bearer's level).
80	Protective	Creatures of less than half of the bearer's level in HD who come within 60 feet must make a wisdom saving throw (CL -5 + 1/2 bearer's level + bearers CHA modifier) or suffer the effects of a Fear spell (as if cast by someone of the bearer's level).
81	Fearsome	Creatures with fewer HD or level than the bearer who comes within 30 feet must make a wisdom saving throw (CL -5 + 1/2 bearer's level + bearers CHA modifier) or become frightened or shaken. (As per frightful presence)
82	Frightful	Once per day, bearer can lay on hands and heal an amount of damage equal to his or her full hit points.
83	Healing	The bearer gains 10 temporary hit points. Damage is first taken from these, which replenish once per day.
84	Serene	Bearer can smite an evil creature with a melee attack, as a Paladin of their character level, 3 times per day
85	Celestial	

86	Demonic	Bearer can smite a good creature with a melee attack, as an Avenger of their character level, 3 times per day
87	Changeling	Bearer can Alter Self (as spell), 1/day
88	Shattering	Bearer can cast Shatter, 1/day
89	Empyrean	Bearer can Remove Curse, 1/day
90	Fatigued	Bearer always acts last in initiative.
91	Magical	Item can detect magic (as per spell).
92	Eternal	Item cannot be destroyed by any means.
93	Reflecting	Once per day, item can reflect a spell back upon its caster as per the spell turning spell.
94	Elven	Item grants a +10 bonus on Hide checks
95	Dwarven	Item grants a +10 bonus on Find Trap checks
96	Halfling	Item grants a +10 bonus on Move Silently checks
97	Leprechaun	Item grants a +10 bonus on Pick Pocket checks
98	Gnomish	Item grants a +10 bonus on Listen checks
99	Immortal	Bearer does not age.
00	Roll Twice	

BASE ITEMS

d%	ITEM				
1	Padded armor (Armor bonus +1)	35	Axe, throwing	68	Chain, spiked
2	Leather armor (Armor bonus +2)	36	Hammer, light	69	Bolas
3	Studded Leather armor (Armor bonus +3)	37	Handaxe	70	Crossbow, hand
4	Chain Shirt (Armor bonus +4)	38	Kukri	71	Crossbow, repeating
5	Scale Mail (Armor bonus +4)	39	Pick, light	72	Cloak
6	Chain Mail (Armor bonus +5)	40	Sword, short	73	Robe
7	Breastplate (Armor bonus +5)	41	Battleaxe	74	Crown
8	Splint Mail (Armor bonus +6)	42	Man Catcher	75	Gloves
9	Banded Mail (Armor bonus +6)	43	Flail	76	Boots
10	Half Plate (Armor bonus +7)	44	Longsword	77	Bracers
11	Full Plate (Armor bonus +8)	45	Pick, heavy	78	Belt
12	Buckler (Shield bonus +1)	46	Rapier	79	Wand
13	Shield, Light (Shield bonus +1)	47	Scimitar	80	Scepter
14	Shield, Heavy (Shield bonus +2)	48	Trident	81	Staff
15	Shield, Tower (Shield bonus +4)	49	Warhammer	82	Ring
16	Helm	50	Falchion	83	Amulet
17	Gauntlet	51	Glaive	84	Jewel
18	Dagger	52	Greataxe	85	Book
19	Mace, light	53	Greatclub	86	Scroll
20	Sickle	54	Flail, heavy	87	Potion
21	Club	55	Greatsword	88	Oil
22	Mace, heavy	56	Guisarme	89	Horn
23	Morningstar	57	Halberd	90	Figurine
24	Shortspear	58	Lance	91	Stone
25	Longspear	59	Ranseur	92	Candle
26	Quarterstaff	60	Scythe	93	Brooch
27	Spear	61	Longbow	94	Flute
28	Crossbow, heavy	62	Arrows	95	Lyre
29	Bolts, crossbow	63	Longbow, composite	96	Scarab
30	Crossbow, light	64	Shortbow	97	Pipes
31	Dart	65	Shortbow, composite	98	Necklace
32	Javelin	66	Sword, bastard	99	Bottle
33	Sling	67	Whip	00	Other
34	Bullets, sling				

SUFFIXES

d%	SUFFIX	EFFECT
1	Of Acid Resistance	Absorbs the first 10 points of acid damage per attack that the wearer would normally take (similar to the Protection from Elements spell).
2	Of Improved Acid Resistance	Absorbs the first 20 points of acid damage per attack that the wearer would normally take (similar to the Protection from Elements spell).
3	Of Greater Acid Resistance	Absorbs the first 30 points of acid damage per attack that the wearer would normally take (similar to the Protection from Elements spell).
4	Of Cold Resistance	Absorbs the first 10 points of cold damage per attack that the wearer would normally take (similar to the Protection from Elements spell).
5	Of Improved Cold Resistance	Absorbs the first 20 points of cold damage per attack that the wearer would normally take (similar to the Protection from Elements spell).
6	Of Greater Cold Resistance	Absorbs the first 30 points of cold damage per attack that the wearer would normally take (similar to the Protection from Elements spell).
7	Of Electricity	Absorbs the first 10 points of electricity damage per attack that the wearer would normally take (similar to the Protection from

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	Resistance	Elements spell).					
	Of Improved Electricity Resistance	Absorbs the first 20 points of electricity damage per attack that the wearer would normally take (similar to the Protection from Elements spell).					
8							
	Of Greater Electricity Resistance	Absorbs the first 30 points of electricity damage per attack that the wearer would normally take (similar to the Protection from Elements spell).					
9							
	Of Fire Resistance	Absorbs the first 10 points of fire damage per attack that the wearer would normally take (similar to the Protection from Elements spell).					
10							
	Of Improved Fire Resistance	Absorbs the first 20 points of fire damage per attack that the wearer would normally take (similar to the Protection from Elements spell).					
11							
	Of Greater Fire Resistance	Absorbs the first 30 points of fire damage per attack that the wearer would normally take (similar to the Protection from Elements spell).					
12							
	Of Sonic Resistance	Absorbs the first 10 points of sonic damage per attack that the wearer would normally take (similar to the Protection from Elements spell).					
13							
	Of Improved Sonic Resistance	Absorbs the first 20 points of sonic damage per attack that the wearer would normally take (similar to the Protection from Elements spell).					
14							
	Of Greater Sonic Resistance	Absorbs the first 30 points of sonic damage per attack that the wearer would normally take (similar to the Protection from Elements spell).					
15							
	Of Water Resistance	Absorbs the first 10 points of water damage per attack that the wearer would normally take (similar to the Protection from Elements spell).					
16							
	Of Improved Water Resistance	Absorbs the first 20 points of water damage per attack that the wearer would normally take (similar to the Protection from Elements spell).					
17							
	Of Greater Water Resistance	Absorbs the first 30 points of water damage per attack that the wearer would normally take (similar to the Protection from Elements spell).					
18							
	Of Etherealness	On command, this ability allows the bearer of the item to become ethereal (as the ethereal jaunt spell) once per day. Allows its bearer to utilize plane shift. However, this is a difficult item to master. The user must make an Intelligence check in order to get the item to take her to the plane (and the specific location on that plane) that she wants. If she fails, the item transports her and all those traveling with her to a random location on that plane (01-60 on d%) or to a random plane (61-100).					
20	of the Planes						
21	Of Reflection	Once per day, it can be called on to reflect a spell back at its caster exactly like the spell turning spell. If wielder strikes a creature, the target must make a constitution saving throw (CL 5) or die (or, in the case of unliving targets, be destroyed) instantly. Note that even creatures normally exempt from constitution saving throws (undead and constructs) are subject to this attack. When keyed to a living creature, this is a death effect (and thus death ward protects a target). To determine the type or subtype of creature the arrow is keyed to, roll on the table below.					
		01-05	Aberrations	46	Humanoids, gnome	77	Outsiders, earth
		06-09	Animals	47-49	Humanoids, goblinoid	78-80	Outsiders, evil
		10-16	Constructs	50	Humanoids, halfling	81	Outsiders, fire
		17-22	Dragons	51-54	Humanoids, human	82-84	Outsiders, good
		23-27	Elementals	55-57	Humanoids, reptilian	85-87	Outsiders, lawful
		28-32	Fey	58-60	Humanoids, orc	88	Outsiders, water
		33-39	Giants	61-65	Magical beasts	89-90	Plants
		40	Humanoids, aquatic	66-70	Monstrous humanoids	91-98	Undead
		41-42	Humanoids, dwarf	71-72	Oozes	99-100	Vermin
22	Of Slaying	43-44	Humanoids, elf	73	Outsiders, air	Enables the bearer to charm up to 14 HD of creatures (Wisdom CL 1 negates, creatures get a +5 bonus if currently under attack by the wielder or his allies), no two of which can be more than 30 feet apart. The wielder can use this effect up to three times per day. Creatures making their saving throw are free of control, but they will not approach within 10 feet of the item.	
23	Of Command						
24	Of Piercing	On a natural 20 attack roll, foe must make a dexterity saving throw (-4 penalty), or armor is destroyed.					
25	Of Health	Grants the bearer damage reduction of 1/magic.					
26	Of Defense	Grants the bearer damage reduction of 2/magic.					
27	Of Deflection	Grants the bearer damage reduction of 3/magic.					
28	Of Life	Grants the bearer damage reduction of 4/magic.					
29	Of Invulnerability	Grants the bearer damage reduction of 5/magic.					
30	Of Tears	Bearer takes double damage from all attacks					
31	Of The Snail	Bearer suffers a -2 Initiative penalty					
32	Of Frailty	Bearer suffers a -2 Strength penalty					
	Of Feeble-						
33	Mindedness	Bearer suffers a -2 Intelligence penalty					
34	Of The Fool	Bearer suffers a -2 Wisdom penalty					
35	Of Paralysis	Bearer suffers a -2 Dexterity penalty					
36	Of Disease	Bearer suffers -2 Constitution penalty					
37	Of Discord	Bearer suffers a -2 Charisma penalty					
38	Of Combat	+2 Damage (on attacks made with item if weapon, or on all attacks if item is not weapon).					
39	Of Gore	+3 Damage (on attacks made with item if weapon, or on all attacks if item is not weapon).					
40	Of Carnage	+4 Damage (on attacks made with item if weapon, or on all attacks if item is not weapon).					
41	Of Slaughter	+5 Damage (on attacks made with item if weapon, or on all attacks if item is not weapon). Increase threat range by 2, and raise Critical multiplier by 1 (on attacks made with item if weapon, or on all attacks if item is not weapon).					
42	Of Devastation						
43	of the Chameleon	+10 to Hide checks, bearer can also utilize the spell disguise self.					
44	of the Djinni	Item serves as a special gate by means of which a specific djinni can be called from the Elemental Plane of Air. When the call goes					

out, the djinni appears on the next round. The djinni faithfully obeys and serves the bearer of the item, but never for more than 1 hour per day. If the djinni is ever killed, the item becomes nonmagical and worthless.

45

The item allows command of Air elementals. Elementals of the plane to which the item is attuned can't attack the wearer, or even approach within 5 feet of him. If the wearer desires, he may forego this protection and instead attempt to charm the elemental (as charm monster, Wisdom CL 2 negates). If the charm attempt fails, however, absolute protection is lost and no further attempt at charming can be made.

Creatures from the plane to which the item is attuned who attack the bearer take a -1 penalty on their attack rolls. The bearer makes applicable saving throws from the extraplanar creature's attacks with a +2 bonus. He gains a +4 bonus on all attack rolls against such creatures. Any weapon he uses bypasses the damage reduction of such creatures, regardless of any qualities the weapon may or may not have.

The bearer is able to converse with creatures from the plane to which his item is attuned. They show a healthy respect for the bearer if alignments are similar. If alignments are opposed, creatures fear the bearer if he is strong. If he is weak, they hate and desire to slay him.

The possessor of an item of elemental command takes a saving throw penalty as follows:

Element	Saving Throw Penalty
Air	-2 against earth-based effects
Earth	-2 against air- or electricity-based effects
Fire	-2 against water- or cold-based effects
Water	-2 against fire-based effects

In addition to the powers described above, the item gives the bearer the following abilities:

Feather fall (unlimited use, wearer only)

Protection from Elements (electricity) (unlimited use, wearer only)

Gust of wind (twice per day)

Wind wall (unlimited use)

Air walk (once per day, wearer only)

Chain lightning (once per week)

46 Of The Air

The item allows command of Earth elementals. Elementals of the plane to which the item is attuned can't attack the wearer, or even approach within 5 feet of him. If the wearer desires, he may forego this protection and instead attempt to charm the elemental (as charm monster, Wisdom CL 2 negates). If the charm attempt fails, however, absolute protection is lost and no further attempt at charming can be made.

Creatures from the plane to which the item is attuned who attack the bearer take a -1 penalty on their attack rolls. The bearer makes applicable saving throws from the extraplanar creature's attacks with a +2 bonus. He gains a +4 bonus on all attack rolls against such creatures. Any weapon he uses bypasses the damage reduction of such creatures, regardless of any qualities the weapon may or may not have.

The bearer is able to converse with creatures from the plane to which his item is attuned. They show a healthy respect for the bearer if alignments are similar. If alignments are opposed, creatures fear the bearer if he is strong. If he is weak, they hate and desire to slay him.

The possessor of an item of elemental command takes a saving throw penalty as follows:

Element	Saving Throw Penalty
Air	-2 against earth-based effects
Earth	-2 against air- or electricity-based effects
Fire	-2 against water- or cold-based effects
Water	-2 against fire-based effects

In addition to the powers described above, the item gives the bearer the following abilities:

Meld into stone (unlimited use, wearer only)

Soften earth and stone (unlimited use)

Shape Stone or Wood (twice per day)

Stoneskin (once per week, wearer only)

Passwall (twice per week)

Wall of stone (once per day)

47 Of The Earth

The item allows command of Fire elementals. Elementals of the plane to which the item is attuned can't attack the wearer, or even approach within 5 feet of him. If the wearer desires, he may forego this protection and instead attempt to charm the elemental (as charm monster, Wisdom CL 2 negates). If the charm attempt fails, however, absolute protection is lost and no further attempt at charming can be made.

Creatures from the plane to which the item is attuned who attack the bearer take a -1 penalty on their attack rolls. The bearer makes applicable saving throws from the extraplanar creature's attacks with a +2 bonus. He gains a +4 bonus on all attack rolls against such creatures. Any weapon he uses bypasses the damage reduction of such creatures, regardless of any qualities the weapon may or may not have.

The bearer is able to converse with creatures from the plane to which his item is attuned. They show a healthy respect for the bearer if alignments are similar. If alignments are opposed, creatures fear the bearer if he is strong. If he is weak, they hate and desire to slay him.

The possessor of an item of elemental command takes a saving throw penalty as follows on the next page:

48 Of The Fire

Element	Saving Throw Penalty
Air	-2 against earth-based effects
Earth	-2 against air- or electricity-based effects
Fire	-2 against water- or cold-based effects
Water	-2 against fire-based effects

In addition to the powers described above, the item gives the bearer the following abilities:

Protection from Elements (fire) (as a major ring of energy resistance [fire])

Burning hands (unlimited use)

Flaming sphere (twice per day)

Pyrotechnics (twice per day)

Wall of fire (once per day)

Flame strike (twice per week)

The item allows command of Water elementals. Elementals of the plane to which the item is attuned can't attack the wearer, or even approach within 5 feet of him. If the wearer desires, he may forego this protection and instead attempt to charm the elemental (as charm monster, Wisdom CL 2 negates). If the charm attempt fails, however, absolute protection is lost and no further attempt at charming can be made.

Creatures from the plane to which the item is attuned who attack the bearer take a -1 penalty on their attack rolls. The bearer makes applicable saving throws from the extraplanar creature's attacks with a +2 bonus. He gains a +4 bonus on all attack rolls against such creatures. Any weapon he uses bypasses the damage reduction of such creatures, regardless of any qualities the weapon may or may not have.

The bearer is able to converse with creatures from the plane to which his item is attuned. They show a healthy respect for the bearer if alignments are similar. If alignments are opposed, creatures fear the bearer if he is strong. If he is weak, they hate and desire to slay him.

The possessor of an item of elemental command takes a saving throw penalty as follows:

Element	Saving Throw Penalty
Air	-2 against earth-based effects
Earth	-2 against air- or electricity-based effects
Fire	-2 against water- or cold-based effects
Water	-2 against fire-based effects

In addition to the powers described above, the item gives the bearer the following abilities:

Water walk (unlimited use)

Create water (unlimited use)

Water breathing (unlimited use)

Wall of ice (once per day)

Ice storm (twice per week)

49 Of The Water Control water (twice per week)

50 Of Mind Shielding The bearer is continually immune to detect thoughts, discern lies, and any attempt to magically discern her alignment.

51 Of Regeneration Allows the bearer to heal 1 point of damage per level every hour rather than every day. (This ability cannot be aided by the Heal skill.) Nonlethal damage heals at a rate of 1 point of damage per level every 5 minutes. If the bearer loses a limb, an organ, or any other body part, the item regenerates it as the spell. In either case, only damage taken while wearing the ring is regenerated.

52 Of Minor Spell Storing Contains up to three levels of spells. Each spell has a caster level equal to the minimum level needed to cast that spell. The user need not provide any material components or focus, or pay an XP cost to cast the spell, and there is no arcane spell failure chance for wearing armor. The activation time for the ring is same as the casting time for the relevant spell.

53 Of Spell Storing Contains up to five levels of spells. Each spell has a caster level equal to the minimum level needed to cast that spell. The user need not provide any material components or focus, or pay an XP cost to cast the spell, and there is no arcane spell failure chance for wearing armor. The activation time for the ring is same as the casting time for the relevant spell.

54 Of Major Spell Storing Contains up to ten levels of spells. Each spell has a caster level equal to the minimum level needed to cast that spell. The user need not provide any material components or focus, or pay an XP cost to cast the spell, and there is no arcane spell failure chance for wearing armor. The activation time for the ring is same as the casting time for the relevant spell.

55 Of Telekinesis Allows the bearer to use the spell telekinesis on command.

56 Of Wishes Bestows 1d4 wishes (as per the spell) on the bearer. When all the wishes are used, the item becomes a nonmagical item.

57 Of Water Walking Allows the bearer to continually utilize the effects of the spell water walk.

58 Of Levitation Allows the bearer to levitate as if she had cast levitate on herself.

59 Of Teleportation Bearer may teleport three times per day, exactly as if he had cast the spell of the same name.

60 Of (Weapon Type) Item bestows Weapon Specialization upon the bearer for the weapon type specified.

61 Of Interruption No spell requiring a verbal component can be cast within a 30-foot radius of the item unless the caster can make a Concentration check (CL 0 + the spell's level). The duration of this effect is 3 minutes, and it can be used 3 times per day.

62 Of Blasting Item projects a blast of searing light (5d8 maximized for 40 points of damage) once per day.

63 Of The Waves Item gives bearer a +10 bonus on any sea-related skill checks.

64 Of Shifting Bearer gains the spell-like ability to use dimension door (as the spell cast at your character level) once every 1d4 rounds, as well as a +1 bonus on attack and damage rolls against outsiders native to a shifting plane.

65 of the Assassins of the Bearer can strike for a Death Attack once per day (Target must make **constitution saving throw** at CL -5 + the Bearer's level + the Bearer's Intelligence modifier or die instantly)

66 Necromancer Bearer can Animate Dead (as spell cast at character's level) 3 times/day.

67 of the Storm Bearer can Call Lightning Storm (as spell cast at character's level), once/day.

