Engines & Empires

CAMPAIGN COMPENDIUM

John D. Higgins

ENGINES & EMPIRES

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Being a True and Faithful Account of the World of GAIA,
and Concerning All of the Rules Necessary for Playing
LABYRINTH LORD™ *Games Set Thereupon.*

BY

JOHN D. HIGGINS

PREFACE

B EFORE YOU pursue this volume further, O gentle Player, take heed! *Engines & Empires* does not constitute a complete game in and of itself. This book merely describes a setting intended for use with the role-playing game *Labyrinth Lord™*, published by Goblinoid Games. To enjoy the fantastical adventures that await you in the world of E&E, you must have a copy of *Labyrinth Lord* first! Or, with a bit of cleverness and industry on your part, you can use an alternative set of core rules, provided the alternative is reasonably similar to *Labyrinth Lord*. *Basic Fantasy* works well, and even *Swords & Wizardry* can be used with a modicum of effort devoted to properly converting the rules.

This is the *Engines & Empires Campaign Compendium*. It explains how to transform your fantasy role-playing campaign into a game of gaslight-and-steamworks science fantasy. Because this setting is so markedly different in character from the medieval and renaissance settings implied by ordinary fantasy games, it necessarily involves a number of changes to these games' rules. *Engines & Empires* has been built upon the framework of *Labyrinth Lord*, but many rules from that game—some superficial and some fundamental—have been altered in ways both overt and subtle. When something has been so changed, it will be clearly noted and explained in the text that follows. After having read through this book, players and referees (i.e. game masters) alike should be just as comfortable with "gaslight fantasy" campaigns as they might be with ordinary medieval fantasy.

GASLIGHT FANTASY

The world of *Engines & Empires* remains similar in most respects to the generic fantasy setting implied by the *Labyrinth Lord* rules. The game is still about heroic warriors and magicians who delve into monster-infested labyrinths in the hope of recovering fabulous treasures. Elves, dwarves, and other folk aid their human allies in battles against goblins, dragons, and the forces of Chaos. In other words, E&E is still a game of heroic fantasy! But it is not *low* fantasy. Here, you'll find none of the trappings of a barbaric and larcenous swords-and-sorcery story. Rather, this game distinctly allied with high fantasy, albeit set in a time and place which more resembles Europe during the Victorian period of our world's Nineteenth Century.

Some genres of speculative fiction owe their origins to literary realism and to a certain kind of bleak outlook on the world and human nature. Chief among them are low fantasy (also known as swords-and-sorcery) and "hard" science fiction. These genres are marked by common threads of pessimism and moral ambiguity. Their protagonists inhabit an unfriendly and oftentimes meaningless sort of universe, pursing their own self-interests to no greater goal. The fantastic elements in such stories, be they magic or advanced science, invariably hold to the notion that absolute power corrupts absolutely—and these things are usually wielded to their best effect only by the stories' antagonists.

Opposed to these literary forms, and grounded firmly in mythology and romanticism, are high fantasy and space opera. Whereas the former two genres deal with worlds of inherent darkness, these involve worlds of good and light, upon which the darkness has encroached from without. They exhibit such tropes and archetypes as the hero on a quest, the fulfilling of destiny or prophecy, and good triumphing over evil.

This brings us to the period of *Engines & Empires*, and to the literary genres associated with it. Resting snugly within a particular niche of speculative and alternative history, somewhere at the crossroads of fantasy and science fiction, are the forms known as steampunk and gaslight romance. The former is without question the more popular, to the point where it has practically subsumed the latter, and oftentimes the label of "steampunk" will be applied—erroneously, this Author fears—to any story or game which bears a retro-Victorian atmosphere. But it should be noted that steampunk, like low fantasy and hard sci-fi, is a child of realism and shares the same gloomy cynicism as its siblings. In steampunk, science and technology are malignant forces which have been let loose upon the world to pollute and despoil nature, to enslave the free-willed individual, and to help the greedy few to line their pockets at the expense of the starving many. The protagonists of a steampunk world invariably live on the fringes of this society and fight a losing battle against it, their goal being ostensibly to destroy the new and unnatural order of things and bring back a kinder, simpler, more primitive time. Of course, if one thinks about this for very long, one realizes that "primitive" means a time before the appearance of such inventions as labor-saving machines, live-saving vaccines, and representative democracy.

Gaslight romance, then, is the little-known relative of high fantasy and space opera. Like steampunk, this genre places science in the foreground, but here the emphasis is on *progress*. Technology equates with optimism: a reason to hope for a better tomorrow and the means to eventually cure all of society's ills. When this genre is combined with high fantasy by the addition of such supernatural elements as magic and faeries, the result is a hybrid setting which the Author has termed "gaslight fantasy". This, then, is the subject matter of *Engines & Empires*. The question posed is thus: what happens to a magical world—a world sitting at the center of a supernatural struggle between good and evil—when it advances to the point of Industrial Revolution? When the people develop a scientific worldview, all things demand a rational explanation—so what, then, happens to magic? As civilization marches forth to cast electric lights upon the dark places of the world, and the greatest distances are shortened by steamship, locomotive and telegraph wire, what then happens to the wilderness, and where now can the monsters lurk? Whither go the dragons, the goblins, the trolls, indeed even the elves and the dwarves? And most importantly of all, between hero and villain, who has the better chance to win in this brave, new world where engines of war can wreak unimagined destruction? These questions will be answered by the Players and their Referee, for the whole of the narrative is in their hands. Adventure awaits... and it begins in the pages ahead!

ACKNOWLEDGEMENTS

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NOTES ON THE REVISED EDITION

This new edition of the *Engines & Empires Campaign Compendium* introduces several minor changes of a game-mechanical or terminological nature, chiefly aimed at improving compatibility between *Engines & Empires* and other "retro revival" role-playing games. The original *Compendium* employed several new terms for otherwise common game elements, e.g. the Constitution ability score was called Vitality, a saving throw was called a resistance roll, &c. While this might have imparted a unique flavor to the E&E game, it was more or less an unnecessary language barrier between this book and the "old-school" role-playing community at large. Thus, the revised edition takes steps to restore as much compatibility of language as possible, without removing those changes which are essential to E&E (e.g. the class system, rules for Achievement Points, &c.). The *Engines & Empires* campaign setting remains very much a game of heroic science-fantasy and the narrative, plot-driven play style.

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I

THE PLAYER CHARACTER

T HE FIRST STEP on any player's path to adventure is character creation. This process generates the scores and skills that define a *player character* (PC), a player's alter-ego in the E&E game-world. Before all else, each player needs full set of polyhedral dice (1d20, 1d12, 1d10, 1d8, 3d6, and 1d4; and the referee must also have 1d%). Also required are a pencil (not a pen!), a good eraser, and a blank sheet of paper to record each character's information.

ABILITY SCORES

Character creation commences with the rolling of three six-sided dice and summing the results. This is the character's Strength score. Repeating this operation five more times generates the remaining ability scores: Dexterity, Constitution, Intelligence, Wisdom, and Charisma, in that order. Next, each score is cross-indexed with its *ability adjustment*, a secondary statistic derived from the ability score which the referee can use to fine-tune some die rolls and modify certain other numbers.

Starting ability scores always range from 3 to 18, with adjustments running from -3 to +3. The vast majority of scores will sit at the top of the normal curve, in the 9 to 12 range, and these scores have no adjustment (±0). Under certain very rare circumstances, it might be possible for an ability score to fall as low as 1 or to rise as high as 20. There are no ability scores lower than 1 or higher than 20.

Ability Score	Ability Adjustment
1	-4
2-3	-3
4-5	-2
6-8	-1
9-12	±0
13-15	+1
16-17	+2
18-19	+3
20	+4

Strength (STR)

This ability measures a character's brute physical power—his muscle and stamina. Strength adjustments are added to hit and damage rolls in hand-to-hand combat, and also to rolls made to force open stuck doors. A character's Strength adjustment can also have a partial impact on encumbrance (how much gear a character can carry). Strength is vital to any character who wants to be a good warrior. It is the key ability for fighters, dwarves, centaurs, and sylphs.

Dexterity (DEX)
This ability represents how deft and agile a character is—quickness on his feet as well as with his hands. Dexterity adjusts a number of important rolls and scores, and it is the key ability for experts, halflings, and fauns. Dexterity adjustments are added to hit and damage rolls with missile weapons; to individual initiative rolls, to decide who goes first in combat; and most importantly, to each character's Armor Class (AC) or Defense Class (DC), numbers that determine how hard it is to hit a character in combat.

Constitution (CON)
This ability score represents a character's health, toughness, and vital life-force. Constitution adjustments are added to a character's starting hit points and to the result of each hit die rolled upon gaining a new level. A character's Constitution score (in combination with Strength) also adjusts a character's encumbrance threshold and maximum carried load. Constitution is an important ability for everybody, but it is the key ability for characters belonging to the boxer class.

Intelligence (INT)
This ability is a character's reason, memory, and intellect. Player characters begin the game with a certain number of *skill picks*, representing their past training and background knowledge. Intelligence adjusts the number of skills that a character can pick to be trained in at the start of the game. Intelligence also has a special effect on a character's proficiency with language.

Intelligence Score	Use of Languages
1	No language ability
2-3	Speaks, reads, and writes poorly
4-5	Reads and writes poorly
6-8	Writes poorly
9-12	Normal
13-15	+1 bonus language
16-17	+2 bonus languages
18-19	+3 bonus languages
20	+4 bonus languages

Intelligence is the key ability for techs and gnomes, since it affects how powerful their devices are, and it governs the construction of inventions.

Wisdom (WIS)
This ability represents a character's willpower and intuition. Wisdom adjusts a character's Saving Throw number (ST). Note that in the E&E game, Wisdom adjusts *all* of a character's saving throws, not just saves vs. magical attacks. Wisdom is the key ability for scholars, elves, and merrows. It affects a character's ability to cast divine spells, turn the undead, and craft divine magical items.

Charisma (CHA)
This ability represents a character's strength of personality—his bearing, presence, and nobility of spirit. A character's Charisma impacts first impressions by adjusting the *reaction rolls* that the referee makes for NPCs and monsters when they initially encounter the character. Charisma also affects how many *retainers* (hired henchmen) a character can have at any one time, and it determines their loyalty by setting their *Morale* (ML) score.

Charisma Score	Maximum Number of Retainers	Retainer Morale
2-3	1	4
4-5	2	5
6-8	3	6
9-12	4	7
13-15	5	8
16-17	6	9
18-19	7	10
20	8	11

Charisma is the key ability for mages and fays. It affects how powerful their arcane spells are, and it has an impact on the crafting of arcane magical items.

SUMMARY OF ABILITIES

• **Strength** adjusts hit and damage rolls in mêlée (hand-to-hand) combat, chance to open stuck doors, and (partially) encumbrance.
• **Dexterity** adjusts hit and damage rolls in missile combat, individual initiative rolls, and Armor Class or Defense Class.
• **Constitution** adjusts the number of hit points rolled per hit die and (partially) encumbrance.
• **Intelligence** adjusts skill picks. It affects language proficiency and use of technology.
• **Wisdom** adjusts Saving Throws. It affects use of divine magic.
• **Charisma** adjusts reaction rolls and retainers. It affects use of arcane magic.
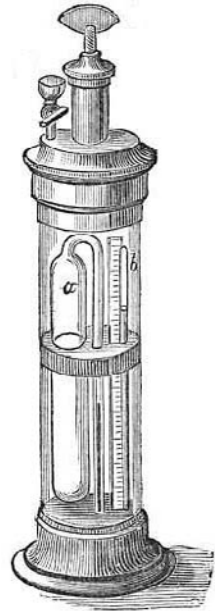
CHOOSING A CHARACTER CLASS

After rolling ability scores, characters must become either human or faerie (i.e. demihuman) class characters. Human characters belong to one of six jobs: boxer, expert, fighter, mage, scholar, or tech. Faeries are semi-magical beings which are similar to humans, and they each belong to one of nine races: dwarves, elves, fays, gnomes, halflings, centaurs, fauns, merrows, or sylphs. These fifteen character types—six human and nine faerie—are the standard character classes for the E&E game.

Each character class favors a different ability score, called a *key ability* for that class. It is important that a character have a good score in his key ability, because it will affect how well he functions in that class. A player character ought to have at least a 9, and ideally a 13 or better, in the key ability for the class chosen by the player.

Character Class	Key Ability
Boxer	Constitution
Expert, Halfling, Faun	Dexterity
Fighter, Dwarf, Centaur, Sylph	Strength
Mage, Fay	Charisma
Scholar, Elf, Merrow	Wisdom
Tech, Gnome	Intelligence

Faerie characters also have a *requisite ability*—a minimum score in a particular ability, beneath which a player cannot choose to play in that particular faerie class. A dwarf, for example, requires a Constitution score of at least 9, so if a player has rolled a Constitution of 8 or lower, that player cannot create a dwarf.

Faerie Class	Requisite Ability Score
Dwarf, Gnome, Halfling	Constitution 9
Elf, Fay	Dexterity 9
Centaur, Sylph	Wisdom 9
Faun, Merrow	Charisma 9

CHARACTER ADVANCEMENT

Characters of all classes share some features in common. These are qualities or statistics which are the same for all or nearly all characters, and which change or improve at the same rate for all classes.

Level Advancement and Tiers of Gameplay: *Engines & Empires* characters gain levels by accumulating achievement points (AP). Human characters go up a level at every 8 AP earned, while faerie characters require 10 AP to level up. As characters grow and develop, attaining ever-greater heights of power, they will reach certain levels which are benchmarks in a player character's adventuring career, or even watersheds marking wholesale changes in the very tone and purpose of the campaign.

The first three achievement levels are termed the *Basic Game*. Basic-level gameplay is usually a simple affair that requires very little: a group of would-be heroes seeking treasure and glory; a town to act as home base; and a nearby labyrinth of untold depth to serve as the scene for all the action. But when the characters reach 4th level, by which time they have probably cleared out their first labyrinth, their reputations are such that the game-world at large acknowledges them to be proper heroes, or at least local celebrities. This begins the second tier of play, the *Campaign Game*.

In the Campaign Game, there are many towns and many labyrinths, spread out all over the world. Some are isolated affairs: "side quests" to be explored simply because the labyrinth is there, and because curiosity often reaps rewards. Most, though, are connected by some grand plot or story arc, at first unknown to the heroes, meant to be discovered only after much investigation and hardship. Adventures take place in labyrinths, in cities, in the wilderness, and in stranger places.

From the Campaign Game onward, each gameplay tier lasts for a span of eleven character levels. The Campaign Game proceeds from 4th to 14th level, and it is in the exact middle of this period—9th level—that characters can first attain *promotion*. Promotion is a change in the name or title of the character's class, and it is accompanied by the acquisition of several new and powerful abilities. 9th level is also when characters stop rolling hit dice for accumulated hit points; ever afterward, they will earn only a fixed number of hit points at each level, and Constitution modifiers will no longer apply. The particular title taken by the promoted character is determined, naturally enough, by the character's original class.

Character Class	Promotion Title
Boxer	Champion
Expert	Professional
Fighter or Dwarf	Lord
Mage or Fay	Wizard
Scholar or Elf	Sage
Tech or Gnome	Inventor
Halfling	Thane
Centaur	Paladin
Faun	Warden
Merrow	Bard
Sylph	Dragoon

Promoted characters are permitted to build a stronghold of some kind, and they can attract large numbers of mercenary followers, far more than the number of retainers normally allowed by the character's Charisma. At first, the stronghold will be little more than a single building in a fortified location, its nature dependent on the class of the character who built it. Lords build castles, wizards build towers, sages build colleges, and so forth. But as the character grows in power and comes to exert more influence on surrounding lands, the character might actually come to rule the entire region. If this happens, it will usually be around the 15th achievement level, thus beginning the *Dominion Game*.

The Dominion Game is drastically different from what comes before. Heroes at this level of gameplay are no longer wandering mercenaries; they are titled nobles, concerned with ruling their lands and expanding their holdings and influence. Large-scale warfare and adventures that determine the fate of entire kingdoms are the hallmarks of this gameplay tier.

Character Level	Gameplay Tier	Achievement Points—Human	Achievement Points—Faerie
1	Basic Game	0	0
2	—	8	10
3	—	16	20
4	Campaign Game	24	30
5	—	32	40
6	—	40	50
7	—	48	60
8	—	56	70
9	(Promotion Level)	64	80
10	—	72	90
11	—	80	100
12	—	88	110
13	—	96	120
14	—	104	130
15	Dominion Game	112	140
16	—	120	150
17	—	128	160
18	—	136	170
19	—	144	180
20	—	152	190
21	—	160	200
22	—	168	210
23	—	176	220
24	—	184	230
25	—	192	240
26	Epic Game	200	250
27	—	208	260
28	—	216	270
29	—	224	280
30	—	232	290
31	—	240	300
32	—	248	310
33	—	256	320
34	—	264	330
35	—	272	340
36	—	280	350

When the player characters reach approximately the 26th achievement level, *Engines & Empires* enters its endgame. This final phase of character advancement is the Epic Game. By now, the characters could be mighty monarchs or heroes of positively mythical renown. Their actions determine the fate of not just nations, but the entire world. The purpose of the Epic Game is no longer to amass power, but to learn how best to wield it. As characters move from 26th to 36th level, they approach their ultimate destiny and learn how their names will go down in the history of the E&E world.

Base Saving Throw	Base Skill Picks	Expert Skill Picks	Ability Raises	Character Level
7	3	6	—	1
7	3	7	—	2
7	4	8	—	3
7	4	9	—	4
9	5	10	—	5
9	5	11	—	6
9	6	12	—	7
9	6	13	First	8
11	7	14	—	9
11	7	15	—	10
11	8	16	—	11
11	8	17	—	12
13	9	18	—	13
13	9	19	—	14
13	10	20	Second	15
13	10	21	—	16
15	11	22	—	17
15	11	23	—	18
15	12	24	—	19
15	12	25	—	20
16	13	26	—	21
16	13	27	Third	22
16	14	28	—	23
16	14	29	—	24
17	15	30	—	25
17	15	31	—	26
17	16	32	—	27
17	16	33	—	28
18	17	34	Fourth	29
18	17	35	—	30
18	18	36	—	31
18	18	37	—	32
19	19	38	—	33
19	19	39	—	34
19	20	40	—	35
19	20	41	Fifth	36

After reaching 36th level, normal character advancement comes to a halt. At the referee's preference, 36th level can be either a "hard cap" (i.e. there is no level after the 36th) or a "soft cap" (characters can continue advancing to higher levels, *ad infinitum*). In the former case, the game comes to an end, and the players must retire their characters and take up new ones. In the latter case, the game continues for as long as the players and the referee wish it to, but the pace of level advancement changes. Most abilities and statistics no longer improve after 36th level, and those that do are governed by a new set of rules, to be described at the end of chapter three.

Starting Characters: Certain qualities are common to all characters at 1st level, regardless of character class. These are:

• Maximum hit points. All characters begin the game with the maximum number of possible hit points (rather than rolling their first hit die), before Constitution adjustments are applied.

• Starting skill picks (which are 3 for most character classes, and 6 for characters in the expert, halfling, and faun classes) are adjusted for the character's Intelligence, but only at 1st level. After that, skill picks are only gained one at a time, regardless of the character's Intelligence.

• All characters, regardless of class, are proficient in the use of all types of weapons and all kinds of armor, including shields. There are only a few exceptions to this rule. Gnomes and halflings are simply too small to wield some larger weapons effectively, and boxers lose the use of some of their special abilities if they wear armor any heavier than leather.

• All 1st level player characters begin the game with a base *Fighting Ability* (FA) of 2. Regardless of whether the referee uses Armor Class or Defense Class in his campaign, Fighting Ability is the number which determines a character's chance to hit in combat. Strength adjustments apply to a character's hand-to-hand FA, while Dexterity adjustments add to a characters missile-fire FA. (By comparison, normal human NPCs are not as skilled as 1st level characters. They have a Fighting Ability of only 1.)

• All 1st level adventurers start with a Saving Throw score of 7. This means that a character must roll 7 or lower on 1d20 in order to make a saving throw. Certain modifiers apply to the ST number, most especially a character's Wisdom adjustment. (Normal human NPCs have a harder time making a saving throw: a 0th level commoner has an ST of only 5.)
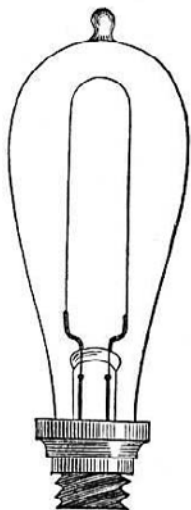
Saving Throw: In the E&E game, the five saving throw numbers are replaced by a single Saving Throw score. In the original *Labyrinth Lord* rules, a character had to roll equal to or higher than one of his saving throw numbers to make a save, but in E&E, rolling against one's Saving Throw works more like rolling an ability check. The ST score is the actual chance-in-20 to make the save. Therefore, characters will want to roll *low* in order to make their saving throws. Furthermore, bonuses to the Saving Throw apply directly to this score—so a positive modifier (such as a Wisdom bonus) raises the number, making it easier to pass the roll.

Skill Picks: Most characters use the first column to determine how many total skill picks (before Intelligence adjustments) they have earned. Expert, halfling, and faun class characters use the second column.

Ability Raises: Upon reaching the 8th achievement level, a character is permitted to raise any one of his ability scores by one point. At every seven achievement levels thereafter, another ability raise is earned.

By raising ability scores in this fashion, it is actually possible to surpass the normal limit of 18 and achieve scores if 19 or 20. Scores above 20 are not possible. (N.B., an ability raise adds a point to a character's actual ability score, and not to a score altered by a magical item like *gauntlets of ogre power*. If a character with Strength 13 wearing *gauntlets of ogre power* selects Strength for his ability raise at 8th level, his actual Strength score becomes 14, not 19! But, of course, the *gauntlets* will still magically set the character's score at 18 for as long as they are worn.)

In addition to ability raises, *wishes* can also be used to increase characters' ability scores, but *wishes* can never increase a character's ability scores by more than three points per each separate ability category.

When an ability score rises to the point where the associated ability adjustment also goes up, the character immediately earns all benefits associated with the new ability adjustment. An increased Constitution modifier retroactively adds one hit point to the character's hit point total for every hit die possessed, possibly as much as +9 hp for characters of 9th level and higher. An increased Intelligence modifier immediately grants the character a new skill pick and improved language proficiency (including, potentially, a bonus language). Increased Charisma likewise improves a character's maximum number of retainers, and their morale.

II

THE CHARACTER CLASSES

THE FIFTEEN character classes in the *Engines & Empires* game are boxers, experts, fighters, mages, scholars, techs, dwarves, elves, fays, gnomes, halflings, centaurs, fauns, merrows, and sylphs. The first six classes described in this chapter (boxers through techs) are human classes. Thanks to human ambition and adaptability, these types of characters gain levels rapidly. The remaining classes (dwarf through sylph) are the faerie classes. They level up more slowly, but this is made up for by the fact that faerie beings possess a number of unique special abilities.
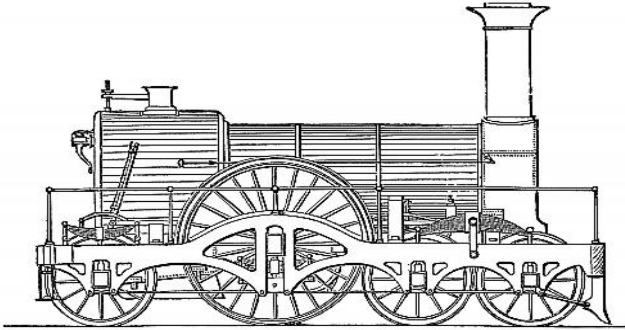
Explanation of Class Tables

All of the game features which vary from class to class are presented on tables found near each class's description. These tables summarize the course of each character's level advancement. Each entry is explained as follows:

Hit Dice: This column indicates how many dice of a given type a character has for accumulated hit points. Tough characters use eight-sided dice for hit points. Weaker characters use four-sided dice. Characters with in-between combat abilities use six-sided dice. A character's Constitution adjustment applies to every single hit die rolled (although a negative adjustment can never reduce the roll below 1 hit point). At the 1st character level, hit dice are not rolled. Instead, starting characters automatically receive the maximum possible hit points, viz. 8, 6, or 4 hit points, plus or minus the character's Constitution adjustment. After 9th level, characters no longer roll hit dice. Instead, characters at these levels receive a fixed number of hit points, and Constitution adjustments no longer apply.

Fighting Ability: This is the character's combat prowess. Its precise usage varies, depending on whether the referee has elected to use standard Armor Class or the alternative Defense Class in his campaign. When the Fighting Ability entry is accompanied by a multiplier, it indicates that the character is permitted to make multiple attacks in a single round of combat. Fighting Ability "10/×2", for example, means that the character is allowed to attack twice each round, and both attacks are rolled at FA 10.

Special Abilities: This column lists the special abilities that characters gain with new levels. Note that most classes gain their various special abilities at roughly the same character levels. Most characters have a special ability which they gain at 1st level, and which improves at 5th level and then again at 9th level. Another special ability is earned at 4th (Campaign) level, with new powers following at 15th (Dominion) and 26th (Epic) levels.

Other Abilities: Remaining columns on the tables will indicate characters' spell progressions (scholars and mages each have a full table which details how many spells they can cast in a day; fighters and experts have their spell-casting abilities given in terms of scholar or mage levels), use of technological devices, or the special martial arts abilities of boxers.

THE BOXER

Boxers are martial artists dedicated to the practice of unarmed fighting. All boxers train their bodies rigorously to physically toughen themselves as much as possible. Many boxers are known to practice an eastern discipline (especially gongfu), but this is by no means always the case. A boxer character could just as easily be an untrained bar-brawler with a talent for knockout punches.

One trait that nearly all boxers have in common is a relentless drive for self-improvement. Because they need not rely on weapons, armor, spells, or devices of any sort, the typical boxer tends to emphasize the one tool he always has at hand: his body. To that end, most boxers constantly strive to perfect their physical health and their fighting arts.

Boxer class characters are built for close combat, but they lose the use of several of their special abilities when they wear any armor heavier than leather. A high Constitution score (for extra hit points) can help make up for this, but the most successful boxers have good Strength and Dexterity scores as well. This class can be a challenge to play at low levels, but the longer a boxer survives, the more he becomes a powerful alternative to the traditional armed fighter.

Hit Dice: 1d8 per level until 9th level, then +2 hp per level.
Key Ability: Constitution.

Class Features
A boxer's special abilities rely on mêlée combat and mobility. At the beginning of the game, a boxer has two special abilities (Boxing and Reflexes). The Boxing ability can be used regardless of what kind of armor the boxer wears, but note that the Reflexes ability is disabled if the boxer wears any kind of heavy armor (chainmail or plate armor).

Boxer Level	Hit Dice	Fighting Ability	Boxing Damage	Special	Qi
1	1d8	2	1d4	Reflexes I	—
2	2d8	2	1d4	—	—
3	3d8	2	1d6	—	—
4	4d8	4	1d6	Stun 1/battle	—
5	5d8	4	1d8	Reflexes II	—
6	6d8	4	1d8	—	—
7	7d8	6	1d10	—	—
8	8d8	6	1d10	—	—
9	9d8	6	1d12	Reflexes III, Feel Qi	—
10	9d8+2	8	1d12	Focus Qi	3
11	9d8+4	8	1d12	Control Qi	3
12	9d8+6	8	1d12	Project Qi	4
13	9d8+8	10	1d12	Celerity	4
14	9d8+10	10	1d12	Touch of Death	4
15	9d8+12	10/×2	1d12	Stun 2/battle	6
16	9d8+14	12/×2	1d12	Mind Blank	6
17	9d8+16	12/×2	1d12	—	6
18	9d8+18	12/×2	1d12	—	7
19	9d8+20	14/×2	1d12	—	7
20	9d8+22	14/×2	1d12	—	7
21	9d8+24	14/×2	1d12	—	8
22	9d8+26	16/×2	1d12	—	8
23	9d8+28	16/×2	1d12	—	8
24	9d8+30	16/×2	1d12	—	9
25	9d8+32	18/×2	1d12	—	9
26	9d8+34	18/×3	1d20	—	11
27	9d8+36	18/×3	1d20	—	12
28	9d8+38	20/×3	1d20	—	12
29	9d8+40	20/×3	1d20	—	12
30	9d8+42	20/×3	1d20	—	13
31	9d8+44	22/×3	1d20	—	13
32	9d8+46	22/×3	1d20	—	13
33	9d8+48	22/×3	1d20	—	14
34	9d8+50	24/×3	1d20	—	14
35	9d8+52	24/×3	1d20	—	14
36	9d8+54	24/×3	1d20	—	15

Boxing: A boxer causes more damage with his bare fists than other characters do. Most characters only deal 1d2 points of damage with a punch or a kick, but boxers cause 1d4. (Needless to say, Strength adjustments apply.) At every odd-numbered level until the 9th, the boxer improves his unarmed damage by one die type. The boxer's unarmed damage then remains at 1d12 until 26th level, when it becomes 1d20.