68 Of Domination Bearer can Dominate Person, Dominate Animal or Dominate Monster (as spell cast at character's level), once/day

69	of the Jaguar	Item gives bearer +1 bonus to hit and damage (on attacks made with item if weapon, or on all attacks if item is not weapon).
70	of the Leopard	Item gives bearer +2 bonus to hit and damage (on attacks made with item if weapon, or on all attacks if item is not weapon).
71	of the Panther	Item gives bearer +3 bonus to hit and damage (on attacks made with item if weapon, or on all attacks if item is not weapon).
72	of the Tiger	Item gives bearer +4 bonus to hit and damage (on attacks made with item if weapon, or on all attacks if item is not weapon).
73	of the Lion	Item gives bearer +5 bonus to hit and damage (on attacks made with item if weapon, or on all attacks if item is not weapon).
74	Of Thought	Allows the bearer to read the thoughts of others, as with the spell detect thoughts.
75	Of Timelessness	Each year of actual time affects the bearer as if only a day had passed. The bearer also gains a +1 bonus on all saving throws.
76	Of Luck	Bearer gains a +1 bonus on saving throws, ability checks, and skill checks.
77	Of Protection	Bearer gains spell resistance 9. The item can also absorb energy-draining attacks, death effects, and negative energy effects.
78	of the Vortex	Item can absorb spells of 4 th level or lower – after absorbing 50 spell levels, the item “burns out” and loses this power.
79	Of Comprehension	Grants its bearer the ability to understand the spoken words of any creature and to read text in any language and any magical writing. The wearer gains a +5 bonus on Decipher Script checks to understand messages written in incomplete, archaic, or exotic forms.
80	Of Resurrection	Item grants the bearer the ability to Resurrect others (as per the spell), once per day.
81	Of Arrow Attraction	Item actually serves to attract ranged weapons. The wearer takes a -15 penalty to AC against any attack by a ranged weapon.
82	Of Woe	Bearer is cursed, taking a -2 penalty on attack rolls, saving throws, and skill checks until a remove curse spell is cast upon them.
83	of the Underground	Bearer gains a +60-foot bonus to darkvision, and a +1 bonus to attack and damage against underground creatures.
84	of the Plains	Bearer gains a +1 bonus on attack and damage against plains creatures, and a +4 bonus on Wisdom checks involving spotting.
85	of the Mountains	Bearer gains a +1 bonus on attack and damage rolls against mountain creatures, a +4 bonus on Climb checks.
86	of the Marsh	Bearer gains a +1 bonus on attack and damage rolls against marsh creatures, and a +4 bonus on Move Silently checks.
87	of the Hills	Bearer gains a +1 bonus on attack and damage rolls against hill creatures, and a +4 bonus on Listen checks.
88	of the Forest	Bearer gains a +1 bonus on attack and damage rolls against forest creatures, and a +4 bonus on Hide checks.
89	of the Desert	Bearer gains a +1 bonus on attack and damage rolls against desert creatures. Bearer is immune to anything that would cause bearer to be exhausted or fatigued.
90	of the Leprechaun	Bearer gains a +1 bonus on attack and damage rolls against medium-sized humanoids, and a +4 bonus on Pick Pocket checks.
91	of the Gods	+5 to All to hit and damage rolls, as well as all saving throws and ability/skill checks.
92	Of (spell name)	Allows casting (even by non-casters) of A 1 st level spell, 10d10 charges (rechargeable)
93	Of (spell name)	Allows casting (even by non-casters) of a 2 nd level spell, 10d10 charges (rechargeable)
94	Of (spell name)	Allows casting (even by non-casters) of a 3 rd level spell, 10d10 charges (rechargeable)
95	Of (spell name)	Allows casting (even by non-casters) of a 4 th level spell, 10d10 charges (rechargeable)
96	Of (spell name)	Allows casting (even by non-casters) of a 5 th level spell, 10d10 charges (rechargeable)
97	Of (spell name)	Allows casting (even by non-casters) of a 6 th level spell, 10d10 charges (rechargeable)
98	Of (spell name)	Allows casting (even by non-casters) of a 7 th level spell, 10d10 charges (rechargeable)
99	Of (spell name)	Allows casting (even by non-casters) of an 8 th level spell, 10d10 charges (rechargeable)
00	Of (spell name)	Allows casting (even by non-casters) of a 9 th level spell, 10d10 charges (rechargeable)

HAZARDS



DUNGEON

ALTAR OF LIFE

In a room that appears to have been a chapel of some kind in the ancient past, there is a long altar, seven feet long and rising to a height of four feet. At one end of the altar stands the stone statue of a hooded man with a skeletal face, holding a scythe. At the other end there is a statue of a beautiful woman holding her arms outstretched over the altar. A large offering bowl stands in front of the slab and its attendant figures. If a dead character is placed onto the altar slab, and an offering of at least 2,000 gp in value is placed into the offering bowl, the altar will begin to glow. There is a 40% chance that the dead character will be raised from the dead per the raise dead spell. Regardless of whether the raising from the dead is successful, the sacrifice placed into the offering bowl will disappear. The altar will never raise the same person from death more than one time, and it will only function once per week in any event. If the altar fails to raise someone from the dead, it cannot be attempted a second time for the same person.

THE BOOTS OF STONE

In the middle of a hallway, a pair of stone boots stands upright on the floor, apparently part of the floor itself. If a character puts his feet into the boots, he must make a **strength saving throw** or be turned to stone. However, if the character makes the saving throw successfully, the boots will become a pair of magic boots (of whatever kind the CK decides).

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THE CEILING OF CLOUDS

A room within the dungeon has a high ceiling with clouds painted upon it. The detail of the painted sky above is unbelievably precise, and it is almost difficult to believe that the ceiling is not actually an exit from the dungeon to the surface. Anyone spending an entire turn inside the room, especially anyone staring at the ceiling, will begin to feel lightheaded. If the party does not immediately leave the room, in the next round one randomly determined party member will be hurled upward into the painting itself, as if falling skyward (this does not cause any damage to the character). The character will remain floating in the picture, looking like a well-painted part of the fresco, and will be trapped for 2d6 rounds in this condition. At the end of the 2d6 rounds, the character will fall back out of the painting, as if from a height of 60ft. It is possible to cast a feather fall or fly spell upon a character while he is within the painting, thereby negating the effect of the fall when it happens. Other solutions, such as piling soft materials underneath the character, will work as well.

The ceiling does radiate magic, and the party may get some warning if they use a spell or an item that reveals such things. For purposes of detection spells, the ceiling should be considered a trap, although a thief could not ordinarily detect it.

CHANGING LANDMARK

This is a fairly standard trick that can cause a party concern about the accuracy of their maps, or simply provide a reminder that they are in a dangerous and magical place. The only trick involved is some sort of landmark such as a normal

statue, fountain, altar, decorated wall, wall carving, tapestry, etc. Some memorable detail of the landmark changes over time. For instance, the scene depicted upon a tapestry might change from a scene of battle to a scene of the victory feast held by the winners of the conflict, or a standing gargoyle might move to a crouching position.

THE CHASM PAINTING

This trick is similar to the Ceiling of Clouds trick, in that the trick itself is a magical painting.

In one of the rooms or passages of the dungeon, a highly detailed picture of a deep chasm has been painted upon the floor. In the middle of the chasm a small gem lies on the floor (it lies on the actual floor, appearing to be floating in space over the yawning fissure). Although the party might initially mistake the painting for a real chasm by torchlight, clues that it is only a picture will be noticed after only a moment's inspection of the room. However, if the magical gem (50 gp value) is removed from the painting, the picture suddenly takes on a different property. From the moment the gem is removed, anyone standing upon the painting will fall into it, a "distance" of 40ft. The fallen character(s) will be visible as painted figures down in the chasm. They can be rescued by normal means, although anything descending into the picture will also take on the appearance of a painting while inside. If the fall kills a character, and no rescue of the body is attempted, the character will remain in the painting as a corpse, and the painted representation will slowly become a skeleton (5 days) and then disappear entirely after 10 days.

THE CLOCK-STATUE OF THE RED HALL

At the end of a long hall of red-painted brickwork, the party will find a stone statue ten feet tall, depicting a monkey holding a great stone dial five feet in diameter. Around the perimeter of this round tablet, numbers have been incised crudely into the rock, from one to twelve. The number twelve is at the top, and the numbers run in order in a circle around the dial. At the center of the round tablet there are two pointers of forged iron, one of them shorter than the other. These pointers can be turned freely to point at any of the numbers on the dial. The pointers move independently of each other, allowing them to point at two different numbers.

Obviously, the stone statue's dial is a clock face, but the position of the hands has nothing to do with measuring the passage of time. Rather, the clock dials can invoke a variety of magical effects depending upon what is done with them.

The key to figuring out how the statue works is not to think of time at all, but to sum up the numbers indicated by the two hands; an even number generates a generally positive result from the statue, an odd number generates a generally negative result. After any character moves the clock hands (and releases them in the new position), the monkey's mouth opens and issues a deep, ringing chime, calling forth the magical effect (see table, below). The chime is only audible within the red hallway, so it will not summon curious wandering monsters, although if the party is all gathered in the red hall they might not realize this. Any character can make up to three tries at setting the "clock," but after this the hands will not stay in place for that character: they will simply spin back to the twelve-o'clock position as soon as they are released. Any number of characters can try their luck with the clock, but each will only ever get three tries.

The table on the following page may be used to determine what the statue does when the hands are turned from the twelve-o'clock position.

THE CLOCK-STATUE OF RED HALL RESULTS

d6	Sum of numbers is even	Sum of numbers is odd
1	The character gains 1d6 extra hit points that last for 24 hours.	The character makes an uncontrollable, piercing monkey-screech every third turn. A wisdom saving throw applies each time the character tries to stifle the monkey-noise, but the character is automatically cursed and receives no saving throw to avoid its general effect. The curse ends after 24 hours have elapsed.
2	A randomly determined weapon owned by the character begins to glow. This weapon gains +1 to hit and to damage for a period of 24 hours.	The character is cursed with a penalty of -1 to hit and -1 on damage for a period of 24 hours.
3	One week's worth of delicious rations appear at the character's feet.	A randomly determined ability score is reduced to 9. If the ability score is already 9 or lower, it is lowered to 6 instead of 9. If the ability score is already six or lower, the monkey statue will take pity on the character and there will be no effect at all. This curse lasts for a period of 24 hours.
4	The character gains control of a Wizard Eye for a period of 6 hours.	The character insists upon walking backwards for a period of 24 hours. No saving throw applies.
5	One of the character's ability scores (randomly determined) increases to 18 for a period of 12 hours.	For a period of 24 hours, any weapon used by the character has a 50% chance of breaking when it scores a hit on an opponent. Magical weapons are not affected and may be safely used.
6	The character is healed of all damage. If the character is not wounded, the character instead is cured of all diseases and all poisons are removed from his system. If the character is not wounded, diseased or poisoned, he becomes affected as if by a <i>sanctuary</i> spell for a period of 6 hours. The <i>sanctuary</i> spell does not end until the character has attacked three times.	For a period of 24 hours, the character must make a strength saving throw before going into combat. If the saving throw fails, the character is affected as if by a <i>hold person</i> spell.

THE COLD ROOM

A room in the dungeon is rimed with ice; icicles hang like stalactites from the ceiling and frost is heavy upon the stone walls and floor. Anyone entering the room is instantly chilled to the bone (although there is no game effect to this unless the player does something stupid like making the character sleep in the room). Scattered and hidden on the floor of the room, many of them crusted with ice or frost, are six amber-colored gems. These are actually a frozen acid that will melt slowly into liquid at room temperature. If they are taken by the party, they will begin to melt, releasing acid into whatever containers they may be kept in, and likely damaging anything else in the container.

THE DARK POOL

In the dark recesses of a dungeon beneath the earth, one finds a circle of cut and mortared stones forming the boundary of what might be a shallow pool – or might be a deep well. It is impossible to gauge the water's depth, for it is murky and dark. If some of it is dipped up in a hand or helmet, it can be seen that the murkiness is not caused by algae or suspended sediments – the water itself is opaque, stained with some unknown, dark pigmentation.

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The water is only two feet in depth, and it contains six items hidden beneath its surface. Because of the water's dark color, the items cannot be found unless the water is tested with a pole, sword, hand, or some other means of fishing around.

The water itself is completely harmless; it is no more and no less than colored water. The six items beneath its surface, on the other hand, are quite unusual. Each item is sealed within a small clay amphora (a jar with a narrow neck, two handles, and a somewhat pointed base). When any of the amphorae are dredged from the pool, it will be clear that there is something other than liquid within, although the amphora's narrow neck is too small for the items to be removed or seen without breaking the clay jar. The contents of the six amphorae are as follows:

- An amulet worth 15 gp. It is made of copper, and has acquired a smooth patina that makes the metal appear green.
- Two six-sided dice made of ivory. These may be rolled once into the midst of enemies, and will cause 1 round of surprise to anyone within 30 ft. The effect may be used three times. If a member of the party rolls the dice within 30 ft. of himself he will be affected by the magic, spending about twelve seconds in a confused stupor. No saving throw applies to the use of these dice. The ivory dice are worth 400 gp per remaining charge, or are worth 400 experience points (not per charge).
- A jade statuette of a demon that explodes for 1d10 points of damage when it is exposed to the air outside the amphora (by uncorking or breaking the jar). The radius of the explosion is 10 ft.
- A platinum coin (5 gp)
- A gem (25 gp)
- A small glass sphere the size of a marble that explodes for 1d6 points of damage in a radius of 10 ft. when it is exposed to the air outside the amphora (by uncorking or breaking the jar).

THE ETHEREAL HEMISPHERE

A raised stone hemisphere, tilted slightly to one side, forms a chair-like dish in this room. The stone basin is lined with cushions like a couch, and indeed it would be possible to sit in it. If anyone should sit in the basin, it will suddenly close, extending its edges all around to form a stone sphere with no means of entrance or exit. The person within the sphere immediately becomes ethereal, and the condition persists for a period of $2d4 + 1$ turns. This means, of course, that the character will become invisible to the other party members and be unable to communicate with them. On the plus side, the character will be able to step through the sphere's stone walls and explore the dungeon at will – until the effect wears off and he returns to the material plane wherever he stands at that moment. This trick gives the party an excellent opportunity to scout out the nearby regions of the dungeon, but creates a risk that the ethereal character will get stranded far from his companions. The trick will only function once per day, and will never work twice for the same character.

FRICTIONLESS CHIMNEY

At some point in the dungeon, the party will come across a wide shaft (30ft or more) leading up to the level above. The bat-winged stone statue of a gargoyle squats on the ground just below the shaft, looking upward into the darkness. The statue's arms are held outward as if cradling a large baby, but they hold nothing. Once the party ascertains that the gargoyle statue is not going to attack them, and starts investigating the upward-leading shaft, they will find that the walls of the broad chimney are completely frictionless, which makes normal climbing impossible. However, if any character climbs into the statue's arms, the gargoyle will animate, flying upward through the shaft to deposit the character safely at the higher level. It can carry a tremendous amount of weight, but will only carry one person at a time. Under no circumstances can the gargoyle statue be induced to carry a character back down again; this is a one-way route from the lower level to the higher level.

THE GAZELLE

In a deep room of the dungeon, there is a stone statue of a gazelle, a slender and graceful piece of art carved from brown marble. Its eyes are blue gems, perhaps sapphires. The soul of a real gazelle has been imprisoned in this statue. If a

character looks at the gazelle's face, particularly the gems, the imprisoned soul of the gazelle has the opportunity to switch places with the character's soul, giving the gazelle control of the character's body and imprisoning the character's soul within the statue. The character is entitled to a **wisdom saving throw**. If the saving throw fails and the gazelle's soul replaces the character's in the character's body, the gazelle-character will immediately begin running at full speed in a random direction.

If the gazelle-character is caught, returned to the room, and forced to look once again into the statue's eyes, the souls will switch places again, freeing the character's soul from its imprisonment within the statue.

While the gazelle's soul is housed within the statue, either before or after switching places with a character's, the statue may be controlled by any spells that affect animals. Any commands given to it while it is under the influence of a *control animals* or other such spell will cause the statue to animate and follow these commands.

There is also a command word, "Ellezag," inscribed in small letters between the statue's sapphire eyes. The command word obviously cannot be read without glancing into the statue's eyes. If the command word is spoken, the statue will tap its hooves in a particular pattern that opens a secret compartment in the room. Although the compartment can be located by normal means, it is utterly impossible to open it without using this particular pattern of tapping sounds. Within the compartment there is a small coffer containing five 250 gp gems. The Castle Keeper might choose to provide a clue to the command word elsewhere in the dungeon; "ellezag" is simply "gazelle" spelled backwards. Providing the clue gives the party a way to "outsmart" the trick without risking the statue's soulswitching properties.

INVISIBLE DIRT

The floor of one of the dungeon rooms is thickly coated in invisible dirt, from which invisible grass grows. Anyone walking through the room will find that his feet do not quite touch the ground, and the invisible area beneath feels spongy underfoot. Touching the grass will likely reveal its nature, of course. This trick has no beneficial or dangerous consequences in and of itself, but it might be coupled with a monster or an NPC who can cast entangle or some other spell that would turn normal grass into a hazard.

THE IRON CANNON

At one end of a long chamber, there is a hole in the wall, lined with iron. The wall around the hole is scorched and blackened. There is a lever next to the hole, in the "up" position. Directly across from the hole, the wall on the other side of the chamber is shattered and cracked. If anyone pulls the lever and no one is standing in front of the hole – which is, obviously, the mouth of a magical cannon – it will belch fire and smoke, hurling a sizzling iron cannonball to strike the far wall. After the cannonball strikes the wall, it boils away into nothingness. If the lever is pulled and there is a person standing in front of the cannon, the cannon will fire but the effect will be quite different. Just as the cannonball strikes, the metal will boil painlessly across the person's skin instead of striking him. The character will sustain no damage, and will actually gain a bonus of 1 to his armor class, lasting for 24 hours. The same character may use the cannon twice more, but if the trick is used a fourth time the cannonball will actually strike, inflicting 4d6 points of damage. Although a character may use the cannon twice more, this will only be useful if the later attempts are made after the armor class bonus from the first use has already expired – the bonuses do not stack (i.e., the cannon cannot be used to gain a bonus of +2 or +3).

JACOB'S LADDER

A Jacob's ladder is a versatile trick, and because it works in real life it is an excellent challenge for lower level parties. With a few added features, a Jacob's ladder can become a dangerous challenge even for a higher-level party.

The ladder is a simple rope ladder, angled upward rather than hanging straight up and down. From the last rung at the top and bottom, the ladder's two parallel ropes join together, and that single, joined rope is secured at the ladder's anchor-point. Thus, the ladder is secured like an angled hammock, but instead of a wide piece of canvas there is only a narrow rope ladder between the anchor points. A Jacob's ladder is extremely hard to climb, because it flips over very easily. If the reader has never seen one of these at a renaissance festival or a summer camp, imagine trying to crawl upward along a sixty-foot long hammock

with the wide cloth sheet replaced by a rope ladder. It is very difficult to manage.

For adventurers trying to cross one of these obstacles, the easy solution is simply to cut the bottom anchorpoint so that the ladder falls straight, and then climb it vertically as a normal ladder. Although it will likely spin about a little bit, since it is anchored at the top with only a single rope, it will be a climb that anyone can manage fairly easily. Thus, to use a Jacob's ladder as a dungeon trick requires the Castle Keeper to somehow remove the option of cutting that bottom rope. This is easy to do. So, rather than presenting only one specific "variety" of a Jacob's ladder trick, this entry is written to present a number of ideas.

First of all, if the Jacob's ladder is the only way across a gap or chasm, cutting the anchor point on the party's side will cause the ladder to fall to a vertical position, but on the other side of the chasm. That can get one of the characters across, if he's willing to ride the ladder as it swings, and take the impact of colliding with the opposite wall. This is actually a nice way to let the party's thief shine: swinging across a chasm to get a traditional rope across from the far side makes for a dramatic tale to spin in the local tavern after the adventure is done and the treasure brought home. This arrangement makes very nice little challenge for a lowerlevel party of adventurers; not hard, but not without risk

- and exciting.