There is one disadvantage a boxer might suffer from totally eschewing the use of weapons: his fists can never become magical weapons on their own. However, the boxer is permitted to use his superior boxing damage

while wielding knuckles (or similar weapons, like cat-claws). If the knuckle or cat-claw weapon happens to be enchanted, the boxer's unarmed attack counts as magical and can damage such creatures as lycanthropes and incorporeal undead.

Reflexes: A boxer's manual deftness grants two unique benefits. First, boxers are more ambidextrous than other characters, and they can fight effectively with two weapons (or two fists). Second, boxers are fast enough that they can sometimes knock incoming arrows, darts, and even bullets right out of the air.

When most characters engage in Two Weapons Combat, the extra attack made with the off-hand suffers a penalty of -4 to hit. But for a boxer, the penalty is smaller. It starts at -2 for a 1st level boxer, and it then drops to -1 at 5th level and disappears altogether at 9th level.

A boxer is also able to bat aside an incoming missile attack (an arrow, a bullet, a thrown dagger) that would normally have hit him, and thereby take no damage from it. At first, this ability can only be used once per battle, but when the boxer reaches the 5th achievement level, he can perform this stunt two times per battle, and at the 9th level, three times per battle. However, this ability cannot be used more than once per round, even if the boxer can do it several times during the course of the battle. In order to recover his expended uses of the missile deflection ability, a boxer must rest for at least one minute.

Armor Restrictions: The boxer's Reflexes abilities only function when the boxer wears leather armor or no armor at all. If the boxer dons chainmail or plate armor, these abilities are essentially "deactivated" and cannot be used: the boxer cannot deflect missiles, and he suffers the full -4 penalty to hit with off-hand attacks. Armor does not impede any of the boxer's other abilities (boxing damage, the Stunning Fist, or qi powers).

Stunning Fist: Like the boxer's missile deflection ability, the Stunning Fist is limited in the number of times it can be used per battle. When the boxer gains this ability at 4th level, it can only be used once per battle, but after the boxer reaches 15th level, it may be used twice per battle. The boxer must rest for one minute in order to recover his expended uses of the Stunning Fist. The boxer may not attempt to stun more than once in a given round, even if he has two uses of the Stunning Fist per battle.

This ability allows a boxer to try to stun an opponent with an unarmed strike. The boxer must roll to hit his opponent with an ordinary unarmed attack, and the use of the ability must be declared before the attack rolls is made, so a missed attack will waste the attempt for that battle. A creature struck by the stunning attack will take the normal unarmed strike damage and must also save or be stunned. A stunned creature suffers a -2 penalty to its Armor (or Defense) Class and Saving Throw, cannot attack or cast spells, and only moves at one-third normal speed. The effect of a stunning blow lasts for 1d4+1 rounds.

Champions

At any time after reaching 9th level, a boxer can be promoted to the rank of "champion". A champion may decide to found a school or academy devoted to the teaching of his chosen martial art. The school might be a fortified stronghold or a remote cloister, but whatever its nature, it will doubtlessly attract many students who want to learn from the champion.

Champions develop a degree of supernatural ability: at 9th level, a champion becomes aware of his qi. (If, for whatever reason, a boxer does not attain a class promotion and become a champion, he will not acquire these special qi powers.) The champion can use this qi energy—his vital life force—to perform astounding feats of athletic and psychic skill.

Qi Power: A champion has a "qi pool", a reservoir of available qi energy to draw upon. The champion's base number of qi points is given on the boxer class table, and his Constitution adjustment is added to this figure. A 10th level boxer with a Constitution of 16, for example, has an adjusted qi pool of 5 qi points (base 3 points, plus 2 bonus points for the boxer's Constitution modifier). High-level champions can spend their qi points on the use of qi powers, which are quasi-magical abilities somewhat like spells. A champion recovers all of his expended qi points with a single night's rest.

Feel Qi: At 9th level, a champion is only just learning to feel the flow of qi through his body. He can't entirely control his qi yet, but the ability to "feel the flow" does bestow on the champion a kind of hyper-awareness that borders on the precognitive. Most characters are surprised when the referee rolls a 1 or 2 on the surprise die, but a champion is only surprised on a 1.

Focus Qi: A 10th level champion can focus the qi flow through his body so that the energy is pushed downward. This allows the champion to practice the art of "wuxia"—the ability to jump great heights and distances, and to "feather fall" from such heights without taking damage. This ability may be used at will and does not expend any qi; rather, its effectiveness varies, depending on how much qi remains in the champion's qi pool. For every point of qi currently in the champion's qi pool, the champion can leap an additional 10' higher and farther than ordinarily possible, and he can ignore 10' of a fall when calculating falling damage. Note that when a higher-level champion spends qi points in order to use his qi powers, this will commensurately reduce the efficacy of the champion's wuxia ability.

Control Qi: An 11th level champion has learned to control the flow of qi through a living body with regulated breathing and manipulation of pressure points. This allows the champion to heal himself or another target of 3d4 hit points of damage. Use of this ability requires the expenditure of 1 qi point.

Activating this qi power (and all powers described below) requires 1 round of moderate concentration, similar to casting a spell, except that qi powers are completely psychic in nature. A qi power requires no words, gestures, or materials, and it cannot be disrupted by causing damage to the champion.

Project Qi: A 12th level champion can focus his qi power into a destructive bolt of energy, similar to a *magic missile*, except that only a single missile is produced, and this causes 3d6 points of damage to its target. The champion can fire the blast at any creature within 150'. No to-hit roll is required, but the target may save for half damage. (A *shielded* target takes half damage automatically and no damage on a successful saving throw.) This ability normally costs 2 qi points, but it may be augmented by spending extra qi. For each additional qi point spent on the power, the damage increases by 1d6 hit points.

Celerity: A 13th level champion can spend 3 qi points to produce an effect similar to *haste*, but on himself only. The champion enters a kind of battle trance that doubles his speed and number attacks per round and also imparts a temporary +2 bonus to Armor/Defense Class and Saving Throws. The effect of the Celerity power persists for one game turn (or the duration of a single battle).

Touch of Death: At 14th level, the champion learns the deadliest technique in all of martial arts—the fabled ability to kill with a touch. To use this ability, the champion must first pay 4 qi points. The champion then rolls to hit his opponent normally. If the attack roll misses, the qi points are lost to no effect. But if the attack roll hits, the target takes damage as if struck by an ordinary unarmed attack, and the target must also roll a saving throw or else die instantly.

Mind Blank: The champion earns his final qi power at 16th level. By spending 5 qi points, the champion can shield his mind with *mind blank*, effectively identical to the 8th level arcane spell of the same name. This power protects the champion completely from any magical attacks on his mind, including *charm*, *gaes, quest, ESP,* all manner of divinations and scrying, and even *wishes* used to that effect. Like the *mind blank* spell, the effect of this qi power lasts for seven rounds, plus one round per level of the champion.

THE EXPERT

Experts are human characters who turn normal, "civilian" professions into unique adventuring skill-sets. Perhaps the expert character was formerly a craftsman, a trader, or something more unusual, like a street-thief or an indolent young noble. All walks of life can teach sundry skills which turn out to be very useful on an adventure. A burglar knows how to break and enter—which applies to labyrinths as well as private homes. Aristocrats are often schooled in diplomacy and finance, useful tools for negotiation and managing resources. Tradesmen, too, can turn business sense or manual skill to the benefit of a group of labyrinth explorers. And then some experts might be aspiring lore-masters, schooled in lore and obscure knowledge. Whatever the expert's exact specialty may be, it often proves that an adventuring party doesn't need to survive on swordplay and spell-craft alone.

Because experts' backgrounds run the gamut, they can be difficult to pigeonhole as a group. Their motivations are as diverse as their skills. But by the time expert heroes reach the middle achievement levels, they typically relish their roles as the most agile, witty, and skillful of adventurers. Outside of combat, experts naturally rely on their trained skills. In a fight, they have extraordinary luck and accuracy with weapons, but nowhere near the staying power or consistency of a trained man-at-arms. Therefore, most experts favor a fighting style that emphasizes mobility. Eschewing heavy armor, the typical expert is light on his feet and acts as an archer, a gunslinger, or a swashbuckler. Experts benefit from a high Dexterity most of all, but Intelligence and Charisma are also important, since those abilities impact skill ranks and arcane spells, respectively.

Hit Die: 1d6 per level until 9th level, then +1½ hp per level.

Key Ability: Dexterity.

Class Features

The expert's basic abilities include superior skill training and more frequent (and more damaging) critical hits in combat.

Skill Training: Experts earn significantly more skill picks than other characters. As shown on the table at the start of this book (page 7), most characters begin with 3 skill picks plus their Intelligence adjustment, but experts begin with 6 plus their Intelligence adjustment. After that, experts earn a new skill rank at every single achievement level, rather than at every odd-numbered level like other characters.

Lucky Shot: Normally, an unadjusted attack roll of 20 is a critical hit—that is, the hit is automatic, regardless of the attacker's chance to hit or the target's defenses, and the damage caused is doubled. Experts are luckier than other characters. They cause critical hits on a greater range of unadjusted (or "natural") attack rolls. A 1st level expert critically hits (or "crits") on a natural 19 or 20. A 5th level expert crits on a roll of 18–20. After reaching 9th level, the expert crits on a natural 17 or better. N.B., a critical hit causes double damage, but only damage from the dice—modifiers to the dice, whether positive or negative, apply only once. Note also that if the referee uses the optional "roll low" method for attacks (described in Chapter 3), the ranges are reversed, e.g. a 5th level expert would then crit on natural 1–3.

Critical Aim: Experts' critical hits also become deadlier than those of other characters. From 4th level onward, the expert causes triple damage (rather than double) on a critical hit. At 15th level, critical hits cause quadruple damage. After 26th level, a critical hit from an expert causes a whopping quintuple damage!

Remember that only the dice are multiplied by a critical hit—all adjustments are applied only once, after the damage dice are rolled. Furthermore, it must be noted that when several different factors would all multiply the damage rolled, the multipliers should be treated as separate additions of dice. If, for example, a 5th level expert is attacking from horseback and attempts a lance charge (which would cause double damage), and he rolls a critical hit (for triple damage), the attack should cause *quadruple* damage (because the various circumstances are adding a total of three extra damage dice), not sextuple damage.

Expert Level	Hit Dice	Fighting Ability	Special	Arcane Spells
1	1d6	2	Lucky Shot (10%)	—
2	2d6	2	—	—
3	3d6	2	—	—
4	4d6	2	Critical Aim (×3)	—
5	5d6	4	Lucky Shot (15%)	—
6	6d6	4	—	—
7	7d6	4	—	—
8	8d6	4	—	—
9	9d6	6	Lucky Shot (20%)	Mag3
10	9d6+1	6	—	Mag3
11	9d6+3	6	—	Mag3
12	9d6+4	6	—	Mag4
13	9d6+6	8	—	Mag4
14	9d6+7	8	—	Mag4
15	9d6+9	8	Critical Aim (×4)	Mag5
16	9d6+10	8	—	Mag5
17	9d6+12	10	—	Mag5
18	9d6+13	10	—	Mag6
19	9d6+15	10	—	Mag6
20	9d6+16	10/×2	—	Mag6
21	9d6+18	12/×2	—	Mag7
22	9d6+19	12/×2	—	Mag7
23	9d6+21	12/×2	—	Mag7
24	9d6+22	12/×2	—	Mag8
25	9d6+24	14/×2	—	Mag8
26	9d6+25	14/×2	Critical Aim (×5)	Mag8
27	9d6+27	14/×2	—	Mag9
28	9d6+28	14/×2	—	Mag9
29	9d6+30	16/×2	—	Mag9
30	9d6+31	16/×2	—	Mag10
31	9d6+33	16/×2	—	Mag10
32	9d6+34	16/×2	—	Mag10
33	9d6+36	18/×2	—	Mag11
34	9d6+37	18/×2	—	Mag11
35	9d6+39	20/×2	—	Mag11
36	9d6+40	20/×2	—	Mag12

Professionals

After reaching 9th level, an expert can be promoted to the rank of "professional". A professional is an extremely well-rounded adventurer, possessing a variety of skills and abilities. With a little creativity and a flair for the dramatic, a professional has no problem passing himself off as a member of another class—particularly a fighter, a boxer, or a mage. Professionals are commonly employed as spies, assassins, bounty hunters, and even ninjas. A professional might also choose to establish a guild (or hideout, as the case may be) devoted to his particular area of expertise.

Professionals earn several new abilities as soon as they attain their promoted rank, possibly as early as 9th level:

Skill Mastery: The professional is better with skills than any other class of character. Most characters are limited to rank 5 with skills, which translates into a 5-in-6 chance of passing a skill check. Professionals, though, can spend an extra skill pick in order to raise a skill up to rank 6. A rank 6 skill is checked on 1d20 rather than 1d6, and the professional has a 19-in-20 chance of passing the skill check. (N.B., a roll of 20 always indicates automatic failure, even if the check gets some sort of bonus. If the check has a penalty, the penalty applies to the skill rank, not the die roll! Therefore, a -1 penalty to a rank 6 skill will drop the chances of success from 19-in-20 to 5-in-6.)

Improvisational Combat: Professionals are good at using whatever happens to be available to inflict damage. Therefore, professionals receive the following benefits in these unusual combat situations:

• Professionals are good at throwing mêlée weapons. Normally, a mêlée weapon that isn't meant to be thrown has a range increment of 10' and causes half its usual damage. In the hands of a professional, a "rarely thrown weapon" has a range increment of 20' and causes full damage.

• Professionals are likewise effective with improvised weapons and unarmed attacks. Normally, an improvised weapon (like a chair or a broom handle) causes 1d3 damage, while an unarmed attack is even worse, causing only 1d2 damage. For professionals, improvised weapons cause 1d6 damage and unarmed strikes deal 1d4 damage.

• Professionals are skilled at fighting with two weapons. So long as they don't wear chainmail or plate armor, professionals suffer only a -2 penalty to hit (rather than the usual -4 penalty) to their off-hand attacks when using Two Weapons Combat, just like a 1st level boxer.

Arcane Spells: A professional has the ability to cast arcane spells. A professional may keep a spell-book and learn and cast sorceries, just like a mage. A professional casts spells as if he were a mage of one-third his actual character level, so at 9th level he casts as a 3rd level mage, at 12th level he casts as a 4th level mage, and so on.

A professional can add new spells to his spell-book by copying them from other books, or by copying them from scrolls. Professionals can also cast spells directly off of arcane scrolls, but they cannot employ any other items usable only by mages (such as wands and staffs). Professionals are not capable of magical research, nor do they ever gain the mage's spontaneous spell-casting abilities.

THE FIGHTER

Fighters make up the backbone of any adventuring party. Their overall attack power may not quite match a boxer's, but nobody can top the fighter's stalwart defensive capabilities. And thanks to some of the special tricks that fighters can pull with weapons, most opponents really don't stand much of a chance in close quarters. If a party contains two or more fighters, woe unto the group of monsters that tries to squeeze past them and get at the weaker adventurers!

It is always in a fighter's best interest to use the strongest weapons and armor available to him. A fighter should choose leather over metal armor only when speed and stealth are absolutely crucial! And a variety of weapons, both mêlée and missile, should be kept close at all times... but a fighter would do well to avoid reliance on Two-Weapons Combat. He should favor instead a one-handed weapon and a shield to maximize his defenses, or a two-handed weapon (a pole-arm is ideal) for best damage and reach.

Positioned as they often are at the front of a group, fighters make natural party leaders. As they gain new levels, fighters can slide easily into even broader leadership roles. They become military commanders, noble lords, or even elected officials (the voting public always loves a war hero, after all). The vast majority of high-level fighters become baronets or knights—even if the "shining armor" has left the modern battlefield and only sees use amidst the unpredictable dangers of the labyrinth.

Hit Die: 1d8 per level until 9th level, then +2 hp per level.
Key Ability: Strength.

Class Features
Fighters' special abilities are useful in armed combat. They stem from a kind of battlefield-oriented psychological focus that only fighters develop, an absolute devotion to the dueling arts.

Focused Strike: This ability can be used but once per battle. Before he makes an attack roll (either mêlée or missile), the fighter can declare his

next attack to be a Focused Strike. If the attack hits, the fighter deals the maximum possible damage rather than rolling a die for damage. (Sometimes an attack causes double damage, such as on a lance charge or a critical hit. When this happens, only one die of damage is maximized. Any extra dice must still be rolled.) If the attack misses, there is no special effect and the fighter has lost that battle's use of the Focused Strike.

This ability can be used twice per battle at 5th level and thrice per battle at 9th level, but under no circumstances can the fighter ever use more than one Focused Strike in a single round, even if he has multiple attacks. Neither may the Focused Strike maneuver be combined with the Whirlwind Attack or the Power Smash—only one fighter maneuver can be used in a given round. Once one or more of the fighter's Focused Strikes have been used up in battle, he must rest for at least a minute in order to recover them.

Whirlwind Attack: Once per battle, a 4th level fighter can give up his normal number of attacks (from Two-Weapons Combat, multiple attacks, a *haste* spell, or whatever other circumstances might apply) in order to make one attack against every opponent within 10' of the fighter. When the fighter uses the Whirlwind Attack, he may not use the Focused Strike or the Power Smash, make an off-hand attack, or perform any other special maneuver. After reaching 15th level, the fighter is able to use this maneuver twice per battle. Once expended, the fighter must rest for a minute to recover his uses of the Whirlwind Attack.

N.B., like all of the special fighter maneuvers, this ability can be used with either mêlée or missile weapons, but it faces a number of special restrictions when used with missile attacks. The fighter cannot already be in a mêlée if he wishes to initiate a Whirlwind of missile attacks; but the fighter can still only attack targets within ten feet. The fighter is also limited to missile weapons which allow for rapid attacks, and he must have sufficient ammunition to make all the attacks he wishes to. Crossbows, slings, and most firearms must be reloaded after one shot, so they are useless with this ability. Bows and thrown weapons are permitted, provided sufficient missiles are available. Revolvers can be used for up to six attacks (or more, depending on how many fully loaded revolvers the fighter has handy). A double-barreled shotgun could in principle be used with this ability, but it would be limited to only two attacks.

Power Smash: The mightiest of the fighter maneuvers, this ability is earned at the 26th achievement level, and it can only ever be used but once per battle. (Like the other fighter maneuvers, once this power has been used up, it can be recovered between battles with a minute's rest.) Similar to the Focused Strike, the Power Smash augments one of the fighter's normal attacks, so the use of this ability must be declared before the fighter rolls to hit, and a missed attack will waste the attempt. If the attack hits, the fighter adds his base Fighting Ability to the damage caused (in addition to the usual damage modifiers from magic and from either Strength or Dexterity, depending on whether the attack was mêlée or missile). Furthermore, a creature struck by the Power Smash is grievously injured and suffers a -2 penalty to its Armor/Defense Class and Saving Throws for one turn (effectively, for the rest of the battle) or until the creature receives some kind of healing.

Fighter Level	Hit Dice	Fighting Ability	Special	Divine Spells
1	1d8	2	Focused Strike 1/battle	—
2	2d8	2	—	—
3	3d8	2	—	—
4	4d8	4	Whirlwind Attack 1/battle	—
5	5d8	4	Focused Strike 2/battle	—
6	6d8	4	—	—
7	7d8	6	—	—
8	8d8	6	—	—
9	9d8	6	Focused Strike 3/battle	Sch3
10	9d8+2	8	—	Sch3
11	9d8+4	8	—	Sch3
12	9d8+6	8	—	Sch4
13	9d8+8	10	—	Sch4
14	9d8+10	10	—	Sch4
15	9d8+12	10/×2	Whirlwind Attack 2/battle	Sch5
16	9d8+14	12/×2	—	Sch5
17	9d8+16	12/×2	—	Sch5
18	9d8+18	12/×2	—	Sch6
19	9d8+20	14/×2	—	Sch6
20	9d8+22	14/×2	—	Sch6
21	9d8+24	14/×2	—	Sch7
22	9d8+26	16/×2	—	Sch7
23	9d8+28	16/×2	—	Sch7
24	9d8+30	16/×2	—	Sch8
25	9d8+32	18/×2	—	Sch8
26	9d8+34	18/×3	Power Smash 1/battle	Sch8
27	9d8+36	18/×3	—	Sch9
28	9d8+38	20/×3	—	Sch9
29	9d8+40	20/×3	—	Sch9
30	9d8+42	20/×3	—	Sch10
31	9d8+44	22/×3	—	Sch10
32	9d8+46	22/×3	—	Sch10
33	9d8+48	22/×3	—	Sch11
34	9d8+50	24/×3	—	Sch11
35	9d8+52	24/×3	—	Sch11
36	9d8+54	24/×3	—	Sch12

The Power Smash is even more powerful if the fighter has a Strength score of 18 or greater. In this instance, the debilitating penalty applied to the victim's AC/DC and ST score is the inverse of the fighter's Strength bonus:

Fighter Strength	Penalty Inflicted by Power Smash
17 or lower	-2
18 or 19	-3
20	-4

Lords

At any time after the fighter reaches 9th level, he can be promoted to the rank of "lord". At first, a lord's noble title and social status are simply that of a *knight,* but upon building a stronghold, the knight becomes a *baronet.* With further conquest of territory, the baronet can eventually become a baron, viscount, count, marquis, duke, and so forth as he rises through the ranks of lordship. A lord is able to build a stronghold and attract followers, some loyal and some mercenary. A lord is also capable of wielding divine magic.

Scholasticism: A lord has the ability to cast divine spells and turn the undead as if he were a scholar of one-third his actual level. Like a scholar, a lord must keep a spell-book to record the theurgies and geomancies that he learns. Note that Lawful lords can eventually destroy weaker undead monsters, while Chaotic lords can dominate them. Neutral lords must make the same irrevocable choice as Neutral scholars (once the lord attains the 15th achievement level and first gains the power of a 5th level scholar to either destroy or dominate undead skeletons).

Just like professionals casting sorceries from arcane scrolls, lords are able to use divine scrolls that bear theurgies or geomancies. A lord cannot use any other magical items restricted to scholars, nor can they engage in magical research to create spells or items. A lord never gains the scholar's ability to cast spells spontaneously.

THE MAGE

Mages are humans who have cultivated that rarest of talents: casting arcane magic. Like the fighter, the mage is such a staple of fantasy that he almost needs no introduction. Everybody recognizes the iconic mage, a scrawny bookworm who wears robes and can't fight very well, but who commands the incredible power of arcane spells. That's what a mage is, after all, right? Well… they're slightly different in the E&E world.

For one thing, dusty old spell-books are not the exclusive province of mages. *All* magic in the E&E game is written down in books and on scrolls, never granted directly by gods or immortals. This is true of both arcane and divine magic. But only scholars cast divine spells, and only mages cast arcane spells. Why? For one thing, scholars and mages tend not to share their secrets, for the sake of long-held traditions and professional integrity. But more importantly, the schools of magic have some fundamental differences. The divine schools, theurgy and geomancy, are two traditions of natural, "white" magic which descend from such practices as astrology and druidism. Arcane magic is something wholly different—it is an occult school, descended from the ancient practice of "black" magic (sorcery). To cast an arcane spell, a mage must tap into his psychic potential and *will* for reality to change around him. (This is why Charisma, not Intelligence, governs the use of arcane magic. Charisma is the ability score that represents willpower applied as an external force, using a character's metal power to exert influence on the world.) When a mage casts a spell, he is literally *persuading* the laws of physics to bend or break.

And what about the classic picture of the robed magician who can't fight, standing behind the fighters with his dagger drawn as a last resort? The E&E game makes a different assumption here too. A mage is an adventurer, after all, and he knows how to survive in a dangerous world. So E&E mages, like all adventurers, can use any weapon and wear any armor. They can even use any of the special attack actions (like Two Weapons Combat, Lance Attack, Disarm, Parry, Set Spear vs. Charge, etc.) described in the combat rules. Still, all that time studying spell-books does take *some* toll, and so a mage will never have anywhere near as many hit points as a fighter or even a scholar. A mage could certainly wear plate armor and wade into mêlée with a sword and shield... but then the mage moves slower and runs the risk of having his spells disrupted by damage. All things considered, it would be a poor choice of strategy for a mage. The average mage these days will wear innocuous clothing (or, when on an adventure, leather armor) and keep a gentlemanly pistol tucked inside his waistcoat; or perhaps a throwing dagger hidden in his hat (which is more likely to be a stage-conjurer's top-hat than a pointy blue cone covered in moons and stars!).

Hit Die: 1d4 per level until 9th level, then +1 hp per level.

Key Ability: Charisma.

Class Features

The mage really only has one special ability: casting arcane spells (sorceries). From 1st level onward, the mage focused exclusively on magic! However, the mage does earn one small class benefit, starting at 4th level.

Spontaneous Spell: After reaching 4th level, a mage can select any one of his memorized spells for the day, and he can "burn" that spell in order to cast any other spell that the mage knows but which he may or may not have had memorized. The spell to be cast spontaneously must be of the same spell level or lower than the memorized spell being consumed. If the mage had memorized *invisibility*, for example, he could choose to lose this spell in order to cast any other 2nd or 1st level spell that he has in his spell-book. This ability can only be used once per day, regardless of how many spells the mage knows or has memorized.

Casting a spontaneous spell is more difficult than casting a memorized spell, and more concentration is required to do it. When casting a spontaneous spell in combat, the mage cannot move in the same round. Furthermore, casting a spontaneous spell causes the mage to automatically lose the initiative.

When the mage reaches 15th level, he is permitted to cast up to two spontaneous spells in a single day. At 26th level, this ability improves again, and the mage is able to cast three spontaneous spells per day.

Wizards

After reaching the 9th achievement level, a mage can be promoted to the rank of "wizard". Wizards are able to greatly expand their magical powers, because wizards, unlike mages, can engage in magical research.

Mage Level	Hit Dice	Fighting Ability	Arcane Spells per Day								
			1	2	3	4	5	6	7	8	9
1	1d4	2	1	—	—	—	—	—	—	—	—
2	2d4	2	2	—	—	—	—	—	—	—	—
3	3d4	2	2	1	—	—	—	—	—	—	—
4	4d4	2	2	2	—	—	—	—	—	—	—
5	5d4	2	2	2	1	—	—	—	—	—	—
6	6d4	4	2	2	2	—	—	—	—	—	—
7	7d4	4	3	2	2	1	—	—	—	—	—
8	8d4	4	3	3	2	2	—	—	—	—	—
9	9d4	4	3	3	3	2	1	—	—	—	—
10	9d4+1	4	3	3	3	3	2	—	—	—	—
11	9d4+2	6	4	3	3	3	2	1	—	—	—
12	9d4+3	6	4	4	4	3	2	1	—	—	—
13	9d4+4	6	4	4	4	3	2	2	—	—	—
14	9d4+5	6	4	4	4	4	3	2	—	—	—
15	9d4+6	6	5	4	4	4	3	2	1	—	—
16	9d4+7	8	5	5	5	4	3	2	2	—	—
17	9d4+8	8	6	5	5	4	4	3	2	—	—
18	9d4+9	8	6	5	5	4	4	3	2	1	—
19	9d4+10	8	6	5	5	5	4	3	2	2	—
20	9d4+11	8	6	5	5	5	4	4	3	2	—
21	9d4+12	10	6	5	5	5	4	4	3	2	1
22	9d4+13	10	6	6	5	5	5	4	3	2	2
23	9d4+14	10	6	6	6	6	5	4	3	3	2
24	9d4+15	10	7	7	6	6	5	5	4	3	2
25	9d4+16	10	7	7	6	6	5	5	4	4	3
26	9d4+17	12	7	7	7	6	6	5	5	4	3
27	9d4+18	12	7	7	7	6	6	5	5	5	4
28	9d4+19	12	8	8	7	6	6	6	6	5	4
29	9d4+20	12	8	8	7	7	7	6	6	5	5
30	9d4+21	12	8	8	8	7	7	7	6	6	5
31	9d4+22	14	8	8	8	7	7	7	7	6	6
32	9d4+23	14	9	8	8	8	8	7	7	7	6
33	9d4+24	14	9	9	9	8	8	8	7	7	7
34	9d4+25	14	9	9	9	9	8	8	8	8	7
35	9d4+26	14	9	9	9	9	9	9	8	8	8
36	9d4+27	16	9	9	9	9	9	9	9	9	9

Mage Level	Special Abilities Gained
4th	Spontaneous Spell 1/day
9th	Magical research* (up to +3)
15th	Magical research* (+4), Spontaneous Spell 2/day
26th	Magical research* (+5), Spontaneous Spell 3/day
31st	Able to learn and cast *wish**

*Wizard only

Research enables a wizard to craft magical items or to invent entirely new arcane spells. A 9th level wizard is limited in the scope of his research, however. He can create new spells of any spell level that he can cast, but magical items that provide a bonus (or cursed items that impose a penalty) are limited to +3 (or -3), and the mage cannot yet create golems or large-scale magical items.

A wizard may also choose to build a stronghold, which typically takes the form of a tall tower or citadel with a labyrinth or dungeon beneath it. (Many wizards, especially Chaotic ones, like to encourage monsters to make their lairs in labyrinths that they control. A monster-infested labyrinth in your basement can be a convenient source of exotic material components for magical research!) A wizard's tower invariably attracts the attention of young apprentices seeking to become 1st level mages.

At 15th level, a wizard acquires the ability to craft +4 magical items and to research the creation of golems, magical structures or vehicles, and other large-scale enchanted constructs.

At 26th level, a wizard becomes capable of crafting +5 magical items.

At 31st level (and not before), the wizard becomes capable of casting the *wish* spell, provided he can find a copy of the spell to add to his spell-book. Even though *wish* is a 9th level spell and would normally become available to a wizard at the 21st achievement level, it is far and away more powerful than other 9th level spells, and so it can only be cast by a wizard who has already advanced halfway through the Epic Level tier.

THE SCHOLAR

The scholar is a diverse and well-rounded class of adventurer. No other human character possesses the same versatile balance between combat and magical abilities. The typical scholar will face no compunctions about wielding the best weapons and wearing heaviest armor available—and since a scholar's spells tend to be more useful after a battle than during one, a scholar can indeed fight on the frontlines, at least until his hit points start to wear thin.

Scholars are those humans who have trained in the old university system, learning the arts that dominated scholarship before the advent of technical science: philosophy, medicine, law, and divinity are their primary fields, but scholars also tend to know a little bit about everything else, from literature to history. Scholars embody the ideal of the "renaissance man", which is why they learn to fight—to shoot and fence and wrestle—like an old-time college athlete!

Scholars are both physicians and metaphysicians. They cast divine spells because they are well-schooled in medicine and in all the subjects of naturalism (from anatomy to zoology). They are able to turn away the undead with a holy symbol because they have made systematic study of all matters philosophical and spiritual, and this imbues scholars with a level of metaphysical understanding that actually allows them to project holy power.

Hit Die: 1d6 per level until 9th level, then +1½ hp per level.
Key Ability: Wisdom.

Scholar Level	Hit Dice	Fighting Ability	Divine Spells per Day						
			1	2	3	4	5	6	7
1	1d6	2	—	—	—	—	—	—	—
2	2d6	2	1	—	—	—	—	—	—
3	3d6	2	2	—	—	—	—	—	—
4	4d6	2	2	1	—	—	—	—	—
5	5d6	4	2	2	—	—	—	—	—
6	6d6	4	2	2	1	—	—	—	—
7	7d6	4	3	2	2	—	—	—	—
8	8d6	4	3	3	2	1	—	—	—
9	9d6	6	3	3	3	2	—	—	—
10	9d6+1	6	4	4	3	2	1	—	—
11	9d6+3	6	4	4	3	3	2	—	—
12	9d6+4	6	4	4	4	3	2	1	—
13	9d6+6	8	5	5	4	3	2	2	—
14	9d6+7	8	5	5	5	3	3	2	—
15	9d6+9	8	6	5	5	3	3	3	—
16	9d6+10	8	6	5	5	4	4	3	—
17	9d6+12	10	6	6	5	4	4	3	1
18	9d6+13	10	6	6	5	4	4	3	2
19	9d6+15	10	7	6	5	4	4	4	2
20	9d6+16	10/×2	7	6	5	4	4	4	3
21	9d6+18	12/×2	7	6	5	5	5	4	3
22	9d6+19	12/×2	7	6	5	5	5	4	4
23	9d6+21	12/×2	7	7	6	6	5	4	4
24	9d6+22	12/×2	8	7	6	6	5	5	4
25	9d6+24	14/×2	8	7	6	6	5	5	5
26	9d6+25	14/×2	8	7	7	6	6	5	5
27	9d6+27	14/×2	8	8	7	6	6	6	5
28	9d6+28	14/×2	8	8	7	7	7	6	5
29	9d6+30	16/×2	8	8	7	7	7	6	6
30	9d6+31	16/×2	8	8	8	7	7	7	6
31	9d6+33	16/×2	8	8	8	8	8	7	6
32	9d6+34	16/×2	9	8	8	8	8	7	7
33	9d6+36	18/×2	9	9	8	8	8	8	7
34	9d6+37	18/×2	9	9	9	8	8	8	8
35	9d6+39	20/×2	9	9	9	9	9	8	8
36	9d6+40	20/×2	9	9	9	9	9	9	9

Scholar Level	Special Abilities Gained
1st	Turn Undead
4th	Spontaneous Spell 1/day
5th	Destroy or Dominate Undead
9th	Magical research* (up to +3)
15th	Magical research* (+4), Spontaneous Spell 2/day
26th	Magical research* (+5), Spontaneous Spell 3/day

*Sage only

Turning Undead by Scholar Level

Undead	1	2	3	4	5	6	7	8	9-10	11-12
Skeleton	7	10	T	T	D	D	D	D	D	III
Zombie	4	7	10	T	T	D	D	D	D	D
Ghoul	1	4	7	10	T	T	D	D	D	D
Wight	—	1	4	7	10	T	T	D	D	D
Wraith	—	—	1	4	7	10	T	T	D	D
Mummy	—	—	—	1	4	7	10	T	T	D
Specter	—	—	—	—	1	4	7	10	T	T
Vampire	—	—	—	—	—	1	4	7	10	T
Phantom	—	—	—	—	—	—	1	4	7	10
Ghost	—	—	—	—	—	—	—	1	4	7
Revenant	—	—	—	—	—	—	—	—	1	4
Demon	—	—	—	—	—	—	—	—	—	1
Lich	—	—	—	—	—	—	—	—	—	—
Special	—	—	—	—	—	—	—	—	—	—

Undead	13-14	15-16	17-20	21-24	25-28	29-32	33-36
Skeleton	III	III	III	III	IV	IV	IV
Zombie	III	III	III	III	III	IV	IV
Ghoul	D	III	III	III	III	III	IV
Wight	D	D	III	III	III	III	III
Wraith	D	D	D	III	III	III	III
Mummy	D	D	D	D	III	III	III
Specter	D	D	D	D	D	III	III
Vampire	T	D	D	D	D	D	III
Phantom	T	T	D	D	D	D	D
Ghost	10	T	T	D	D	D	D
Revenant	7	10	T	T	D	D	D
Demon	4	7	10	T	T	D	D
Lich	1	4	7	10	T	T	D
Special	—	1	4	7	10	T	T

Class Features

As scholars gain levels, they soon acquire the ability to cast divine spells (theurgies and geomancies). Starting scholars cannot cast spells, but they do start the game able use those magical items available to scholars (including divine scrolls). Note that while arcane spells all belong to a single school (sorcery), divine spells are divided into two separate schools (theurgy and geomancy). This division is merely thematic, however (theurgies deal with healing and protection, while geomancies deal with plants and nature). It has no direct impact on the game rules. Scholars are equally capable of casting from both the theurgic and geomantic schools of divine magic.

Turn Undead: At 1st level, scholars have the ability to drive off undead creatures by forcefully presenting a holy symbol. Turning undead takes up the scholar's action for a round, so when attempting to turn, the scholar cannot fight or cast spells, although he can walk slowly.

To turn undead, the player rolls 1d12 and consults the table. If the number he rolls is equal to or lower than the number on the table, he has successfully turned that type of undead. Otherwise, the scholar has failed and the undead will not flee. If the table shows a "—", then the scholar is not yet powerful enough to turn that kind of undead. If the table shows a "T", undead of that type are automatically turned.

If the turning attempt succeeds, the referee then rolls 2d6 and adds the scholar's Wisdom adjustment. This is how many Hit Dice of undead are turned away. The adjusted number that the referee rolls, divided by the Hit Dice of the kind of undead encountered (rounding up any fractions or remainders), tells how many of the undead flee. The scholar may continue to turn undead each round until he fails, but once he fails an attempt, the unaffected undead are immune to turning for the rest of that battle.

Scholars above 5th level have the ability to either destroy undead utterly or bend the undead entirely to their will. Lawful scholars are only able to destroy undead; Chaotic scholars can only dominate them. Neutral scholars must decide whether they destroy or dominate undead before they reach 5th level; and once this decision is made, it cannot be changed unless and until the scholar somehow changes his alignment to Lawful or Chaotic.

Destroying Undead: When a "D" is indicated on the scholar's turning undead table, the scholar automatically destroys 2d6 Hit Dice of that type of undead, plus or minus the scholar's Wisdom adjustment. The undead so affected are blasted by holy power and crumble to dust immediately. A "III" or "IV" on the table indicates that 3d6 or 4d6 Hit Dice of undead are affected (again, adjusting for the scholar's Wisdom).

Dominating Undead: All Chaotic scholars and some Neutral scholars can command, rather than obliterate, the undead. Rolling under the indicated number on the table, or a "T" result, still means that any undead of that type are turned. But for a "D" result or better, 2d6 or more Hit Dice (plus the scholar's Wisdom modifier) of that kind of undead fall under the control of the scholar, obeying his every command. The control over the undead lasts for one game turn (ten minutes) per scholar level. After that, the undead will flee as if turned, and they may not be commanded again for the rest of that day.

Spontaneous Spell: Upon reaching 4th level, scholars earn the same special benefit as mages: once per day, they can choose to lose one of their memorized spells in order to cast some other spell that they know, of the same spell level or lower. As with mages, scholars face certain restrictions when casting a spontaneous spell: a scholar cannot move and cast a spontaneous spell in the same combat round; and casting a spontaneous spell causes the scholar to automatically lose the initiative that round. Just like a mage, a scholar can cast two spontaneous spells per day after 15th level, and three such spells per day after 26th level.

Sages

At any time after reaching 9th level, a scholar can be promoted to the degree of "sage". Sages, like wizards, have the ability to engage in magical research: they can craft magical items and potentially create entirely new divine spells. At first, a sage's magical research is limited, just like a wizard's: from 9th to

14th level, the sage cannot yet create constructs, large-scale magical items, or enchanted items more powerful than +3. At 15th level, the sage becomes capable of creating constructs and magical items enchanted with a +4 bonus. At 26th level, the sage can create +5 items.

A sage is also able to build some sort of stronghold, usually a college related to the sage's own *alma mater*. If the sage has remained true to his alignment and distinguished himself through adventuring, his old university will pay for up to half the construction cost of the new branch college. Once completed, the university will attract many students who are all eager to learn from the famous sage.

THE TECH

The technologist is a living symbol of the modern era. By combining the two complementary arts of science and engineering, techs can build a machine or brew a chemical for any occasion. Using little more than a set of tools and a traveling laboratory, a skilled tech can assemble quite the arsenal of useful devices—and then salvage the unused parts and build something new the next day!

Unlike spell-casters, techs don't have to scour the globe in search of new magic tricks. A tech earns new "technical degrees" by gaining achievement levels, and along with each degree comes an in-depth understanding of some scientific principle or engineering concept. Techs are then able to build devices that operate on the principles that they have mastered. A high-level mage can usually cast more spells in a day than techs can build devices, but techs enjoy more flexibility in how many of each device they can prepare.

Since they spend most of their time working in laboratories and machine shops, techs aren't the greatest warriors. They rely on their devices and inventions as completely as mages rely on magic spells and items. Technical inventions are much heavier than magical items, and techs that want to carry as many of these as possible must often eschew other weight sources, like armor. But why would a tech even bother with hand-to-hand combat, when he can just blast his enemies from a hundred feet away with a *ballistic projectile* or a *combustion bomb*?

One should remember that science is still young on Gaia, and that techs are regarded as kooky loners, to an even greater extent than mages. (After all, magic at least has the respectability of centuries-long traditions behind it.) Scholars dominate the hallowed halls of learning; techs in this day and age are more like eccentric tinkers operating out of their own garages.

Hit Die: 1d4 per level until 9th level, then +1 hp per level.
*Key Ability:* Intelligence.

Class Features
The technologist's abilities revolve around the creation and use of high-tech *devices* and *inventions*. The items that a tech can build are based on his knowledge of science and engineering, as described by his list of Technical Degrees.

Tech Level	Hit Dice	Fighting Ability	Technical Degrees			Devices Built per Day
			P	S	T	
1	1d4	2	1st	—	—	1
2	2d4	2	2nd	1st	—	2
3	3d4	2	3rd	—	1st	3
4	4d4	2	4th	2nd	—	4
5	5d4	2	5th	—	—	5
6	6d4	4	6th	3rd	2nd	6
7	7d4	4	7th	—	—	7
8	8d4	4	8th	4th	—	8
9	9d4	4	9th	—	3rd	9
10	9d4+1	4	10th	5th	—	11
11	9d4+2	6	11th	—	—	13
12	9d4+3	6	12th	6th	4th	15
13	9d4+4	6	—	—	—	17
14	9d4+5	6	—	7th	—	19
15	9d4+6	6	—	—	5th	21
16	9d4+7	8	—	8th	—	23
17	9d4+8	8	—	—	—	25
18	9d4+9	8	—	9th	6th	27
19	9d4+10	8	—	—	—	29
20	9d4+11	8	—	10th	—	31
21	9d4+12	10	—	—	7th	33
22	9d4+13	10	—	11th	—	35
23	9d4+14	10	—	—	—	37
24	9d4+15	10	—	12th	8th	39
25	9d4+16	10	—	—	—	41
26	9d4+17	12	—	—	—	43
27	9d4+18	12	—	—	9th	45
28	9d4+19	12	—	—	—	47
29	9d4+20	12	—	—	—	49
30	9d4+21	12	—	—	10th	51
31	9d4+22	14	—	—	—	53
32	9d4+23	14	—	—	—	55
33	9d4+24	14	—	—	11th	57
34	9d4+25	14	—	—	—	59
35	9d4+26	14	—	—	—	61
36	9d4+27	16	—	—	12th	63

Tech Level	Special Abilities Gained
4th	Jury-Rig 1/day
9th	Technological research* (up to +3)
15th	Technological research* (+4), Jury-Rig 2/day
26th	Technological research* (+5), Jury-Rig 3/day

* Inventor only
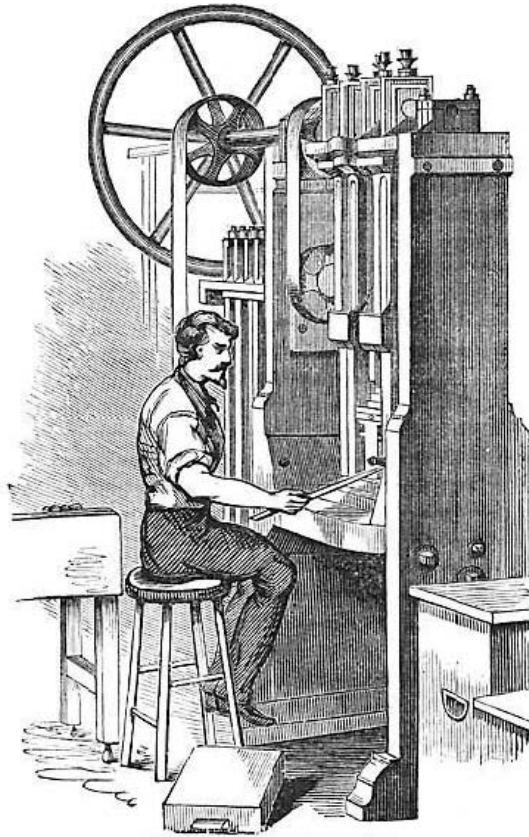
Technical Degrees: A tech's devices and inventions have to be based on those scientific principles that the tech is familiar with. If a tech understands some particular aspect of science or engineering, he is said to have a "degree" in that particular field. There are three broad fields of technology in the E&E game: chemistry, physics, and biology. Each field includes twelve degrees, making thirty-six degrees in total. A 1st level tech character must choose one of the major fields to be his *primary* field—he will start the game with the 1st degree in this field, and he gains a new degree in that field at every achievement level up through the 12th. At 2nd level, the tech must choose one of the remaining fields to be his *secondary* field of study; these degrees are gained at every even-numbered level (until the 24th), thereby leaving the remaining field to be counted as *tertiary*. Tertiary degrees are gained at every third level, such that a tech will only know all of the game's thirty-six degrees upon reaching 36th level. Note that the tech's progression of degrees known is strictly determine by his level—all 6th level techs, for example, have six degrees in their primary field, three degrees in their secondary field, and two degrees in their tertiary field.

Devices: A tech begins the game with only one special ability, which is building devices. A device is a simple technological item which can be used once before it is destroyed or consumed. Devices are fragile: after twenty-four hours have passed, a device will either cease to function or fall apart. Devices have delicate and idiosyncratic controls, so only the tech who actually builds the device can use it—other characters, even other techs, cannot activate devices that they did not actually build themselves.

To make devices, a tech must have a set of tools and a well-stocked laboratory of parts and chemicals. Most techs carry around a "portable lab" of miscellaneous tools and components, which they use to assemble and disassemble devices over the course of an adventure. A portable lab weighs 2 stone (i.e. 30 lbs.) when fully stocked, and it costs between 10 and 60 guilders per game month to keep stocked with parts and components (the referee can decide how strict he wants to be with this rule). The weight of the portable lab itself includes the weight of all the tech's devices, built and unbuilt, used and unused, so techs do not need to worry about tracking encumbrance for the devices that they build and use up each day. The number of devices that a tech can have built in a day is strictly limited, according to the figure given on the tech's advancement table.

A tech must create the devices he wants to use at the beginning of each day. Devices that the tech prepares before the adventure in this manner are called, intuitively enough, "prepared devices". They are analogous to a caster's memorized spells. Preparing all of a tech's devices for the day takes about an hour of mechanical tinkering and chemical brewing, and the tech must be well-rested and fully alert in order to craft his entire daily allotment of devices. The number of devices that a tech can build in a day is determined by the tech's character level alone, and it is not impacted in any way by the degree (i.e. level) of the device. Unused devices cannot be kept from day to day, though, because they're simply too fragile. Any devices that go unused will fall apart before the next day (gears will come unhinged, belts will break, chemical solutions will separate out). The tech is able to recover all of his Devices Built per Day with a full night's rest, though, and then he can begin the process again the next morning.

Jury-Rigs: The tech needs to prepare all of his devices before the adventure, just like a spell-caster memorizing spells. But, after reaching 4th level, the tech can opt to disassemble one of his devices "on the fly" and remake it into an entirely new device. This process, called "jury-rigging", can be performed but once per day.

Like a mage casting a spontaneous spell, a tech building a jury-rig faces certain restrictions. In combat, it only takes a single round to remodel the rig and activate it; but the tech has to concentrate completely on his tinkering, so he cannot move in the same round, and he automatically loses the initiative. The jury-rig is too fragile to be saved for later: it has to be activated on the very round that it is built, or it will be lost. (In effect, the tech is "reassigning" what the device does, consuming it as usual, but using it to a different purpose than its original function.) Finally, the original device providing the materials for the jury-rig must belong to the same field of

science as the new device. This means, for example, that a tech can only jury-rig a biological device into another biological device, not a chemical or a mechanical one.

When the tech reaches 15th level, he can make use of the jury-rig ability up to twice each day. After 26th level, the tech can use this ability thrice per day.

Inventors

After reaching 9th level, a tech can be promoted to the rank of "inventor". Inventors have the ability to make inventions, which are permanent technological items that function much like magical items. Prior to 9th level, a tech can only make the fragile, one-use devices described earlier. The rules for crafting inventions will be described later in this book.

Unlike wizards and sages, inventors are capable of creating large-scale items (such as vehicles and clockwork robots) from as early as 9th level. An inventor can only make enhanced items (like weapons and armor) with bonuses up to +3, though, until he reaches 15th level. After 15th level, the tech is capable of creating +4 items, and after 26th level, he can make +5 items.

While some inventors might decide to take a position as the chief engineer for some far-reaching enterprise, most prefer to set up their own workshop or factory for the sake of mass-producing simple technologies for profit. When a tech builds a factory, this will attract both apprentices who wish to eventually become 1st level techs and large numbers of common laborers who seek to work in the factory for a wage.

FAERIE FOLK

So far, this book has covered all the details needed to advance a human hero to all levels of achievement, but little has been said about the place humans hold in the fantasy world of E&E. This is understandable: the various nations and cultures of Gaia won't be covered until much later in this book. What must be remarked on now, however, is a simple fact which might not be so obvious: *humans do not rule the world*.

In most fantasy settings, humans are in charge. They inhabit every major nation, they rule all of the great civilizations, and they outnumber every other race by significant margins. Demihumans are on the decline in such worlds. The elves and dwarves are the "old races", and they are dying out to make way for the Age of Men. Not so for Gaia.

In the E&E world, the various races comprise their own great nations. Humans rule many of them—Hesperia, Illyria, Elysia—but these are all in the southern part of the Arcadian continent. Other nations are ruled by nonhumans: elves rule the kingdom of Pohjola; fays dominate the Avalonian Empire; dwarves, the kingdom of Asgard; gnomes, the republic of Utopia; and halflings, the island of Tirnanog. Innumerable smaller kingdoms throughout the central regions of Arcadia are populated by a bewildering mix of humans and demihumans. The old races of faerie are not by any means declining.

Faerie Class Features: Because the demihumans come in differing shapes and sizes, they move at different speeds than humans, and some of them can carry more or less weight. When a particular faerie race moves faster or slower than a human (human base speed is 120' per turn), this will be noted in the class statistics. When a race has different encumbrance and maximum load totals, this will be noted among the class features as well.

The faerie races each belong to a special character class that parallels one of the common human classes. All adventuring elves, for example, act as scholars, whereas all adventuring halflings operate as experts. Faerie folk use the slower of the two achievement tracks to make up for their special racial abilities, but they generally earn the same special class abilities as a human with a similar class and level. For this reason, advancement tables have been omitted for the majority of the faerie classes.

Centaurs and sylphs are an exception to this generality. Thanks to their unique shapes, they have somewhat different suites of abilities. These classes advance on the same achievement track as other faeries, but their class features are entirely unique; advancement tables have been included for them.

All faeries have a particular requisite ability score, in addition to their key ability score. Just as with humans, the key ability is the most important score for functioning well within a given class. It doesn't *need* to be any particular value, but characters with high key abilities do very well, whereas characters with low key abilities function only poorly. A requisite ability, meanwhile, must be at least 9, or playing in that character class is simply not permitted.

THE DWARF

 "Who among you does not know the fame of the dwarves? Great miners and artisans we are, for we shape the earth from within, and in doing so, we beautify and strengthen it—unlike the wretched orc-folk, who rot the living stone with their foul tunnels and pits. The work of our hands, from tools to fine arms, is unmatched by any save the elf-smiths of days long past. But as a people, we dwarves live first for war. Glorious is the call of battle that alone can draw us from our forges and our halls-under-the-mountain! Since the days of Dvalinn Járnhamarr, first king of Asgard, we have ever borne axe and hammer against the Agents of the Enemy."
—Thorvald Delfsen, Dwarf of Asgard

Dwarves are small, stocky, muscular faerie-folk who stand about 4 feet tall (and they are nearly as broad!). They are master miners, craftsmen, and engineers—but all of that pales in comparison to their skill at battle, because dwarves are foremost a people of warriors. Dwarves can live for nearly 300 years.

Class Features
Dwarves possess all of the same class abilities as fighters. Refer to the fighter class (page 18) for descriptions of the dwarf's class abilities. Dwarves also have the following racial traits.

Key Ability	Strength
Requisite Ability	Constitution 9
Hit Die	1d8 per level until 9th level, then +2 hp per level
Fighting Ability	Same as fighter
Fighter Abilities	Focused Strike, Whirlwind Attack, Power Smash
Dwarf Traits	Short Stature, Infravision, Craft +1, Save +2
Promotion	Dwarf Lord (Divine Spells, Craft Magical Arms)

Short Stature: Because of their shorter-than-normal height, dwarves move at a base speed of 90' per turn (rather than 120' per turn). Dwarves are still considered "man-sized creatures", though, and they can use all the same weapons and carry the same loads as humans.

Infravision: All dwarves can see in the dark out to a distance of 60'. Infravision allows a dwarf to see in total darkness just as easily as a human sees in daylight. In the presence of normal light, infravision does not work, and a sudden change from infra to normal vision can momentarily dazzle the dwarf's eyes until they adjust (which takes one round).

Craft Bonus: Dwarves receive +1 bonus rank in the Craft skill.

Saving Throw Bonus: Dwarves are hardy and durable folk. This quality grants dwarves a +2 bonus to their Saving Throws.

Dwarf Lords

A dwarf that reaches 9th level can be promoted to the rank of dwarf lord. A dwarf lord is able to found a stronghold which always takes the form of an underground cavern complex.

A dwarf lord receives spell-casting abilities similar to those of a human lord: dwarf lords can keep spell-books and cast divine spells as if they were scholars of one-third their actual level. Dwarf lords *cannot* turn the undead, however. In place of that ability, dwarf lords are able to craft enchanted weapons and armor, just as a sage or wizard might. (At first, the dwarf lord can only craft weapons and armor with enchantments up to +3. A dwarf lord must be 15th level to create +4 arms and 26th level to make +5 arms.) Dwarves cannot ordinarily create any magical items other than weapons and armor, nor can they research new spells. Among magical items normally restricted to scholars, dwarf lords (just like human lords) can only use divine scrolls.

THE ELF

"In a past Age of this world, we elves once ruled all that you now see. Skilled in aught that we chose to do, the elves became the mightiest warriors, the wisest sages, and the greatest craftsmen that the world had ever known. For the span of an Age, other nations rose and fell—but the dominion of elvenkind endured. In our folly and our decadence, we became arrogant, and eventually we diminished—and so elvendom fell, and the rule of Gaia came to be shared with lesser folk. Those days of glory are now passed into memory, like so much else that was once good and beautiful in the world."
—Akka Ilmonen, Elf of Pohjola

Elves are a slender race of faerie folk with handsome features and pointed ears. All elves combine the art of warfare with the practice of spell-craft; and, given their love of healing and woodcraft, it is little wonder that the magic used by elves is of the divine type, theurgy and geomancy. If not properly immortal, elves are at least ageless—they measure their lives in centuries and grow older only when they choose to. Elves are inherently magical: their spirits glow with an inner "light of faerie", and so darkness and death and shadow can hold no sway over these blessed people. Light on their feet and sure of aim, all elves are as physically graceful as they are wise.

Class Features

Elves possess all of the same class features as scholars. Refer to the scholar class (page 25) for descriptions of the elf's class abilities. Elves also have the following racial traits.

Key Ability	Wisdom
Requisite Ability	Dexterity 9
Hit Die	1d6 per level until 9th level, then +1½ hp per level
Fighting Ability	Same as scholar
Scholar Abilities	Turn Undead, Divine Spells, Spontaneous Spells
Elf Traits	Infravision, Perception +1, Missile Attack +1
Promotion	Elf Sage (Magical Research)

Infravision: Elves can see in the dark out to 60'.

Perception Bonus: Elves get +1 bonus rank in the Perception skill.

Missile Attack Bonus: Elves are skilled with missile weapons of all kinds. They receive a +1 bonus to all of their missile attack rolls.

Elf Sages

An elf that reaches 9th level can become an elf sage. An elf sage can build a forest stronghold that enhances rather than mars the natural beauty of the surrounding woodlands. Forest creatures will befriend the elves who come to live there, and younger elves arrive to support and defend the stronghold and to study under the sage's tutelage. Elf sages acquire the ability to engage in magical research, subject to all of the same rules and restrictions as human sages.

THE FAY

"You humans have an annoying tendency to conflate us with elves. Yes, our ears are tipped, and yes, we are immortals, but let me assure you that fays and elves are two quite distinct races. We are neither kith nor kin. Fay memories are long, and when we look back through the misty veil of time, we can yet see a remote Age when our people walked alone through the unspoilt woods and valleys of the ancient world. We were here first. All fays are native to Gaia—and all others, even elves, are mere visitors. Sooner or later, death or some other means shall bear you all hence from this realm, but the spirits of the fays will dwell here forever."
　　—Owain Caerdydd, Fay of Avalon

Fays are another ageless race, apparent cousins of the elves (although the fays will deny this vehemently). In appearance, fays look like gray-skinned elves with ears sweeping out to long points and eyes of solid black, having no discernable pupil or iris. Most other races, elves included, tend to respect fays for the power they can command; fays, in turn, tend to be arrogant and distant. Their manners are often disturbing and alien to humans. If you believe the stories that fays tell, they are the spirits of Gaia itself, and magic is woven into their very being. Arcane power burns in their blood, and the siren call of sorcery is all but irresistible to them. Fays never tire of collecting new spells and items. They are also highly social: fays always dwell in any region's largest cities, distaining the wilderness and natural places. They enjoy creature comforts with a degree of hedonistic aplomb that puts even halflings to shame.