In general, though, if you want to force the players to either send their characters across or really use some ingenuity to circumvent the ladder, the main thing is to figure out ways to make it useless when the nearby anchor point is cut. One way to do this is to use the ladder for a descent rather than for an upward climb. Again, a thief might swing across on a cut ladder, but the impact is going to be harder on the other side. Or, (for an ascent or descent) the far anchor point could be held just over a blade by the ladder's tension. In this case, the ladder will work normally when there is tension between the two anchor points (tension holds the rope above the blade), but if the full weight of the ladder is pulled downward, the rope on the far side will be pulled down against the blade and severed. Cutting the close anchor point and letting the thief swing across is going to pull the rope down onto the cutter (disastrous for the thief), but if the party crosses the ladder normally, the rope will still be held tight over the top of the blade, never touching it.

Another possibility is to attach the far side of the ladder to a heavy counterweight instead of a solid anchor such as a wall. If the close anchor point is cut, there will be nothing holding the counterweight, and the entire ladder will slither away, pulled up by the counterweight.

Another trick, perhaps a slightly cheap one, is to make the "ropes" metal cables that just can't be severed.

And a final possibility, of course, is to use magical components or strange situations to make a Jacob's ladder trick challenging regardless of how the party deals with the ladder itself. Slippery bars, shifting/moving anchor points, and other such added difficulties will make the ladder more of a challenge to the numbers on a character sheet; opponents firing arrows or a set of tools that can be used as a substitute for the ladder are problems and opportunities that challenge the skill of the players.

Three game mechanisms for handling a Jacob's ladder are provide here: one for a situation where the CK wants to use lots of dice rolls for an exciting sense of risk to each player, and two quicker sets of rules, one using a straight chance of falling and the other using saving throws to take level into account. All three systems treat the ladder as something that gets progressively more difficult the farther one travels along it.

The first system for resolving travel across a Jacob's ladder is as follows:

Every ten feet traveled along a Jacob's ladder requires a successful "dexterity check," rolling dice against the character's dexterity score: if the result of the roll is less than or equal to the character's dexterity the result is success. Rather than rolling a d20 in this case, however, a number of d6 are rolled depending on how far the character has gone along the ladder. The first round (or 10ft) requires a dexterity check using 2d6. The second round requires a check using 3d6, then 4d6, etc.

If the ladder flips, a **dexterity saving throw** is required to avoid falling. It is still possible to move up or down the ladder hand over hand after it flips, but each roll of the dice against the character's dexterity score will be at a +1 (thus

making it more likely that the number rolled will exceed the dexterity score). Failing the dexterity check when moving hand over hand results in a fall with no saving throw.

A simpler resolution for traveling across a Jacob's ladder is simply to assign a 1 in 6 chance of falling in the first 10ft, a 2 in 6 chance of falling in the second 10ft, etc. Obviously, since this would make a fall inevitable very quickly, the CK might choose to assign a progressive 1 in 8 chance, 1 in 12 chance, or some other way of making it possible to get across a longer ladder.

Another quick resolution is to make the challenge into a series of saving throws (whether progressively more difficult or not is up to you). This method takes the character's level into account, although most parties of higher level will obviously just circumvent this sort of risk by using magic items or spells.

The last thing to be considered in using a Jacob's ladder is the thief and his climbing ability. Since climbing is the province of the thief, the thief should probably be allowed to scuttle across a Jacob's ladder using his climbing skill, probably at a penalty of, perhaps, 20%. More importantly, the thief would not encounter the progressive difficulties that make the ladder so dangerous for other classes.

Obviously this has been an incomplete and fairly scattered description of how to handle a Jacob's ladder, but in the case of real-world tricks it is usually more useful to present alternatives rather than a fixed, set piece scenario.

THE KEYHOLE FLOOR

The players will find a room in the dungeon that has a door on the far side and a strange pattern of flagstones on the floor. In the middle of the room, beginning about two feet from each door, a keyhole pattern is marked out on the floor in green stones. The crimson stones are safe to walk upon, and it is easy to hop into the marked-off area, walk to the other side, open the door, and hop across the threshold. However, stepping onto the room's normal-looking stones is dangerous. These stones do not respond to most normal "trap checks," such as probing with a staff or tossing a stone onto them. If a person should step onto them, they seem normal enough, but after one or two steps they suddenly turn into a churning mass of emerald-colored quicksand. Anyone standing upon these stones, anywhere in the room other than in the safe area, will be caught in the quicksand. It requires a strength check (equivalent to bending bars) to pull oneself out, or to pull out another person. Several people may combine their strength to rescue a victim from the clinging muck.

MUSIC BOX

An exquisite music box is fastened to the dungeon wall by a complex apparatus of tiny gears, wires, and rods. Clearly, the music box is worth a considerable amount of gold (300 gp), but removing it intact and still functioning is obviously going to be quite difficult. Indeed, it is impossible for anyone not a thief to figure out the connecting apparatus at all. A thief, after a moment's inspection, will realize that unless the music box is properly detached from the apparatus it will be irrevocably broken. Correctly removing the music box requires a successful roll to remove traps. If the roll fails, the music box is destroyed and worthless.

Note: if the CK is sensitive to such things, a music box is definitely an anachronism, having been invented in the 1800s. However, simply describing the music box as a wind-up box that produces music should be adequate to remove any jarring sense of anachronism; it would have been within the capability of a skilled medieval jeweler to produce a simple music box if the technique had been known.

THE PERILOUS BARTENDER

A narrow stone altar runs along one wall of a dungeon room. Three stone flagons are arranged in a row atop the altar. When anyone walks close to them, all three magically fill with a blue liquid. Two of the flagons contain poison (with whatever bonus to the saving throw seems appropriate), but the third contains a potion – perhaps one that delays or neutralizes poison, or perhaps randomly generated.

If you choose to warn the players about the nature of the risk involved here, you might want to have an inscription upon the stone bar reading, "*One of these a potion be; its brothers seek to poison thee.*"

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ROTATING DOOR SURPRISE

A wall indented with several deep triangular alcoves hides the rotating door surprise trick. Each of these niches runs from floor to ceiling, and measures five feet back to the deepest point, the right angle of the triangular indentation. If the party is checking the niches for secret doors, they will discover that one of the alcoves appears to be a door of some kind. An iron ring is set in the floor inside the alcove, just next to the left-hand wall. The ring can be lifted to reveal that it is attached to a twelve-inch long iron rod, which is actually a bolt holding the door in place. Once the pin is removed, a strong push to the right hand wall of the alcove will set the door turning.

If the players are thinking carefully, they will be able to surmise from the geometry of this arrangement that the wall here is approximately ten feet thick, and that the turning door has four chambers. This means anyone going through the door will, at some point, be trapped inside. The potential for getting trapped, in connection with the locking pin, should make them a bit nervous.

There is an animated skeleton (or other sort of undead, as the CK may decide) not in the next round of the door to appear but in the second. It follows the door as the door turns. Thus, if a party member pushes the door one quarter of the way around, he and the skeleton will both be closed inside the wall in triangular prisons. As he pushes it another quarter turn, he will emerge on the other side of the door and the skeleton will also emerge on the far side, where the rest of the party is probably getting ready to go through. The skeleton carries another locking pin and will drop it into place, locking the first adventurer on the far side of the wall and (if another adventurer followed the first through the door) trapping the second adventurer inside the wall itself.

The door only turns in one direction, so the locking pin will stop it from turning at all once the pin is dropped into place. Any party members that have not gone through the door will have to fight the skeleton (or ghoul, wight, wraith, etc), and if they perish in the attempt, the situation for the other two will pose a fairly serious problem. The locking pin secures the door from being turned further, with one adventurer on the far side in an unexplored area of the dungeon, and possibly with another adventurer entombed in a small triangular prison between the door and the wall.

RUDE SPITTOON

This is just an odd piece of dungeon dressing, really not more than comic relief. A well-crafted brass spittoon somewhere in the dungeon spits back if anyone spits into it.

SLIDING FLOOR STAIRWAYS

This trick entails an oddly concealed stairway for the party to find. In a room that contains a stairway down to a lower level, part of the floor is constructed to slide across the top of the stairway, blocking off all access. When the floor slides, it reveals another staircase that also leads down, but to a deeper level or to a different part of the same level as the room's other stairwell. Only one stairwell is accessible at a time, and whichever one is covered will be, of course, hidden from view.

The mechanism for sliding the floor from the top of one stairway to the other is a lever that is not located in the room itself. The lever shouldn't be so far away from the room that the party can't eventually make the connection between the lever and the moving floor. Note that this trick is only likely to be discovered if the party backtracks through the room and notices that the location of the stairway seems to have changed ("Wait a minute, I thought you said the stairway was in the northern half of the room, not the southern half...").

It may be that the sliding floor has a default position and will slide back at some point after it has been moved over the non-default stairway. This would, of course, trap the party on the lower level until they can either find another way up or find a lever on the lower level that re-opens the stair.

Another possibility for this trick is that the sliding floor has become jammed, covering half of each stairway. You might choose to treat this as a challenge of shifting the jammed mechanism or make it a situation in which the characters have to squeeze through a very narrow space to get into either one of the two stairwells.

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THE SLIDING ROOM

This trick is used to separate the party so that they cannot arrive at a dangerous objective at the same time. It will be situated in some area that must be crossed in order to fight a monster and, presumably, to gain some loot. To cross the floor of this area, a character must make a successful **wisdom saving throw** for every five feet he attempts to cross. If he fails the saving throw, the floor slides him backward ten feet. As the party tries to move across the area, unless they are high enough level to reliably make their saving throws, they will become separated and arrive at different times. In all likelihood, the wizard will be the first one to reach the other side, having a better chance to succeed on this particular saving throw. Unfortunately, there is a monster waiting on the other side to attack the characters once they get across the sliding floor...

THE SPINNING ROOM

At the center of this room there is an ordinary spinning wheel, and a door in the far wall. If anyone should step into the room, the floor will spin violently, hurling the character against the wall at a random location (using a d12 to determine a clock position is the easiest way to determine random directions on a circle). The speed of the floor's rotation is so fast that the impact against the wall inflicts 1d4 points of damage. Getting back out of the room will be very difficult, because each round the character's attempts to move will be frustrated by the room's spinning motion.

THE STONE DOG

The stone dog is a statue that might be found in any room of its home dungeon, for it moves about from time to time as described below. It is not a very good sculpture, having a roughly-hewn and stylized face much like that of a gargoyle, though it is recognizable as a dog. After a party of adventurers enters the stone dog's room, the statue will animate and walk after them, its mouth open and tongue hanging out. It has no facial expressions, and it is clearly still made of stone. The statue can move as fast as 180ft, but will choose to lag behind the party by 20ft or so. It is capable of walking through walls if this is necessary to follow the party: it simply melds into the stone and then steps out from the other side of the wall. The dog will continue to follow the party until it is either frightened away or fed, as described below. If water is splashed on the statue, it will immediately race away from the party until it reaches the nearest room, where it will resume existence as a normal statue until it finds new adventurers to follow. If it is fed, however, it will become the party's ally for a short period of time. Either rock or normal food can be used to feed the stone dog, and since it eats rocks it will treat a hurled rock or sling stone as food. Once it is fed, the statue will continue to follow the party as before, but if the party is threatened it will fight on their behalf until "killed." Weapons do not normally harm the statue itself: its hit points represent the point at which it departs from a combat. Once "killed," it will run to a new room and become a normal statue again, waiting for a new party of adventurers. Stone Dog: HD 3, HP 10, AC 17, Atk bite (1d10).

THE STONE THROWER

The stone thrower is a crudely carved statue of a large man holding a stone in one hand, poised to throw it. Directly opposite the statue at a distance of thirty feet, a circle is inscribed upon the floor. If anyone should step into the inscribed circle, the statue will animate just long enough to hurl its stone and return to its original position, a new rock magically appearing in its hand. The stone is thrown as if the statue were a monster with 6HD, and they do 1d10 points of damage if they score a successful hit. The stones are actually of semi-precious materials, and each one is valued as follows (d10): 1-5, 1 gp; 6-8, 5 gp; 9,20 gp; 10,40 gp. The thrower will continue to throw its stones for as long as the Castle Keeper considers it appropriate.

A TANTALIZING TREASURE TROVE

In a chamber or hallway of the dungeon, part of the floor and the stone beneath it have been rendered permanently invisible, down to a depth of ten feet. At the bottom of this ten-foot window a treasure chest lies entombed in the stone. Because the stones above it are transparent, the chest is quite visible – but it will be a fairly significant mining job to reach it (unless the party is high enough level to have spells that can dig through stone). Breaking through ten feet of stone is certainly possible, but it is a noisy enough task to call in a veritable stream of wandering monsters while the excavation is in progress. The chest's

contents are left to the Castle Keeper; the treasure should be significant for a lower-level party but not for a higher-level party that could get to the chest without much exertion.

THE TEST OF THREE

The statue of a hooded man stands in a forgotten corner of the dungeon, covered in dust and cobwebs. Its two hands are held out in a friendly, welcoming gesture, but if anyone thinks to check out the expression on the face beneath the hood it will seem rather menacing. If the dust is blown or wiped from the statue's face, the party will discover that the statue's eyes are made of glass; otherwise the dust makes them appear to be stone like the rest of the statue. Magic may be detected from the statue, but it is not possible to discern its nature or power by any means at all.

If a character grasps the statue's hands, the eyes within the statue's hooded face light up with a mad, amber glow. Within the eyes there are numerals instead of pupils; the numeral "1" floats in each eye when the statue awakes. As this happens, the statue's hands will suddenly clamp around the character's hands in an iron grip. It is not possible for human strength to break free, for the statue's grasp is magical as well as physical.

The statue speaks at this point, uttering the following rhyme: "Try as you might, you cannot get free; thrice you must challenged be; or grasp these hands for all eternity."

If the player states that his character tries to lift the statue's arms (or makes some other attempt to move that would result in the statue's arms being raised), he will discover that the arms rise quite easily. As soon as the arms are lifted, the numbers in the statue's eyes spin, each one stopping at a randomly determined number between 1 and 6. The numbers generated in the statue's eyes determine a particular result. After the character has lifted the arms three times (gaining three results in total) the statue releases its grip and it returns to its former quiescent state.

The results of the rolling eyes are determined by rolling a d6 for each eye, adding the results, and checking on the table below to see what happens.

If, once any particular character has already undergone the test of three, he tries to grasp the statue's hands a second time, the eyes will light up but the numbers in them will both be "0." Roll once on the results table, but ignore any results over 7 (do not roll a second time; the statue simply does nothing if the roll exceeds 7). Other characters may try the test and will get the normal results.

If a character dies in the Test of Three, the statue will let go of the corpse's hands and let the lifeless body slump to the floor. The light in its eyes will turn blood red – for just a moment – before they fade once again into lifeless orbs of glass.

THE TEST OF THREE RESULTS

2d6	Result
2	An electric shock runs through the statue and the character, inflicting 3d6+3 points of damage to the character and also to anyone else touching the statue at the time.
3	An electric shock runs through the statue and the character, inflicting 3d6 points of damage to the character and also to anyone else touching the statue at the time.
4	An electric shock runs through the statue and the character, inflicting 2d6+2 points of damage to the character and also to anyone else touching the statue at the time.
5	An electric shock runs through the statue and the character, inflicting 2d6 points of damage to the character and also to anyone else touching the statue at the time.
6	An electric shock runs through the statue and the character, inflicting 1d6 points of damage to the character and also to anyone else touching the statue at the time.
7	An electric shock runs through the statue and the character, inflicting 1d4 points of damage to the character and also to anyone else touching the statue at the time.
8	The character receives an additional 1d2 hit points, either healing wounds or remaining as extra temporary hit points for 1d12 turns. In addition to the healing, the statue's mouth opens to reveal a gem (25 gp value).
9	The character receives an additional 1d4 hit points, either healing wounds or remaining as extra temporary hit points for 3d6 turns. In addition to the healing, the statue's mouth opens to reveal a gem (75 gp value).
10	The character receives an additional 1d6 hit points, either healing wounds or remaining as extra temporary hit points for 3d6 turns. In addition to the healing, the statue's mouth opens to reveal a gem (200 gp value).
11	The character receives an additional 1d6+2 hit points, either healing wounds or remaining as extra temporary hit points for 3d6 turns. In addition to the healing, the statue's mouth opens to reveal a gem (300 gp value).
12	The character receives an additional 3d6 hit points, either healing wounds or remaining as extra temporary hit points for 3d6 turns. In addition to the healing, the statue's mouth opens to reveal a gem (500 gp value).

ENVIRONMENTAL AND TERRAIN

AIR, STILL

Still air is an unusual natural event in which a bizarre magical phenomenon releases air from the Elemental Plane of Air into a small area of a Material Plane world. Within the affected area – which may be any size from an area not more than five feet in diameter to a vast region covering hundreds of miles – the air is perfectly still. Animals in the affected area, unnerved by these strange conditions, become frightened and refuse to remain in the area until the phenomenon ends.

A pocket of still air typically lasts for 3d6 hours though ancient reports seem to indicate that the conjunction of elemental and material planes sometimes lasts for years at a time. One bardic tale tells of a small farming community that was completely abandoned when a pocket of still air persisted in the region for over a decade. According to the tale the community still stands, run down and abandoned, the haunt of monsters and bandits. There is no known power strong enough to dispel a pocket of still air.

AIR, NECROMANTIC

The most foul and dreaded of necromancers, with their blasphemous knowledge, can fill the very air around them with dark, almost tangible evil power when a great number of spirits are forced into undeath as the necromancer's slaves. An evil cleric (7th-level or higher, and with the proper training or possession of certain evil librams) may – by willingly suffering the temporary loss of a point of Constitution (duration 1d6 days) when casting *animate dead* – fill the air with this unspeakably vile necromantic power. The necromantic air fills a sphere with a radius equal to twice the cleric's level in

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feet, and lasts for a number of days equal to half the cleric's wisdom score. The air remains affected by this unholy talent for a number of days equal to one-half the caster's Wisdom (round down).

Good-aligned characters and creatures that enter an area of necromantic air automatically suffer 2d6 points of damage every round that they remain in the affected area – no save allowed. Undead creatures that enter the affected area gain a +2 bonus to all attack and damage rolls for a number of rounds equal to the necromancer's level.

A paladin or cleric who enters the area and successfully turns undead (as a vampire) can dispel the effect.

CAVE DUCKS

Cave ducks are adapted to underground life, often kept as domestic poultry by enterprising dwellers of the subterranean realms. How else might dwarves eat roast duck with their ale? Cave duck eyes glitter from their enhanced darkvision, but these are basically normal ducks. Ducks are not, of course, a hazard. However, convincing a party of adventurers that the glittery-eyed ducklings swimming happily in the pool ahead aren't dangerous? Not likely. Obviously the whole situation must be an elaborate plot by the Castle Keeper! Torches will burn low, and wandering monster checks will accumulate as the party makes plans to deal with the obvious peril. Time itself is a hazard in the dungeon environment, and a pool of ducklings may occupy considerable time and possibly even precious resources. A party that fireballs a pond of ducklings will never live it down.

CHASM

Chasms are normal dungeon fare, of course, but it's always worthwhile to take an old favorite and spice it up with some sort of additional or unexpected risk to challenge the players. Consider a few ways of spicing up one of these deep holes in the ground. The edge of the chasm might be slippery (from running water, perhaps, by growths of slippery algae, by means of magic, or even from bear fat spread by humanoids). The chasm's location might be displaced, seeming to be in one location when it is actually a few feet closer. The illusory chasm is, of course, always good for player-nervousness, and so is the chasm with a magical bridge of force that seems to be blinking in and out of existence. Perhaps the chasm vents a constant waft of poisonous gas, or some unusual type of fog (many fogs are listed below); and these might only be thick enough to be dangerous in the middle of the chasm. A chasm with crumbling edges, where the players have to decide how close their characters should approach, can cause interesting situations, and so can chasms that generate abnormal temperatures.

COLLAPSING CHAMBER

Either through natural causes (such as an earthquake) or artificial causes (such as a room rigged to collapse), adventurers sometimes find themselves forced to move through or flee a cavern chamber or dungeon room as it is collapsing around them.

There are, of course, a myriad of different ways for the CK to handle such risks, but one method is outlined below:

A collapsing room will rain down rock and debris for a period of time equal to about one round per 10 square foot before it collapses, killing anyone within.