Class Features
Fays have all of the same class features as mages.   Refer to the mage class (page 22) for descriptions of the fay's class abilities. Fays also possess the following racial qualities:

Key Ability	Charisma
Requisite Ability	Dexterity 9
Hit Die	1d4 per level until 9th level, then +1 hp per level
Fighting Ability	Same as mage
Mage Abilities	Arcane Spells, Spontaneous Spells
Fay Traits	Infravision, Diplomacy +1, Glamer
Promotion	Fay Wizard (Magical Research, *Wishes*)

Infravision: Fays have 60' Infravision, just like elves and dwarves.

Diplomacy Bonus: Fays are naturally sly and persuasive. They receive +1 bonus rank in the Diplomacy skill.

Glamer: That they might go unnoticed when they wish to, fays have developed a limited ability to disguise themselves with magic. Once per week, a fay can alter his appearance, so that he seems to others as either a beautiful elf or an elderly human. The glamer lasts indefinitely or until dismissed, but it can be cancelled by *dispel magic* and foiled by *true seeing* or *mind blank*. A glamer never fools other fays.

Fay Wizards

After reaching 9th level, a fay can be promoted to the rank of fay wizard. Fay wizards can build citadels or towers, just as human wizards can, but fays much prefer to place their homes in the midst of large cities, and so they will avoid the solitude often sought by human wizards. Fay wizards can also engage in magical research, creating magical items or new kinds of spells, just as human wizards do. A fay wizard could eventually learn to cast the mighty *wish* spell, but only after reaching 31st level.

THE GNOME

"Oh, gnomes have been on the cutting edge of intellectual life for centuries now. I'm not kidding! We believe that science is everything—it's practically our religion—and with good reason! Just look around and see how technological progress has changed the world for the better! And it's all thanks to gnomes! Um, well, you humans helped a bit, I guess. You're frightfully clever when it comes to making our ideas practical, I'll admit. And that 'scientific method' of yours was a little stroke of genius. But I'm sure that a gnome must've had a similar idea first! You know, sooner or later, science is even going to explain magic. I'll bet that it all has to do with psychokinetic brain-waves, or the curvature of space-time and the position and velocity of elementary particles, or something like that."
   —Giselle Bricoler, Gnome of Utopia

Gnomes are a little people with a natural lifespan more than twice that of dwarves—over 700 years. Gnomes stand only 3 feet tall, and their most outstanding features are their pleasantly wrinkled faces (even young gnomes appear wizened) and large, round noses. Gnomes are tinkers and thinkers. More than anything else in the world, they love complicated theories and hopelessly overcomplicated contraptions. If a gnome has one passion, it will

be to build the latest, greatest whatchamahoozit. It often seems that all gnomes have rapid-fire intellects bordering on the genius (which says nothing whatsoever about their common sense), but gnomes are also pretty tough for their size, if not quite to the same degree as dwarves or halflings.

Class Features

Gnomes possess all of the same class abilities as techs. Refer to the tech class (page 29) for descriptions of the gnome's class features. Gnomes also possess the following racial traits:

Key Ability	Intelligence
Requisite Ability	Constitution 9
Hit Die	1d4 per level until 9th level, then +1 hp per level
Fighting Ability	Same as tech
Tech Abilities	Technical Degrees and Devices, Jury-Rigs
Gnome Traits	Small Size, Infravision, Craft +1, Speak w/Animals
Promotion	Gnome Inventor (Technological Research)

Small Size: Gnomes are much smaller than other races. This has several consequences. (1) Gnomes only move at a base speed of 90' per turn, rather than the ordinary human speed of 120'. (2) Gnomes can carry less weight than other races. A gnome has a base encumbrance limit of 4 stone and a maximum load of 12 stone. (3) Gnomes receive a +2 bonus to their Armor/Defense Class against any larger-than-man-sized monsters, generally taken to mean any monster with 4 or more Hit Dice. (4) Finally, a gnome cannot use any mêlée weapon that a human must wield in two hands (such as a great sword, a battle axe, a maul, or a pole arm), nor can they wield long bows, heavy crossbows, or any kind of long-barreled firearm. Weapons that a human can choose to wield in two hands for better damage (such as a broad sword, spear, hand axe, or mace) can *only* be wielded two-handed by a gnome (but gnomes still enjoy the better damage die with these weapons, generally 1d8).

Infravision: Gnomes can see in the dark out to 60'.

Craft Bonus: Just like dwarves, gnomes receive +1 bonus rank in the Craft skill.

Speak with Animals: All gnomes possess a magical ability to communicate with small, burrowing mammals, such as moles and badgers. This ability can be used at will (but small animals rarely have much of anything interesting to say).

Gnome Inventors

A 9th level gnome is called a gnome inventor. Like human inventors, gnome inventors can design and build technological inventions, items which are generally more durable, powerful, and flexible than devices. A gnome might also choose to found a fortified stronghold that doubles as a workshop or factory, though gnome inventors usually only take on gnomish workers and apprentices.

THE HALFLING

"Well, the first thing that you Big People have to learn about us is that we don't call ourselves 'halflings'. Obviously, from where we stand, we're not half the size of anything, and you're all double-tall! Er, well, except gnomes, of course. And dwarves—they're more wide than tall. Anyway, you get the point. In our own tongues, we've always called ourselves 'na háin', meaning 'the folk'. But you Big People have named us 'leipreacháin', which is 'little folk' in our own blooming language! I suppose there's just no getting past it. We may be small by way of comparison, but as luck would have it, we're also quick enough to put that to some advantage!"
     —Diarmuid O'Flannigan, Hán of Tirnanog

Halflings call themselves *na háin* (singular form: *an hán*), although other races will invariably refer to them as halflings or leprechauns. They are a small people, only 3 to 4 feet tall, who live for about a century. They have slightly pointed ears, green eyes that sparkle quite literally like emeralds, and an undying love for peace, quiet, and comfort. Young halflings are very slim and athletic, skilled at throwing and shooting and all manner of acrobatics. As halflings age, they become more staid and genteel, and apt to get round in the middle from rich meals and easy living. As a rule, most halflings don't like adventure—adventure is thrust upon them when they least expect it (through no fault of their own, of course).

Class Features

Halflings have all of the same class abilities as experts. Refer to the expert class (page 15) for descriptions of the halfling's class abilities. Halflings also possess the following racial qualities:

Key Ability	Dexterity
Requisite Ability	Constitution 9
Hit Die	1d6 per level until 9th level, then +1½ hp per level
Fighting Ability	Same as expert
Expert Abilities	Skill Training, Lucky Shot, Critical Aim
Halfling Traits	Small Size, Stealth +1, Save +2, Missile Attack +1
Promotion	Halfling Thane (Skill Mastery, Arcane Spells, Heart of a Hero)

Small Size: Halflings are much smaller than other races. This has several consequences. (1) Halflings only move at a base speed of 90' per turn, rather than the ordinary human speed of 120'. (2) Halflings can carry less weight than other races. A halfling has an encumbrance limit of 4 stone and a maximum load of 12 stone. (3) Halflings receive a +2 bonus to their Armor/Defense Class against any larger-than-man-sized monsters, generally taken to mean any monster with 4 or more Hit Dice. (4) Finally, a halfling cannot use any mêlée weapon that a human must wield in two hands (such as a great sword, a battle axe, a maul, or a pole arm), nor can they wield long bows, heavy crossbows, or any kind of long-barreled firearm. Weapons that a human can choose to wield in two hands for better damage (such as a broad

sword, spear, hand axe, or mace) can *only* be wielded two-handed by a halfling (but halflings still enjoy the better damage die with these weapons, generally 1d8).

Stealth Bonus: Halflings receive +1 bonus rank in the Stealth skill.

Saving Throw Bonus: Just like dwarves, halflings add a +2 bonus to their Saving Throw score to represent their natural toughness.

Missile Attack Bonus: Halflings have a longstanding tradition of skill with missile weapons, especially the short bow and throwing darts. They are sometimes even more apt at shooting than elves. All halflings add a +1 bonus to their missile attack rolls.

Halfling Thanes

A halfling that reaches 9th level can become a halfling thane (which is a title of great respect in any halfling county or borough). Just like a professional, a halfling thane can spend an extra skill pick on a skill to achieve rank 6 in that skill. A halfling thane also the ability to cast arcane spells as if he were a mage of one-third his actual level. (This is a practice which dates back to the Third Age of Gaia, when a renowned halfling hero by the name of Willow Waggins first learned the art of sorcery by apprenticing under a wizard named Griswick the Gray.) A thane can never engage in magical research, nor can he cast spontaneous spells. Among magical items normally restricted to mages, halfling thanes are only permitted to use arcane scrolls.

Heart of a Hero: Thanes do *not* receive a professional's special array of combat tricks with improvised weapons, rarely thrown weapons, or Two Weapons Combat. Instead, a halfling thane's spectacular defense against harmful magic comes into its own. Once per day, when a thane would normally be affected by some kind of magical attack, whether from a spell or a magical item, the thane can try to evade the magic. The thane rolls a Constitution check, and if the roll is equal to or lower than the thane's Constitution score, the thane is entirely unaffected by the magical attack. (This occurs prior to any saving throw ordinarily allowed by the spell or item, so even if the ability check fails, the halfling may still be allowed to save normally.) Furthermore, if the Constitution check turns up a natural "1", the effect of the magical attack is hurled right back at the caster!
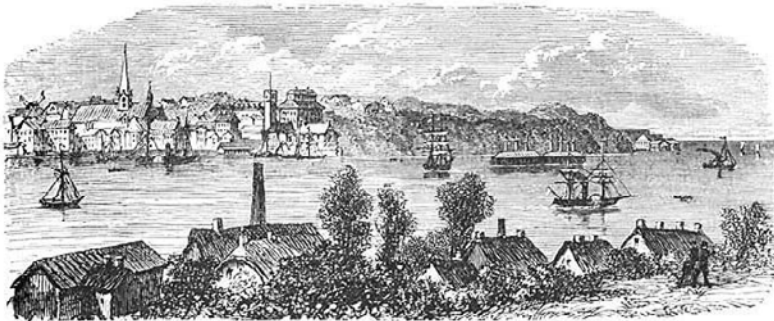
THE CENTAUR

"In the First Age of Gaia, the centaurs were a woodland people, and we were free. Then came the Second Age and the ascendancy of the elves. We horse-folk were conquered and brought under their dominion, not as slaves precisely, but subjugated just the same. In the diaspora that followed, we were spread throughout the lands of Arcadia, serving the elvish armies as cavalry. Some knights achieved great fame and prestige, but true freedom was a rare and precious reward. Then came the rise of the humans and the Third Age of the world. Our fastest friends and allies since those ancient days, the men of Ancient Elysium fought to free us from our long bondage. Now, in the Fourth Age, we are a liberated people, and it is our honor to stand and fight alongside human beings."
—Melina Katsopolis, Centaur of Illyria

Centaurs are often thought of as chimerical hybrids of man and horse. This is reasonably accurate, but if their physical characteristics can suggest anything at all about their origins, it might be better to say that the centaurs are a combination of elf and pony. From the waist up, centaurs do indeed resemble elves (humanlike, but with sharp faerie features and signature pointed ears), and their torso is set upon the frame of a pony or very small horse, such that a centaur stands no taller than the average human. Centaurs are among the shorter-lived faeries, having a lifespan comparable to halflings (i.e. a little over one century). Being natural warriors, centaurs are ruled by their pride and their sense of honor. They tend to dwell in cities built by other races, and the bravest among them serve human and faerie rulers as knights or cavaliers. Centaurs tend to get along best with humans and halflings, and they have great respect for dwarves, but centaurs also have a longstanding animosity toward elves which is not so readily overcome.

Hit Die: 1d8 per level until 9th level, then +2 hp per level.
Key Ability: Strength.
Requisite Ability: Wisdom 9.

Class Features
Centaurs can be challenge to play, firstly because their efficacy in combat relies so heavily on positioning and movement, and secondly because of the difficulties that they can encounter when adventuring underground. A centaur is very dangerous on a level and open battlefield, but in the depths of a labyrinth, otherwise minor obstacles (such as pits and ramparts) can pose serious barriers to exploration or escape. For the sake of smooth gameplay, referees would be wise to give centaur characters the benefit of the doubt in cases where continued exploration requires climbing or careful footwork (one can assume, for example, that centaurs have sufficient upper-body strength to pull themselves up a rope, and just enough coordination to negotiate ladders or rocky footholds when they must). Still, a centaur will never be able to walk a tightrope or climb a sheer surface. Sometimes, a minor feat of engineering may be required to help a centaur character keep up with his spelunking comrades!

Centaur Level	Hit Dice	Fighting Ability	Special	Divine Spells
1	1d8	2	Lance Charge, Hoof (1d4)	—
2	2d8	2	—	—
3	3d8	2	—	—
4	4d8	4	Hoof (1d6)	—
5	5d8	4	Trample (one attack)	—
6	6d8	4	—	—
7	7d8	6	—	—
8	8d8	6	—	—
9	9d8	6	Trample (two attacks)	Sch3
10	9d8+2	8	—	Sch3
11	9d8+4	8	—	Sch3
12	9d8+6	8	—	Sch4
13	9d8+8	10	—	Sch4
14	9d8+10	10	—	Sch4
15	9d8+12	10/×2	Trampling Charge (×2)	Sch5
16	9d8+14	12/×2	—	Sch5
17	9d8+16	12/×2	—	Sch5
18	9d8+18	12/×2	—	Sch6
19	9d8+20	14/×2	—	Sch6
20	9d8+22	14/×2	—	Sch6
21	9d8+24	14/×2	—	Sch7
22	9d8+26	16/×2	—	Sch7
23	9d8+28	16/×2	—	Sch7
24	9d8+30	16/×2	—	Sch8
25	9d8+32	18/×2	—	Sch8
26	9d8+34	18/×3	Trampling Charge (×3)	Sch8
27	9d8+36	18/×3	—	Sch9
28	9d8+38	20/×3	—	Sch9
29	9d8+40	20/×3	—	Sch9
30	9d8+42	20/×3	—	Sch10
31	9d8+44	22/×3	—	Sch10
32	9d8+46	22/×3	—	Sch10
33	9d8+48	22/×3	—	Sch11
34	9d8+50	24/×3	—	Sch11
35	9d8+52	24/×3	—	Sch11
36	9d8+54	24/×3	—	Sch12

Centaur Traits: As quadrupeds, centaurs move faster than humans do, with a base speed of 150' per turn. Centaurs are also able to carry considerably heavier loads: a centaur has a base encumbrance limit of 8 stone, and a base maximum load of 24 stone.

Lance Attack: A centaur can wield a lance just like a human astride a warhorse. This allows the centaur to carry the lance one-handed and use a shield or an extra weapon in the off-hand (if a second weapon is used, it must be a weapon ordinarily employable in one hand—another lance is not permitted). When the centaur charges, moving at least 20' straight towards

his opponent before attacking, he causes double damage (2d10) with the lance and can continue moving past his opponent out to the full distance of his encounter move (usually 50'). The centaur is not considered mêléed by the target of his lance charge unless his opponent successfully hits him with a pole-arm set against the charge.

If the centaur has multiple attacks for any reason (an off-hand weapon, the *haste* spell, or additional attacks gained above 15th level), he may employ all of these attacks on a lance charge, but each separate attack *must* be directed at a different target along the centaur's line of movement, and only lance attacks (not off-hand attacks) cause double damage. Note that at 1st level, a centaur cannot yet attack with his hooves and execute a lance charge on the same combat round.

Hooves: Centaurs have hooves. At first, centaurs cannot attack with both weapons and their hooves at the same time. When the centaur chooses to attack with his hooves alone and not with weapons, he may attack twice per round for 1d4 points of damage per attack, plus any Strength adjustment. At 4th level, the centaur's hoof damage improves to become 1d6 points.

Trample: Upon reaching 5th level, a centaur is able to make *one* hoof attack, in addition to any weapon attacks made that round. (When attacking with hooves alone and not with weapons, he is still permitted precisely two attacks with his hooves.) After 9th level, the centaur can make both of his hoof attacks on the same round that he attacks with weapons. Note that the centaur's hoof attacks are in addition to his ordinary attacks, and they do not come at any penalty to hit.

When the centaur performs a lance charge, he is permitted to make his hoof attacks in addition to any weapon attacks, but the hoof attacks do not cause double damage. (In effect, they are treated just like off-hand attacks, sans the -4 penalty to hit with an off-hand weapon.)

In normal mêlée, a centaur can direct all of his multiple attacks with weapons and hooves at the same target or at separate targets within mêlée range (i.e. 10'). On a lance charge, all of the attacks allowed to a centaur must still be directed at separate targets along the centaur's line of movement.

Trampling Charge: After 15th level, the centaur has learned to use his hooves more effectively when charging. A 15th level centaur causes double damage (2d6 points) with his hooves when executing a charge.

When the centaur reaches 26th level, he causes triple damage with both the lance (3d10 points) and with his hooves (3d6 points) when executing a lance charge. An off-hand weapon, if the centaur chooses to employ one, still does not cause any extra damage.

Centaur Paladins

After 9th level, a centaur can be promoted to the rank of paladin. Paladins receive some of the same abilities as human lords. Just like a lord, a paladin is able to cast divine spells as a scholar of one-third his actual level, and he can read spells off of divine scrolls. Paladins are not able to turn the undead, however.

Although paladins have no ability turn the undead, they have another divine power in its place which is characteristic of centaurs. A centaur paladin is capable of performing divinations by observing the stars and planets in the night sky. This ability is identical in all respects to the *commune* spell, and the centaur can use it once per week. Note that if the paladin is 30th level or higher (and therefore capable of casting 5th level divine spells), and he has the actual *commune* spell written into his spell book, he is capable of performing this divination twice per week, once with his special class ability and once with the spell.

Typically, centaurs do not build strongholds of their own: they prefer to serve other nobles as knights-errant. Nevertheless, some centaurs have been known to found schools for the training of young warriors, in which case a small number of youths (of various races) will arrive to learn from the paladin and serve as his pages and esquires.

THE FAUN

"If we fauns have ever ruled any great kingdoms, history has forgotten them. Since the dawn of this Age, and probably long before that, we have been a people of rovers and wanderers. As you might expect, this has never reflected well on our reputations. Ever have suspicion and accusation followed the satyr-folk in our ramblings, but we always survive by moving on to friendlier climes when the time inevitably comes. Busy human cities have frequently afforded us the chance to settle down for a while, but seldom for very long do fauns remain in once place. We all eventually feel the pull of the forests, the mountains, and the open road."
—Cadmus Waldstein, Faun of Midjard

Fauns resemble elves, except that they have goats' legs below the waist and small horns on the tops of their heads. Fauns are believed to be wild and chaotic, but in fact nothing could be further from the truth. Fauns are actually rather like halflings, in that they prefer their lives to be unexciting and free from adventure and hardship. Most fauns live in bands that roam from forest to forest, making contact with other races only when they mean to trade, and usually quite content to keep to themselves. Those fauns that become adventurers have been forced to leave the safety and familiarity of their roving communities, for whatever reason; but the successful ones will usually return to their bands to become well-respected leaders. Like gnomes, fauns can live upwards of 700 years.

Class Features
Fauns have all of the same class abilities as experts. Refer to the expert class (page 15) for descriptions of the faun's class abilities. Fauns also possess the following racial traits:

Key Ability	Dexterity
Requisite Ability	Charisma 9
Hit Die	1d6 per level until 9th level, then +1½ hp per level
Fighting Ability	Same as expert
Expert Abilities	Skill Training, Lucky Shot, Critical Aim
Faun Traits	Infravision, Athletics +1, Resistant to *Charms*
Promotion	Faun Warden (Skill Mastery, Arcane Spells, Panpipes)

Infravision: Fauns can see in the dark out to 60'.
Athletics Bonus: Fauns are naturally as nimble as mountain-goats. They receive +1 bonus rank in the Athletics skill.
Resistant to *Charms*: Fauns are not readily affected by *charm person* or similar spells. Regardless of his Intelligence score, a faun can roll a saving throw every turn (every ten minutes) to shrug off the effects of any *charm*.

Faun Wardens
A faun that reaches 9th level can become a faun warden. Wardens are often tasked with guarding the woodland camps of roving faun bands, serving their itinerant communities as both scouts and protectors. Wardens rarely build strongholds of their own, but those that do can expect a small group of humans, halflings, fauns, and perhaps an elf or two to enter into the warden's service as scouts or rangers.

Wardens have some of the same abilities as human professionals. They can spend an extra skill pick on a skill in order to master it, raising the skill to rank 6 and rolling such skill checks with a 19-in-20 chance of success. They are able to cast arcane spells as a mage of one-third their actual level, subject to the same restrictions as human professionals. Wardens do *not* get the professional's special combat bonuses with improvised weapons, rarely thrown weapons, or Two Weapons Combat.

Instead of the professional's improvisational combat tricks, a faun warden develops an unusual spell-like ability: by playing upon a set of panpipes, the warden can invoke *confusion*, a power identical to the arcane spell of the same name. This ability can be used but once per day.

THE MERROW

"We're not as mysterious as everybody seems to think. We don't live 'deep beneath the sea'. Shallows and beaches are our homes. Yes, beaches too! It's not as if our tails keep us from moving about on the land. And why should this surprise you? Merrow-tails are lithe and strong, and we can learn to 'tail-walk' just as easily as you humans master the 'dog-paddle'! Of course, one of your rumors does come close to the truth: we merrows have a charmed voice, and those of us who learn to sing can turn that charm on others. But would we ever sit on seaside rocks and use that power to draw sailors to their doom? Of course we wouldn't! ... Not that any man I've ever met would complain at being lured into the arms of a merrow-maid."
—Liria Melusine, Merrow of Elysia

The merrows are merpeople, humanlike above the waist and with the tails of great fishes or sea-serpents below. A merrow's tail is quite long, perhaps five to six feet (not counting the caudal fin), and certainly strong enough to support a merrow on dry land. In the sea, a merrow's tail and fins can propel her through the water at tremendous speeds; whereas on land, a merrow moves with a kind of serpentine slither. Merrows have gill slits above either shoulder, just at the base of the neck, and they can breathe seawater or freshwater with equal ease. When they venture above the surface, their gills close, and they are able to breathe air quite comfortably with their lungs. Neither are merrows likely to dry out when traveling on land, although they are obliged to drink water somewhat more frequently than surface-dwellers.

Merrows have other defining features that make them easy to identify, even when their tails are concealed from sight. They always have hair of deep green, its hue reminiscent of seaweed. Their eyes, too, are more often than not a clear sea-green. Most telling of all, though, are their personalities, which might best be described as endearingly flighty, but also very vain. Only merrows so seamlessly combine the aloofness of elves and fays with the complete and utter absent-mindedness of gnomes. Merrows live about as long as dwarves do (roughly 250 to 300 years).

Class Features

Merrows have most of the same abilities as scholars, but they lack the power to turn the undead. (That ability is unique to scholars, elves, and human fighters who have promoted into the lord class). For descriptions of the merrrow's spell-casting abilities, refer to the scholar class (page 25). In place of the ability to turn undead, merrows possess the power of bardic music, which is unlocked through their singing.

Key Ability	Wisdom
Requisite Ability	Charisma 9
Hit Die	1d6 per level until 9th level, then +1½ hp per level
Fighting Ability	Same as scholar
Scholar Abilities	Divine Spells, Spontaneous Spells
Merrow Traits	Amphibious, Lesser Infravision, Speak w/Animals, Entertain +1, Bardic Music Abilities
Promotion	Merrow Bard (Magical Research, True Bardic Music)

Merrow Level	Bardic Music Abilities
1st	Siren Song 1/day
4th	Battle Hymn 1/day
5th	Siren Song 2/day
9th	True Bardic Music (bard only), Siren Song 3/day
15th	Battle Hymn 2/day
26th	Spellbinding Shanty 1/day

Amphibious: On land, merrows can only slither at a speed of 90' per turn, but in the water they can swim at a speed of 180' per turn. Merrows are perfectly amphibious, able to breathe both air and water, and they can remain in either element indefinitely.

Lesser Infravision: Merrows have infravision, but only out to a distance of 30'.

Speak with Animals: Merrows possess the quasi-magical ability to communicate with marine mammals at will, just as gnomes can speak with burrowing mammals. Underwater, a merrow can actually communicate with such creatures from up to 500' away.

Entertain Bonus: Merrows have +1 bonus rank in the Entertain skill.

Siren Song: A 1st level merrow can cast a *charm person* spell just by singing. The effect is essentially identical to the arcane spell of the same name. The Siren Song can be used once per day at 1st level, twice per day at 5th level, and thrice per day at 9th level.

Battle Hymn: Another song power becomes available to merrows at 4th level (the same level at which they first learn to cast spontaneous spells). The merrow's Battle Hymn can be used once per day at 4th level and twice per day after the merrow reaches 15th level. Similar to the effect of the *bless* spell, it grants a bonus to attack and damage for the merrow and all allies within a 30' radius of the merrow, but only for a single minute (i.e. six combat rounds). The bonus granted is equal to the merrow's rank in the Entertain skill, halved and rounded down; so a merrow with 2 or 3 ranks in Entertain grants a +1 bonus to allies' hit and damage, and a merrow with 4 or 5 ranks in the skill grants a +2 bonus.

Spellbinding Shanty: On reaching 26th level, a merrow learns the most powerful of the spell-songs. Once per day, the merrow can cast a *mass charm* spell, just by singing. The effective caster level for this spell-like ability is the same as the merrow's character level.

Merrow Bards

A merrow that reaches 9th level can be promoted to the rank of merrow bard. A merrow who becomes a bard can engage in magical research, subject all of the same rules and restrictions as human and elvish sages. A bard also acquires the power of True Bardic Music, which improves the efficacy of the merrow's Siren Song and Battle Hymn. Once a merrow of 9th level or higher actually becomes a bard, the Siren Song ability can be used to cast either *charm person* or *charm monster*, as the merrow chooses. Additionally, the combat bonuses granted by the bard's Battle Hymn are equal to the bard's full number of ranks in the Entertain skill (rather than half the number of ranks).

Bards only rarely build strongholds, but those that do so will invariably put them along seacoasts. A merrow's stronghold will typically be part bardic college, part coastal fortress: dually dedicated to teaching the performing arts and to preventing incursions by pirates, corsairs, and other seafaring pillagers.

THE SYLPH

"Some humans with a queer sense of humor have remarked on the qualities that sylphs would seem to share with dwarves. Likening dwarves to the bird-folk seems altogether preposterous, does it not? True, we both delve our homes into the sides of mountains; but dwarves tunnel beneath the mountains' roots, whereas we soar among their peaks. And, yes, we do have an eye for all that glitters; but that is because the sylphs have sight like hawks and eagles—not because we share the dwarves' lust for treasure. We are a warrior race, and we will never hesitate to defend our own from the spawn of the Enemy. But in this, too, we are unlike the dwarves. They live for battle, for honor, for centuries-held grudges. We sylphs, if we are left to ourselves, might just forgive and forget... eventually."
—Vladimir Petrovsky, Sylph of Sylvania

The sylphs (usually called "birdlings" by other folk) are a race of avian demihumans. They bear a superficial resemblance to their hated relatives, the harpies. Slender and very tall, sylphs look like elves down to the waist, below which they have feathers, birds' legs, and talons. Sylphs also sport a

pair of large wings, like those of an osprey, growing out from behind their humanoid shoulders. Their lifespans are comparable to those of dwarves and merrows: approximately three centuries. Regarding personality, the defining trait for sylphs might be a certain cold detachment that others often mistake for arrogance. In fact, the grim disposition of sylph-kind is a result of their introspective and philosophical nature. Sylphs consider their words and actions carefully. They are slow to make judgments, slow to make friends, slow to make enemies, and slow to forgive injuries. Needless to say, sylphs get along rather famously with the famously un-hasty treants.

Sylph Level	Hit Dice	Fighting Ability	Special	Divine Spells
1	1d8	2	Wings	—
2	2d8	2	—	—
3	3d8	2	—	—
4	4d8	4	Dive Attack (×2)	—
5	5d8	4	Limited Flight	—
6	6d8	4	—	—
7	7d8	6	—	—
8	8d8	6	—	—
9	9d8	6	Unlimited Flight	Sch3
10	9d8+2	8	—	Sch3
11	9d8+4	8	—	Sch3
12	9d8+6	8	—	Sch4
13	9d8+8	10	—	Sch4
14	9d8+10	10	—	Sch4
15	9d8+12	10/×2	Dive Attack (×3)	Sch5
16	9d8+14	12/×2	—	Sch5
17	9d8+16	12/×2	—	Sch5
18	9d8+18	12/×2	—	Sch6
19	9d8+20	14/×2	—	Sch6
20	9d8+22	14/×2	—	Sch6
21	9d8+24	14/×2	—	Sch7
22	9d8+26	16/×2	—	Sch7
23	9d8+28	16/×2	—	Sch7
24	9d8+30	16/×2	—	Sch8
25	9d8+32	18/×2	—	Sch8
26	9d8+34	18/×3	Dive Attack (×4)	Sch8
27	9d8+36	18/×3	—	Sch9
28	9d8+38	20/×3	—	Sch9
29	9d8+40	20/×3	—	Sch9
30	9d8+42	20/×3	—	Sch10
31	9d8+44	22/×3	—	Sch10
32	9d8+46	22/×3	—	Sch10
33	9d8+48	22/×3	—	Sch11
34	9d8+50	24/×3	—	Sch11
35	9d8+52	24/×3	—	Sch11
36	9d8+54	24/×3	—	Sch12

Hit Die: 1d8 per level until 9th level, then +2 hp per level.
Key Ability: Strength.
Requisite Ability: Wisdom 9.