When moving through a collapsing chamber, the character has a 1 in 6 chance of being struck by falling stones or masonry (the CK might alternatively allow a dexterity check rather than a flat 1 in 6 chance). Falling masonry inflicts 1d6 points of damage and has a 25% chance to knock down and pin the unlucky character. Escaping from beneath a piece of fallen rubble without assistance is as difficult as bending bars or lifting gates. Fortunately, an unpinned character may shift the heavy stone simply by rolling under his strength on a d20.

Example: A 10-ft. by 10-ft. room, if collapsing, will continue to be treated as a collapsing chamber obstacle for 10 rounds.

It is the Castle Keepers's call as to whether or not the chamber has collapsed completely and is now no longer in existence or whether a treacherous pathway still remains through the collapsed interior. A truly terrifying encounter could end with the collapse of a dungeon, leaving the characters running toward the

surface as the entire complex comes down around them. Any stairs they encounter on the way out could be treated as

CRUMBLING STAIRS

In the older dungeons, and in natural caverns, stairs are not always properly maintained and over time they begin to show signs of age, cracking and shifting under the weight of anyone using them.

The Castle Keeper may rule that any character moving up or down a flight of crumbling stairs must make a Dexterity check each turn to successfully negotiate the hazardous ascent or descent – on a failed check the character has lost his balance and falls, tumbling down the stairs until he either encounters another figure (see below) or hits the bottom. The character suffers normal falling damage.

If a character tumbling down a flight of crumbling stairs encounters another figure he stops moving, but the next character must, in turn, make a dexterity check to avoid stumbling and falling like the next domino in the line.

Obviously, the condition of a staircase can vary greatly, and a truly deteriorated stair might be more akin to a climb than a walk. In this case, the CK might assign a flat 25-50% chance of falling.

Regardless of the method used, if the members of the party are roped together the chance of actually falling would not be reduced. However, the characters above might have a chance to hold the falling character in place. Add the strength scores of the characters above, and treat this as the percentage chance for them to prevent a fall.

CRYSTAL, HARMONIC

These beautiful but fragile crystals are often found near underground sources of magic; they are especially prevalent near the lands of the dark elves.

Harmonic crystals are very sensitive to noise and any loud noises (yelling, battle, even elevated talking or running) produce enough sonic energy to cause the crystals to shatter. The Castle Keeper can decide whether or not the sounds in the area are loud enough to cause the crystals to shatter.

A small patch of harmonic crystals that shatters deals 1d6 points of damage as needle-like shards puncture everything within a 10-foot radius. Larger patches act as though they were made up of numerous small patches.

DANGEROUSLY HOT FLOORS

In the deepest levels of dungeons and caverns there sometimes exist vast pools of boiling, superheated lava. These lava pools, while dangerous in their own right, also heat the levels directly above, sometimes pushing stone floors to a point at which they are red hot and dangerous to touch.

This terrain hazard affects any characters that walk over the glowing hot floors. Characters passing over a floor affected by extreme heat below them suffer 1d4 points of damage per ten feet traversed, and falling onto the heated stone inflicts 2d4 points of damage.

DESTROYED FLOOR

If a chamber collapses (see above), we can only deduce that somewhere above, a floor is affected. The adventurers might, indeed, precipitate a floor's collapse if they are not careful. More likely, they may encounter an area where the floor has already collapsed, posing a potentially dangerous obstacle.

As the floor collapses, falling away beneath the adventurers' feet, a character must make a Dexterity check each round or be swept up in the collapse of the floor, falling to whatever room or chamber lies below. A falling character will take 1d6 points of damage from rocks per ten feet fallen, in addition to falling damage. Additionally, there is a 10% chance that the character will be buried and a 25% chance that the character will be pinned beneath a large piece of rubble. A buried character cannot escape without assistance, and it will take 2d4 rounds to dig him out (a perilous undertaking when the ceiling is in the process of collapsing). As in the case of a collapsing chamber (see above) a pinned character can escape by making a successful roll equivalent to bending bars or lifting gates, and may be freed by another character who successfully rolls under his strength on a d20.

A stone floor takes as many rounds to collapse as the floor has square feet (e.g., a 10 ft. by 10 ft. room takes 10 rounds to fully break away). During this time, treat the area beneath the floor, where fallen characters and their rescuers may end up, as a collapsing chamber (see above).

After the destruction has ended, the room's floor either no longer exists (in which case it is an obstacle and not a hazard) or it is nothing more than a few randomly-placed flagstones held together by a weak, soon-to-collapse framework of badly damaged supports (usually timbers). Moving through a room with a destroyed floor requires a Dexterity check each turn; on a failed check the character slips and falls to the level below, taking whatever falling damage is applicable.

Truly cruel Castle Keepers will take note of the fact that more than one level might be involved in a major architectural failure (or trap). In this case, the hapless characters may be trapped under a collapsing ceiling that is also smashing away the floor beneath them. Unspeaking cruel Castle Keepers might use this scenario in connection with a portcullis trap closing off the exits.

DRY HAZE

This thick, heavy cloud of sand drifts slowly across the lands of the desert during the early mornings, a typical cloud rarely extending more than six feet above the ground. Characters caught within a patch of dry haze – a typical patch appears as a cloud 20ft in diameter – run the risk of suffocation: each character must make a successful Constitution check each round; on a failed check the character suffers 1d8 points of damage.

A patch of dry haze can be dissipated harmlessly with *gust of wind* or a similar spell.

FALLING TREES

Some storms, lightning strikes, and dangerous floods can topple trees, leaving behind a mass of shattered branches and thick, twisted roots. During a storm or flood there is a 1% chance that a tree near the players' characters will be uprooted, sending the tree crashing to the ground in a random direction. Any characters or creatures in the path of the falling tree must make a Dexterity check to avoid being crushed – on a failed check the unfortunate victim suffers 5d6 points of damage + 1d6 for each ten feet of the fallen tree's height. The fallen tree will also pin the hapless victim to the ground, but a successful strength check allows the character to force his way out in 1d4 rounds.

FLOODFALLS

Some dungeon and cavern complexes descend so deep beneath the surface world that their excavation stops alongside massive, subterranean pools of water. In most instances this is little more than a nuisance to the powerful wizards and horrid monsters that carve out dungeons, and most adventurers never need give these nearby underground reservoirs of water a second thought. Unfortunately, there are some instances in which, completely through the wonder and power of nature, these pools find entrance into an otherwise dry dungeon. A leak of this kind may be exploited for food by one common denizen of the subterranean world, the green slime, giving rise to a truly bizarre and dangerous symbiosis known as a floodfall. The players may never have a chance to figure out how it worked.

A quick explanation of the formation of a floodfall follows, for those Castle Keepers who enjoy dungeon ecology. When a reservoir begins to seep through dungeon walls, it creates a nutrient-rich source of water, attractive to slimes (usually green slimes). The slime will likely remain motionless over the water source even as the fissures widen and the water pressure begins to build. Over a period of years the slime ceases to attempt to drop down on passing by creatures and remains more and more deeply embedded in the growing cracks in the wall, content to feed on the gifts that continue to wash up against it.

After a decade the slime comes to resemble a thick, gel-like substance – almost like a gelatinous cube – more than it does any form of slime; additionally, the slime is no longer treated as green slime. During this time the breach in the wall has continued to grow but the slime has continued to expand, completely sealing the crack and preventing the waters from rushing into the dungeon.

After many, many years the pressure may become greater than the slime can easily contain, and if nearby adventurers put the slime-dam under stress the crack rips apart, throwing rock, gel, and water outward into the dungeon and

causing a sudden, violent flood. Any characters adjacent to the breach when the flood suddenly gives way must roll a d20 under their strength score each round or be thrown to the ground. The water rushes in for 6d6 rounds – dealing 1d6 points of damage each round to anyone on the ground in the affected area. If the water has no outlet, it will rapidly fill the chamber. During this time the current is powerful, reducing movement speed against the current and increasing movement speed when moving with the current.

After 6d6 rounds the slime still remaining on the wall and ceiling may manage to seal the breach, halting the rush of water. There is, however, a 5% chance that the slime will be washed away and unable to seal the crack. If this happens the water will continue to rush in, flooding the chamber until its depth equalizes across the complex.

A floodfall can be made to break by the actions of the party, by a monster, or even by a trap set to collapse it. A successful missile attack against the sealed crack (AC 15) that inflicts 10 or more points of damage will tear through the slime, releasing the avalanche of water, stone, and gel.

ARCANE FLOODFALLS

While it is true that most floodfalls are created when green slime prevents an underground pool of water from escaping through a crack it is also not at all unusual for other types of slimes to act in similar fashion, including arcane slimes (see p. 26) and spell slimes (see p. 29).

An arcane floodfall behaves exactly like a normal floodfall except that any spellcasters caught in the rush of water must make a successful roll on a d20 against his Wisdom score each round or lose 1 point of Intelligence. Any magic items that come into contact with the water are drained of all magical ability for 2d6+6 rounds.

MISTAKING A FLOODFALL FOR GREEN SLIME

A green slime that has been changed over the years into a floodfall still resembles a normal green slime in appearance, but experienced players may notice the differences. A floodfall is a much lighter green in color than a normal green slime, and it usually seems to have a great, bulbous swelling in its center (actually the bulge caused by water pressure).

If the floodfall is mistaken for green slime there is a very good chance that a party of adventurers will attempt to destroy it with fire. Any fire damage inflicted on a floodfall will automatically cause it to break, releasing the water behind it (as described above).

GHOST'S GRAVE

Looking like nothing more than a common, lonely grave, ghost's grave is a residual connection between the ethereal plane and the material world. These minor hazards sometimes come into existence when a ghost is destroyed or otherwise forced from a Material Plane world.

As the ghost vanishes from the world it seeps slowly into the ground and, only seconds after it is gone, a perfectly formed grave stands exactly where the ghost was last seen. Any animal coming within 30ft of a ghost's grave becomes terrified and attempts to flee the area.

At random intervals (5% chance per round) during the night of a full moon a ghost's grave unleashes a horrific, spine-tingling moan.

At midnight on the night of a full moon a ghost's grave rips open, forming a deep and unnatural pit connecting directly to the Ethereal Plane. This gateway remains open for exactly one minute, during which characters or creatures may enter the Ethereal Plane, but the opening cannot be used to return.

Attempting to unearth whatever is buried within a ghost's grave is impossible; the grave instantly refills with earth no matter how quickly a shovel is worked against it. A ghost's grave cannot be destroyed by any means short of divine intervention.

MONOLITH, SPARK

This single stone, typically 20ft tall and five feet square, can be either an unworked rock standing unnaturally upright or a sculpted rock that has been obviously placed. Also known as an obelisk or column, monoliths dot the

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landscape surrounding mountainous regions and many have religious, if not actual magical, significance to those living in the area.

Spark monoliths are apparently the remnants of some ancient civilization, baroque technology, or forgotten deity. It is not known whether they served as religious objects or deadly guardians of important sites, treasures, or boundaries. Whatever their forgotten purpose, Spark Monoliths can be a significant hazard. These magical stones are charged with a mystical electric force that targets magical power of any kind. Any source of magical energy that comes within 50ft of the monolith will be attacked by bolts of lightning erupting from the ancient stone. If a spellcaster, or any individual carrying a magic item enters the spark monolith's area of effect they must make a successful **intelligence saving throw** against the crackling blue lightning bolts hurled against them. On a failed saving throw the character suffers 3d6 points of electricity damage. A spark monolith can attack up to 30 different targets per minute, but it can only discharge the bolts once every other round.

A spark monolith that suffers 100 points of damage is destroyed.

POOL, BOILING

Various factors, including steam vents, geothermal heat, or magic can heat natural pools of water to a slow, rolling boil. Any character or creature walking through one of these boiling pools suffers 1d6 points of damage each round – if the character or creature is submerged in one of these pools the damage is increased to 10d6 points of damage each round. A boiling pool adversely affects any carried potions, canteens, or foodstuffs – there is a 5% chance such items will be completely worthless after submersion in a boiling pool.

Most boiling pools are, obviously, shrouded in a thick cloud of steam that may affect visibility, increasing the risk of stumbling into the water.

POOL, LAVA

While a boiling pool can be dangerous to adventurers it is nothing compared to a pool of flaming lava. Red dragons – with their natural immunity to fire – sometimes make their lairs inside lava-filled chambers where the task of claiming the dragon's treasure is made more difficult for the adventurers. (Of course, unless the treasure is magically protected from intense heat it will be destroyed. Most dragons that live in caverns filled with lava frequently have a concealed treasure chamber somewhere just beyond the lava-filled areas.)

Any character walking through a lava pool suffers 10d6 points of damage each round – if the character is submerged in one of these pools the damage is increased to 100d6 points of fire damage each round.

Truly subtle dragons might construct a fragile stone bridge over a conveniently placed lava pool and then lie in wait for intruders. The stone bridges are usually constructed so that they can be toppled with a single swipe of the dragon's powerful tail. Generally only older dragons for whom flying is an effort, or dragons grown too large to escape the narrow tunnels of their own lairs will resort to such ambush tactics – dragons prefer their food raw, and prey normally emerges from a lava pool in an irritatingly cooked condition.

POOL, PROFANE

A profane pool is created when a pool of holy water is befouled by dark, unholy magic, corrupting a pool of holy water into an unspeakable thing of vileness. This dark, black-colored pool of stagnant water smells awful, the stench so powerful that any characters or creatures approaching within 20ft. of it must make a **strength saving throw** or suffer a -6 penalty on all die rolls for 2d4 rounds. Even on a successful saving throw the smell is so powerful that the victim suffers a -3 penalty on all die rolls for 1d2 rounds.

A profane pool slowly consumes the land around it – for each year of the pool's existence a vile corruption spreads to contaminate the very earth in a 5ft distance from the pool. Any good-aligned characters or creatures walking upon this corrupted ground suffer a -4 penalty on all die rolls for as long as they remain in the affected area and must make a successful **strength saving throw** each round or suffer 1d6 points of damage (a wisdom bonus against mental attacks applies).

A profane pool is created by the influence of evil deities, their power called into service by rituals performed by their mortal followers. According to the

blasphemous writings of necromancers, any number of rituals may convert a holy water pool into a profane pool but the most common include:

- An evil necromantic priest or wizard bathes in the pool, chanting certain best-forgotten invocations. This act deals 3d6 points of damage to the necromancer but there is a 2% chance that the necromancer's dark god will smile on the act and reward the necromancer by poisoning the pool with evil.
- A paladin or other noble, honest soul is sacrificed in the pool, the victim's blood allowed to turn the pool's waters a bright red.
- A unicorn is led into the pool and then slaughtered, its head lopped from its body and left to float in the pool.
- An evil, intelligent magic item is brought into contact with the pool.

Regardless of the ritual demanded by the evil deity, considerable expenditures in gold and other materials are required to successfully create the abomination.

Once a profane pool comes into existence it can never be destroyed by mortal hands.

RED BUTTON

All players know that their characters shouldn't press big red buttons or pull unlabeled levers. Nevertheless, it is inevitable that someone will eventually push the button or pull the lever. The wise Castle Keeper will occasionally (about one every three times) make the button do something helpful, like opening an otherwise undetectable secret door or opening a treasure chute. By giving the party an occasional good result, the Castle Keeper can ensure many enjoyable moments of frantic attempts by the party to prevent the dwarf from pulling the unmarked lever.

ROCKY GROUND

In some areas, numerous rocks of various sizes jut out of the ground, slowing movement and threatening to trip any adventurer foolish enough to run through the area. Any character or creature running through an area of rocky ground must make a successful Dexterity check at the start of his move or trip, falling to the ground and losing the ability to act further in that round.

SPELL TOWERS

These massive stone towers, commonly known as brochs, are constructed entirely of stones that are carefully fitted together without the use of mortar (this type of rock construction is commonly referred to as drystone). Mundane brochs, many of which are used as defensive structures or homes, are common to the northern plains and mountains.

Spell towers are a special type of broch that radiate an overwhelming magical aura if *detect magic* is cast. These structures can withstand any natural or magical storm and cannot be destroyed by any power except that of a deity.

Any spellcaster that sleeps overnight inside a spell tower must make a successful **wisdom saving throw** or permanently lose one randomly determined spell slot. However, if the save is successful then the spellcaster automatically gains one bonus 1st-level spell slot. A lost spell slot may only be regained by means of a *wish*. A spell slot gained by sleeping in a Spell Tower may be dispelled by *dispel magic*, being treated as a magic item of 12th level for this purpose. The broch will only test an individual once in this manner.

A spell tower's true hazardous nature only manifests during a full moon, at which point all characters and creatures that enter the area within 10 miles of the structure must roll a d20 against their wisdom score each turn or suffer a -6 penalty on all die rolls for 3d6 rounds. A character or creature that fails this Wisdom check 10 times in a single night permanently loses 1 point of Constitution. Whenever the Spell Tower drains a point of Constitution there is a 5% chance that a gateway between planes will be torn open in or near the broch. This portal will remain open until sunrise, linking the material plane with a plane or demiplane of the Castle Keeper's choosing.

STONE EGG

This unusual rock formation – formed by the same process as a stalagmite – is created as water drips down from the roof of a cavern and lands on an

abandoned dragon egg. If the egg does not hatch the calcium deposits from the dripping water slowly build up until the egg is completely covered in a rocky substance.

Most stone eggs that are encountered in a dragon's lair are harmless rock formations. In some cases, though, the egg happens to sit near some form of magical nexus, or may be exposed to sort of unknown eldritch force. Regardless of the cause, in some cases such eggs can cause the unborn dragon within to be slowly transformed into a terrible, unnatural force waiting to be released. In such instances there is a 10% chance that, if disturbed in any way, the stone egg will shatter, releasing a wave of arcane fury that inflicts 4d6 points of damage to any characters within 40-feet of the stone egg. The wave appears as a ghostly dragon of blue flame.

A stone egg is completely destroyed when it unleashes its built up arcane power. A stone egg can be destroyed from a distance by inflicting 10 or more points of damage.

SLICKSTONE

This porous, cool, gray-colored rock naturally secretes an oily substance that makes the rock treacherously slick. Anyone moving across an area of slickstone at any speed faster than 30ft/round must make a Dexterity check by rolling a d20 under his dexterity score or else slip on the slickstone, falling down and losing the ability to move, attack, or cast spells for a number of rounds by which the check failed.

Slickstone has also been found on vertical surfaces.

Slickstone can be used in the construction of anything that can be built from ordinary stone or rock. Due to the difficulty of working with the slippery rock any object created from slickstone requires twice the normal construction time.

Slickstone is only found in the natural caverns that exist deep beneath mountain ranges, and even then it is rare to find more than 20 cubic feet of the material in a single location.

STUNSPRAY

Resembling short, shattered stalactites – each one slowly dripping a thick slime – hanging from the roof of a natural cavern, a stunspray patch is typically of a 10ft diameter in size and difficult to identify as anything other than a harmless collection of stalactites. Stunsprays are formed when a stunjelly migrates from a wall to a ceiling where the twisted ooze dies naturally and then slowly, over a period of centuries, stalactites form naturally over the deceased ooze. Stunsprays are extremely rare.

If a stunspray patch is left undisturbed it is typically harmless. Characters may walk beneath the stalactites without fear of danger and as long as they're careful to avoid the dripping slime the hazard is little more than a nuisance. If any of the dripping slime comes into contact with a character a saving throw must be made or else the victim is paralyzed for 1d3 rounds.

A stunspray patch becomes a major threat when it is damaged (perhaps by a trap or a hiding opponent). 5 or more points of damage dealt to a stunspray patch (treated as AC 10 for purposes of attacking the patch) destroys the stalactite-skin and rains down a torrent of the thick, anesthetizing slime. Any characters or creatures caught in the sudden rain of slime must make a successful **strength saving throw** or else be drenched in the slime and paralyzed for 3d6 rounds.

For 4d8 rounds after a stunspray patch is destroyed, the area in a radius of ten feet below it is covered in a hazardous slime. Any characters or creatures walking through the affected areas have a 1 in 6 chance per round of slipping in the slime, falling down and (if failing a **strength saving throw**) being paralyzed for 2d4 rounds. The slime dries quickly and once dry no longer poses a threat.

Once unleashed a stunspray patch is completely destroyed and will not reform.

TERROR STONES

Stone circles and individual standing stones are a common sight in some forests and druid groves, the rocks marking holy sites and places of power. In many instances, the standing stones have been in a single location for so long that any knowledge of their creators or original purpose has been long forgotten. For the

most part, standing stones pose no threat to adventurers *but*, as with everything in a fantasy landscape, there are always exceptions.

Terror stones, almost identical in appearance to common stone circles or standing stones, are sometimes created when powerful undead are destroyed nearby. Some echo of the creature's malevolence is somehow trapped within the stone itself, transforming it from a common rock into a standing stone of terror.

Skeletal patterns – etched into the standing stone when it is transformed – are the only visual clue that a terror stone is not a common stone. Anyone within 40ft that views a terror stone carefully for 1d6 rounds will suddenly perceive that the patterns resemble bones and strange skeletal shapes. If the character has reason to be familiar with terror stones, the eerie tracings will be a sure clue to the true nature of the stone.

A terror stone constantly radiates a 20-foot radius fear aura. Any characters within the radius of the terror stone's fear aura will be affected as though by a *fear* spell. A character that successfully saves cannot be affected again by the same terror stone's aura for one day.

Terror stones can be destroyed by a good-aligned cleric's turn undead ability. The terror stone is treated as a vampire for these purposes and a successful attempt instantly reduces the stone to a harmless pile of rubble.

Terror stones are also referred to as standing stones of terror.

THORN PATCH

In some forests the undergrowth becomes thick and tangled with thorny vines. In such areas simply moving becomes a slow, dangerous task as the thorns tear at the clothes and flesh of any adventurers foolish enough to move through the area. A thorn patch is a static hazard that takes no action. A thorn patch can be as large as the Castle Keeper desires.

For each five feet of a thorn patch moved through, a character or creature suffers 2points of damage from the sharp thorns. Additionally, a character's speed is reduced by 50% when moving through a square filled with a thorn patch.

Each square of a thorn patch can be destroyed with fire, and can be chopped through by inflicting 10 or more points of damage with a sword or other large blade. Some thorn patches may be poisonous, especially in the tropical jungle.

TREASURE-COVERED FLOOR

One overlooked hazard in a dragon's lair is the treasure itself! The coins, gems, and other assorted baubles strewn about the chamber can create a serious nuisance by cutting movement rates in half for those characters who want to avoid tripping over pewter urns or tangling their feet in ancient necklaces. Thieves trying to move silently, in particular, must pay careful attention to scattered and potentially noisy valuables (not that thieves often fail to pay attention to valuables, of course). If the treasure lies deep enough around, or if the treasure contains many larger items like statuettes, it is perfectly reasonable to reduce the party's movement rates by 50%. If a character moves into an area that can legitimately be called a pile of coins, the CK might even require a d20 roll under the character's dexterity to remain standing.

In some rare instances a dragon's lair will be devoid of treasure. Obviously in such cases this hazard will not be encountered, and if the party scouts in advance they will likely choose not to fight a poverty-stricken dragon anyway.

VENT, POISON

Similar in function and appearance to steam vents, a poison vent is a series of stalagmites sitting atop underground pockets of poisonous gas. Like a steam vent, the pressure eventually grows so great that the tops of the stalagmites shatter, unleashing clouds of poisonous gas that are harmful to any characters or creatures that enter the affected area. Poison vents are rarely encountered individually but, rather, in groups of six or more, each about 5ft apart. The cloud from a poison vent expands out to fill an area ten feet in radius.

Anyone entering a cloud-filled area must make a **constitution saving throw** each round or suffer 1d4points of damage and a -2to all die rolls for a full turn (more virulent poisons, including lethal ones, have also been reported).

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A poison vent can be capped, though if it is the gas pocket's only release the cap will be blown off within 1d6+1 days. Capping a poison vent requires a heavy rock or other object that can be wedged into the opening. Capping a vent takes a full round.

Some subterranean regions contain poisonous geysers that boil over with lethal gas at regular intervals.

VENT, STEAM

Natural stalagmites sitting atop underground pools of boiling water can form steam vents when the pressure beneath grows so powerful that it blasts through the natural rock above. When this happens clouds of billowing, heated steam shoot forth from the newly-formed steam vent. Steam vents are rarely encountered individually but, rather, in groups of six or more, each about 5 feet apart. The cloud from a steam vent expands out to fill an area approximately 15ft in diameter.

Anyone entering a cloud-filled square suffers 3d6 points of damage per round from the intense heat of the steam.

A steam vent can be capped, though if it is the underground pool's only release the cap will be blown off again within 2d4hours. Capping a steam vent requires a heavy rock or other object that can be wedged into the opening. Capping a vent requires a full round.

TRADITIONAL

At a certain point, the line between tricks, traps, and monsters can become rather blurry. In general, traps have no upside, while tricks often have the potential to benefit the party in some way – and monsters, of course, are worth experience points. Most of the phenomena described below are right on the blurry line between tricks, traps, and monsters – and that's deliberate. This book is a tool for the experienced Castle Keeper, not a series of cookbook recipes to be followed with blind precision. Rather, the various hazards listed below are designed to be used more as building blocks for your own creativity, whether as a trick, trap, or monster. They're on the blurry line to make them usable in any category, according to your creative impulses and Castle Keeper needs.

Desertbloom, for example, is listed as a monster; but you might choose to create a desert idol covered in the stuff and use the desertbloom as part of a larger and more complicated trick encounter. The choices are yours!

BRIDGEWEED

This thick, vine-like plant grows in subterranean caverns and deep, damp caves. While bridgeweed grows anywhere underground, it earns its name because it is most frequently encountered growing across chasms and deep pits where it looks more like a bridge than a plant. A typical patch of bridgeweed is rooted into a roughly circular area 10 feet in diameter on either side of a deep chasm, the two root-growths connected by a length of rope strands 5-feet wide.

Bridgeweed is brownish-green in color and completely harmless – until someone attempts to cross the naturally-growing bridge. The plant is strong enough to support up to two characters at once but the instant that anyone reaches the exact center of the “bridge” the plant reacts violently to the intrusion. As a self-defense, the individual vines separate so that the “bridge” no longer exists, becoming a mass of flailing vines. A **dexterity saving throw** is required as soon as the plant begins to separate in order for a victim of the hazard to grab one of the vines. On a failed save the victim is taken by surprise and falls from the “bridge.”

The plant will reform 3d6+4minutes after it separates. Characters (such as druids) that correctly identify a bridgeweed will know that as long as they do not touch the exact center of the “bridge” it will not separate. If characters are to jump across the center, the Castle Keeper may apply whatever rules to determine the success of the jump that he feels apply to the situation. In general the attempt is not difficult, and either a 1 in 6 chance of failure or a d20 roll under dexterity would be appropriate determinations.

FOG, ABYSSAL

Abyssal Fog is a nasty trick to play on a party that blithely destroys an evil altar or tries to sanctify a place imbued with the attentions of a powerful demon, demigod, etc. Such places are not lightly tampered with, and an encounter with

Abyssal Fog can issue a stark reminder to the players that powerful forces lurk just beyond the thin fabric of the material plane. In fact, the party's interaction with the Abyssal Fog may be only the beginning of a new set of problems and opportunities (if it doesn't kill them first).

Sometimes created when an evil altar is destroyed, when places of evil are assaulted by zealous adventurers, or even occasionally when a demigod's favored demon or devil is slain, retribution or mindless wrath may result in the creation of Abyssal Fog. This dark red, dangerous fog is similar to crimson fog but far, far more deadly.

When an encounter calls for Abyssal Fog, there is generally a lull of 2d4rounds, during which a preternatural rumbling may be heard. Experienced adventurers, will, of course, flee immediately. The abyssal fog manifests with a tremendous explosion, inflicting a number of points of damage appropriate to the nature of the item or demon destroyed; 6d6 is an appropriate range of damage. The radius of the explosion is up to the CK, but for most evil items and places the radius would be approximately 30 feet. A successful **wisdom saving throw** reduces the damage by one-half. Instantly following the explosion, a dark red fog billows forth from the area of the demigod's wrath, expanding outward at a rate of 10 feet each round until it reaches a maximum size of 40-90 feet in radius (d6+3×10).

The abyssal fog is devilishly hot – any characters that enter the fog or any adjacent area suffer 4d6 points of damage each round. Unfortunately, the intense heat is not the only danger of an abyssal fog.

Once each day following the formation of an abyssal fog, unless the fog is destroyed (see below) there is a 15% chance that a gate will open, connecting to the appropriate plane or demiplane of existence. Once this gate forms, it will remain for a period of ten years and a day.

An abyssal fog cannot be dispersed through normal means (the fog is too heavy to be affected by winds, magical or natural) and can only be destroyed by a paladin or good-aligned cleric who spends four hours in prayer and supplication while kneeling within the fog. If anything disrupts this prayer the entire process must be repeated. Obviously, anyone planning to spend four hours within Abyssal Fog must be magically protected against heat, but the well-intentioned would-be hero will discover another challenge within the fog, one not so apparent as the explosion and the heat. Any prayers to a good aligned deity spoken within the fog require a **wisdom saving throw** every hour; failure instantly kills the one who had the temerity to oppose the evil power's will. There are, of course, items and protections that will be effective against the fog's death-effect, and the intelligent party will seek these out before meddling in matters of such supernatural power.

FOG, ACIDIC

Acidic fog is normally found as a component of a magical trap, though it can be naturally occurring, found attached to a green dragon or other acid-resistant creature.

When acidic fog is released, it streams out like poisonous gas, and most adventurers will treat it as such. However, this magical fog does not remain in place. It follows whatever living creature it first detects within 100ft, moving slowly but inexorably toward that target until it catches up. The fog's movement rate is only 20ft per round, but its ability to follow its target is flawless. A rapid escape might lead to the fog's appearance in a tavern weeks later. The fog inflicts 2d6 points of damage per round when it finally makes contact (no saving throw applies), but it will be neutralized once its acid has eaten away 30 hit points. Green dragons and other creatures immune to acid may carry these fogs around with them, for the fog never gives up but never does any damage that would neutralize it. Once the acid-resistant creature is killed, of course, the fog will look for another target; likely one of the characters that just killed the acid-resistance creature. Acidic fogs are also occasionally found in potion bottles, which would normally inflict a nasty surprise; but as long as the potion remains stoppered it could also be used as a deadly missile weapon – if the party somehow figures out what's inside.

FOG, CRIMSON

This bright red fog, found in environments heavily covered by scarlet mold (see below), is a thick, noxious gas that inflicts those breathing it with a mild form of the same disease spread by scarlet mold. Crimson fog is simply the red smoke

issuing from a patch of scarlet mold as it burns. Breathing the burning mold can cause a disease known as the Plague of the Red Ancients, well-known to sages and historians, but rarely encountered except by adventurers who delve deep beneath the surface in their search for treasure and fame. At some point in forgotten history, burial tombs were often trapped with complex arrangements of tubes and fire pits designed to blow Crimson Fog into trap rooms. The civilization that created these burial chambers is now remembered only for these unusual tomb-traps and the plague they inflict, and is called by sages the civilization of the “Red Ancients.”

Crimson fog normally issues forth in a cloud, or a jet of smoke if it is projected by a tube or vent apparatus. Any character breathing the smoke must immediately make a **constitution saving throw** (with a bonus of +4 to the roll). If the saving throw fails, the character will become infected with the Plague of the Red Ancients (see box). A patch of crimson fog can be dissipated harmlessly with *gust of wind* or a similar spell.

PLAGUE OF THE RED ANCIENTS

The Plague of the Red Ancients is a disease propagated by a plant known as scarlet mold. It is highly contagious, spreading through inhalation, contact, or by introduction into the bloodstream by an envenomed weapon. Any person who comes into contact with the disease must make a **constitution saving throw** or become infected. After failing the saving throw, the victim begins to turn into a viscous red puddle of highly infectious slime. Each hour, the victim must make a **constitution saving throw** or lose 1d4 points of constitution. If constitution is reduced to 0, the victim has finally died a horrible death and cannot be raised from the dead (being, at that point, a virulent and contagious puddle). If the Plague of the Red Ancients is cured by magical means, the lost points of constitution will return at a rate of one per day.

FOG, DRACONIC

Draconic fog is a highly flammable mist occurring naturally in some underground locations. It smells very much like beer, which may provide parties with some warning of its presence.

The most dangerous attribute of Draconic fog is its attraction to flame. Some sages have theorized that the fog is formed by an imbalance of the elements, and that its natural tendency is to remedy the imbalance, just as water always seeks its lowest level. The precise explanation is of little comfort, unfortunately, to adventurers fleeing pell-mell through the corridors of a dangerous underground complex in flight from a cloud of Draconic Fog.

Whenever a flame comes within 100ft of the leading edge of a draconic fog, the entire mass of the cloud begins moving toward the flame at a movement rate of 90ft. If the fog makes contact with the fire, it will flare in a brilliant explosion causing 4d10 points of damage (save vs. breath weapon for half damage) to anyone in a 60ft radius of the point where the mist made contact with the open flame. Draconic Mist can be dispersed with a *gust of wind* spell.

FOG, DRAGON’S BREATH

Hot gases are a familiar hazard for veteran adventurers, often found naturally occurring where cracks in the earth reach down into the depths where water is heated to steam by the earth’s heat. Dragon’s Breath Fog is an entirely different variety of superheated gas, formed by magical, rather than natural forces. In some cases, Dragon’s Breath Fog may result from connections between the elemental planes of fire and water. In some cases, as described below, it may form in consequence of a dragon’s decomposition. Whatever the cause of the phenomenon, what makes it dangerous is the fact that it shows no physical signs of its intense heat. The air around it does not waver with heat, and the fog itself gives off no heat until it touches a living substance. When a living being enters the fog, however, the sudden heat generated will cause 2d6 points of damage, and there is a small chance for items to ignite.

A patch of dragon’s breath may appear over a location in which an evil dragon has been buried. The dragon’s slowly-decomposing body expands with the gas that eventually bursts forth from the surface – a single dead dragon produces the cloud constantly, for a number of days equal to the number of hit points the dragon possessed before it was slain. After this time has passed, the corpse no longer produces the deadly cloud of Dragons Breath fog.

A patch of dragon’s breath can be temporarily dissipated with a *gust of wind* or similar spell, but the cloud will reform within 1 turn.

In the case of Dragons Breath fog caused by a dragon’s decomposition, the only way to completely stop the generation of the gas would be to unearth the dragon corpse festering beneath the ground. If the fog is generated by some other magical means, the CK will have to determine how (and whether) the source can be destroyed at all.

FOG, FRIGID

This white, thick fog is made of the very essence of cold. It appears like a slowly churning blizzard of frost and snow and is usually found only on cold-based planes and demiplanes. Occasionally, however, frigid fog can be found in very cold places on the Material Plane. In such cases its presence is invariably the result of a gate or fissure connecting the Material Plane to a cold-based plane or demiplane from which the fog spreads.

The area covered by frigid fog is usually in direct correlation to the size of the gate or fissure. A small fissure will only allow a small amount of the fog to circulate (1d4+1×10 feet) while a full gate may allow the fog to simply pour forth (1d4+1×100 feet or more); according to legend entire lands and continents have fallen under a blanket of frigid fog. Frigid fog is extremely cold (below -20° F) and deals 1 point of temporary Constitution loss per round (no saving throw) to unprotected characters. Heavy winter clothing allows a saving throw each round. Regardless of how much clothing a character wears, the non-material plane nature of the fog’s extreme cold takes its toll on all living creatures, acting as a *slow* spell (no saving throw) to any creature that is not immune to the effects of magical cold.

The fog obscures all sight, including darkvision, beyond 5 feet.

Frigid fog is heavier than air: a severe wind (31+ mph) will disperse small amounts of the fog in 4 rounds; a windstorm (51+ mph) will disperse large volumes in 1 round.

FOG, EFREET’S

Existing where a rift has opened (deliberately or not) to the elemental plane of fire, efreet’s fog is a dark gray cloud of superheated steam that randomly unleashes blasts of fire. Normal *gate* spells, of course, are protected from the emergence of efreet’s fog, but an improperly prepared or miscast spell might inadvertently result in this sort of magical disaster. The size of the planar gate or natural rift determines the size of the fog, though the largest patch ever encountered covered a 50-foot square area. A character or creature standing inside a patch of efreet’s fog at any time suffers 1d4 points of fire damage each round.

Each round that a character or creature is within 10-feet of a patch of efreet’s fog there is a 20% chance that the fog will erupt, spreading great bursts of flame. Anyone within 10-feet of – or directly in a patch of – the efreet’s fog when this occurs suffers 8d6 points of fire damage; a **dexterity saving throw** reduces the damage to half.

FOG, MAGNETIC

Magnetic fog, sometimes also called “lode-mist,” is a thin, silvery-colored mist found in underground mines and caverns that contain (or once contained) rich deposits of copper, iron, mithril, or silver. The fog is an irritation to miners and a positive hazard to adventurers, for it is highly magnetic and interferes with the use of metal tools and weapons.

A typical deposit of magnetic fog fills an area roughly 20×20×20ft. Characters attempting to use metallic tools or weapons within a cloud of magnetic fog suffer a -6 penalty on all attack rolls. Damage rolls are not affected by the fog. Any characters wearing metallic armor suffer a 50% reduction to their movement rates while within the fog. The area outside the fog, to a distance of five feet from the edge, is also magnetically charged, but not as powerfully as within the cloud itself; attack rolls in this area are subjected to a -4 penalty and movement is reduced by 25%. Any metal-wielding character within five feet of the cloud runs the risk of being pulled into the cloud by the magnetic attraction the cloud exerts upon the metal. The player must roll a d20 if the character is wearing metal armor, an additional 1d4 if the character is carrying a metal shield, plus a second 1d4 if the character wields a metal weapon. The result of these dice are

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totalled, and if the result is higher than the character's strength the character is pulled from his feet and slides into the middle of the fog.

Gust of wind or a similar spell will dissipate a magnetic fog, but the affected patch will reform within 2d4 rounds at the end of the spell's duration. Magnetic fog tends to be a permanent feature in the places where it appears; it cannot be permanently destroyed.

FOG, NECROMANTIC

This dark gray fog is found in some ancient cemeteries and burial chambers, a foul and blasphemous phenomenon greatly feared by tomb robbers. The fog drifts among the graves and sarcophagi, sometimes curling around the bodies of the dead but always seeping back upward to prowl mindlessly within its charnel-house domain. The origins of this vile, undead substance are not known. Any living creatures that happen through a region of necromantic fog are in deadly peril, for the foul mist will enter the pores of living skin and eat away at the souls of those foolish or ignorant enough to pass through it.

Necromantic fog is heavier than air, appearing more as a mist than a fog, clinging to the ground or the floor and rising to a height of not more than three feet or so. A typical cloud will occupy 200 to 400 square feet in this manner.

On the first, and each subsequent, round that a character remains within the patch of fog then the necromantic fog deals 1d6+1 points of damage to its victim. Any victim that suffers 10 points of cumulative damage from any number of patches of necromantic fog within one-hour of time automatically loses one level of experience, but may make a **constitution saving throw** (at +6) to determine whether the level-loss is permanent or temporary. A temporary loss of level persists for 24 hours.

Necromantic fog can be completely destroyed by a successful turn undead check; the fog is treated as a wraith for these purposes. *Gust of wind* or a similar spell dissipates a necromantic fog but the affected patch reforms within 2d4 rounds.

Anyone reduced to 0 hit points or 0-level by necromantic fog will collapse and die, rising 1d4+2 rounds later as a zombie.

Necromantic fog restores 1d6 hit points each round to any undead creature standing within it.