Class Features

Like the centaur, the sylph is a "lancer" class, a special variety of warrior that focuses on tactical movement in combat in order to set up devastating charge attacks. In the case of sylphs, their special attack is a kind of aerial dive-bomb maneuver: after gaining a few levels, a sylph learns how to come crashing down on a foe from above for massive damage. This maneuver works best in the open air, but sometimes a high-vaulted ceiling will allow sufficient room for the sylph to leap or fly up and perform a dive attack.

Infravision: Sylphs have 60' infravision.

Speak with Animals: Sylphs have the ability to communicate with ordinary birds, similar to gnomes' and merrows' abilities to speak with animals of their own respective elements. This is ability is supernatural, but sylphs can use it at will.

Swiftness: Whether in the air or on the ground, sylphs move at a speed of 150' per turn.

Wings: Sylphs have wings. At first, sylphs aren't strong enough to fly, but they can learn to by gaining achievement levels. At 1st level, a sylph can only use his wings to aid with gliding or leaping.

Gliding: A sylph can hold his wings rigid in order to glide. This causes the sylph to descend only 5' for every 10' moved forward through the air. Note that a sylph with room to glide never takes falling damage. A sylph can only glide when unencumbered.

Leaping: An unencumbered sylph has the ability to leap great heights and distances. For every point of Strength that the sylph has, he can jump 5' into the air. N.B., prior to reaching 4th level, if a sylph jumps much more than ten feet into the air, gliding is the only safe way to come back down again without taking falling damage.

Limited Flight: When the sylph reaches 5th level, he actually gains the ability to fly, but with strict limitations. The sylph can only fly while unencumbered, and then only for a number of turns per day equal to the sylph's level plus his Strength modifier.

Unlimited Flight: At 9th level, the sylph attains true flight. From this level onward, the sylph can fly continuously and without limit, and flight is even possible while encumbered.

Dive Attack: At 4th level, a sylph can dive out of the air from any height and take no falling damage. Furthermore, the sylph can crash down onto an opponent with an attack from above and cause double damage with a mêlée weapon. The weapon need not be a lance, but it must be edged or pointed in order to cause double damage with this attack; blunt weapons only cause their normal damage when used with a dive-bomb maneuver.

The sylph must come down at least 20' out of the air before attacking the target (which means, naturally, that this maneuver can only be used outdoors or in a room with a very high ceiling). The attack roll gets a +2 bonus to hit because the sylph is attacking from above the target. The sylph must end his movement where he lands (generally within 10' of the target of

the dive attack)—which means that after making a dive attack, the sylph is in mêlée with his target, unless he wields a lance or a pole-arm and the target of the attack does not. The dive attack counts as a type of charge, so a diving sylph is vulnerable to a preemptive counterattack from a "set" spear.

When the sylph executes a dive attack, only the first attack made that round causes double damage. Extra attacks (from off-hand weapons, multiple attacks earned at high levels, *haste* magic, and other sources) are permitted, but these follow-up attacks do *not* multiply their damage. They may be directed at any target or targets within reach of the sylph after he completes his dive and ends his movement for the round.

When the sylph reaches 15th level, the dive attack causes *triple* damage. After 26th level, the dive attack causes *quadruple* damage. As before, only the first attack made that round (when the sylph dives out of the air and onto his opponent) causes extra damage. Further attacks made in that same round cause normal damage only.

Sylph Dragoons

A sylph that reaches 9th level can become a sylph dragoon. Dragoons serve a role in sylph society similar to that of wardens in faun communities: they are highly respected leaders, but they are also expected to serve as guardians and scouts for a sylph clan's mountain stronghold. Some dragoons do choose to found a new stronghold of their own, in which case a small number of sylphs will follow the dragoon to the new mountain-hold.

Dragoons are similar to paladins and lords. Like a centaur paladin or a dwarf lord, a sylph dragoon is able to cast divine spells as if he were a scholar of one third his actual character level; but a dragoon cannot turn the undead like a human lord can. As with all the other fighter-types that attain a promotion, sylphs never learn spontaneous spell-casting, they are unable to research new spells or create magical items, and the only scholarly magical items that they can use are divine scrolls.

A sylph dragoon has another inherent ability. Namely, dragoons are able to *control winds*, as per the 5th level geomantic spell, once per day. Unlike the dragoon's ordinary divine spells, this power uses the dragoon's full level (rather than one-third that figure) as the effective caster level.

OTHER RACES

Human beings and the nine races of faerie described above are the common peoples of Gaia, but that doesn't put a hard and fast limit on the players' options for their characters. Practically anything that starts out weak and grows powerful over time could theoretically be a player character. Some possible ideas for unusual characters (which might receive more detailed treatment in future modules or supplements) include:

• A mechanical automaton or clockwork robot which has become self-aware and sentient. Such a being would be similar to a fighter, except that it would have many of the traits of golems and other constructs. (In spite of this, a clockwork man would still be considerably more fragile than a magically animated lump of stone!)

• In some of the wilder and more exotic corners of Gaia, there live secluded packs of wolflike beastmen. It would be a very simple matter to construct a beastman class based on the boxer, replacing unarmed strikes with claw attacks, and qi powers with shamanistic or berserking abilities.

• A young sapling treant (or "treantling", as they are called by their sires, aged treants and treantwives) might leave his secluded forest to go adventuring, perhaps with elvish or halfling companions. A young treant would require considerable time and experience to grow big and strong!

• Certain mountain ranges in Gaia, such as the Drachendorn in eastern Arcadia, are known for their high dragon populations. Also perhaps living in these places are the drachen, the drake-men. Essentially a race of humanoid dragon-kind, they would be similar to sylph class characters because they can fly, but they would develop a minor breath weapon and extra claw attacks in place of diving damage.

• The naga, a water-breathing race of snake-people which are similar in form to merrows, live in the mountains and rivers of the far east, in Shambhala and western Jianghu. As masters of the martial arts, they would operate as boxer-class characters (rather than scholars), but retaining racial abilities like those of merrows. Because they have snake tails rather than fish tails, their speed both on land and in water would be 120'.

One category of demihuman which emphatically does not exist on Gaia is the crossbreed. In the E&E world, there are no naturally occurring half-elves, half-orcs, half-ogres, half-dragons, or any other half-breeds between humans, faeries, or monsters in any combination. This does not mean that members of two different species cannot produce any offspring at all—rather, interspecies pairings on Gaia will always breed true instead of producing a hybrid. This means that the child of a human and an elf will not be a half-elf, but either an ordinary human or an ordinary elf (although some "elf-blooded humans" have been known to possess unusually long lives and other elflike traits which would not have any direct impact on the game rules). The general rule goes for any pairing between any two races or species, provided both races are basically humanoid (or, in special cases like gold dragons, naturally capable of taking humanoid form).

Socially speaking, marriages between species are considered more or less acceptable depending on the particular region. In the south of the Arcadian continent, a land dominated by humans and heavily populated by centaurs, fauns, and merrows, such intermarriages are fairly common and little remarked upon. In the north of the continent, where nations are ruled by fays, elves, dwarves, and so forth, marriages between faerie folk and humans tend to be frowned upon (but not unheard of), whereas pairings between the various faerie races themselves (such as elf-dwarf or gnome-halfling) are considered a little bit unusual but not particularly undesirable.

III

OTHER CHARACTER DETAILS

O NCE A PLAYER has generated ability scores and chosen a class, it comes time to round out the player character with the remaining character details. This chapter covers all of the relevant game statistics needed for character creation and advancement: hit points, Fighting Ability, defenses, skills, alignment, achievement points, money and equipment, and Movement and encumbrance. Many of these game systems have been altered from the core *Labyrinth Lord* rules, so players and referees would be well-advised to watch out for E&E's subtler differences!

HIT DICE

Hit points describe how much damage a character can withstand and still keep on fighting. The number of hit points that a character has at each level is determined by rolling Hit Dice of different sizes, depending on the character's class. Fighters, boxers, dwarves, centaurs, and sylphs roll d8s for hit dice; scholars, experts, elves, halflings, fauns, and merrows roll d6s; and mages, techs, fays, and gnomes roll d4s.

1st level characters do not need to roll for their starting hit points. They simply begin with 8, 6, or 4 hit points (as appropriate to the character class), plus or minus their Constitution adjustment. At each level after that, a hit die of the appropriate type is rolled, adjusted for Constitution, and added to the character's hit point total. If the referee is especially generous, he may decide to allow players to re-roll low results (generally meaning 1s rolled on 1d4; 1s and 2s rolled on 1d6; and 1s, 2s, and 3s rolled on 1d8—but if this is allowed for PCs, remember that it must apply to monsters too!).

Hit Points at Higher Levels

From 10th level onward, characters no longer roll hit dice. Instead, higher-level characters add only +1 or +2 hit points per level, and Constitution adjustments are no longer applied. For the majority of character classes, this is straightforward and self-explanatory. Fighters and other tough characters add +2 hp at every level. Mages and other weaker characters add only +1 hp per level. But for the in-between characters (like experts and scholars), +1½ hp are gained at every level. The half a hit point adds up to a full point on every other level after the 10th, meaning that these characters add +1 hit point at 10th level, +2 hit points at 11th level, +1 hit point again at 12th level, +2 hit points at 13th level, and so on, alternating the bonus to keep them "in between" the fighters and the mages. (Alternatively, these characters can add +1d2 hit points at every level above the 9th; it will average out over time.)

FIGHTING ABILITY

A character's chance to hit an enemy in combat is determined by his Fighting Ability (FA). Depending on the preferences of the referee and the players, Fighting Ability can be used in any of several ways.

Roll Low with Armor Class: Add together the attacker's FA and the target's AC. This is the chance to hit the target, so rolling the sum or lower on 1d20 scores a hit. A 1st level character (FA 2) attacking an enemy in chainmail (AC 5) thus has a 7 in 20 chance to hit.

Roll High with Armor Class: Roll 1d20 + FA + AC. A hit occurs on a total of 21 or higher. A 1st level character (FA 2) attacking a target in chainmail (AC 5) rolls 1d20 + 7 and therefore hits if the roll is 14 or higher.

Roll High with Defense Class: Roll 1d20 + FA. A hit occurs if the total equals or exceeds the target's DC. For example, a 1st level character (FA 2) attacks a foe in chainmail (DC 16). The character rolls 1d20 + 2 and so hits on a total of 16 (i.e. a natural roll of 14) or higher.

Strength always adjusts a character's mêlée FA, while Dexterity adjusts missile FA. Regardless of any modifiers, natural 1s and 20s always indicate automatic hits or misses (which is which will depend on whether "roll low" or "roll high" is being used).

The complete table for character Fighting Ability is given here:

Fighting Ability (FA)	Fighter	Scholar	Mage
1	(0th)	(0th)	(0th)
2	1st—3rd	1st—4th	1st—5th
4	4th—6th	5th—8th	6th—10th
6	7th—9th	9th—12th	11th—15th
8	10th—12th	13th—16th	16th—20th
10	13th—15th	17th—20th	21st—25th
12	16th—18th	21st—24th	26th—30th
14	19th—21st	25th—28th	31st—35th
16	22nd—24th	29th—32nd	36th and up
18	25th—27th	33rd—34th	—
20	28th—30th	35th and up	—
22	31st—33rd	—	—
24	34th and up	—	—

Normal human NPCs (also called "0th level characters") have FA 1.

The **Fighter** progression is also used by boxers, dwarves, centaurs, and sylphs. Fighter-types improve their FA by two points per three levels above the 1st. At 15th level, these characters are permitted to make two attacks per round, and at 26th level, they are capable of three attacks per round.

The **Scholar** progression is shared by experts, elves, halflings, fauns, and merrows. These characters improve their FA at every four levels. From 20th level onward, these characters are able to make two attacks per round.

The **Mage** progression is also used by techs, fays, and gnomes. These characters improve their FA by two points per five levels. They never earn multiple attacks.

ARMOR CLASS AND DEFENSE CLASS

The referee must choose whether to use Armor Class (AC) or Defense Class (DC) in his campaign. Both statistics describe how hard it is to hit a character in combat. One figure is simply the inverse of the other, found by subtracting it from 21 (i.e. a character's AC and DC always add up to 21). A character with AC 6, for example, has DC 15.

Armor Class is the standard defensive statistic. It works exactly as in *Labyrinth Lord:* an unarmored character has AC 9, and AC goes down as it gets better (leather is AC 7, chain is AC 5, and plate is AC 3). Bonuses to AC from Dexterity or magic are actually *subtracted* from the total, while penalties are *added*.

Defense Class is an alternative that some players and referees may find easier to use. Defense Class *increases* as it improves. An unarmored character has DC 12. Leather imparts DC 14, chainmail is DC 16, and plate is DC 18.

SAVING THROW

In the E&E game, the five saving throw categories are replaced by a single Saving Throw number. The ST number represents a character's chance in 20 of making a saving throw. It goes up as it gets better, so in order to make a save, a player must roll his ST score or *lower* on 1d20. A 0th level NPC has a Saving Throw of only 5, but a 1st level character starts with a base ST of 7. Above 1st level, Saving Throws improve every four levels, two points at a time until 20th level and then one point at a time thereafter. A character's Wisdom adjustment *always* applies to his ST score, and two classes (dwarf and halfling) add an extra +2 racial bonus to their ST. Note that a natural roll of 1 always makes a save, while a natural 20 always fails it, regardless of the ST score and any bonuses or penalties to it.

Modified Saves: The referee can invoke this optional rule to preserve some of the detail and complexity of the traditional saving throw system. Dragon's breath is a difficult save to make and takes a -2 penalty. Saves vs. spells and tech devices are made at a -1 penalty. Saves vs. paralysis or petrification are unmodified. Saves vs. magic wands and tech gadgets are made at a +1 bonus. Saves vs. death and poison are made at a +2 bonus.

Saving Throw (ST)	Character Level
5	(0th)
7	1st—4th
9	5th—8th
11	9th—12th
13	13th—16th
15	17th—20th
16	21st—24th
17	25th—28th
18	29th—32nd
19	33rd and up

SKILLS

Skills represent a character's "background knowledge": all those things that the character knew before becoming a 1st level adventurer. As characters gain levels, they get the chance to learn new skills and improve upon what they already know. There are twelve different skills in the game, as follows:

Skill	Abbreviation	Possible Uses
Athletics	ATH	Climbing, tumbling, swimming, running
Civics	CIV	Bureaucracy, law, politics, statecraft
Craft	CRA	Building, brewing, repairing, dismantling
Diplomacy	DIP	Negotiating, persuading, bluffing
Entertain	ENT	Acting, playing music, giving speeches
Knowledge	KNO	Lore, sciences, humanities, languages
Medicine	MED	Healing, anatomy, surgery, psychiatry
Outdoors	OUT	Animals, plants, tracking, riding
Perception	PER	Searching, listening, reading people
Pilot	PIL	Driving, flying, sailing, navigating
Stealth	STE	Hiding, sneaking, sleight-of-hand
Trade	TRA	Business, economics, accounting

A character's aptitude at each skill is described by his skill rank. Skills always begin at a base rank of 1, which is the minimum possible skill rank and represents no training whatsoever in that particular skill category. Through skill picks, characters can raise their skills as high as rank 5 (or even rank 6, for certain character classes). At 1st level, most characters begin with 3 skill picks (experts, halflings, and fauns start with 6), plus or minus their Intelligence adjustment. Each skill pick raises one skill by one rank. A 1st level character must devote each of his starting skill picks to a separate skill, meaning that a beginning character usually has a maximum skill rank of 2.

Most characters gain an additional skill pick at every odd-numbered achievement level. Experts, halflings, and fauns gain a new skill pick at every single level. Once a character has surpassed 1st level, he can opt to build on previously trained skills and reach skill ranks of 3 and higher.

Faerie Skill Bonuses: Most faerie characters have +1 bonus rank in some skill, such as Craft for dwarves and gnomes, or Perception for elves. This bonus rank does not count as a "picked" skill when the character is allocating his initial skill picks. Therefore, if the faerie character applies one of his starting skill picks to a skill with a racial bonus, it is actually possible for the character to start at rank 3 in that skill (but only in that skill).

The Skill Check: A character's skill rank is his chance in 6 of passing a skill check. The referee can call for a skill check, or he can roll it himself in secret, and then use the roll to help adjudicate success or failure at some action that a character is attempting. Either the player or the referee rolls 1d6, and if the die roll is equal to or less than the character's skill rank, the skill check has passed. What this actually means in a given situation is entirely up to the referee.
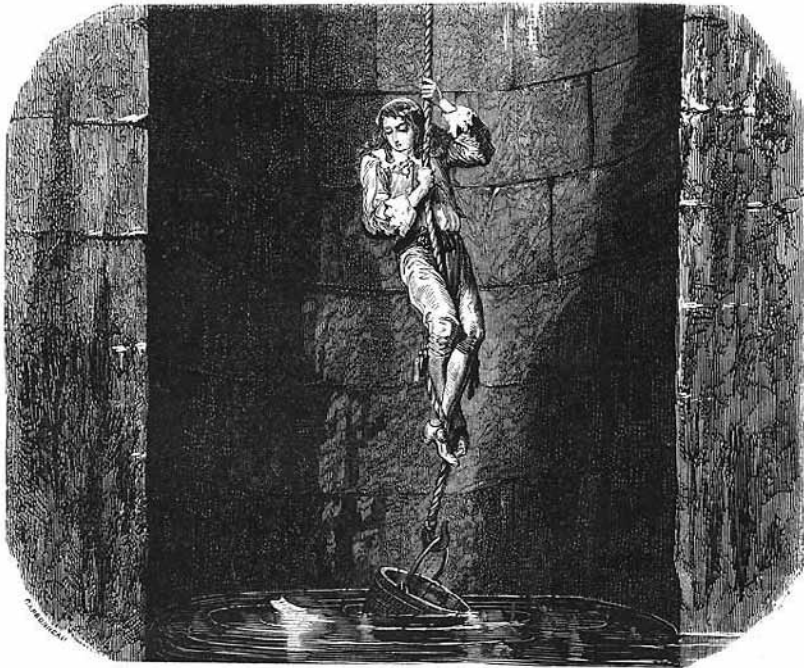
Sometimes, a bonus or penalty might be assigned to a skill check. When this is the case, the modifier must be applied to the skill rank, not the die-roll itself! A bonus to a skill will increase the chance-in-6 of passing the check, while a penalty will (obviously) reduce the chance. Regardless of any modifiers, a roll of 1 always indicates success on a skill check, while a roll of 6 always means failure.

Referees should be careful not to overuse the dice! A game can be ruined quickly if every action that a character takes might fail or succeed depending on a skill check.

Skills and Armor: Two particular skills, Athletics and Stealth, rely on a character's ability to move deftly and without restriction. Therefore, a character wearing chainmail armor suffers a -2 penalty to his Athletics and Stealth ranks, while a character in plate armor suffers a -3 penalty to these skills.

Skills and Abilities: In general, skill ranks should not be used to modify ability checks, and ability adjustments should not modify skill checks. If the referee decides that a die-roll should be used to adjudicate a particular action, he should also decide whether the attribute being checked is a matter of raw talent (an ability check) or training and achievement (a skill check) and then stick with a single die-roll.

Skill Mastery: Rank 5 (which represents a 5 in 6 chance of passing a skill check) is normally the highest possible skill rank. But expert, halfling, and faun characters that attain 9th level and promote into professionals, thanes, and wardens are able to spend one extra skill pick on a skill, in order to make it rank 6. This is known as "mastering" the skill. A character with skill rank 6 has a 95% (or 19 in 20) chance of passing that skill check. Only rolling a natural 20 on 1d20 will fail the skill check (but a 20 will always fail, even if the skill check receives some kind of miscellaneous bonus). If the skill takes a penalty (such as from armor), remember that the penalty must be applied to the skill rank and not the die roll! For example, take a professional with rank 6 in Stealth. If this character puts on a suit of plate armor (imposing a -3 penalty on his Stealth rank), his chance of success at Stealth checks drops from 19 in 20 (i.e. rank 6) to 3 in 6 (i.e. rank 3).

ALIGNMENT

All characters must have an Alignment, which describes in basic terms their philosophical outlook on life. As in the standard *Labyrinth* Lord game, the three alignments are Law, Neutrality, and Chaos.

Lawful characters believe in honesty, compassion, and justice. They place the needs of a group or society ahead of the needs of an individual. Lawful characters are fair, compassionate, and willing to sacrifice. They will usually go out of their way to help others, even at great risk to themselves. In short, this alignment embraces all of the qualities of a traditional "hero".

Neutral characters respect a balance between Law and Chaos. They believe that tradition and freedom should be respected equally. Neutral characters are eminently practical: they will usually only place themselves at risk to help friends, loved ones, fellow countrymen, or other people who share something important in common with the Neutral character. The vast majority of non-heroic NPCs in the world are Neutral in alignment.

Chaotic characters believe that chance rules the universe and that the world owes them something. Most Chaotic characters are nothing more than self-interested rogues and bullies, the very essence of cowardice and villainy. A Chaotic character certainly won't place himself in danger for another's sake, unless that person is extremely important to the Chaotic character, for whatever reason.

The E&E game tends to encourage Lawful behavior in player characters, while likewise discouraging Chaotic behavior. The referee is always free to be more flexible in his own campaign, but the default assumption for E&E is one of heroic high fantasy, meaning that the player characters aren't just selfish mercenaries: they're aspiring heroes.

Law can be a difficult path for even the best of heroes to follow. After all, how many players are wont to have their characters give hard-won treasure to poor NPCs, or to spare the life of a dangerous villain when executing the evildoer could prove the more prudent action in the long run? And yet, this is the kind of behavior one must expect from the most Lawful of heroes. Wanton slaughter, even of villains, is Neutral behavior at best. To reflect the especial difficulty of this kind of gameplay, the referee can opt to award bonus achievement points at the end of a play session where

characters took a Lawful course of action in spite of hardship or sacrifice on their part; and likewise, Chaotic behavior can be discouraged by docking characters' achievement points for acts of villainy.

In any case, alignment is a fluid quality and not a static one. Characters should avoid slipping into the Chaotic alignment at all costs, but it is probable that they will shift between Lawful and Neutral from game to game before finally settling into a consistent pattern of alignment behavior. Players choose their characters' alignments at the outset of the game, but as the campaign progresses, referees must use their judgment to reassign characters' alignments from time to time in accordance with the actions they take.

ACHIEVEMENT POINTS

One major difference between *Engines & Empires* and the classic *Labyrinth Lord* game is the way characters advance. *Labyrinth Lord* characters earn experience points for finding treasure and slaying monsters. This reflects the primary motivation of the game, which is to survive the dangers of the labyrinth long enough to accumulate wealth and power. *Engines & Empires* has a different focus: characters in the E&E game earn achievement points (AP) for accomplishing worthy and heroic goals. Since the definition of a "worthy and heroic" goal rests entirely with the referee's judgment, the pace of advancement is totally in his hands. This ensures that characters grow in power at the rate desired by the referee and demanded by the course of his campaign. In short, the referee awards achievement points to characters when they reach particular "plot points" in the ongoing narrative.

A human character needs eight achievement points to go up a level. A faerie character needs ten achievement points to do the same. At the lower levels of the game, this is an equitable balance: faeries have special abilities that help them to survive those early and dangerous play levels, and so they advance slower. Later in the game, when most faerie abilities are considerably less important than their regular class abilities, this disparity becomes an inherent disadvantage of faerie class characters: human ambition, flexibility, and pure spunk propel them to higher levels faster, such that a human character will reach 36th level when a faerie with the same number of achievement points is only 29th level.

A typical game of *Engines & Empires* assumes that characters will gain a level every four to five gameplay sessions (assuming a play session lasts the usual three to five hours). This means that characters gain an average of 9 AP over the course of 4.5 game sessions, or about 2 AP a session. Using this guideline, referees ought to award achievement points as follows, keeping in mind that it is often wise to vary the award to keep players from becoming lackadaisical or frustrated in their approach to the game.

• The referee should only withhold AP entirely for a session if the player characters purposely did nothing or engaged in repeated and wanton acts of Chaos. If the party spent the entire game session dallying around in town, getting into bar fights, picking on helpless villagers, or fighting amongst themselves, the play session is worth 0 AP.

• If the player characters did anything at all to advance the story, even an honest attempt that failed utterly, the referee should award each player character 1 AP for the session. As long as the players tried to accomplish some worthwhile goal, however minor, this is worth an achievement point.

• 2 AP is the standard award for a session where the player characters achieved one or more of their moderate to major goals. If the players defeated a challenging monster, claimed its hidden treasure horde, and found the clue that will lead them down into the next labyrinth floor, each character should receive 2 AP for the session.

• 3 AP should be considered the maximum award for an ordinary gameplay session. If the player characters defeated a tough boss monster, fought with a powerful and recurring villain, solved a mystery and revealed a major plot twist, or performed some Lawful action when it would have been easy to do otherwise (meaning that they did the right thing, even though it was costly and difficult for them), each character in the party should receive 3 AP for the session.

Note that *Engines & Empires* characters do not have prime requisite abilities. In the E&E game, high ability scores are their own reward, and low scores are their own penalty. Characters' ability scores do not in any way adjust the number of AP earned per game session.

MONEY AND EQUIPMENT

Most of the miscellaneous equipment available in *Engines & Empires* is the same as that found in *Labyrinth Lord,* excepting the all-important fact that E&E is a gaslight setting, not a medieval one. Any item commonly available in the real world in the early-to-middle 19th century can be purchased by E&E characters as well. (It will be up to the referee to decide what's available and for what price.)

Weight: Weight in the E&E game is given in stone (st). Stone are considerably easier to track on a character sheet than either pounds or coin-weights! One stone is equal to 14 lbs (or 140 cn).

Money: Money in the E&E game usually comes in the form of paper bills worth various denominations of *guilders*, a widespread trade currency used all over the land of Arcadia. The abbreviation for guilders is "gil." One guilder is equal in value to one *Labyrinth Lord* gold piece.

Coinage remains in widespread use, of course, and adventurers will inevitably deal with treasure hordes comprised of ancient coins. But the economy of the E&E world is more akin to early modern times than medieval times, and so it must be pointed out that coins in E&E do not weigh anywhere near as much as they do in *Labyrinth Lord.* The common gold coin, valued at 1 guilder, is no heavier than a modern dime or penny— roughly one pennyweight. (For simplicity's sake, assume 250 coins of any kind weigh one pound, which is about 3,500 coins to the stone.)

Player characters begin the game with 3d6 × 10 guilders, which can be used to purchase starting equipment, weapons, and armor. For examples of adventuring equipment, players and referees should refer to the *Labyrinth Lord* core rulebook. Weapons and armor, however, work a little differently in the E&E game.

Mêlée Weapon/Ammo	Damage	Range	Cost	Weight
Whip	1d2	—	3 gil.	$^1/_8$ st
Blackjack†	1d3	—	5 gil.	$^1/_8$ st
Brass knuckle	1d3	—	5 gil.	$^1/_8$ st
Club	1d4	10 ft.	3 gil.	$^1/_4$ st
Dagger	1d4	10 ft.	3 gil.	$^1/_8$ st
Dart (5)	1d4	20 ft.	2 gil.	$^1/_8$ st
Hatchet	1d4	10 ft.	3 gil.	$^1/_8$ st
Sling stone (30)	1d4	—	2 gil.	$^1/_8$ st
Bayonet	1d4 or 1d6	—	5 gil.	$^1/_8$ st
Arrow (10)	1d6	—	3 gil.	$^1/_8$ st
Javelin	1d6	30 ft.	1 gil.	$^1/_8$ st
Nunchaku	1d6	—	2 gil.	$^1/_8$ st
Quarrel (20)	1d6	—	5 gil.	$^1/_8$ st
Rapier	1d6	—	7 gil.	$^1/_4$ st
Staff*	1d6	—	5 gil.	$^1/_4$ st
Broad sword	1d6 or 1d8	—	8 gil.	$^1/_4$ st
Chain flail	1d6 or 1d8	—	6 gil.	$^1/_4$ st
Hand axe	1d6 or 1d8	—	5 gil.	$^1/_4$ st
Mace	1d6 or 1d8	—	5 gil.	$^1/_4$ st
Pick	1d6 or 1d8	—	4 gil.	$^1/_4$ st
Spear	1d6 or 1d8	20 ft.	3 gil.	$^1/_4$ st
Trident	1d6 or 1d8	10 ft.	5 gil.	$^1/_4$ st
War hammer	1d6 or 1d8	—	5 gil.	$^1/_4$ st
Bullet (30)	1d8	—	2 gil.	$^1/_8$ st
Shot (20)	1d8	—	2 gil.	$^1/_8$ st
Battle axe*	1d10	—	7 gil.	$^1/_2$ st
Great sword*	1d10	—	15 gil.	$^1/_2$ st
Lance*	1d10	—	10 gil.	1 st
Maul*	1d10	—	5 gil.	$^1/_2$ st
Pole arm*	1d10		7 gil.	1 st

Missile Weapon	Ammo	Range	Cost	Weight
Bow, short	Arrow	50 ft.	25 gil.	$^1/_4$ st
Bow, long*	Arrow	70 ft.	40 gil.	$^1/_2$ st
Crossbow, light	Quarrel	60 ft.	30 gil.	$^1/_4$ st
Crossbow, heavy*	Quarrel	80 ft.	50 gil.	$^1/_2$ st
Sling	Sling stone	40 ft.	2 gil.	$^1/_8$ st
Pistol, percussion	Bullet	30 ft.	25 gil.	$^1/_8$ st
Pistol, revolver	Bullet	40 ft.	200 gil.	$^1/_8$ st
Pistol, blunderbuss	Shot	10 ft.	30 gil.	$^1/_4$ st
Musket, percussion*	Bullet	90 ft.	90 gil.	$^1/_2$ st
Musket, blunderbuss*	Shot	30 ft.	50 gil.	$^1/_2$ st
Rifle, Breech-Loading*	Bullet	100 ft.	200 gil.	$^1/_2$ st
Shotgun*	Shot	50 ft.	150 gil.	$^1/_2$ st

* Weapon is too big for gnomes and halflings to use.
† Weapon causes non-lethal damage only.