Note: Necromantic fog is so close to being a monster that it makes sense to assign an experience point value for its destruction. A Castle Keeper who desires to assign an experience point value to necromantic fog may choose either to assign hit points and an armor class to the fog (it should likely only be hit by silver weapon or magical weapons), or to assign a source to the fog that can be destroyed with weapons. Such a source might include an evil idol, an ancient censer, or even another undead creature whose experience point value could include that of the fog it creates and/or sustains.

FOG, PUTRID

Many of the things that can be encountered by an adventurer might cause nausea, of course, but in some cases the nauseating power can be considerably stronger than normal. Sources of putrid fog can include unusual fungi, magical herbs set to burn in a brazier, unusual chemical reactions in an alchemist's lab. Mundane sources would include the smell of rot. Traps, of course, might involve gases specifically designed to induce nausea. The normal way of handling nausea is to allow the character a saving throw (perhaps with a bonus in the case of milder smells) and if the character fails the saving throw, the effect is normally to render the character helpless for a particular number of rounds.

Putrid fog, however, is a trick that can be more flexible in the hands of the Castle Keeper than the simple combination of a saving throw and helplessness. Consider: the check to see if a character is affected might be a flat percentage chance, rolled either with percentage dice or on a d6. The Castle Keeper might invent a smell that does not affect dwarves, or is only nauseating to elves. In terms of the effects of nausea, there is even more variation in terms of the Castle Keeper's ability to create interesting tactical problems for the players. Nausea might create a long-lasting penalty to die rolls; it might or might not affect spell-casting ability; it might come and go at random intervals; it might weaken characters rather than incapacitating them. Nausea is a much more flexible tool for the Castle Keeper than simply a saving throw to avoid a few rounds of incapacitation.

FOG, SOUL EATING

This thick, black fog sometimes forms when a terrible outsider known as a soul eater (see box) is slain on a Material Plane world before it kills the character or creature it was summoned to destroy. At that time the soul eater breaks down into a fog of inky darkness, appearing much like an unslain soul eater but without the long, pale arms. A soul eating fog will remain in the area in which the soul eater was slain until either the soul eater's original target is slain or the fog itself is destroyed (see below).

A typical patch of soul eating fog appears as a cloud roughly five feet in radius, drifting two feet above the ground. Any character or creature that comes into contact with the fog must make a successful strength saving throw or suffer a temporary loss of 1d6 points of Wisdom. For each point of Wisdom damage that a soul eating fog inflicts, it expands by 5ft in radius for one hour. If the fog reduces a character or creature's Wisdom to 0, the victim dies and cannot be returned to life by any means other than by a *wish* or *resurrection*.

A patch of soul eating fog can be temporarily dissipated with *gust of wind* or a similar spell; but the fog will reform within 2d4 rounds. The only way to destroy a patch of the fog, other than killing the soul eater's original target, is for a powerful cleric to exorcise it with appropriate spells and rituals.

FORESTBLOOM

A distant relative of desertbloom and winterbloom, forestbloom appears as a small vine-like plant with dark green petals, green stems, and small blue flowers growing near the top of the plant. Forestbloom is found only in heavily forested areas and its flowers are active for one month after the last of the winter snows have melted. Forestbloom gives off a slightly sweet scent that can be detected to a range of 30 feet.

If a patch of forestbloom is disturbed during its active season, the plant releases a burst of poisonous spores in the form of a dark green cloud. Characters and creatures within 10 feet of the forestbloom must make a successful **constitution saving throw** or be sickened for 2d4+2 rounds. The cloud lingers in the area for 1d4 rounds, and each round a character or creature remains in the area (or if he leaves and re-enters the area), another saving throw must be made or the character or creature is nauseated for 2d4 rounds.

A patch of forestbloom, typically about five feet in diameter, can be destroyed by inflicting 10 hit points of damage upon it with weapons, fire, etc. During its inactive months a patch of forestbloom is harmless.

LICHEN, BLOOD

This bright red lichen, a symbiotic joining of algae and fungi, hangs from cave and dungeon ceilings and grows slowly down surrounding walls and stalactites and, in rare cases, reach the floor where it begins to slowly spread outward. Blood lichen is thick and slimy and slightly resembles fresh blood. When disturbed, a 5-foot diameter patch of blood lichen spatters bits of red fungus out to a distance of 20ft, staining anyone in the area with what resembles a splattering of blood (this may be avoided with a successful save vs. breath weapon). The algae causes an intolerable itching sensation, so intense that anyone splattered with it will begin scratching (dropping any items held) and will run in a random direction for 2d6 turns.

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LICHEN, HARMONIC

This white growth hangs from cave and dungeon ceilings and grows slowly down surrounding walls and stalactites and, in rare cases, reaches the floor where it begins to slowly spread outward.

A patch of harmonic lichen is, by itself, harmless. The lichen picks up sounds from one direction and amplifies the sound in another direction; in some cases, the lichen bounces amplified sound back toward the source. In some cases, the effect can actually be damaging to the ear if the original sound was particularly loud or shrill. When harmonic lichen grows near a patch of harmonic mushrooms or other creatures that may cause damage with sound, the damage is usually increased by 50%. Sounds that enchant or have some magical function (not verbal components) such as a harpy's song, may be strengthened, with saving throws against the effect being penalized by -1.

In addition to the lichen's potentially damaging properties, they can create strange deceptions by carrying distant sounds to the party's ears. A string of harmonic lichen patches can even serve as a warning alarm, possibly reaching very far into a dungeon, and allowing monsters to eavesdrop upon a party's discussions.

MOLD, ARCANE BLEED

This dark green mold, created when yellow mold grows over a magic item and is left undisturbed for a great length of time, radiates faint light in even the darkest of conditions. Arcanebleed mold completely drains the magic item it has overgrown and, if disturbed, a 5-foot diameter patch of this mold explodes in a blast of arcane energy. All within 10 feet of the mold suffer 2d6 points of damage (save vs. spell for half damage).

MOLD, COFFIN

This black, thick growth is found coating ancient graves, sarcophagi, and tombstones. It may be found on the top of a grave, buried and coating the outside of these containers, and may also be found growing on the inside of a sarcophagus, coating the inside of the casket and growing thick upon the bodily remains within. If coffin mold is disturbed, it wafts forth a cloud of disease-carrying spores. Anyone within 15 feet of the mold must make a **constitution saving throw** at +4 or catch a disease of the respiratory system. This disease causes the sufferer to break into a hacking, convulsive laughter every 1d10 turns, with the loud gasps and barks lasting the full duration of that turn. The afflicted character does not laugh while asleep, but has a 1% chance of dying (not cumulative) per eight hours of sleep. Fire destroys coffin mold.

MOLD, DARK

This sickly, black fuzzy mold grows on the damp floors of subterranean areas near cave mouths, feeding on the decaying seeds and vegetation dropped by transient cave dwelling animals. A prolific reproducer, dark mold constantly spews its infectious microscopic spores into the surrounding air, creating a hazy cloud that is difficult to see; any character approaching an area of dark mold spores has a 1 in 6 chance to notice the cloud.

Living characters or creatures that pass through a patch of dark mold, or areas adjacent to the patch, suffer no immediate adverse effects. The microscopic spores are inhaled and lie dormant within the victim's lungs for 1d6 days, after which the victim must make a **constitution saving throw** at +1 or fall victim to the dark mold disease (see box).

Fire or intense cold of any type, magical or natural, completely destroys a patch of dark mold. When the mold is destroyed, it gives off a particularly intense exhalation of spores with the smoke (no bonus to saving throws). The spores dissipate after 6 turns, but if the party attempts to move through the area near the burned-off mold, saving throws will be necessary.

NEW DISEASE: DARK MOLD

A character or creature that falls victim to this brutal disease spends most of his time coughing and suffers a -4 penalty on all die rolls. Dark mold is also known as thief's doom (reduces the chance of success on all thieving rolls by 50%) or mage silencer, the latter because spellcasters suffering from the sickness have a 50% chance of miscasting any spell with a verbal component. The disease cures naturally, with a cumulative 2% chance per day that the disease will have run its

course. Until the disease has either been cured or the sufferer recovers naturally, the victim of Dark Mold disease's constitution is effectively reduced by 1d4 points.

MOLD, SCARLET

Scarlet mold is, as its name suggests, a bright red mold, normally found growing in subterranean environments.

If disturbed, a patch of this bright red mold (normally 5 to 10 feet in diameter) bursts forth a thick cloud of gas that lingers over the mold and the adjacent area (a 15-foot diameter area) for 2d4+3 rounds. All within this cloud must make a **constitution saving throw** at +2 or become infected with the Plague of the Red Ancients (see crimson fog, above) and immediately lose 1d6 hit points. Scarlet mold is flammable, and a growth of it will be destroyed within 1d4 rounds by fire of any kind. A *gust of wind* or a similar spell can be used to dissipate a released cloud of gas. Note that a patch of scarlet mold destroyed by fire turns into an equal-sized patch of crimson fog 1d3 rounds later.

MOLD, WILTING

This sickly-looking patch of green mold is found in areas in which stagnant water has remained undisturbed for weeks at a time. The mold floats on the water and grows up walls and obstacles and, if disturbed, releases a cloud of spores that drains moisture from all living creatures in a 20-foot radius. All affected creatures suffer 3d6 points of damage (water and plants suffer 3d8 points of damage) - a successful **constitution saving throw** reduces this damage to half. The cloud remains over the affected area for 2d4 rounds and continues to deliver damage each round until it settles back to the earth or is dissipated by *gust of wind* or a similar spell. A typical patch of wilting mold is 10ft in diameter and can be destroyed by fire, cold, or acid.

MOSS, DOOR

This dark brown and gray moss that grows up a wall appears; from a distance; as a common wooden doorway. Rangers and druids have a 50% chance to notice that the door is actually made of plant matter; characters of other classes are quite likely to be deceived, with only a 1 in 10 chance to notice that anything is awry).

Door moss has no destructive capabilities of its own. Instead, cruel dungeon designers place patches of door moss at the end of long, twisted corridors in an attempt to lure intruders into a mechanical or magical trap, usually hidden behind the moss with a trigger set about 15-feet out. Fire damage of any type completely destroys a patch of door moss.

MOSS, SHADOW

This gray-colored moss, typically 1-3-ft. in diameter, grows only on the northern side of a large tree. Shadow moss is vaguely luminescent and casts a pale light even at night (treat as a candle with a permanent duration as long as the moss exists).

Any creatures passing with ten feet of a patch of shadow moss must make a **dexterity saving throw**. On a failed save, bits of the moss cling to the affected character or creature, making the target faintly luminescent (treat as a candle) until the moss is cleaned off or wears out (the moss will remain luminescent for only thirty minutes after it clings to a character or creature). Washing off the shadow moss requires one minute and a gallon of water.

A patch of shadow moss is easily destroyed by fire, cold, or acid damage, if the party should be paranoid enough to do so.

MOSS, SLEEP

This soft, moist, slightly luminescent blue lichen (gives off light equivalent to a candle) is often cultivated by druids and underground races who use it to both decorate and guard their areas.

Any living creature that comes within 5 feet of a sizable patch of sleep moss must roll a d20 and add 3 to the roll. If the result is greater than the character's Wisdom score, the character falls asleep for 1d6 hours. This is treated as a mental attack for purposes of wisdom bonuses, although the bonus must obviously be subtracted, rather than added, to the d20 roll.

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Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature takes a full round.

With time, individuals can build up an immunity to sleep moss. As a result, monsters and NPCs living near such moss tend to be immune to its effects, allowing them to safely tend to the lichen and use it to gain a tactical advantage against intruders or enemies.

There are rumors of certain groups of thieves and assassins that use sleep moss in capturing live victims; a handful of sleep moss thrust over a creature's mouth or nose has the same effect as a patch of moss.

MUSHROOMS, GREEN DRACO

Green Draco mushrooms are dark green mushrooms with white spots, each one about 8 to 12 inches in height. They grow in patches of 6-12 mushrooms and are only found in dark, underground areas.

A typical patch of Green Draco mushrooms, usually covering a 5-foot diameter area, releases a cloud of acidic gas when any warm-blooded creature comes within 10 ft. of a patch of the mushrooms. All characters and creatures within the affected area suffer 3d6 points of acid damage (a successful **dexterity saving throw** reduces the damage to half). There is a 50% chance that any character failing the saving throw will also be incapacitated for 2d4 rounds by pain.

The acid cloud remains suspended in the air for 2d4 rounds (during which time anyone in the affected area must check for damage as described above) after which it settles to the ground and is harmless. The cloud may be dissipated by a *gust of wind* or similar spell. The mushrooms require 2d6 days before they may once again release an acidic cloud.

A patch of Green Draco mushrooms is destroyed if it suffers any amount of fire or cold damage.

MUSHROOMS, HARMONIC

These large, white mushrooms grow in damp, dark places. Roll 1d6 each round, an even roll indicates that the harmonic mushroom patch releases a destructive burst of sound that disrupts flesh and bone. All characters and creatures within a 40-foot radius must make an **intelligence saving throw** or suffer 4d6 points of damage. A patch of harmonic mushrooms is instantly destroyed by extreme heat or cold, and bright light; natural or magical in nature; puts the patch into a dormant phase during which time the harmonic feature is inactive.

The area within range of a harmonic mushroom patch's destructive sonic effect exhibits signs of damage: rocks are cracked, any other hazards are completely nonexistent, and creatures avoid the area. Harmonic mushrooms can be rather deadly when coupled with Harmonic Lichen, and the two growths are often found in the same areas.

MUSHROOMS, PIT

These gray, stone-colored mushrooms are quite large, many growing to fill a 20-ft. or even 30-ft. diameter circle, all of which – excluding the mushroom's flat top – is buried deep beneath the ground. A pit mushroom grows to suit its surroundings, changing color and texture to match the surrounding cavern or dungeon. An underground pit mushroom can only be detected on a roll of 1 in 12 by a non-dwarf; dwarves have a 2 in 6 chance of detecting the danger.

Any character or creature that enters any square in which a pit mushroom exists has a 3 in 6 chance of falling into the mushroom, as the center of the top collapses inward, dropping the character into the interior of the huge stem. Due to the spongy, soft nature of the pit mushroom, the fall inflicts only one-quarter falling damage but for every round a character or creature is inside the pit mushroom it suffers 1d4 points of damage as the mushroom's internal acids eat away at the victim, rapidly consuming flesh. 10 points of damage per 5 feet of the pit mushroom's diameter (the body is AC 10) are required to completely destroy the mushroom and cause it to stop secreting acid.

Less dangerous pit mushrooms, virtually identical to those described above but without the acid attack, have been encountered. These may simply be younger versions of the same plant. Due to the monster-like nature of these plants, the Castle Keeper may choose to assign an experience point value for killing them.

MUSHROOMS, PLANAR

Growing in patches of thousands, planar mushrooms are small, silver-colored growths that completely dominate the corner of a dungeon or cavern room in which they grow. A typical patch of planar mushrooms covers a 10-foot square area.

Unlike most hazards, planar mushrooms do not cause direct damage to any characters or creatures that come within the mushroom's area of influence. Instead, there is a 15% chance that anyone coming within 10-feet of a patch of planar mushrooms will be automatically transported to a random plane or demiplane – planar mushrooms are a natural, chaotic type of planar gate. Standing in a patch of the mushrooms increases the chance of being transported away to 25%.

Fire destroys a patch of planar mushrooms.

SLIME, LEAF

Leaf slime is a plantlike growth found nestled in the tallest branches of trees where it easily blends in.

Leaf slime, like most other slimes, is sticky and wet. Leaf slime consumes any flesh that it comes into contact with, falling in globs from the branches when the tree is disturbed (such as by a climber).

A fall of leaf slime reduces constitution temporarily by 1d2 points per round of exposure while it devours flesh. Constitution is regained at a rate of 1 point per hour. Anything that deals cold or fire damage, or a remove disease spell, destroys a patch of leaf slime. Leaf slime has no effect on objects made of metal, stone, or anything of a non-flesh or bone material. The slime may be shaken off by any character it has dropped upon, by making a roll of a d20 under the character's Strength score. This hazard is similar enough to a monster that the CK may choose to assign an experience point value to killing it, but since it is a substance without hit points, it is listed here without monster stats.

SLIME, SNOWFALL

This white-colored slime rests beneath a light dusting of snow, waiting patiently for a living creature of character to walk over it. Once a victim nears the center of a patch of snowfall slime – a typical patch is a 10 feet in diameter – the slime strikes, going from a dormant state to its live, heat-absorbing state in fractions of a second.

Anyone caught on an activated patch of snowfall slime suffers 2d4 points of cold damage per round as it drains the heat from the subject. Escaping from a patch of snowfall slime is difficult, as an active slime patch becomes quite slippery – a **dexterity saving throw** is required to scramble off the top of a snowfall slime. A failed check leaves the slime's victim prone.

A single snowfall slime has AC 10 and 10 hp.

SLIME, UNHOLY

This foul, evil peril is in most respects exactly like a black pudding. However, unholy slime only seeks to feed upon those of good alignment.

Unholy slime is created through evil rituals and perhaps by spells not widely known in the world. It is not a naturally occurring hazard.

SWOLLEN CORPSE

This unusual cactus grows in the deepest deserts. A swollen corpse looks very much like the body of a humanoid, even appearing to be dressed in brown, tattered clothing.

When a character or creature passes within 20 feet of a swollen corpse the cactus releases a cloud of poisonous spores that blanket everything within 25 feet. Creatures within the affected area must make a successful **dexterity saving throw** or suffer 2d6 points of damage. A character or creature that is killed by this cloud of spores has a 25% chance of being used by the spores as a host for growing a new swollen corpse. It takes 1d6+5 days for a new swollen corpse to grow to maturity.

Once a swollen corpse releases its spores it will return to its deceptive form within 24 hours.

Any type of fire damage inflicted on a swollen corpse instantly destroys the hazard.

VICTIMWEED

This dark green plant, covered in thorns and decorated with numerous small yellow and white flowers, sometimes grows where human sacrifices were conducted. The blood of these victims may give rise to the growth of victimweed, usually in patches of 5ft diameter each.

Anyone moving through or adjacent to a square filled with victimweed disturbs the plant; the victimweed instantly releases a burst of razor-sharp thorns into the air. Characters and creatures within 10-ft. of the affected patch suffer 2d4+2points of damage from the thorns – a successful **dexterity saving throw** reduces the damage to 1d4+1. Additionally, there is a 15% chance when disturbed that the plant's flowers will open up, spewing a cloud of thick dust into the air, instantly leaving all within 20-feet that fail a **constitution saving throw** sickened and blinded for a number of rounds equal to the number of square feet occupied by the plant (normally 3d6).

After releasing its thorns a patch of victimweed requires 3 days before it can grow enough new thorns to be dangerous once again. The chance that the plant will release its dust cloud must be checked each round that it is disturbed. Once it releases its dust cloud a patch of victimweed requires 5 days before it may once again release a dust cloud.

Fire destroys a patch of victimweed, as will 3 points of damage per square foot of the patch. The party should be cautious about this, though; victimweed may in some cases be sacred to the being that received the sacrifices in the first place, and destroying the plants may incur some sort of malign response from a deity or quasi-deity.

VINES, STUMBLETRAP

An exclusively subterranean plant, stumbletrap vine is a thick, dark green-colored growth that thrives on dim light leaking through cracks, and water that drips down from the surface. Stumbletrap vine grows quickly, completely covering areas in which it is left unchecked with a mass of twisted, thorn-covered vines that make walking dangerous and running treacherous.

A typical patch of stumbletrap vine covers a 20-foot square area. Any movement through a stumbletrap vine-filled square requires a **dexterity saving throw** at the beginning of each round, with a penalty of -4to the roll if the character is running. On a failed saving throw, the character trips and falls to the ground, suffering 2d4points of piercing damage from the plant's thorns. The dragontrap vine lashes out when anyone falls into it, secreting a thick, sticky substance that covers the victim's body – any character covered by this substance suffers a -2penalty to all die rolls until the substance is washed off.

OTHER

BARK GRUBS

These diminutive vermin live in the bark of trees and crawl across the ground in natural woodlands. Bark grubs eat wooden objects and also carry a dangerous illness that can kill if it is not quickly cured. Druids have a 50% chance to recognize the presence of bark grubs; characters of other classes may notice signs of the presence, such as termite-like holes in wood, but will not be familiar with bark grubs unless they have been previously encountered. When the grubs have a chance, they begin consuming any wooden objects and instantly penetrate the skin of characters unfortunate enough to be in contact with them. The character will shortly notice movement below the surface of his skin and dust falling from any wooden objects that he is carrying.

A character being attacked by bark grubs will suffer 1d4points of damage per round. Once the grubs have killed a targeted character or creature and consumed all wooden objects in the area, the grubs look for a new host. Rot grubs move only 5ft per round and can sense living flesh and wood within 30-ft. of their position. If bark grubs do not feed on wood or flesh every 96-hours they die.

During the first two rounds of contact with a character or creature, the grubs can be killed by applying fire to the target's skin or by cutting open the affected

skin. Either option inflicts 2d6 points of damage to the victim. After the second round, only a *remove disease* spell can save the victim.

A *remove disease* spell cast on any wooden objects infested with bark grubs, no matter how long the grubs have been eating away at the object, instantly destroys the grubs (but does not restore the item).

GOLD BEETLES

Gold beetles are small, gold-colored insects that – when seen in a group from a distance greater than 10-feet – resemble a small pile of gold coins. Only careful inspection from afar will reveal that the “gold coins” are crawling over each other.

Anyone moving into the area near a typical nest of gold beetles must make a **dexterity saving throw** to avoid the creatures as they suddenly swarm, attempting to completely cover the victim's body. The beetles inflict (in total) 1d4 points of damage each round as they bite at the victim's flesh. Any amount of fire damage inflicted on the beetles (which will also, of course, harm the victim) destroys them. They can also be killed by stamping and slapping at them, or attacking them with weapons, but killing a nest in this fashion takes 2d6 rounds, reduced by 1d4rounds per person engaged in bug-hunting.

Gold beetles live in only the deepest caverns beneath the earth; sunlight blinds them and over one minute of exposure to natural sunlight destroys the nasty bugs.

OWL OF DESPAIR

A legendary creature; much like the hound of ill omen; the owl of despair is a shadowy, translucent beast that can only be seen by a character or creature that has recently offended his deity. Spotting or hearing an owl of despair is the foreshadowing of terrible things. An owl of despair is only encountered in the darkest, most dangerous of forests.

The owl emits a piercing, single screech that reverberates through the forest, and even though the owl's target is the only character or creature that can hear the sound, all animals within 1 mile of the owl are disturbed and nervous for 1d4rounds after the echoes fade. The targeted character or creature is cursed upon hearing the owl's screech – the next 1d4+1 hits inflicted on the target gain a +6 bonus to damage, and until the curse is lifted by an *atonement* or *remove curse*, the victim cannot be healed magically.

The victim of the owl receives no saving throw to avoid the hoot's effects.

The owl of despair does not vanish after delivering its fell message but follows its target until the curse has ended. At that time there is a 25% chance that the owl will screech again and the process will begin again. The owl will not leave its forest, however, and can be eluded if the character leaves the deep woods where the owl lurks.

There have been whispered tales of entire flocks of such owls descending upon villages that have forsaken their gods.

WORM, TREASURE

These 1-inch long white-colored worms, found in groups of 2d4, make their homes within piles of coins that have remained undisturbed for several months. The worms live off of nutrients in the soil and small insects that stumble into their nest and, if not for their ability to eat through flesh, stone, and precious metals, would be more of a nuisance than a danger to adventurers.

The worms, for their small size, are frighteningly defensive of their nest: any character or creature that disturbs a pile of coins infested with treasure worms must make a **dexterity saving throw** or else be attacked by dozens of worms. The worms crawl over their target's body, inflicting 1 point of damage each per round until they either slay their victim or they themselves are destroyed. Cold and fire damage kills treasure worms, though someone covered with the worms also suffers damage if a cold or fire attack is used to clean the worms from his body. By stamping and picking away the worms, a single person may kill 1d4of them per round.

PLANES

WHAT IS A PLANE?

The planes of existence are different realities with interwoven connections. Except for rare linking points, each plane is effectively its own universe with its own natural laws.

The planes break down into a number of general types: the Material Plane, the Transitive Planes, the Inner Planes, the Outer Planes, and the demiplanes.

MATERIAL PLANE

The Material Plane tends to be the most Earth-like of all planes and operates under the same set of natural laws that our own real world does. This is the default plane for most adventures.

TRANSITIVE PLANES

These three planes have one important common characteristic: Each is used to get from one place to another. The Astral Plane is a conduit to all other planes, while the Ethereal Plane and the Plane of Shadow both serve as means of transportation within the Material Plane they're connected to. These planes have the strongest regular interaction with the Material Plane and are often accessed by using various spells. They have native inhabitants as well.

INNER PLANES

These six planes are manifestations of the basic building blocks of the universe. Each is made up of a single type of energy or element that overwhelms all others. The natives of a particular Inner Plane are made of the same energy or element as the plane itself.

OUTER PLANES

The deities live on the Outer Planes, as do creatures such as celestials, demons, and devils. Each of the Outer Planes has an alignment, representing a particular moral or ethical outlook, and the natives of each plane tend to behave in agreement with that plane's alignment. The Outer Planes are also the final resting place of souls from the Material Plane, whether that final rest takes the form of calm introspection or eternal damnation.

DEMIPLANES

This catch-all category covers all extra-dimensional spaces that function like planes but have measurable size and limited access. Other kinds of planes are theoretically infinite in size, but a demiplane might be only a few hundred feet across.

PLANAR TRAITS

Each plane of existence has its own properties—the natural laws of its universe.

Planar traits are broken down into a number of general areas.

All planes have the following kinds of traits.

Physical Traits: These traits determine the laws of physics and nature on the plane, including how gravity and time function.

Elemental and Energy Traits: These traits determine the dominance of particular elemental or energy forces.

Alignment Traits: Just as characters may be lawful neutral or chaotic good, many planes are tied to a particular moral or ethical outlook.

Magic Traits: Magic works differently from plane to plane, and magic traits set the boundaries for what it can and can't do.

PHYSICAL TRAITS

The two most important natural laws set by physical traits are how gravity works and how time passes. Other physical traits pertain to the size and shape of a plane and how easily a plane's nature can be altered.

GRAVITY

The direction of gravity's pull may be unusual, and it might even change directions within the plane itself.

Normal Gravity: Most planes have gravity similar to that of the Material Plane. The usual rules for ability scores, carrying capacity, and encumbrance apply. Unless otherwise noted in a description, it is assumed every plane has the normal gravity trait.

Heavy Gravity: The gravity on a plane with this trait is much more intense than on the Material Plane. As a result, all dexterity checks and saves incur a -2 penalty, as do all attack rolls. All item weights are effectively doubled, which might affect a character's speed. Weapon ranges are halved. A character's Strength and Dexterity scores are not affected. Characters who fall on a heavy gravity plane take 1d10 points of damage for each 10 feet fallen, to a maximum of 20d10 points of damage.

Light Gravity: The gravity on a plane with this trait is less intense than on the Material Plane. As a result, creatures find that they can lift more, but their movements tend to be ungainly. Characters on a plane with the light gravity trait gain a +2 bonus on all dexterity checks involving climbing or jumping, and suffer a -2 penalty on all other dexterity checks and saves. All items weigh half as much. Weapon ranges doubled.

Strength and Dexterity don't change as a result of light gravity, but what you can do with such scores does change. These advantages apply to travelers from other planes as well as natives.

Falling characters on a light gravity plane take 1d4 points of damage for each 10 feet of the fall (maximum 20d4).

No Gravity: Individuals on a plane with this trait merely float in space, unless other resources are available to provide a direction for gravity's pull.

Objective Directional Gravity: The strength of gravity on a plane with this trait is the same as on the Material Plane, but the direction is not the traditional "down" toward the ground. It may be down toward any solid object, at an angle to the surface of the plane itself, or even upward.

In addition, objective directional gravity may change from place to place. The direction of "down" may vary.

Subjective Directional Gravity: The strength of gravity on a plane with this trait is the same as on the Material Plane, but each individual chooses the direction of gravity's pull. Such a plane has no gravity for unattended objects and non-sentient creatures. This sort of environment can be very disorienting to the newcomer, but is common on "weightless" planes.

Characters on a plane with subjective directional gravity can move normally along a solid surface by imagining "down" near their feet. If suspended in midair, a character "flies" by merely choosing a "down" direction and "falling" that way. Under such a procedure, an individual "falls" 150 feet in the first round and 300 feet in each succeeding round. Movement is straight-line only. In order to stop, one has to slow one's movement by changing the designated "down" direction (again, moving 150 feet in the new direction in the first round and 300 feet per round thereafter).

It takes a wisdom check to set a new direction of gravity; this check can be made once per round. Any character who fails this Wisdom check in successive rounds receives a +6 bonus on subsequent checks until he or she succeeds.

TIME

The rate of time's passage can vary on different planes, though it remains constant within any particular plane. Time is always subjective for the viewer. The same subjectivity applies to various planes. Travelers may discover that they'll pick up or lose time while moving among the planes, but from their point of view, time always passes naturally.

Normal Time: This trait describes the way time passes on the Material Plane. One hour on a plane with normal time equals one hour on the Material Plane. Unless otherwise noted in a description, every plane has the normal time trait.

Timeless: On planes with this trait, time still passes, but the effects of time are diminished. How the timeless trait can affect certain activities or conditions

such as hunger, thirst, aging, the effects of poison, and healing varies from plane to plane.

The danger of a timeless plane is that once one leaves such a plane for one where time flows normally, conditions such as hunger and aging do occur retroactively.

Flowing Time: On some planes, time can flow faster or slower. One may travel to another plane, spend a year there, then return to the Material Plane to find that only six seconds have elapsed. Everything on the plane returned to is only a few seconds older. But for that traveler and the items, spells, and effects working on him, that year away was entirely real.

When designating how time works on planes with flowing time, put the Material Plane's flow of time first, followed by the same flow in the other plane.

Erratic Time: Some planes have time that slows down and speeds up, so an individual may lose or gain time as he moves between the two planes. The following is provided as an example.

d%	Time on Material Plane	Time on Erratic Time Plane
01-10	1 day	1 round
11-40	1 day	1 hour
41-60	1 day	1 day
61-90	1 hour	1 day
91-100	1 round	1 day

To the denizens of such a plane, time flows naturally and the shift is unnoticed.

If a plane is timeless with respect to magic, any spell cast with a non-instantaneous duration is permanent until dispelled.

SHAPE AND SIZE

Planes come in a variety of sizes and shapes. Most planes are infinite, or at least so large that they may as well be infinite.

Infinite: Planes with this trait go on forever, though they may have finite components within them. Or they may consist of ongoing expanses in two directions, like a map that stretches out infinitely.

Finite Shape: A plane with this trait has defined edges or borders. These borders may adjoin other planes or hard, finite borders such as the edge of the world or a great wall. Demiplanes are often finite.

Self-Contained Shape: On planes with this trait, the borders wrap in on themselves, depositing the traveler on the other side of the map. A spherical plane is an example of a self-contained, finite plane, but there can be cubes, toruses, and flat planes with magical edges that teleport the traveler to an opposite edge when he crosses them.

Some demiplanes are self-contained.

MORPHIC TRAITS

This trait measures how easily the basic nature of a plane can be changed. Some planes are responsive to sentient thought, while others can be manipulated only by extremely powerful creatures. And some planes respond to physical or magical efforts.

Alterable Morphic: On a plane with this trait, objects remain where they are (and what they are) unless affected by physical force or magic. You can change the immediate environment as a result of tangible effort.

Highly Morphic: On a plane with this trait, features of the plane change so frequently that it's difficult to keep a particular area stable. Such planes may react dramatically to specific spells, sentient thought, or the force of will. Others change for no reason.

Magically Morphic: Specific spells can alter the basic material of a plane with this trait.

Divinely Morphic: Specific unique beings (deities or similar great powers) have the ability to alter objects, creatures, and the landscape on planes with this trait. Ordinary characters find these planes similar to alterable planes in that they

may be affected by spells and physical effort. But the deities may cause these areas to change instantly and dramatically, creating great kingdoms for themselves.

Static: These planes are unchanging. Visitors cannot affect living residents of the plane, nor objects that the denizens possess. Any spells that would affect those on the plane have no effect unless the plane's static trait is somehow removed or suppressed. Spells cast before entering a plane with the static trait remain in effect, however.

Even moving an unattended object within a static plane requires a strength check. Particularly heavy objects may be impossible to move.

Sentient: These planes are ones that respond to a single thought- that of the plane itself. Travelers would find the plane's landscape changing as a result of what the plane thought of the travelers, either becoming more or less hospitable depending on its reaction.

ELEMENTAL AND ENERGY TRAITS

Four basic elements and two types of energy together make up everything. The elements are earth, air, fire, and water. The types of energy are positive and negative.

The Material Plane reflects a balancing of those elements and energies; all are found there. Each of the Inner Planes is dominated by one element or type of energy. Other planes may show off various aspects of these elemental traits. Many planes have no elemental or energy traits; these traits are noted in a plane's description only when they are present.

Air-Dominant: Mostly open space, planes with this trait have just a few bits of floating stone or other elements. They usually have a breathable atmosphere, though such a plane may include clouds of acidic or toxic gas. Creatures of the earth subtype are uncomfortable on air-dominant planes because they have little or no natural earth to connect with. They take no actual damage, however.

Earth-Dominant: Planes with this trait are mostly solid. Travelers who arrive run the risk of suffocation if they don't reach a cavern or other pocket within the earth. Worse yet, individuals without the ability to burrow are entombed in the earth and must dig their way out (5 feet per turn). Creatures of the air subtype are uncomfortable on earth dominant planes because these planes are tight and claustrophobic to them. But they suffer no inconvenience beyond having difficulty moving.

Fire-Dominant: Planes with this trait are composed of flames that continually burn without consuming their fuel source. Fire-dominant planes are extremely hostile to Material Plane creatures, and those without resistance or immunity to fire are soon immolated.

Unprotected wood, paper, cloth, and other flammable materials catch fire almost immediately, and those wearing unprotected flammable clothing catch on fire. In addition, individuals take 3d10 points of fire damage every round they are on a fire-dominant plane. Creatures of the water subtype are extremely uncomfortable on fire-dominant planes. Those that are made of water take double damage each round.

Water-Dominant: Planes with this trait are mostly liquid. Visitors who can't breathe water or reach a pocket of air will likely drown. Creatures of the fire subtype are extremely uncomfortable on water-dominant planes. Those made of fire take 1d10 points of damage each round.

Positive-Dominant: An abundance of life characterizes planes with this trait. The two kinds of positive-dominant traits are minor positive-dominant and major positive-dominant. A minor positive-dominant plane is a riotous explosion of life in all its forms. Colors are brighter, fires are hotter, noises are louder, and sensations are more intense as a result of the positive energy swirling through the plane. All individuals in a positive-dominant plane gain fast healing 2 as an extraordinary ability.

Major positive-dominant planes go even further. A creature on a major positive-dominant plane must make a **constitution saving throw** (CL 0) to avoid being blinded for 10 rounds by the brilliance of the surroundings. Simply being on the plane grants fast healing 5 as an extraordinary ability. In addition, those at full hit points gain 5 additional temporary hit points per round. These temporary hit points fade 1d20 rounds after the creature leaves the major positive-dominant plane. However, a creature must make a **constitution saving throw** (CL 5) each

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round that its temporary hit points exceed its normal hit point total. Failing the saving throw results in the creature exploding in a riot of energy, killing it.

Negative-Dominant: Planes with this trait are vast, empty reaches that suck the life out of travelers who cross them. They tend to be lonely, haunted planes, drained of color and filled with winds bearing the soft moans of those who died within them. As with positive-dominant planes, negative-dominant planes can be either minor or major. On minor negative-dominant planes, living creatures take 1d6 points of damage per round. At 0 hit points or lower, they crumble into ash.

Major negative-dominant planes are even more severe. Each round, those within must make a **constitution saving throw** (CL 10) or gain a negative level. A creature whose negative levels equal its current levels or Hit Dice is slain, becoming a wraith. The death ward spell protects a traveler from the damage and energy drain of a negative-dominant plane.

ALIGNMENT TRAITS

Some planes have a predisposition to a certain alignment. Most of the inhabitants of these planes also have the plane's particular alignment, even powerful creatures such as deities. In addition, creatures of alignments contrary to the plane have a tougher time dealing with its natives and situations.

The alignment trait of a plane affects social interactions there. Characters who follow other alignments than most of the inhabitants do may find life more difficult.

Alignment traits have multiple components. First are the moral (good or evil) and ethical (lawful or chaotic) components; a plane can have either a moral component, an ethical component, or one of each. Second, the specific alignment trait indicates whether each moral or ethical component is mildly or strongly evident.

Good-Aligned/Evil-Aligned: These planes have chosen a side in the battle of good versus evil. No plane can be both good-aligned and evil-aligned.

Law-Aligned/Chaos-Aligned: Law versus chaos is the key struggle for these planes and their residents. No plane can be both law-aligned and chaos-aligned.

Each part of the moral/ethical alignment trait has a descriptor, either "mildly" or "strongly," to show how powerful the influence of alignment is on the plane.

Mildly Aligned: Creatures who have an alignment opposite that of a mildly aligned plane take a -2 penalty on all charisma checks.

Strongly Aligned: On planes that are strongly aligned, a -2 penalty applies on all charisma checks made by all creatures not of the plane's alignment. In addition, the -2 penalty affects all intelligence and wisdom checks, too.

The penalties for the moral and ethical components of the alignment trait do stack.

Neutral-Aligned: A mildly neutral-aligned plane does not apply a penalty to anyone.

The Material Plane is considered mildly neutral-aligned, though it may contain high concentrations of evil or good, law or chaos in places.

A strongly neutral-aligned plane would stand in opposition to all other moral and ethical principles: good, evil, law, and chaos. Such a plane may be more concerned with the balance of the alignments than with accommodating and accepting alternate points of view. In the same fashion as for other strongly aligned planes, strongly neutral-aligned planes apply a -2 penalty to Intelligence, Wisdom, or Charisma checks by any creature that isn't neutral. The penalty is applied twice (once for law/chaos, and once for good/evil), so neutral good, neutral evil, lawful neutral, and chaotic neutral creatures take a -2 penalty and lawful good, chaotic good, chaotic evil, and lawful evil creatures take a -4 penalty.

MAGIC TRAITS

A plane's magic trait describes how magic works on the plane compared to how it works on the Material Plane. Particular locations on a plane (such as those under the direct control of deities) may be pockets where a different magic trait applies.

Normal Magic: This magic trait means that all spells and supernatural abilities function as written. Unless otherwise noted in a description, every plane has the normal magic trait.