Grenade Weapon	Effect	Range	Cost
Flaming oil	1d8 damage for 2 rounds	10 ft.	2 gil.
Grenade	1d12 damage in 10' radius	10 ft.	20 gil.
Holy water	1d8 damage to undead	10 ft.	25 gil.
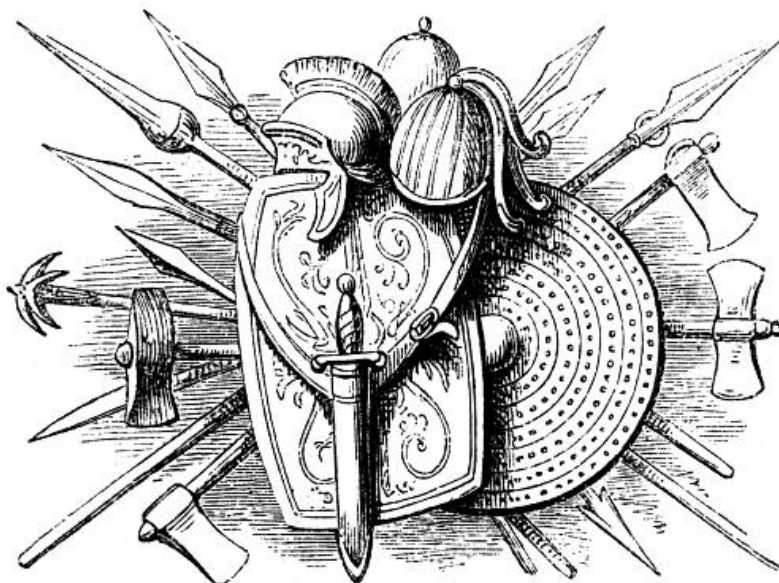
Mêlée Weapons

Some mêlée weapons have special characteristics which require explanation.

Whip: This is a reaching weapon, like a pole arm. When the wielder of a whip engages in hand-to-hand combat with a foe who does not wield a reaching weapon, the target is considered mêléed but the attacker with the whip is not. Instead of dealing damage, a whip can be used to entangle, forcing a target hit by the whip to roll a saving throw or else be tripped up or bound.

Blackjack: This weapon can only deal non-lethal damage. The effects of non-lethal damage are described in the combat rules.

Brass Knuckle: A boxer wearing brass knuckles can deal his full unarmed damage instead of the brass knuckle's 1d3. If the brass knuckle is enchanted, this adds a magical bonus to hit and damage to the boxer's unarmed strikes.

Club, Dagger, Hatchet: A mêlée weapon with a range number can be thrown with no penalty to damage. Use these weapons' statistics for similar light, easily thrown weapons. A throwing hammer would have the same range and damage as a club, for example.

Bayonet: This weapon deals damage as a dagger when held on its own or affixed to a pistol. It deals damage as a spear when affixed to a musket.

Nunchaku, Rapier: This category is for weapons which are light but are not commonly thrown. The nunchaku statistics can be used for tonfa and other light martial arts weapons. A rapier is similar (in game terms) to a cutlass or a short sword.

Broad Sword, Hand Axe, etc.: This category includes weapons of medium weight which deal 1d6 points of damage when wielded in one hand, but 1d8 damage when gripped in two hands (foregoing the use of a shield or an off-hand weapon). Gnomes and halflings can only wield these weapons two-handed, but they still cause 1d8 points of damage with them. Broad swords include all long-bladed, one-handed swords, including sabres, scimitars, "bastard" swords, and katanas.

Spear, Trident: These weapons can be set against a charge, dealing double damage to charging foes. They also have a range increment, meaning that they can be thrown with no penalty to damage.

Lance: This weapon must be held in two hands on foot, but from horseback, a character can grip a lance with one arm and use a shield with the other. (Centaurs can do this as well.) A lance deals double damage when charging from horseback. A lance is also considered a "reaching" weapon: engaging a target with a lance mêlées the target but not the attacker.

Pole Arms: All varieties of pole weapons, including the ever-popular pike-staff and halberd, can be set against a charge. Also, thanks to their long reach, it's possible to attack over the back of an ally with a pole arm. A character with a pole arm that enters hand-to-hand combat with an enemy not wielding a reaching weapon causes the enemy to be mêléed without being caught in the mêlée himself.

Missile and Grenade Weapons

Missile weapons are more complicated than mêlée weapons, because many special rules govern how, when, and where they can be used.

Thrown Weapons: This group includes clubs, daggers, darts, hatchets, javelins, spears, and tridents. These kinds of weapons become deadly missiles when thrown at an enemy. It is impossible for a mêléed character to make an effective missile attack, so if a character in mêlée attempts to use a thrown weapon, it is treated as a hand-to-hand attack instead. For most weapons, this is no problem, but darts and javelins are not meant to be close-quarters weapons, and so they deal half damage in hand-to-hand combat. If a character has multiple attacks, the character can make multiple throwing attacks in one round.

Rarely Thrown Weapons: Whenever any other mêlée weapon is thrown, treat its range increment as 10'. Rarely thrown weapons deal half as much damage when employed as impromptu missiles as they do when used for mêlée.

Grenades: A grenade is not aimed at a single target; it strikes an area. The character throwing the grenade must roll to hit AC 9/DC 12 (the usual range adjustments apply; the range increment for a grenade is 10'). If the to-hit roll misses, the grenade will bounce 2d10 feet in a random direction from the intended target. A grenade must be lit before it is thrown, and this takes 1 round. The grenade will explode at the end of the very next round, so it must be thrown right away. When it goes off, the explosion fills an area 20' in

diameter and deals 1d12 points of damage. All the targets within the area can save for half damage.

Fired Weapons: Bows, crossbows, slings, and firearms are all considered "fired" weapons. They remain in the hand and hurl ammunition. A character in mêlée cannot use a fired weapon to make a successful missile attack—such attacks automatically miss. Crossbows and firearms can, however, be used as improvised bludgeons for 1d3 points of non-lethal damage; and a bayonet can be affixed to any firearm to make it an even more effective mêlée weapon.

Bows: These are the fastest and most reliable of missile weapons. A character can fire a bow every round, and bows can be used with high-level characters' multiple attacks. Long bows are too big for a gnome or a halfling to use, but anyone can use a short bow.

Slings and Crossbows: Slings, light crossbows, and heavy crossbows can all be fired once each round, just like regular bows—but the process of reloading a sling crossbow is rather more involved than simply nocking an arrow to a bowstring, and so these weapons can never be fired more than once per round, even by very high-level characters with multiple attacks. Gnomes and halflings cannot use heavy crossbows, but they can use light crossbows and slings.

Firearms: The commonest missile weapons in this day and age are guns. The percussion cap, which makes it possible to fire a gun without having to worry about fuses or flash-pans, is the cornerstone of the modern gunsmith's design. Nevertheless, most guns are still loaded by pouring a charge of gunpowder into the barrel and then ramming a ball down the muzzle of the weapon. (The cost and weight of powder are included in the cost of the ammunition and need not be tracked separately.) The percussion pistol and musket are therefore the standard firearms of the E&E world. They are powerful, but slow: it takes a whole round to load a percussion gun, so these weapons can only be fired once every other round. (If the player characters stumble across an antique version of a firearm, like a matchlock harquebus or a fuse-lit hand gunne, it should use the same game rules as a modern percussion gun, except that it will take twice as long to reload and automatically misses on a natural attack roll of 1 or 2.) As with crossbows, earning multiple attacks at very high achievement levels does not improve a percussion gun's rate of fire.
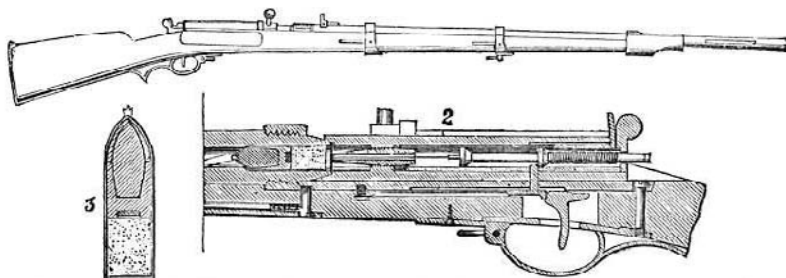
Blunderbusses are special versions of the normal pistol and musket. They fire shot instead of bullets. This makes a blunderbuss more dangerous at close range, but less dangerous at long range. Range adjustments to the attack roll are therefore also applied to the damage roll for a blunderbuss.

Revolvers are specially designed pistols which contain a rotating drum that holds six shots. A revolver can be fired every round; and like a bow, a revolver can be used with multiple attacks. After six shots, it must be reloaded. Reloading a revolver takes one round.

A breech-loading rifle can be reloaded much faster than a musket. A breech-loader has the same rate of fire as a crossbow: it can be fired every single round, but never any quicker than once per round.

The shotgun has two barrels, and it can be fired twice before it needs to be reloaded. Reloading a shotgun takes one round, so a shotgun can be fired twice every three rounds (or faster, if the character is high level and able to fire off both shots in a single round thanks to multiple attacks). Range adjustments apply to the damage roll as well as to the attack roll for a shotgun, just like a blunderbuss.

Armor

Armor is the surest and easiest way for characters to improve their defenses. Armor can be relatively cumbersome, and the heavier armors impose a penalty on characters' Athletics and Stealth ranks. Nevertheless, it is essential for characters that want to survive the dangerous life of an adventurer for any length of time.

Special Armors: Leather, chainmail, and plate are the ordinary armors that characters might purchase at the beginning of the game and in nearly any town or city. There are other kinds of armor, non-magical but still special and powerful, that characters might discover or create over the course of their adventures. Special armors have higher AC/DC scores than normal armor, even when they're not somehow enhanced by magic or science. Magical and technological versions of the special armors are rare and powerful treasures indeed. N.B., special types of armor cannot be bought or sold in shops. A coat of mythrill chainmail, after all, is worth more than an entire halfling shire! Nevertheless, the armor table does give prices for these armors as a means of gauging their relative value.

Dragon Hide: This is leather armor made from dragon scales. It is supple, but very durable. As a rule, a character can make one suit of dragon hide armor from the remains an ordinary (small) dragon, three suits from the hide of a large dragon, or five suits from the hide of a huge dragon.

Armor Type	AC / DC	Cost	Weight	Skill
Shield	(+1 bonus)	10 gil.	½ st	N/A
Leather armor	7 / 12	20 gil.	1 st	-0
Chainmail armor	5 / 14	150 gil.	3 st	-2
Plate armor	3 / 16	600 gil.	4 st	-3
Dragon hide	6 / 15	2,000 gil.	1 st	-0
Mythrill chainmail	3 / 18	4,300 gil.	1 st	-0
Adamant plate	0 / 21	7,200 gil.	2 st	-1

Mythrill Chainmail: This special armor is wrought by elvish smiths from fine rings of mythrill, a silvery substance harder than steel but lighter than aluminum. Mythrill chainmail is so light that it weighs no more than a suit of leather armor does, and it does not affect a character's Athletics or Stealth skill checks. A boxer wearing mythrill mail even retains the use of his Reflexes abilities (missile deflection and two weapons combat).

Adamant Plate: This armor is made by dwarvish master-smiths from adamant, a shiny black metal that looks like polished obsidian once it has been worked into plates. Adamant plate has the best non-magical AC/DC in the game. What's more, dwarvish skill makes this armor light and easy to move in, so that a character wearing it suffers only a -1 penalty to his Athletics and Stealth ranks.

MOVEMENT AND ENCUMBRANCE

A character's speed is determined first and foremost by his character class. Humans, elves, fays, and fauns move at a base speed of 120' per turn. Dwarves, gnomes, and halflings move at a speed of 90' per turn. (Dwarves aren't as small as gnomes and halflings, but they're fairly stumpy!) Centaurs and sylphs are very swift, moving at 150' per turn. (This is true of sylphs whether they are on the ground or flying.) Merrows have a different speed depending on whether they are in the water or on land: they move at a speed of 180' per turn when swimming, but on land they move at only 90' per turn.

Class	Base MV	Encumbered MV	Enc. (Max.)
All Human	120' (40')	60' (20')	5 st (15 st)
Dwarf	90' (30')	45' (15')	5 st (15 st)
Elf	120' (40')	60' (20')	5 st (15 st)
Fay	120' (40')	60' (20')	5 st (15 st)
Gnome	90' (30')	45' (15')	4 st (12 st)
Halfling	90' (30')	45' (15')	4 st (12 st)
Centaur	150' (50')	75' (25')	8 st (24 st)
Faun	120' (40')	60' (20')	5 st (15 st)
Sylph	150' (50')	75' (25')	5 st (15 st)
Merrow (land)	90' (30')	45' (15')	5 st (15 st)
Merrow (water)	180' (60')	90' (30')	5 st (15 st)

Movement is then further modified by how much weight the character is carrying—his *encumbrance*.

Encumbrance Threshold: A character's *encumbrance threshold* (Enc.) is the amount of weight that the character can carry without suffering any reduction to his speed. Most characters have a base encumbrance limit of 5 stone. Gnomes and halflings have an encumbrance limit of 4 stone. Centaurs have an encumbrance limit of 8 stone. If a character attempts to carry more weight than his or her encumbrance limit allows, that character is considered encumbered, and his speed is halved.

Maximum Load: This is the absolute maximum weight that a character can carry and still move. A character's maximum load (Max.) is

determined by his race. Most races have a maximum load of 15 stone. For gnomes and halflings, the figure is 12 stone, while for centaurs, it is 24 stone.

Modified Encumbrance Values: If the referee wishes it, characters' encumbrance thresholds and maximum loads can be adjusted for high or low ability scores. This is accomplished by averaging together the character's Strength and Vitality adjustments. This new modifier is then added to both the encumbrance threshold and the maximum load. For example, a character with a Strength bonus of +1 and a Vitality adjustment of ±0 would add a modifier of +½ stone to both his Enc. and Max.

VEHICLES AND ARTILLERY

The *Labyrinth Lord* game already has rules for vehicles and vehicle combat —namely, for watercraft and ship-to-ship combat. But those very same rules can be applied to ground vehicles and aircraft! Of course, in the Age of Steam, travel by vehicle is much faster; and large-scale weaponry such as cannons and machine guns are far deadlier.

Vehicle	Min. Crew	Feet /Turn	Miles /Day	Cargo (tons)	AC†	SHP*
Steamboat, paddle	4	150	90	15	9	75
Steamship, turbine	5	500	300	40	5	150
Aeroplane, single wing	1	2,000	1,200	0.05	7	12
Airship (dirigible), small	2	500	300	0.5	7	90
Airship (dirigible), large	4	1,000	600	1	5	120
Autogyro (helicopter)	1	1,500	900	0.05	9	12
Automobile	1	1,500	900	0.05	7	15
Clipper ship	10	650	390	15	7	100
Motorbike	1	1,300	780	0.025	9	8
Locomotive	2	2,000	1,200	**	7	**
Armored tank	1	800	480	0.2	3	45

† DC, if used, is equal to AC subtracted from 21.
* The purchase price of a vehicle is equal to 1,000 guilders multiplied by its Structural Hit Points.
** A locomotive has 30 SHP, plus 15 SHP per car. Each train car can carry 10 tons of cargo.

Artillery	Fire Crew	Rate of Fire	Missile Range	Cost (gil.)	Area of Effect	Damage
Field cannon	2	1/2 rounds	60 ft.	3,000	10' × 10'	2d12
Ship cannon	3	1/3 rounds	120 ft.	6,000	20' × 20'	4d12
Machine gun	2	1/1 round	90 ft.	4,500	10' × 40'	2d10

Artillery attacks at a fighter level equal to the number of crew. With a fractional firing crew present, the rate of fire is reduced in equal proportion (e.g., with half the proper crew, the rate of fire is halved).
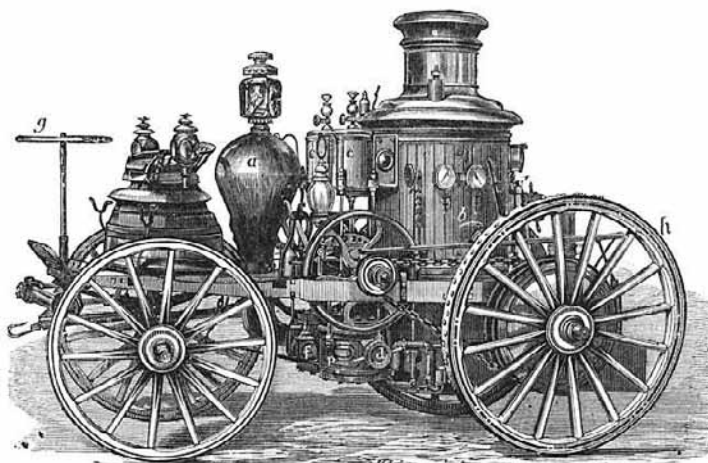
OPTIONAL RULE: FAVORED WEAPONS

E&E characters are assumed to have gained basic proficiency in all weapons before their adventuring careers have begun, regardless of character class. Still, realistically, most adventurers would tend to become more proficient with one or two preferred weapons. Hence this optional rule, included for those referees and players that might wish to use it.

Favored Weapons: Upon reaching the 2nd level of achievement, a character can designate any one weapon as a favored weapon. The player need only be as specific as the game's weapon chart—so, for example, "broad sword" also includes "sabre", "scimitar", "katana", and other medium blades. All characters may choose a second favored weapon when they reach 6th level, and fighter-types (fighters, boxers, dwarves, centaurs, and sylphs) are permitted to choose yet a third favored weapon when they reach 10th level.

Damage Bonus: Characters add a bonus to their damage rolls when wielding their favored weapons. This bonus depends on the character's base Fighting Ability, as follows:

Fighting Ability	Damage	Fighting Ability	Damage
2 to 6	+1	14 to 18	+3
8 to 12	+2	20 to 24	+4

OPTIONAL RULE: CLASSIC GAMEPLAY METHODS

Some game referees might like to play *Engines & Empires,* but they prefer to leave some of the *Labyrinth Lord* game rules just the way they are. This is certainly possible, to an extent; but the E&E game has been carefully re-balanced for the sake of internal consistency. Even still, some players and referees might wish to capture the unique feel of the original game rules by leaving intact such properties as Attack Values, Saving Throw Tables, and Experience Points.

Attack Values: Whereas E&E uses a single score, Fighting Ability, to represent characters' combat prowess, the original game uses a table of Attack Values. The table cross-references the character's class and level with the target Armor Class to hit, but an even simpler expression of Attack Value is the THAC0 number, which is the Attack Value needed *To Hit Armor Class 0*. THAC0 is easily derived from Fighting Ability, and vice versa, because (as with Armor Class and Defense Class) the two numbers always add up to 21. THAC0 is traditionally employed in one of two ways: either the target's AC is subtracted from the THAC0 number, and a hit occurs when the attacker rolls this difference or higher on 1d20; or else the attacker rolls 1d20 + the target's AC, and a hit occurs when the total equals or surpasses the attacker's THAC0. The THAC0 values are given here for reference, and the rest of the Attack Value table is easy to extrapolate from here:

THAC0	Fighter	Scholar	Mage
20	(0th)	(0th)	(0th)
19	1st—3rd	1st—4th	1st—5th
17	4th—6th	5th—8th	6th—10th
15	7th—9th	9th—12th	11th—15th
13	10th—12th	13th—16th	16th—20th
11	13th—15th	17th—20th	21st—25th
9	16th—18th	21st—24th	26th—30th
7	19th—21st	25th—28th	31st—35th
5	22nd—24th	29th—32nd	36th and up
3	25th—27th	33rd—34th	—
1	28th—30th	35th and up	—
-1	31st—33rd	—	—
-3	34th and up	—	—

Saving Throws: The Saving Throw number used by the standard E&E game is derived from the *Labyrinth Lord* saving throw tables. In *Labyrinth Lord*, different character classes improve their saves at different rates, just like attack values. Fighters improve at every third level, clerics and thieves at every fourth level, and magic-users at every fifth level. Then there are the five saving throw categories: saves vs. spells and dragon's breath are more difficult than average; saves vs. death and wands are somewhat easier; and the save vs. paralysis remains in the middle. The E&E save number was obtained by inverting the median saving throw, the clerical save vs. paralysis (specifically, by subtracting this number from 21).

If the referee wishes to retain the nuance and detail of the original saving throw system, apply the following guidelines:

The fighter saving throw table should be used by fighters, boxers, centaurs, and sylphs. The cleric saving throw table should be used by scholars, elves, and merrows. The thief saving throw table should be used by experts and fauns. The magic-user saving throw table should be used by mages, techs, fays, and gnomes. Dwarves and halflings retain the use of the dwarf and halfling saving throw table. Wisdom adjustments only apply to saving throws vs. spells and devices, not to other saving throw categories.

Experience Points: If the referee wishes to run a more mercenary sort of campaign, he can dispense with achievement points and instead advance the characters by awarding experience points for monsters slain and treasure recovered. 1 XP is awarded for every guilder of treasure that the characters acquire, and defeated monsters have their own XP values given in the *Labyrinth Lord* rules. If the referee decides to use experience points instead of achievement points, all six of the human character classes should advance on the fighter experience table, and all nine of the faerie character classes should advance on the magic-user experience table. The cleric, thief, and demihuman tables need not be used.

OPTIONAL RULE: ADVACEMENT PAST 36th LEVEL

This is another optional rule included for any game referees that might wish to use it. Characters might be allowed to advance beyond 36th level, if the referee believes that he can continue to challenge such powerful characters and keep their players entertained in so doing. This is by no means an easy task, but some referees will doubtlessly be up to it. When characters surpass the 36th achievement level, some game statistics freeze where they are, never again to improve. Other numbers and qualities might continue to rise, at least until they reach some built-in maximum.

Statistics Which Do Not Improve: After 36th level, characters never increase their Fighting Ability, Saving Throw, number of attacks per round, or any qualities pertaining to their special class abilities. Fighters and boxers

earn no more uses of their special combat maneuvers; experts no longer
improve their critical hits; and spell-casters and technologists earn no more
spells or devices per day. The maximum effective caster level for any spell-
casting or technology-building class is 36th; and for those characters which
cast spells at a caster level equal to one-third their own level (lords, paladins,
dragoons, professionals, thanes, and wardens), their maximum caster level is
12th.   A champion earns no more qi points above 36th level, except by
increasing his Constitution score.

   Statistics Which Can Improve: Above 36th level, characters
continue to gain hit points at the same rate as before, but only to a maximum
base hp total of 144 (for fighters, boxers, etc.), 108 (for scholars, experts,
etc.), or 72 (for mages, techs, etc.). This is the *base* maximum hit point total
for each class: Constitution bonuses can still increase a character's hit points
by as much as 36 extra hp, if the character has the maximum allowed
Constitution score of 20.

   Characters also continue to gain skill picks and ability raises at regular
intervals. Ability raises now come at every even-numbered achievement
level, and characters can raise their abilities as high as 20 in each category.
Skill picks are earned at every odd-numbered level above 36th level, *and this
is also true of experts, halflings, and fauns, who no longer earn skill picks
on even-numbered levels.* Most characters can build their skills up to rank 5;
whereas only experts, halflings, and fauns can ever attain skill rank 6.

   Achievement Points: Above 36th level, all characters, human and
faerie alike, require twelve achievement points to go up a level. Faerie class
characters will never close the level gap between themselves and human
class characters with the same AP totals, but at least the gap gets no wider
above 36th level. (N.B., if the referee wishes to use experience points instead
of achievement points, characters above 36th level require 180,000 XP to go
up a level.)

Character Level	AP (Humans)	AP (Faeries)	Skill Picks (All Characters)	Ability Raises
37	292	362	+1	—
38	304	374	—	+1
39	316	386	+1	—
40	328	398	—	+1
41	340	410	+1	—
42	352	422	—	+1
43	364	434	+1	—
44	376	446	—	+1
45	388	458	+1	—
46	400	470	—	+1
47	412	482	+1	—
48	424	494	—	+1
49	436	506	+1	—
50	448	518	—	+1

IV

SPELLS AND MAGIC

ASK A MAGE how he casts a spell, and if he is of a mind to tell some part of the truth, he might explain that he knows how to persuade the laws of physics to bend or break with nothing but the power of his mind. Or that he simply uses his "mana" to manipulate the "æther", and hey presto, magic happens. If one were to probe for further information, the explanations offered by our most agreeable and forthcoming mage would grow increasingly diffuse and abstract.

We might inquire, "What is mana?" and the mage would explain that it is a kind of mental strength, a personal quality of cerebral fortitude. It is not a substance or a force or an energy, and it ought not to be confused with the qi that champion boxers can manipulate. Qi is an energy field created by living things which permeates all living and nonliving matter in the universe: it has a physical (but subtle) existence. Mana resides only in the individual mind, and it might best be defined as a person's psychic potential or his attunement to vibrations in the metaphysical world. Mana is what allows a sentient being to touch the æther. Incantations, gestures, and even powerfully enchanted items are nothing more than channels for mana—mere mental tricks that focus a person's psychic ability on æther.

What, then, is æther? Sages and alchemists are familiar with the principle, but it is tricky stuff to pin down. Some call it "astral fire" or "celestial phlogiston", while others prefer to name it "luminiferous quintessence". Whether it is a kind of particulate matter or an energy field, nobody can say; but unlike qi, the æther does not exist everywhere. Some places have very high concentrations of æther, while other places have almost none at all ("anti-magic fields"). Only this is certain: the æther is a psycho-reactive substance. It responds to thoughts and emotions, especially from minds with a strong mana (or minds channeling what mana they have through an item). When a mage casts a spell, the words and gestures focus the caster's mana and briefly draw his mind into a trance-like state where he can actually sense, feel, and move the æther with his very will. The æther, in turn, moves matter and energy, and the laws of physics appear to bend or break—and something special happens that can only be called "magic".

THE SCHOOLS OF MAGIC

Everybody knows that nothing comes in handy in the depths of the labyrinth like a powerful magical spell or item! All of the magical spells in the E&E game can be divided into one of two kinds: arcane and divine. Mage and fay characters are able to cast arcane spells, but they cannot cast any divine spells. Scholars, elves, and merrows are able to cast any of the divine spells, but they cannot cast arcane spells. At the higher achievement levels, after attaining promotions, other character classes receive minor spell-casting abilities: lords, paladins, and dragoons become divine spell-casters, while professionals, thanes, and wardens become arcane spell-casters.

The group of divine spells is subdivided into two separate schools of magic: **theurgy** and **geomancy**. The school of theurgy (i.e. clerical spells) deals with protection and healing. The school of geomancy (i.e. druidic spells) deals with plants, animals, and nature. All divine spell-casters are equally capable of learning and casting the theurgies and geomancies.

As for arcane spells, these all belong to a single school called **sorcery.** This is the most powerful and dangerous kind of magic in existence.

Sorcery and Theurgy

These are the arcane and clerical spells found in the *Labyrinth Lord* core rulebook. Sorceries are the arcane spells; theurgies are the clerical spells. Some of these spells are changed in ways particular to the E&E setting.

• In the E&E world, the *magic missile* spell conjures up magical "bullets" which cause the same damage as ordinary bullets (1d8 rather than 1d6+1). Of course the bullets are still made of pure energy, and they will still damage creatures normally vulnerable to magic.