Wild Magic: On a plane with the wild magic trait spells and spell-like abilities function in radically different and sometimes dangerous ways. Any spell or spell-like ability used on a wild magic plane has a chance to go awry. The caster must make a level check (CL = the level of the spell or effect) for the magic to function normally. For spell-like abilities, use the level or HD of the creature employing the ability for the caster level check and the level of the spell-like ability to set the CL for the caster level check. Failure on this check means that something strange happens; roll d% and consult the following table.

d%	Effect
01-19	Spell rebounds on caster with normal effect. If the spell cannot affect the caster, it simply fails.
20-23	A circular pit 15 feet wide opens under the caster's feet; it is 10 feet deep per level of the caster.
24-27	The spell fails, but the target or targets of the spell are pelted with a rain of small objects (anything from flowers to rotten fruit), which disappear upon striking. The barrage continues for 1 round. During this time the targets are blinded and must make Concentration checks (CL = spell level) to cast spells.
28-31	The spell affects a random target or area. Randomly choose a different target from among those in range of the spell or center the spell at a random place within range of the spell. To generate direction randomly, roll 1d8 and count clockwise around the compass, starting with south. To generate range randomly, roll 3d6. Multiply the result by 5 feet for close range spells, 20 feet for medium range spells, or 80 feet for long range spells.
32-35	The spell functions normally, but any material components are not consumed. The spell is not expended from the caster's mind (a spell slot or prepared spell can be used again). An item does not lose charges, and the effect does not count against an item's or spell-like ability's use limit.
36-39	The spell does not function. Instead, everyone (friend or foe) within 30 feet of the caster receives the effect of a heal spell.
40-43	The spell does not function. Instead, a <i>darkness</i> and a <i>silence</i> effect cover a 30-foot radius around the caster for 2d4 rounds.
44-47	The spell does not function. Instead, a reverse gravity effect covers a 30-foot radius around the caster for 1 round.
48-51	The spell functions, but shimmering colors swirl around the caster for 1d4 rounds. Treat this a glitterdust effect with a save CL of -5 + the level of the spell that generated this result.
52-59	Nothing happens. The spell does not function. Any material components are used up. The spell or spell slot is used up, and charges or uses from an item are used up.
60-71	Nothing happens. The spell does not function. Any material components are not consumed. The spell is not expended from the caster's mind (a spell slot or prepared spell can be used again). An item does not lose charges, and the effect does not count against an item's or spell-like ability's use limit.
72-98	The spell functions normally.
99-100	The spell functions strongly. Saving throws against the spell incur a -2 penalty. The spell's numeric values are raised to their max values.

Impeded Magic: Particular spells and spell-like abilities are more difficult to cast on planes with this trait, often because the nature of the plane interferes with the spell.

To cast an impeded spell, the caster must make a wisdom check (CL 5 + the level of the spell). If the check fails, the spell does not function but is still lost as a prepared spell or spell slot. If the check succeeds, the spell functions normally.

Enhanced Magic: Spells and spell-like abilities are more powerful in effect on planes with this trait than they are on the Material Plane. The spell's duration, area of effect, and any damage or healing are doubled.

Natives of a plane with the enhanced magic trait are aware of which spells and spell-like abilities are enhanced, but planar travelers may have to discover this on their own.

Limited Magic: Planes with this trait permit only the use of spells and spell-like abilities that meet particular qualifications.

Magic can be limited to effects from certain schools or sub-schools, to effects with certain descriptors, or to effects of a certain level (or any combination of these qualities). Spells and spell-like abilities that don't meet the qualifications simply don't work.

Dead Magic: These planes have no magic at all. A plane with the dead magic trait functions in all respects like an antimagic shell spell. Divination spells cannot detect subjects within a dead magic plane, nor can a spellcaster use teleport or another spell to move in or out. The only exception to the "no magic" rule is permanent planar portals, which still function normally.

HOW PLANES INTERACT

Separate Planes: Two planes that are separate do not overlap or directly connect to each other. They are like planets in different orbits. The only way to get from one separate plane to the other is to go through a third plane.

COTERMINOUS PLANES

Planes that touch at specific points are coterminous. Where they touch, a connection exists, and travelers can leave one reality behind and enter the other.

COEXISTENT PLANES

If a link between two planes can be created at any point, the two planes are coexistent. These planes overlap each other completely. A coexistent plane can be reached from anywhere on the plane it overlaps. When moving on a coexistent plane, it is often possible to see into or interact with the plane it coexists with.

LAYERED PLANES

Infinities may be broken into smaller infinities, and planes into smaller, related planes. These layers are effectively separate planes of existence, and each layer can have its own planar traits. Layers are connected to each other through a variety of planar gates, natural vortices, paths, and shifting borders.

Access to a layered plane from elsewhere usually happens on a specific layer: the first layer of the plane, which can be either the top layer or the bottom layer, depending on the specific plane. Most fixed access points (such as portals and natural vortices) reach this layer, which makes it the gateway for other layers of the plane. The plane shift spell also deposits the spellcaster on the first layer of the plane.

PLANE DESCRIPTIONS

THE MATERIAL PLANE

The Material Plane is the center of most cosmologies and defines what is considered normal.

The Material Plane has the following traits:

- Normal gravity.
- Normal Time
- Alterable morphic.
- No Elemental or Energy Traits (specific locations may have these traits, however)
- Mildly neutral-aligned.
- Normal magic.

THE ETHEREAL PLANE

The Ethereal Plane is coexistent with the Material Plane and often other planes as well. The Material Plane itself is visible from the Ethereal Plane, but it

appears muted and indistinct, its colors blurring into each other and its edges turning fuzzy.

While it is possible to see into the Material Plane from the Ethereal Plane, the Ethereal Plane is usually invisible to those on the Material Plane. Normally, creatures on the Ethereal Plane cannot attack creatures on the Material Plane, and vice versa. A traveler on the Ethereal Plane is invisible, incorporeal, and utterly silent to someone on the Material Plane.

The Ethereal Plane is mostly empty of structures and impediments. However, the plane has its own inhabitants. Some of these are other ethereal travelers, but the ghosts found here pose a particular peril to those who walk the fog.

It has the following traits.

- No gravity.
- Alterable morphic. The plane contains little to alter, however.
- Mildly neutral-aligned.
- Normal magic. Spells function normally on the Ethereal Plane, though they do not cross into the Material Plane.

The only exceptions are spells and spell-like abilities that have the force

descriptor and abjuration spells that affect ethereal beings. Spellcasters on the Material Plane must have some way to detect foes on the Ethereal Plane before targeting them with force-based spells, of course. While it's possible to hit ethereal enemies with a force spell cast on the Material Plane, the reverse isn't possible. No magical attacks cross from the Ethereal Plane to the Material Plane, including force attacks.

PLANE OF SHADOW

The Plane of Shadow is a dimly lit dimension that is both coterminous to and coexistent with the Material Plane. It overlaps the Material Plane much as the Ethereal Plane does, so a planar traveler can use the Plane of Shadow to cover great distances quickly.

The Plane of Shadow is also coterminous to other planes. With the right spell, a character can use the Plane of Shadow to visit other realities.

The Plane of Shadow is a world of black and white; color itself has been bleached from the environment. It is otherwise appears similar to the Material Plane.

Despite the lack of light sources, various plants, animals, and humanoids call the Plane of Shadow home.

The Plane of Shadow is magically morphic, and parts continually flow onto other planes. As a result, creating a precise map of the plane is next to impossible, despite the presence of landmarks.

The Plane of Shadow has the following traits.

- *Magically morphic:* Certain spells modify the base material of the Plane of Shadow. The utility and power of these spells within the Plane of Shadow make them particularly useful for explorers and natives alike.
- Mildly neutral-aligned.
- *Enhanced magic.* The numeric values of spells with the shadow descriptor are raised to their max values.

Furthermore, specific spells become more powerful on the Plane of Shadow. Shadow conjuration and shadow evocation spells are 30% as powerful as the conjurations and evocations they mimic (as opposed to 20%). Greater shadow conjuration and greater shadow evocation are 70% as powerful (not 60%), and a shades spell conjures at 90% of the power of the original (not 80%).

- *Impeded magic.* Spells that use or generate light or fire may fizzle when cast on the Plane of Shadow. A spellcaster attempting a spell with the light or fire descriptor must succeed on a wisdom check (CL 5 + the level of the spell). Spells that produce light are less effective in general, because all light sources have their ranges halved on the Plane of Shadow.

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Despite the dark nature of the Plane of Shadow, spells that produce, use, or manipulate darkness are unaffected by the plane.

THE ASTRAL PLANE

The Astral Plane is the space between the planes. When a character moves through an interplanar portal or projects her spirit to a different plane of existence, she travels through the Astral Plane. Even spells that allow instantaneous movement across a plane briefly touch the Astral Plane.

The Astral Plane is a great, endless sphere of clear silvery sky, both above and below. Occasional bits of solid matter can be found here, but most of the Astral Plane is an endless, open domain.

Both planar travelers and refugees from other planes call the Astral Plane home.

The Astral Plane has the following traits.

- Subjective directional gravity.
- Timeless. Age, hunger, thirst, poison, and natural healing don't function in the Astral Plane, though they resume functioning when the traveler leaves the Astral Plane.
- Mildly neutral-aligned.
- Enhanced magic. When casting any spells, using a magic item or using any spell-like abilities within the Astral Plane, the caster or user's initiative becomes 1.

ELEMENTAL PLANE OF AIR

The Elemental Plane of Air is an empty plane, consisting of sky above and sky below.

The Elemental Plane of Air is the most comfortable and survivable of the Inner Planes, and it is the home of all manner of airborne creatures. Indeed, flying creatures find themselves at a great advantage on this plane. While travelers without flight can survive easily here, they are at a disadvantage.

The Elemental Plane of Air has the following traits.

- Subjective directional gravity. Inhabitants of the plane determine their own "down" direction. Objects not under the motive force of others do not move.
- Air-dominant.
- Enhanced magic. The numeric values of spells and spell-like abilities that use, manipulate, or create air are raised by one-half.
- Impeded magic. Spells and spell-like abilities that use or create earth (including spells that summon earth-based creatures) are impeded.

ELEMENTAL PLANE OF EARTH

The Elemental Plane of Earth is a solid place made of rock, soil, and stone. An unwary and unprepared traveler may find himself entombed within this vast solidity of material and have his life crushed into nothingness, his powdered remains a warning to any foolish enough to follow.

Despite its solid, unyielding nature, the Elemental Plane of Earth is varied in its consistency, ranging from relatively soft soil to veins of heavier and more valuable metal.

The Elemental Plane of Earth has the following traits.

- Earth-dominant.
- Enhanced magic. The numeric values of spells and spell-like abilities that use, manipulate, or create earth or stone are raised by one-half.
- Impeded magic. Spells and spell-like abilities that use or create air (including spells that summon air-based creatures) are impeded.

ELEMENTAL PLANE OF FIRE

Everything is alight on the Elemental Plane of Fire. The ground is nothing more than great, evershifting plates of compressed flame. The air ripples with the heat

of continual firestorms, and the most common liquid is magma, not water. The oceans are made of liquid flame, and the mountains ooze with molten lava. Fire survives here without need for fuel or air, but flammables brought onto the plane are consumed readily.

The Elemental Plane of Fire has the following traits.

- Fire-dominant.
- Enhanced magic. The numeric values of spells and spell-like abilities with the fire descriptor are raised by one-half.
- Impeded magic. Spells and spell-like abilities that use or create water (including spells that summon water-based creatures) are impeded.

ELEMENTAL PLANE OF WATER

The Elemental Plane of Water is a sea without a floor or a surface, an entirely fluid environment lit by a diffuse glow. It is one of the more hospitable of the Inner Planes once a traveler gets past the problem of breathing the local medium.

The eternal oceans of this plane vary between ice cold and boiling hot, between saline and fresh. They are perpetually in motion, wracked by currents and tides. The plane's permanent settlements form around bits of flotsam and jetsam suspended within this endless liquid. These settlements drift on the tides of the Elemental Plane of Water.

The Elemental Plane of Water has the following traits.

- Subjective directional gravity. The gravity here works similar to that of the Elemental Plane of Air. But sinking or rising on the Elemental Plane of Water is slower (and less dangerous) than on the Elemental Plane of Air.
- Water-dominant.
- Enhanced magic. The numeric values of spells and spell-like abilities that use or create water are raised by one-half.
- Impeded magic. Spells and spell-like abilities with the fire descriptor are impeded.

NEGATIVE ENERGY PLANE

To an observer, there's little to see on the Negative Energy Plane. It is a dark, empty place, an eternal pit where a traveler can fall until the plane itself steals away all light and life. The Negative Energy Plane is the most hostile of the Inner Planes, and the most uncaring and intolerant of life. Only creatures immune to its life-draining energies can survive there.

The Negative Energy Plane has the following traits.

- Subjective directional gravity.
- Major negative-dominant. Some areas within the plane have only the minor negative-dominant trait, and these islands tend to be inhabited.
- Enhanced magic. The numeric values of spells and spell-like abilities that use negative energy are raised to their max values. Class abilities that use negative energy, such as rebuking and controlling undead, gain a +10 bonus on the roll to determine Hit Dice affected.
- Impeded magic. Spells and spell-like abilities that use positive energy, including cure spells, are impeded. Characters on this plane take a -10 penalty on constitution saving throws made to remove negative levels bestowed by an energy drain attack.

Random Encounters

Because the Negative Energy Plane is virtually devoid of creatures, random encounters on the plane are exceedingly rare.

POSITIVE ENERGY PLANE

The Positive Energy Plane has no surface and is akin to the Elemental Plane of Air with its wide-open nature. However, every bit of this plane glows brightly with innate power. This power is dangerous to mortal forms, which are not

made to handle it. Despite the beneficial effects of the plane, it is one of the most hostile of the Inner Planes. An unprotected character on this plane swells with power as positive energy is force-fed into her. Then, her mortal frame unable to contain that power, she immolates as if she were a small planet caught at the edge of a supernova. Visits to the Positive Energy Plane are brief, and even then travelers must be heavily protected.

The Positive Energy Plane has the following traits.

- Subjective directional gravity.
- Major positive-dominant. Some regions of the plane have the minor positive-dominant trait instead, and those islands tend to be inhabited.
- Enhanced magic. The numeric values of spells and spell-like abilities that use positive energy, including cure spells, are raised to their max values. Class abilities that use positive energy, such as turning and destroying undead, gain a +10 bonus on the roll to determine Hit Dice affected. (Undead are almost impossible to find on this plane, however.)
- Impeded magic. Spells and spell-like abilities that use negative energy (including inflict spells) are impeded.

Random Encounters

Because the Positive Energy Plane is virtually devoid of creatures, random encounters on the plane are exceedingly rare.

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Classes: Alchemist

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Spells: Aerial Servant, Affect Normal Fires, Airy Water, Anti-Plant Shell, Cacodemon, Chant, Chaos, Chariot of Fire, Charm Plants, Clenched Fist, Conjure Animals, Control Temperature 10 ft. Radius, Crushing Hand, Death Spell, Detect Charm, Dig, Dispel Exhaustion, Distance Distortion, Duo-Dimension, Enchant an Item, Exorcism, Extension I, Extension II, Extension III, Faithful Hound, Find Familiar, Fire Charm, Fools Gold, Forceful Hand, Forget, Friends, Fumble, Gaze Reflection, Glass-steel, Glasseye, Grasping Hand, Hold Plant, Interposing Hand, Invisible Stalker, Locate Plants, Mage's Sword, Massmorph, Non-Detection, Paralyzation, Pass Plant, Plant Door, Push, Shadow Door, Speak with Monsters, Spiritwrack, Sticks to Snakes, Wall of Fog, Write

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Classes: Sage

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Chapters: Immortality

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Classes: Chronomancer; Sections: Time; Spells: Accelerate Magic, Accelerate Metabolism, Age Animal, Age Item, Alarm Clock, Alternate Timeline Banishment, Alternate Timeline Divination, Alternate Timeline Summoning, Analyze Dweomer, Ascertain Spellcaster, Backlash, Burst of Haste, Chrindol's Curse, Chrindol's Major Change, Chrindol's Minor Change, Defense from Aging, Delay Damage, Delay Magic, Delay Spell Effect, Last Sight, Lateness, Measure Time, Mismeasure Time, Nomad, Quicken Aging, Recall from the Past, Repeated Actions, Reset, Relativity, Retry, Save Item State, Save State, Second Chance, Soloman's Warriors, Sudden Slowness, Suspend Creature, Suspend Object, Temporal Anchor, Temporal Anchor to Item, Temporal Backstep, Temporal Banishment, Temporal Barrier, Temporal Do-Over, Temporal Projection, Temporal Push, Temporal Reversal, Temporal Safe, Temporal Srying, Temporal Sheen, Temporal Shove, Temporal Simultaneousness, Temporal Teleport, Temporally Teleport Object, Time Blink, Time Distortion Cube, Time Leap, Time and Space Folding, Time Walk, True Disintegrate, Vision of Youth, Withdraw, Zone of Retarded Magic

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Classes: Avenger (Version 2), Divine Bard, Mountebank, Loremaster, Puritan, Viking, Witch (Version 1)

by Dominique Crouzet.

Monsters: Gobbet

by Mike Stewart

Spells: Illusory Attack, Shadow Step, Shadow Ride, Smoke Rope, Spectral Attack

by Blake "Zarathustra" Jarvis

Classes: Trickster; Monsters: Demon: Babau, Balor, Dretch, Glabrezu (Type III), Hezrou (Type II), Marilith (Type V), Nalfeshnee (Type IV), Vrock (Type I), Demon Lord: Azazel (The Dual Prince), Lilith (The Scarlet Whore, Mother of Demons), Demogorgon (King of Demons, The Deplorable Word), Devil: Barbed Devil (Hamatula), Bearded Devil (Barbaz), Bone Devil (Osyluth), Chain Devil (Kyton), Duke of Hell, Erinyes, Horned Devil (Cornugon), Ice Devil (Gelugon), Infernal Legionnaire, Lemure, Tempter Devil, Pit Fiend, Subjugator Devil, Devils (Unique): Alecto (Queen of the Erinyes), Proserpina (Princess of Hell), Mammon (Lord of the Second), Belial (Lord of the Third), Dispatier (Lord of the Fifth), Astaroth (Lord of the Sixth), Baalzebub (Ruler of the Seventh), Apollyon (Lord of the Eighth), Behemoth, Asmodeus (Mephistopheles, The King in Crimson, Lord of the Nine Circles of Hell); Spells: Absorb Life Essence, Admonish, Alms, Alter Gravity, Alter Winds, Animal Speech, Aqueous Blast, Aura of Neutrality, Aura of Thorns, Bloodhound, Branding Mark, Burning Gaze, Burst Rope, Castling, Claws, Cloud of Annihilation, Denounce, Disfiguration, Disguise Corpse, Divine Conversion, Divine Shield, Elemental Aura, Elemental Redirection, Elemental Weapon, Energy Blades, Expend, Exploding Orb, Fast Healing, Feedback, Forcewave, Foresight, Ghostly Revenge, Glide, Greater Conversion, Hold Monster, Iceball, Mass, Holy Feast, Holy Might, Holy Speech, Illuminating Orb, Illusionary Form: Pit Fiend, Inception, Intoxication, Invulnerability, Last Breath, Lower Resistance, Magic Darts, Magical Mirror, Mantle of Protection, Mass Monitoring, Mass Planar Adaptation, Memory Lapse, Minor Sequencer, Monitor, Peacefulness, Pit, Planar Adaptation, Precise Weapon, Predict Attack, Rain of Tranquility, Rebuke, Repentance, See Through Walls, Seize Initiative, Share Senses, Soul Bond, Spell Sacrifice, Spell Sequencer, Staff to Snakes, Striking Orb, Sunrise/Nightfall, Suppress Magic, Swarm Form, Tangle of Thorns,

Teleport Other, Thorn Armour, Thunderbolts, Tithe, Touch of Anxiety, Touch of Corruption, Tremor, Water To Wine, World Wave
by Kris Keen.

Classes: Priest, Avenger, Gladiator, Monster Slayer, Witch (Version 2), Jester, Sorcerer (Version 1); Equipment: Jousting Plate, Hewing Shield, Spiked Buckler, Bill Guisame, Bullwhip, Caltrop, Cinquedeas, Great Club, Facuhard Guisame, Fighting Net, Garrote, Lochaber Axe, Pole Axe, Speturn, Staff Sling, Monsters: Blood Hound, Bone Pile, Flesh Hound, Grim Mantle, Necropede, Ocular Sentinel, Skin Sack, Tyrant, Venous Skitterling; Sections: Persona, Adding Splendor to Your Spells, Adding Magnificence to Your Melee; Spells: Final Rest, Life Share, Seek the Dead, Life Remembered, Thornstave, Weather's Blessing, Restore the Barren, Bramble Bind, Spur the Sapling, Prey Mark, Slumber's Blessing, Light Stride, Army of the Damned, Reverse Time's Ravages, Ward Time's Ravages, Leech Youth

by Colin Chapman.

Classes: Shaman

by Todd Pote.