• The *teleport* spell is limited by distance rather than by the caster's familiarity with a location. As long as the caster has seen the destination and can picture it in his mind, it is possible to *teleport* there in perfect safety, but the range of the spell is limited to 100 miles per level of the caster.

• The divine curing spells (viz. *cure light wounds, cure serious wounds,* and *cure critical wounds*) respectively restore 2d4, 5d4, and 8d4 hit points, and they cause similar damage when cast at undead or when cast in reversed form. *Heal* always restores a target to full hp, but when cast at an undead creature (or reversed to become *harm*), it leaves the target with 1 hp.

• In order to preserve the "epic fantasy" feeling of the E&E setting, *raise dead* and *resurrection* are made slightly more restrictive. *Raise dead* will only revive a body if cast within 3 turns of death, and even then, it only affects a target with a class and a level. (Monsters and 0-level NPCs generally lack the will or the destiny to come back from beyond the veil of death.) *Resurrection* will work on any target, but only if cast within three days of the target's death.

• Last but not least, *Labyrinth Lord's* list of 9th level arcane spells is brought up to an even twelve by adding the divine spells *heal, regeneration,* and *wind walk*.

Geomancy

Alongside the schools of sorcery and theurgy, *Engines & Empires* includes a third school of magic—geomancy. It is a rare and unusual sort of divine magic. Human scholars learn theurgic (clerical) spells in their colleges and universities, but geomantic spells are never found in those places. The geomancies can only be learned in the hidden woodlands where elves make their homes; in the undersea grottos where merrows dwell; or in the ancient groves and glades where druids used to practice their natural magic, long before the age of steam and steel.

THE GEOMANTIC SPELLS

1ˢᵗ Level
Detect Snares and Pits
Faerie Fire
Locate Animal or Plant
Predict Weather

2ⁿᵈ Level
Heat Metal
Obscuring Mist
Produce Flame
Warp Wood

3ʳᵈ Level
Call Lightning
Hold Animal
Protection from Poison
Water Breathing

4ᵗʰ Level
Control Temperature
Protection from Lightning
Summon Animals
Woodland Stride

5ᵗʰ Level
Anti-Plant Shell
Control Winds
Transmute Rock to Mud
Tree Stride

6ᵗʰ Level
Anti-Animal Shell
Repel Wood
Summon Weather
Transport via Plants

7ᵗʰ Level
Creeping Doom
Limited Wish
Summon Elemental
Transmute Metal to Wood
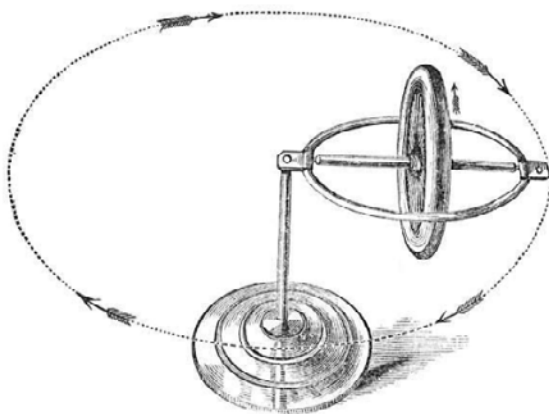
FIRST LEVEL GEOMANCIES

Detect Snares and Pits
Range: 5' per level of the caster
Duration: 6 turns
Effect: Reveals hazards
This spell is similar in certain ways to *detect evil* and *find traps*. It allows the caster to concentrate on places, objects, or creatures, and determine if they are hazardous. He needs a full round to concentrate on one square foot of space, one creature, or one small object. Larger areas or objects require more time. After examining the thing, the spell will tell the caster whether it is immediately dangerous, potentially dangerous, or benign, all strictly from the caster's point of view. Most creatures are revealed as "potentially dangerous" by this spell. This spell will reveal poisons and natural traps (snares and pits), but it will not reveal the nature of complex mechanical traps or evilly enchanted items (though it will probably reveal that they are dangerous). The duration of this spell is a full hour when cast outdoors, but only a half-hour (3 turns) when used indoors or underground.

Faerie Fire
Range: 60'
Duration: 1 round per level of the caster
Effect: Illuminates creatures or objects
With this spell, the scholar can outline one or more creatures or objects with a pale, flickering blue fire. The fire does not inflict any damage. The objects or creatures need only be detected some way (such as by sight or with a *detect invisible* spell) to be the target of this spell. All attacks against the outlined creature or thing gain a +2 bonus to the attack roll. The scholar can outline one man-sized creature (about 12' of fire) for every 5 caster levels he has. Thus, at 20th level, 48' of faerie fire can be produced (outlining one dragon-sized creature, two horse-sized, or four man-sized creatures).

Locate Animal or Plant
Range: 0 (caster only)
Duration: 6 turns
Effect: Detects 1 animal or plant within 120'
This spell allows the scholar to sense the direction of one known normal animal or plant. The scholar can locate (similar to the *locate object* spell) any normal or giant-sized animal or plant, but not fantastic creatures, plant monsters, nor any intelligent creature or plant. The caster must name the exact type of animal or plant, but he does not need to see the specific one he wishes to locate. The animal or plant gets no saving throw. (This spell is most often used to find special herbs.)

Predict Weather
Range: 0 (caster only)
Duration: 12 hours
Effect: Gives knowledge of coming weather
This spell enables the scholar to accurately learn the weather coming for the next 12 hours. It affects an area 1 mile in diameter per level of the caster: for example, a 20th level scholar would learn the weather within a 20 mile diameter (a 10 mile radius). The spell does not give the scholar any control over the weather; it merely predicts what is to come.

SECOND LEVEL GEOMANCIES

Heat Metal
Range: 30'
Duration: 7 rounds
Effect: Warms one metal object
This spell causes one object to slowly heat and then cool. The spell ordinarily affects one metal item weighing up to one-quarter stone (approximately the weight of a broad sword or similar weapon). When cast by a promoted divine spell-caster (a sage or a bard), the spell will affect an item weighing up to one stone (such as a lance). The heat causes no damage to magical items. Normal weapons and other items (including technology) may be severely damaged, especially if made of both wood and metal, as the wood will burn away where it touches the metal. If the object is being held when heated, the heat causes damage to the holder: 1 point in the first round, 2 points in the second, 4 points in the third, 8 points in the fourth, and then decreasing at the same rate for a total of 22 points over seven rounds. In the fourth round, the searing heat will cause leather, wood, paper, and other flammable objects in contact with the metal to catch fire. The holder gets no saving throw, but any special fire resistance negates all damage. The character can drop the item at any time. Once the spell has been cast, the scholar no longer needs to concentrate: the heating and cooling will run its course automatically. A *dispel magic* can stop the effect, but normal means (immersion in water, etc.) will not.

Obscuring Mist
Range: 0 (caster only)
Duration: 1 turn per level of the caster
Effect: Creates a huge could of mist
This spell causes a misty vapor to rise from the ground around the caster, forming a huge cloud. The cloud is 1' high per level of the scholar and 10' in diameter for each level. A 20th level scholar could create an *obscuring mist* 20' tall and 200' in diameter (100' radius). The cloud has no ill effects except to block vision. The caster, and all creatures able to see invisible things, will be able to see dimly through the cloud. All other creatures within the cloud will be delayed and confused by the effect. While within the cloud, these creatures are effectively blind.

Produce Flame
Range: 0 (caster only)
Duration: 2 turns per level of the caster
Effect: Creatures fire in the hand
This spell causes a small flame to appear in the scholar's hand. It does not harm the caster in any way, and sheds light like a normal torch. The flame can be used to ignite combustible materials touched to it (a lantern, torch, oil, grenade, etc.) without harming the magical flame. While holding the flame, the caster can cause it to disappear and reappear by concentration, once per round, until the duration ends. Other items may be held and used in the hand while the fire is out. If desired, the fire may be dropped or thrown to a 30' range, but disappears 1 round after leaving the scholar's hand. (Any fire it ignites during that round remains.)

Warp Wood
Range: 240'
Duration: Permanent
Effect: Causes wooden weapons to bend
This spell causes one or more wooden weapons to bend and (probably) become useless. The spell will affect one arrow or quarrel for each level of the caster; treat a spear, javelin, nunchaku, or magic wand as two arrows' worth, and any club, bow, or staff (magical or otherwise) as four. The spell will not affect any wooden items other than weapons (including wands). If a magical wooden item (such as a wand or staff) is the target, the wielder may make a saving throw to avoid the effect. Items carried but not held get no saving throw; magical items with "plusses" might not be affected, at a 10% chance per "plus".

THIRD LEVEL GEOMANCIES

Call Lightning
Range: 360'
Duration: 1 turn per caster level
Effect: Summons lightning from storms
This spell can only be used if there is some kind of stormy weather within 360' of the scholar. If this is the case, the scholar can call down 1 lightning bolt per turn (10 minutes) to strike any point within the 360' range. The lightning bolt comes from the sky and strikes an area 20' in diameter for 8d6 points of electrical damage. Targets in the area can save for half damage. The scholar need not call a lightning bolt every turn to keep the spell active; it lasts until either the spell duration or the storm ends.

Hold Animal
Range: 180'
Duration: 1 turn per caster level
Effect: Paralyzes animals
This spell will affect normal or giant-sized animals, but not magical creatures or anything with an Intelligence of 3 or higher. Each victim must save or be paralyzed for the duration of the spell. The scholar can affect 1 Hit Die of creatures for each caster level, ignoring creatures' bonus hit points (a creature with 2+1 HD counts as 2 Hit Dice). The spell will affect summoned and magically controlled animals.

Protection from Poison
Range: Touch
Duration: One turn per caster level
Effect: Grants one target immunity to poison
For the duration of this spell, the target is immune to the effects of all poisons, including poison gas and *cloudkill* spells. This protection extends to all items carried (so, for example, potions won't be spoiled by a demon's or revenant's poisonous aura). The spell also grants a +4 bonus to save versus poisonous breath weapons (like green dragon breath), but not immunity to the damage they cause. This spell has no effect on petrifying breath weapons, such as that of a catoblepas (that is, the scaly iron bull-shaped monster which is often erroneously called a "gorgon").

Water Breathing
Range: 30'
Duration: 1 day
Effect: Allows one air-breathing creature to breathe water
This spell allows the target (one creature) to breathe while under water, fresh or salt, at any depth. It does not affect the target's movement, ability to swim, or ability to breathe air. (Merrows make use of this spell frequently when they wish to allow land-dwellers to visit their undersea towns and villages.)

FOURTH LEVEL GEOMANCIES

Control Temperature
Range: 0 (caster only)
Duration: 1 turn per caster level
Effect: Cools or warms air within 10'
This spell allows a scholar to affect the temperature within a 10' radius of himself. The maximum change is 50° F, either warmer or cooler. The change takes place immediately, and the effect moves with the caster. The scholar may change the temperature just by concentrating for a round, and the temperature will remain there until the spell ends. The spell is most useful for resisting extreme cold or heat in harsh environments.

Protection from Lightning
Range: Touch
Duration: 1 turn per caster level
Effect: Protects against electrical damage
The target of this spell is immune to a set amount of lighting damage. The caster's level determines how much: for each level of the caster, one die (usually 1d6) of damage is negated, subtracted from the damage taken before any saving throws are made. If, for example, a 10th level scholar were to cast this spell, the recipient would be immune to the next 10d6 points of lightning damage he might take.

Summon Animals
Range: 360'
Duration: 3 turns
Effect: Calls and befriends normal animals
This spell lets a scholar summon all normal animals within range. Only non-magical creatures of animal intelligence are affected, and it will not summon insects or other vermin. The caster may call one or more individually known animals, one or more specific species of animals, or all animals within range. The total hit dice of the animals that arrive will equal the caster's level (treating very small animals like mice, sparrows, or toads as 1/8 of a Hit Die). Animals affected will come at their best movement rate, and they will understand the caster's speech while affected. They consider the caster a friend and will try to help to the best of their ability, but they will flee if harmed in any way. If, however, the caster is under attack when the animals arrive, they will fight those attackers until they fail a morale check. This spell can be used to calm and befriend an already present and hostile animal.

Woodland Stride
Range: 0 (caster only)
Duration: 1 turn per caster level
Effect: Opens a path through dense growth
While this spell lasts, no plants can impede or prevent the scholar's passage, no matter how dense or thorny. Even trees will bend or magically step aside to make way for the scholar to pass. The scholar can freely carry equipment

through the opening created by the spell, but no other creatures, not even the caster's allies, can use the passage. If a tree is large enough, (at least 10' in diameter) its trunk will actually part open and allow the scholar to pass inside it, closing behind the scholar afterward. The scholar might choose to hide inside a tree this way, although he will be cut off from the outside and might have to cast the spell again to escape if the duration wears off.

FIFTH LEVEL GEOMANCIES

Anti-Plant Shell
Range: 0 (caster only)
Duration: 1 round per caster level
Effect: Barrier that blocks plants
This spell creates an invisible 1" barrier around the scholar's body. The barrier stops all attacks by plants and plantlike monsters, so that they cause no damage. This spell will also allow the caster to pass through normal but dense growth at no reduction in speed, and others will be able to follow in his path. While protected, the scholar cannot attack plants except with spells—the barrier likewise protects plants from the scholar's physical attacks.

Control Winds
Range: 10' radius around the caster
Duration: 1 turn per caster level
Effect: Calms or strengthens winds
With this spell, the scholar can mentally control the behavior of all the air within 10' of himself (the effect moves with the caster). The air behaves as the scholar wishes, slowing to dead calm or rising to hurricane force. The scholar would have to concentrate for a full turn (unable to move or attack) to bring the air all the way from one extreme to the other, but on a windy day the caster could summon up gale-force winds almost instantly. When two opposing spell-casters cast *control winds* on the same area, the spells counter each other. If this spell is cast on an air elemental, areal servant, invisible stalker, or similar air-based creature, the victim must save or fall under the control of the caster. The caster can slay the creature instantly or force it to obey his directions while the spell is active. If the scholar's concentration falters while controlling an air creature, it will break free of the control and attack the scholar.

Transmute Rock to Mud
Range: 240'
Duration: 3d6 days
Effect: Dissolves a volume of rock into mud
This spell is very similar to the arcane spell of the same name, except that its range is double, and the divine version cannot be cast in reverse. Otherwise, the details are the same: any area of solid rock, up to 10' deep and 3000' square feet in area, can be turned into a morass of mud. Creatures in the mud are slowed to one-tenth normal speed and may have to save or be stuck.

Tree Stride
Range: 0 (caster only)
Duration: Instantaneous
Effect: Short-range teleport
With this spell, the caster can enter any one tree, teleport, and immediately step out of another tree of the same variety. The trees' trunks must be at least 5' wide. The scholar can teleport up to 2,000 feet away by stepping through a deciduous tree, 1,000 feet with a coniferous tree, or 500 feet using any other kind of tree.

SIXTH LEVEL GEOMANCIES

Anti-Animal Shell
Range: 0 (caster only)
Duration: 1 turn per caster level
Effect: Barrier that blocks animals
This spell creates an invisible barrier 1" away from the scholar's body. The barrier stops all attacks by animals, both normal and giant-sized, as well as insects and other vermin, and any other non-magical creatures of animal intelligence or lower. The scholar cannot attack the animals either while under the protection of the barrier, except with spells, since the *anti-animal shell* prevents physical contact between animals and the scholar.

Repel Wood
Range: 30'
Duration: 1 turn per caster level
Effect: Pushes all wooden items away.
This spell creates a wave of force, 120' wide and 60' high, which can emanate from any point within 30' of the caster. The wave moves in one horizontal direction, chosen by the caser, at a rate of 10' per round. If the scholar desires, he can stop the wave at any time, but he cannot move it again after that. All wooden objects within or touched by the wave are caught up in it and move along with it. The wave continues moving until it reaches a distance of 360' away from its starting point, where it stops for the remainder of the spell duration. All items caught in the wave are trapped there until the spell ends and cannot be used, though they remain undamaged. Once created, the wave of force does not need concentration to be maintained, although he scholar can dispel it with one round of concentration. This spell can be used to move mobile, large-scale wooden constructs (such as siege engines or ships), but it will not affect buildings, trees, or anything secured solidly to the ground.

Summon Weather
Range: 5 miles or more
Duration: One hour per level
Effect: Brings weather to caster's area
When the scholar casts this spell, some known nearby weather condition is pulled to the scholar's location. The scholar does not have control over the weather, merely the power to summon it. Only a scholar of 26th level or

higher can summon severe weather (hurricanes, tornadoes, blizzards, heat waves, etc.). The range of the summoning is 5 miles until the caster reaches 15th level, after which 1 mile is added per caster level above the 15th (so a 36th level scholar could summon weather from up to 26 miles away).

Transport via Plants
Range: Infinite
Duration: Instantaneous
Effect: Long-range teleport
This spell may be used a maximum of once per day. The scholar must be near a plant (of any size) and must choose either a general location or a particular known plant elsewhere. After casting the spell, the scholar magically enters the plant and teleports, arriving out of the other plant at the other destination (if a particular plant is not specified, the exiting plant is random). There is no limit to the range, but both plants must be alive and on the same plane of existence for the spell to work. The caster can transport up to two additional willing creatures.

SEVENTH LEVEL GEOMANCIES

Creeping Doom
Range: 120'
Duration: 1 round per caster level
Effect: Creates a 20' × 20' insect swarm
This spell creates a horde of a thousand creeping, crawling insects, which can appear anywhere that the casting scholar chooses, within 120'. They fill a 20' × 20' area at minimum, and they can be commanded to spread out and cover an area up to 60' × 60' at maximum. The *creeping doom* swarm moves at a speed of 60' (20'). It vanishes when the spell duration ends, or if the caster moves more than 120' away from the swarm. The insects always attack everything in their path, inflicting 1 point of damage per 10 insects in the swarm—100 points of damage every round to every creature in the area—with no saving throw allowed. Normal attacks can damage the horde only slightly, and even a *fire ball* will only destroy 100 of the insects (reducing the damage caused by 10 points at a time). *Creeping doom* can be destroyed by *dispel magic*, but it cannot be repelled by *protection from evil*, and it moves over most physical obstacles with no loss of speed.

Limited Wish
This 7th level arcane spell (found in the *Labyrinth Lord* core rulebook) is also a 7th level divine spell belonging to the school of geomancy.

Summon Elemental
Range: 240'
Duration: 6 turns
Effect: Summons one 16 HD elemental
This spell allows the caster to summon any one elemental per casting. The elemental will understand the scholar's speech and perform any tasks within its power, as directed by the caster. Unlike the arcane spell *conjure elemental,* the scholar casting this spell does not need to concentrate to control the creature—the elemental is always friendly to the scholar. The caster may send the elemental back to its home plane with a simple command, while another could dismiss the elemental with *dispel magic* or *dispel evil.*

A scholar or an elf can only summon each kind of elemental (air, earth, fire, and water) once in a day, so this spell is only useful four times per day, regardless of how many scrolls or memorized spells the scholar or elf has. A merrow has no power to summon an earth or a fire elemental with this spell, but merrows can still use this spell up to four times per day—twice to summon a water elemental and twice to summon an air elemental.

Transmute Metal to Wood
Range: 120'
Duration: Permanent
Effect: Changes metal into wood
This spell can change any metal item into dry, nonliving wood. Up to ½ stone of metal can be transmuted per level of the caster. Any magical metal item is 90% immune to the magic. The effect is permanent and cannot be *dispelled*. Any armor changed into wood immediately shatters into kindling and falls off its wearer; any weapons so changed become non-magical clubs.

THE RULES OF MAGIC

The following rules delineate how magic works in the *Engines & Empires* setting, as distinct from the *Labyrinth Lord* core rules.

Learning New Spells: All magic-users, both arcane and divine, can only learn new spells by finding them written in books or on spell-scrolls, and then scribing them into their own personal spell-books. The time required to complete the scribing process is one day per level of the spell. Arcane (Charisma-based) magic-users must first decipher a spell with *read magic*. Divine (Wisdom-based) magic-users can automatically understand new spells and do not need to decipher them. In either case, as soon as the spell is understood, scribing can begin. It requires the magician's complete attention, and so the character cannot do any adventuring while scribing a spell (though the character can interrupt the process at any time and then resume it at a later date).

Memorizing Spells: A caster is permitted to memorize lower-level spells in higher-level spell-slots.

Tactical Movement: A spell-caster can usually cast a spell and make a normal encounter move (one-third the character's full speed) in the same combat round. Spontaneous spells (see below) are an exception.

Spontaneous Spells: At 4th level, spell-casting classes (scholars, mages, elves, fays, and merrows) gain the ability to cast a spontaneous spell once per day. Characters who only learn spell-casting after reaching promotion level (lords, paladins, dragoons, professionals, thanes, and wardens) do not gain this ability, even when their effective spell ability reaches 4th level. To cast a spontaneous spell, the caster selects one of his memorized spells and "burns" it, using up the memorized spell in order to cast a different spell that he knows but might not have had memorized. The spontaneous spell must be of the same level as or lower than the memorized spell. Casting a spontaneous spell takes more concentration than usual, so moving is not permitted in the same combat round. Finally, casting a spontaneous spell causes the caster to automatically lose the initiative that round (treat the initiative roll as "0", with no Dexterity adjustment). Dominion (15th) level caster characters can cast two spontaneous spells in a day, while Epic (26th) level casters can cast three spontaneous spells per day.

Spell Penetration: A spell-caster's key ability modifier adjusts the saving throws of his spells' targets. Wisdom is used for a divine caster; Charisma for an arcane caster. A spell-caster with high key ability score, and therefore an ability bonus, imposes an equivalent penalty on his enemies' saving throws vs. his spells. A caster with a low score, and therefore an ability penalty, grants his targets a bonus to save. A mage with Charisma 15 (+2 bonus), for example, forces his foes to save against his spells at a -2 penalty. A paladin with Wisdom 7 (-1 penalty) would enable targets to save against his spells at a +1 bonus. Note that this is a situational modifier, distinct and apart from the Wisdom adjustment that always applies to each character's own Saving Throw score.

For spell-casting monsters or NPCs, the referee can either roll a Wisdom or Charisma score on the fly to quickly generate an adjustment, or he can select an ability score appropriate to the creature in question.

Spell Damage: This rule is **very** important for game balance and must be observed rigorously. A number of spells in the game, all of them arcane sorceries, cause one die of damage per level of the caster (viz. *fire ball, lightning bolt, ice storm*, and *delayed blast fire ball*). The damage dealt by these spells should not exceed twelve dice (as cast by a 12th level spell-caster). Beyond this limit, such spells improve in power at a rate of only one more damage die per three caster levels, i.e. thirteen damage dice when the caster reaches 15th level, fourteen dice at 18th level, fifteen dice at 21st level, and so on, to an absolute maximum of twenty damage dice at 36th level.

MAGICAL RESEARCH

Once a spell-caster surpasses the 9th level of achievement and takes a promotion title, that character is able to create new spells and craft magical items from scratch. (This only applies to characters able to cast spells before 9th level—scholars, mages, elves, fays, and merrows—and not characters who become spell-casters after promoting. Dwarf lords are the sole exception—they can make magical weapons and armor, but not other kinds of magical items.) Once a spell-caster has promoted and become a wizard, sage, or bard, that character is able to use the rules described below to engage in magical research.

Regardless of what the character is creating, all magical research has certain things in common. First, the character must purchase the raw materials, with a cost depending on the research in question. Then the character must begin research, using a quiet and well-equipped magical laboratory. The character cannot research and adventure at the same time, but if the research is interrupted for any reason, it may simply be resumed later. The time to successfully complete magical research is always one week for the initial preparation, plus one day per 1,000 guilders in the cost of the raw materials. At the end of the research period, the referee must make an item creation roll for the character. This is an ordinary ability check, using Wisdom for sages, bards, and the occasional dwarf lord; and Charisma for wizards. If the check succeeds, the new spell or item is created successfully; but if the check fails, the research fails too, and the character has to start all over again. If the ability check turns up a natural 20, the possibility exists that a cursed item might be created where an ordinary magical item was intended—and the researcher would be unaware of his dangerous failure.

Spells

Characters can only create spells that belong to a school they are capable of casting. This means that wizards can only create arcane sorceries, while sages and bards can only create divine theurgies and geomancies. A wizard cannot ordinarily research a healing spell, for example, while a sage can't create a flashy and destructive attack spell. Once the player decides what he wants his new spell to do, the referee decides whether the spell will be allowed in his campaign, and if so, what spell level it is. The cost for raw materials is 1,000 guilders per research level (see below).

Research Level

The research level for any spell or spell-like effect is equal to the sum of the spell level (or bonus) and all levels lower than it:

Effective Spell Level or Bonus	Research Level
1st (or +1)	1
2nd (or +2)	3
3rd (or +3)	6
4th (or +4)	10
5th (or +5)	15
6th (or 18 ability score)	21
(7th)	28
(8th)	36
(9th)	45

Spells more powerful than 6th level are generally difficult to incorporate into magical items, subject to the discretion of the referee.
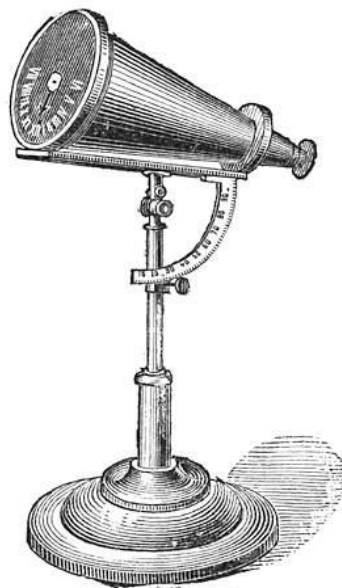
Scrolls

A scroll is a temporary magic item that has one or more copies of one or more spells scribed on it. Any character capable of casting spells from that school normally can also cast spells by reading them off the scroll. When a scroll spell has a variable effect, such as duration or damage dice per caster level, it always functions at the 6th caster level, regardless of the caster level of the character reading the scroll or the level of the spell written on the scroll. The cost to make a scroll is 200 guilders times the total number of research levels on the scroll. For example, a scroll that contains two castings of *magic missile* and one *fire ball* has eight total research levels on it, so the cost to make this scroll would be 1,600 gil. The *magic missile* spells would fire three missiles each (since a 6th level mage can fire three bullets with that spell), while the *fire ball* would cause 6d6 damage.

Potions

A potion is a temporary magical item that affects whoever drinks it. The potion's drinker is always the target of the spell effect, so certain spells are either impossible or ridiculously dangerous to make in potion form (obviously, spells with an area-based effect cannot ordinarily be cast into potions). Like a scroll, a potion's variable spell effects, if any, happen at the 6th caster level—but a potion's duration of effect is nearly always 1d6+6 turns (70 to 120 minutes). For one dose of a potion, the cost in raw materials is 400 guilders times the potion's research level. For multiple doses of the same potion, simply multiply the cost in raw materials by the desired number of doses.

Wands

Another basic type of magical item, a wand is small stick enchanted many times over with the same spell. A newly created wand has 30 charges, and so it can be used 30 times before it becomes useless. Spells cast from a wand always function at the 6th caster level, just like spells cast from a scroll. The cost to make a wand is 3,000 guilders times the research level of the wand's spell. A wand can be recharged: the cost to do this is 2,000 guilders times the wand's research level. A wand can only contain one spell.

Staffs

A magic staff is a longer, heavier stick, similar in size and weight to a quarter staff, enchanted with one or more spell effects. A magic staff has 40 charges when newly created, although some spell effects might expend more than one charge per use (dividing the spell level by 3 and rounding up is a good guideline). A staff might also function as a magical weapon, meaning that the item does not become useless after it runs out of charges. It can also be recharged. Spells cast from a staff function at the 8th caster level.

Staffs are complicated magical items. The cost to make a staff is 5,000 guilders times the highest research level cast into the staff, plus 1,000 guilders times the total remaining research levels. If the staff is also to function as a magical weapon, the cost to add a permanent bonus to hit and damage is 4,000 guilders times the research level of the bonus. Finally, a staff can be recharged for 4,000 guilders times the research level for the highest-level spell cast into the staff.

If, for example, a character wanted to invent a *staff of fire and ice +2*, a magical quarter staff +2 that throws 8-die *fire balls* or *ice storms* on command, this item would contain a 3rd and a 4th level spell with a +2 weapon bonus, so the cost to make the item would be (10 × 5,000) + (6 × 1,000) + (3 × 4,000), for a total of 68,000 guilders. The staff would have 40 charges when newly minted, with each *fire ball* costing 1 charge and each *ice storm* costing 2 charges. Once the staff runs out of charges, it serves as an ordinary *staff +2*, but it can be recharged for 40,000 guilders.

Note: Some staffs, like the *staff of healing,* are permanent items rather than charged items. When creating these kinds of staffs, use the procedures outlined below for miscellaneous items.

Rods, Rings, and Miscellaneous Items

The broadest category of magical items is also the most difficult to reduce to a formula: what follows are merely guidelines to help players and referees set the cost of creating permanent magical items. Miscellaneous items come in two basic kinds: charged and permanent. The cost to create such an item varies by the level of the spell cast into the item and how frequently it may be used. Miscellaneous-type items, rods and rings included, generally cannot contain spells that cause or cure damage (unless they are limited by charges or by how frequently they can be used in a day), or spells that raise the dead or kill (or effectively kill, like *sleep* and *hold person*).

Rings, and those kinds of miscellaneous items that must be worn to be effective, usually carry a permanent or continuous effect that only targets the wearer, so the limitations on these items are often the same as those for

potions. When these kinds of magical items are based on spells with variable effects (and this is rare), use a caster level of 8th for rods and rings, and 6th for all other kinds of items. Rods, like staffs, can double as weapons (a rod counts as a mace) and are sometimes enchanted. Rings are capable of containing some of the most powerful enchantments, such as *protection, regeneration,* and sometimes even *wishes.* Thus, a rods and rings cost slightly more than other kinds of miscellaneous items.

When an item provides a flat bonus (such as a *ring of protection*), the effective spell level is equal to the bonus (so a +3 item is a 3rd level spell, with a research level of 6). Items that set a particular ability score at 18 (like *gauntlets of ogre power*) are treated as 6th level spells (research level 21).

Item Category	Base Cost to Create
Continuous/use at will	10,000 gil. × Total Research Levels
Use once per turn	9,000 gil. × Total Research Levels
Use once per hour	8,000 gil. × Total Research Levels
Use five times per day	7,000 gil. × Total Research Levels
Use four times per day	6,000 gil. × Total Research Levels
Use three thrice per day	5,000 gil. × Total Research Levels
Use twice per day	4,000 gil. × Total Research Levels
Use once per day	3,000 gil. × Total Research Levels
Use once per week	2,000 gil. × Total Research Levels
Use once per month	1,000 gil. × Total Research Levels
Per number of charges	500 gil. × Total Research Levels
Miscellaneous item	Base cost × 1
Magic rod	Base cost × 1.1
Magic ring	Base cost × 1.2

Weapons and Armor
In addition to wizards, sages, and bards, dwarf lords are capable of creating magical weapons and armor. A magical weapon provides a bonus to hit and damage rolls. Magical armor grants a bonus to a character's Armor/Defense Class. These items are also sometimes enchanted with other magical effects.

To enchant a weapon, a shield, or a suit of armor, the spell-caster must first procure or craft the item itself, and this item must be of the very highest quality. Then the research and enchantment process can begin.

The cost to enchant a magical weapon with a bonus that applies all the time is 4,000 guilders times the research level for the bonus. For a caster between 9th and 14th levels, a weapon cannot be given a bonus higher than +3. A caster must be 15th level in order to make a +4 weapon and 26th level to make a +5 weapon. Some weapons also have an added bonus that only affects certain kinds of monsters. In this case, the cost for the extra bonus is 2,000 guilders times the difference in research levels.

The cost to enchant a shield or a suit of armor is equal to the research level for the bonus times 2,000 guilders. The maximum possible bonus is +3 until the researcher surpasses 14th level.

Ammunition (arrows, bolts, bullets, etc.) can be enchanted, though it only holds its enchantment until fired. Because the spell is temporary, magical ammunition is much cheaper to make: an ordinary piece of

ammunition (an *arrow +1*, for example) costs 100 gil. times the research level to make. If a part of the bonus only applies to certain creatures, the extra cost is halved (50 gil. times the difference in research levels for the two bonuses). So, for example, a *bullet +2, +3 vs. lycanthropes* would cost 450 gil. to make: 300 gil. to make it +2 and another 150 gil. for the extra +1 vs. lycanthropes. (An ordinary *bullet +3* would cost 600 gil.) Note that when magical ammunition is fired by a magical missile weapon, the bonuses to hit and damage do not stack; apply only the better bonus.

When a weapon or piece of armor is enchanted with an extra magical talent (such as producing *light*), use the rules for miscellaneous items above, deciding whether the effect is based on temporary charges and can only be used a few times, or permanent (whether continuous, at will, useable a certain number of times per day). Usually, the caster must know a spell similar to the effect that he wants to enchant into the item, but the referee may waive this rule in particular cases (such as a dwarf lord who wants to create a *flaming axe*).

Large-Scale Magical Items

Wizards, sages, and bards are able to create constructs (like golems) and even bigger items, like magical airships or enchanted castles—but only after they reach 15th level. The cost to make a construct is 2,000 guilders times its Hit Dice, plus an extra 5,000 guilders for each special magical ability it has. For large-scale items, the cost is trickier, but as a general guideline, just find its volume in cubic feet and multiply that by 1,000 guilders. This is the cost of the frame. Then, for every special magical effect that the large-scale item is capable of, add 3,000 guilders per research level of the effect.

Limiting Magic Item Creation

The rules in this section can be played up to their fullest or simply hand-waved and ignored, at the preference of the referee. It all depends on how easy or difficult the referee wants magical item creation to be. It's possible that the player characters could be permitted to simply deduct the appropriate costs for raw materials from their character sheets, roll their item creation checks, and succeed or fail on that basis alone. But then again, the referee might prefer to go into more detail.

Necessary Components: Some items might require a rare component which could be the object of an entire adventure of and in itself. Maybe a phoenix feather is required to make a *wand of fire*. Perhaps weapons and armor can only be enchanted with a maximum bonus of +1, unless some mythrill (for +2 items) or adamant (for +3 items) can be found. A sword that deals extra damage against lycanthropes probably needs certain quantities of silver and belladonna. Whatever the components are, they should relate in some way to the magical item—and, of course, they should be difficult or dangerous to obtain.

Fantastic Components: Creating a particularly powerful item might require the character to go questing for a list of components that don't make any literal sense: an ounce of courage, the tears of a forest, bright darkness. Each of these kinds of components is a riddle or a puzzle, and collecting them will require creativity, ingenuity, and a little magical know-how.

V

SCIENCE AND TECHNOLOGY

TECHS AND GNOMES are able to build fantastic devices that do many of the same things that magic spells do. Of course, technology is rather more delicate than magic. It's also dirty and rickety and heavy and not at all elegant. But it's hard to get rid of. Something done with science tends to stay done, since one can't just wave a magic wand and dispel the laws of nature. Maybe enchantments can break, but the laws of physics usually don't! What's more, the effects of technology can't be divined out with a *detect magic* spell or prevented by anti-magic.

TECHNICAL DEGREES

Magicians learn spells, which are the formulas that unlock their magic powers. Technologists learn *technical degrees*, broad scientific concepts that allow them to build certain kinds of devices. Each degree describes one or more devices which can be built by the tech who knows the degree.

Learning a degree is easier than learning a spell. Magic-users have to hunt down copies of the spells that they want to learn, and then they have to spend several days copying them into spell-books; but, over time, magic-users can build up large collections of spells. Things are entirely different for techs and gnomes. These characters automatically start the game with one technical degree, drawn from their primary technical field. Thereafter, new degrees are learned automatically by going up in level, as shown on the tech's progression table on page 30.

Each degree belongs to one of three fields of technology: biology, chemistry, or physics. A 1st level technologist character chooses one of these fields as primary. Upon reaching 2nd level, another choice is made to determine which of the remaining fields will be counted as secondary and tertiary. These decisions essentially fix the order in which the tech will learn all of the degrees in the game, according to the tech advancement table.

DEVICES

Devices are the temporary technological items that techs are able to build using the knowledge from their degrees. A device is a small, lightweight, very fragile item that does one specific thing. A device can be used once, and then it is destroyed, rather like a potion or a scroll. Damaging the tech in combat will not prevent the use of a device—because activating a device does not require the same level of concentration as casting a spell.

Only the tech or gnome who actually built the device can activate it. If a device is somehow given to another character, even if that other character is also a tech or a gnome, it will be completely useless.

Preparing Devices

Just like spells, devices must be prepared each day, prior to the adventure. Before a tech can use his items, he has to build them! All techs have a fixed number of "devices per day" which limits how many devices the tech can have completed at any one time.

At the beginning of each game day, the tech's player must decide how to allocate his daily devices. Once the tech has selected his devices for the day, he must spend one hour building them. When this process is complete, he has a full arsenal of useful (but fragile) items which can be carried with him on an adventure and used over the course of that day.

Devices aren't permanent, and after twenty-four hours have passed, they will all cease to function, so a tech cannot save up his old devices from day to day. But after a full night's rest, the tech's creative inspiration and intellectual stamina are renewed, and he can return to his raw materials (and yesterday's useless, disassembled devices) to build all new devices for that day.

Activating Devices

In game terms, activating a device is very similar to casting a spell. (In many ways, it's a lot like casting a spell from a scroll, since it is ultimately a matter of the tech using a one-shot item to produce a special effect.) The tech simply selects one of his devices and activates it, invoking the effect and consuming the device. Like a spell, a device takes effect on the "magic" phase of the combat sequence, after missile-fire but before hand-to-hand combat. However, unlike a spell, dealing damage to the tech will not ruin the device or prevent its functioning. The tech is usually allowed to move (one-third his full speed, just as if he were making an ordinary attack) and activate a device in the same round.
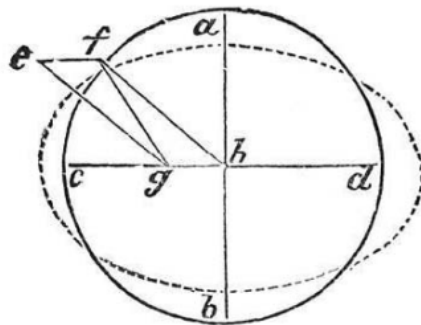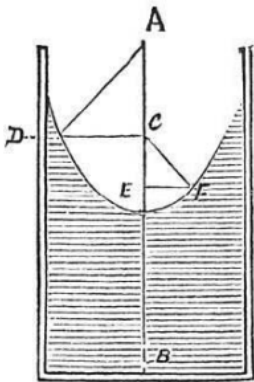
Jury-Rigs

Techs have to prepare their devices ahead of time, just as spell-casters must memorize their spells. But, once a tech or gnome reaches 4th level, he can attempt to *jury-rig* a device once per day, using up a prepared device to produce some other technological effect. The whole process of disassembling an old device, jury-rigging it for a new effect, and activating the rig takes only one round; but it also takes a lot of concentration. Damaging the tech won't disrupt the process, but the tech isn't allowed to move while jury-rigging, and he automatically loses the initiative that round. The jury-rig *must* be activated on the round that it is built, or it will fail to function. Both the original device and the jury-rigged effect must belong to the same field of science (e.g. a biology device can only be used to jury-rig a biology effect, not a chemistry or physics effect). A tech might sometimes want to jury-rig a prepared device into a reversed or alternate form of a device from the very same technical degree. This is permitted when a degree has multiple effects, and it stipulates that those effects are chosen "when the device is prepared".

When the technologist character reaches 15th level, he can jury-rig two devices per day. After 26th level, a technologist can jury-rig three devices in one day.

Saving Throw Modifiers

The tech's or gnome's Intelligence score determines how powerful his devices are. Whenever the tech activates a device that allows the target or targets to make a saving throw, the tech character's Intelligence adjustment also affects that roll, in exactly the same way that a spell-caster's Wisdom or Charisma affects an enemy's save vs. magic. A technologist's Intelligence bonus imposes an equivalent penalty on targets' saving throws, while an Intelligence penalty grants targets an equivalent bonus.

The Portable Lab

Magicians have their spell-books, and technologists have their traveling labs. Every technologist carries around a collection of parts, tools, chemicals, and assorted junk which can be continually assembled and reassembled into new devices, day in and day out over the course of the tech's adventures. The portable lab always weighs 2 stone, and this weight covers all of the tech's unused raw materials plus all of the devices that the tech has assembled that day. Using up devices will not reduce the weight of the portable lab, because techs are always recycling parts and scavenging more junk to add to their stockpile of raw materials. The tech doesn't need to pay anything to purchase his portable lab—it's assumed that he starts the game with it—but the referee may require the tech to pay a small upkeep (anywhere from 10 to 60 guilders per month) to keep his lab well-stocked with useful parts and chemicals that can't be scavenged from junk-heaps.

Devices and Magic

Some monsters are immune to magic of a certain level or lower. When this is the case, immunity also applies to technical devices of that degree or lower. A monster immune to all magic of 3rd level and lower is also immune to all technology of 3rd degree and lower. Technology is *not* magic, however, and

so it cannot be detected, dispelled, or negated by anti-magic. For all cases other than spell immunity, when the effects of a technical device must be equated to a spell level, cut the device's degree in half and round up—e.g. a 9th degree device is considered equal in power to a 5th level spell.

Just like arcane magic, certain offensive technological items cause one die of damage per level of the tech using the device, viz. *combustion bomb, corrosive acid, electric induction,* and *flash freeze.* These devices can cause no more than twelve dice of damage (for a 12th level technologist), beyond which they increase their damage at a rate of one damage die per three technologist levels. This means that a technologist must be 15th level to cause thirteen dice of damage with such devices, 18th level to cause fourteen dice of damage, and so forth, to a maximum of twenty damage dice at 36th level.

TECHNOLOGY AND THE WORLD

In the timeframe described by the *Engines & Empires* game (the 19th century of the Third Age of Gaia), the world is undergoing an industrial and scientific revolution. By the time humans arrived and began to build kingdoms of their own, the elves and the dwarves had already achieved a medieval level of technology, and gnomish natural philosophy was approaching renaissance levels. Humans learned from the faerie-folk, and their technology got something of a jumpstart. Gaia is now more scientifically advanced in some ways than Earth was in the 20th century.

Nevertheless, it's important for referees and players alike to maintain the "Victorian gaslight" atmosphere of the setting. Even if the technology can do things we can't dream of yet, like fire a plasma blast or teleport somebody around the world, it has to feel clunky, clockwork, steam-powered, and above all, pre-electronic. Never mind how real-world science works: in a role-playing game, high tech items are nothing more than spells and magical items with the serial numbers filed off. What matters is that the items feel like science (even if it has to be mad science), and that all of the players and the referee have 19th century gaslight firmly in mind when describing what an item looks like, what it does, and how it works.

TECHNICAL DEGREES BY FIELD

	Biology	Chemistry	Physics
1	Herbal Healer	Chemical Smoke	Ballistic Projectile
2	Stimulant/Depressant	Psychotropic Compound	Optic Flash
3	Pheromones	Metallic Alloy	Magnetic Field
4	Growth/Reduction	Explosive Combustion	Kinetic Engine
5	Cellular Transparency	Toxin/Antitoxin	Flight/Submersion
6	Vile Venom	Corrosive Acid	Electric Induction
7	Ectoplasmic Distillate	Adhesive/Lubricant	Sonic Vibration
8	Disease/Vaccine	Flash Freeze	Holo-Projection
9	Wonder Drug	Polymer Plastic	Radio Telegraphy
10	Genetic Mutation	Protonic Solvent	Analytic Engine
11	Tissue Reanimation	Crystal Lattice	Gravitational Field
12	Tissue Regeneration	Radioactive Plasma	Quantum Shift
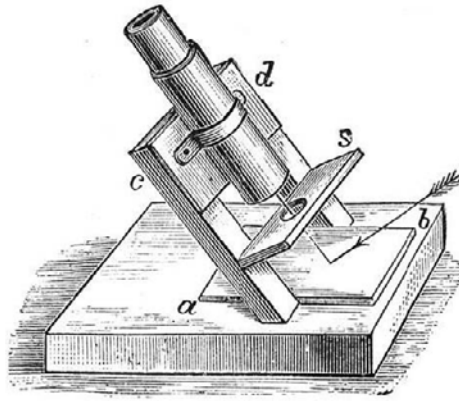
BIOLOGY DEGREES

Most biology devices take the form of some pharmaceutical drug which must be either ingested or injected. An ingested drug can only be applied to a willing target (and then only by the tech character), while an injection can be given to either a willing or an unwilling target—but injecting an unwilling target requires a mêlée attack roll against the target's Armor/Defense Class.

Herbal Healer [1st Degree]

This device usually takes the form of a syringe with a ready-to-inject dose of the herbal drug. The *herbal healer* will stimulate cell regeneration and wipe away fatigue, restoring 2d4 lost hit points to any one damaged living creature. If the target is at 0 hit points and wounded, the *herbal healer* will stabilize the character and restore him to 1 hit point. It has no effect whatsoever on dead bodies, including undead—unlike magical healing spells, this will not damage undead monsters, and neither will it cure them.

Higher-level techs can create more efficient *herbal healers*. For every six levels above the 1st, a tech can create a *healer* that restores another three dice of damage: 5d4 at 7th level, 8d4 at 13th level, 11d4 at 19th level, 14d4 at 25th level, and 17d4 at 31st level.

If the tech so chooses, he can instead prepare the baleful opposite of the *herbal healer*, which is the *harmful herbal*. This device (it must be chosen when the tech builds his device, not simply when he activates it) has the same effect as the *healer*, but in reverse: it will cause 2d4 damage, plus 3d4 damage per six levels the tech has above 1st. Note, though, that if this device is going to be used in combat, the *harmful herbal* must be injected into the victim, which requires a normal mêlée attack roll to hit the victim's Armor/Defense Class—and furthermore, the victim is allowed to save for half damage. The *harmful herbal* has no effect on undead.

Stimulant/Depressant [2nd Degree]

This device takes the form of an injected drug which can be applied to one target. The tech must decide when building the device whether it will contain a dose of *stimulant* or *depressant*.

Stimulant: This substance makes the target stronger and faster for a short length of time. For one turn, the subject has Strength and Dexterity scores of 18 and moves at an additional 60' (20'). At the beginning of the following turn, one of these three effects wears off at random, and the other two effects persist for the rest of that turn. On the third turn, only one effect from the *stimulant* remains, again random. At the end of three turns, the drug wears off completely.

Depressant: This substance has the opposite effect of the *stimulant*. For one turn, the subject's Strength and Dexterity scores are reduced to 3, and his base movement rate is reduced by 60' (20'), to a minimum of 30' (10'). The subject will recover from one of these three debilitating effects after a turn has passed; from two of them after two turns; and completely after three turns. Which effects wear off when is chosen by the referee or at random.

Pheromones [3rd Degree]

There are two versions of this device. The tech must decide which one he will use when building the device.

Animal Scent: This device, once activated, releases a powerful cocktail of airborne hormones and scent markers. Any animals or magical beasts (but not undead, plant monsters, oozes, elementals, or similarly unusual creatures) within 90 yards of the source of the *pheromones* will be drawn there to investigate. Once they arrive in the area, most creatures are agitated and ready to either fight or mate—but probably fight. This effect will last for approximately half an hour.

Attractive Perfume: An alternative version of the *pheromones* device, this can be applied to a single humanoid target. When used in this manner, all other humanoids (including demihumans, giant humanoids, and monstrous humanoids) will perceive the affected target as if that person had a Charisma of 18, granting the target a +3 bonus to all reaction rolls made for other humanoids. This version of the *pheromones* effect lasts for one hour.

Growth/Reduction [4th Degree]

This device can produce a drug which, when injected into a living creature, will either cause that creature to grow to double its size, or shrink to half its size. The tech must decide when building the device which effect to use.

Growth: This substance will double the size (and also the damage, speed, and encumbrance limit/maximum load) of any living thing for three turns.

Reduction: The opposite of *growth*, this substance will halve the size (and damage, speed, and encumbrance limit/maximum load) of the affected creature for three turns. A mêlée to-hit roll against the target's ordinary Armor/Defense Class is required to inject a target against its will. *Growth* and *reduction* injections will counter and cancel each other out.

Cellular Transparency [5th Degree]

This device injects the subject with a pigment-altering compound that renders the cellular structure of living beings entirely transparent. Within seconds, the skin and blood vessels become translucent, while bones and muscles take on the sheen of quicksilver. Inside of one round, these structures also become invisible, rendering the subject impossible to see except by indirect means (such as footprints). The compound even secretes from the subject's pores, bending light around clothes and equipment. The *transparency* effect can persist indefinitely, so long as the subject remains entirely calm and free from exertion—but the compound starts to break down if even the slightest bit of adrenaline enters the subject's bloodstream, so the effect is cancelled if the subject takes any aggressive action (such as attacking another, be it with a weapon or a device).

Vile Venom [6th Degree]

This nasty cocktail of natural poisons can be made to dispense as a vapor, or it can take the form of a concentrated liquid injection. The vapor will fill a 50' x 50' area and affect all living creatures within that space that fail a saving throw. The liquid will only affect a single target (and a roll to hit the target in mêlée is required); but when used in concentrated form, the subject saves at a -4 penalty.

The *venom* will simultaneously inflict blindness, nausea, confusion, sleep, and paralysis, though each of these effects only persists for 3d6 rounds (and monsters with 4+1 hit dice or more are immune to the sleep effect). The *venom* also causes damage as a weak poison: for every round that the other debilitating effects persist, the affected target also takes 1d3 points of damage.

Ectoplasmic Distillate [7th Degree]

This device has two versions, chosen when the tech builds it. The first is a consumed drug; the second is a topical application.

Drinking this pseudo-mystical *distillate* will enhance the target's natural parapsychological prowess, bestowing *ESP* (as the arcane spell) for 1d6+6 turns.

The bodily application of the *distillate* is even stranger—the subject will actually become incorporeal, similar to a *gaseous form* effect, again for 1d6+6 turns. However, the subject is not entirely without substance—whenever the incorporeal individual passes through a solid object, he will leave behind a telltale residue of ectoplasmic slime.

Disease/Vaccine [8th Degree]

This device allows a tech to whip up a nasty virus to use as a bio-weapon, or to cure nearly any kind of natural disease. The tech must choose when building the device whether it will cause *disease* or cure it with *vaccine*. The effects of the *disease* and *vaccine* devices are identical to the divine spells *cause disease* and *cure disease*. *Vaccine* even has the capacity to destroy green slime and to remove mummy rot or lycanthropy.

Wonder Drug [9th Degree]

This marvelous panacea combines certain effects of the *heal* and *restoration* spells. The *wonder drug* will wipe away any and all debilitating status effects, including blindness, poison, disease, *feeblemind*, fatigue, etc., and it will also restore any lost points of Strength, Constitution, or any other ability scores which have been drained away (such as by the touch of a shadow, wight, wraith, etc.). The *wonder drug* does not restore any lost hit points, however, and it will not have any effect whatsoever on undead.

Genetic Mutation [10th Degree]

This powerful mutagen will completely rewrite the subject's DNA, instantly transforming the subject into a new species. (The particular species may be any sort of creature, natural or magical, but it must be chosen by the tech when the device is built, not as it is activated.) The effect of the *genetic mutation* is essentially identical to a *polymorph*, whether directed at oneself or others, and all of the usual guidelines and restrictions apply—except that in order to use the *genetic mutation*, an injection is required, so in order to polymorph an unwilling subject, a mêlée attack roll is required (in addition to the subject's usual saving throw).

Since this effect is not magical, it cannot be countered with *dispel magic*. However, unlike a *polymorph* spell, a *genetic mutation* is somewhat unstable, and therefore it is not entirely permanent. After one day has passed, there is a 1-in-20 chance that the subject's DNA will spontaneously revert to its original state, thereby reversing the *mutation* and ending the effect. On every subsequent day, there is a further (non-cumulative) 1-in-20 chance that the effects of the *mutation* will end.

Tissue Reanimation [11th Degree]

This device will actually restore life to dead tissue—but the *tissue reanimation* injection can be prepared in one of two ways. It can either restore a single dead body completely to life, as per *raise dead*, or it can animate several corpses and force them to serve the tech, as per *animate dead*. The particular effect must be chosen by the tech when the device is prepared.

Tissue Regeneration [12th Degree]

This device will stimulate cellular growth to an incredible degree, affecting one injected target just like a *regenerate* spell. Severed body parts will reattach in one round, or grow back completely in 2d4 turns; and for the duration of 2d4 turns, the subject will rapidly recover hit points at a rate of 1 hp per round.

If a dead body is injected with two doses of *tissue regeneration* before adding one dose *tissue reanimation*, the effect will be identical to a *resurrection* spell, completely restoring the dead individual to life and full health.
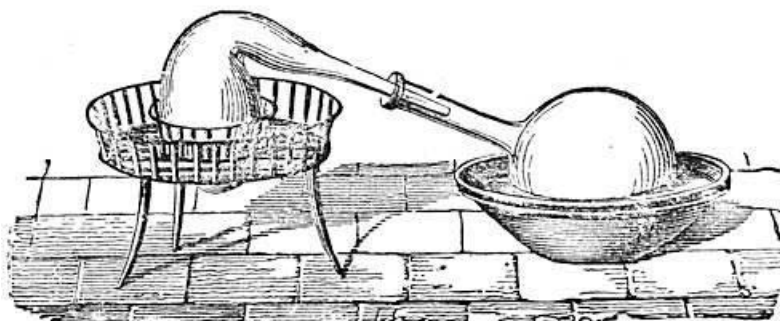
CHEMISTRY DEGREES

The devices in the Chemistry field usually take the form of some chemical compound, metallurgic reagent, or vaporous cloud. A substance can be ingested, injected, splattered, smeared, or simply released into the air—depending on the particular device. Many Chemistry devices take the form of a grenade, which must be thrown at a target area (range increment 10') by making a to-hit roll against AC 9/DC 12.

Chemical Smoke [1st Degree]

A *chemical smoke* device is a canister or bomb that produces a cloud of thick, opaque, billowing smoke, possibly with a timed-release activation mechanism. The cloud is 5' high, 10' deep, and 10' wide for every level of the tech. (So a 10th level tech, for example, can produce a 50' high cloud that covers an area 100' feet square.) All creatures immersed in the smoke cloud are effectively blinded, and furthermore, each has to roll a saving throw or suffer the effects of smoke inhalation: 1 hit point of damage for every round they remain the cloud, and a -2 penalty to attack rolls and saving throws from the coughing and nausea. The smoke cloud will dissipate after 3 turns have passed.

Psychotropic Compound [2nd Degree]

This versatile degree allows the tech to induce one of several effects in a group of targets, ranging from confusion to sleep. The particular effect is chosen by the tech when the device is built, drawn from the following list (other effects of similar power levels may be allowed, at the referee's option):

Confusion: Targets in the area must roll a saving throw or contract temporary insanity. At random, a confused target will wander aimlessly, stand still and do nothing, attack any nearby enemies recklessly, or attack his own allies.

Fear: Targets in the area must save or flee in terror.

Hallucination: Targets in the area have to roll a saving throw, or they'll begin to hallucinate, seeing things that aren't there. The referee

determines the exact nature of the hallucinations. Affected targets perceive them as reality and act accordingly.

Knockout: This effect is similar to the *sleep* spell, except that it affects all targets in the area with up to 8 hit dice. All targets affected by the *gas* are permitted a saving throw to negate the effects. Any creature with more than 4 hit dice gets a +4 bonus on its save against the knockout effect.

Regardless of the specific effect, *psychotropic compound* is usually built into a gas canister that disperses into a 30' diameter cloud, triggered by whatever mechanical means the tech can devise. The effect lasts for three turns. Undead, constructs, and other creatures that don't breathe are always immune to the effects of the *compound*.

Metallic Alloy [3rd Degree]

Metallic alloy is a chemical reagent that can be applied to any one weapon, shield, or suit of armor, or to 20 pieces of ammunition, thereby enhancing the item for the span of three turns (30 minutes). The best *alloy* available to the tech depends on the tech's level:

Stainless Steel: A 3rd level tech can make *stainless steel*. This substance temporarily transforms equipment into equipment +1. Weapons and ammunition add this bonus to their hit and damage, and they acquire the ability to damage magical creatures normally vulnerable only to silver or magical weapons. Armor and shields add the bonus to AC/DC.

Metallurgic Mythrill: A 7th level tech can make *metallurgic mythrill*. This substance temporarily grants ordinary equipment a +2 bonus.

Alchemical Adamant: An 11th level tech can make this substance, the most powerful of all the *metallic alloys*—it temporarily turns ordinary equipment into equipment +3 for the duration of the effect.

Any *metallic alloy* can also be applied to 10 square feet of surface area, temporarily increasing its hardness. A surface coated in *stainless steel* can take an extra 10 hit points of damage before breaking. For *metallurgic mythrill,* the number is 20 hit points; and for *alchemical adamant*, 30 hit points.

N.B., an inventor must have this degree in order to make permanent +1 or better weapons and armor.

Explosive Combustion [4th Degree]

This device usually takes the form of a grenade or a bomb set on some kind of trigger (proximity, trip-wire, remote detonator, or timer) determined by the tech when the device is built. When it goes off, *explosive combustion* creates a 20' radius fiery burst of flame and shrapnel that causes 1d6 points of damage per level of the tech. Targets in the area can save for half damage. Multiple *combustion* bombs going off in the same place at the same time do not increase the damage dealt, thought multiple bombs could be timed or trigged to go off all at once to cover a larger volume of space.

Toxin/Antidote [5th Degree]

A tech with this degree knows how to make a number of inorganic poisons, as well as an all-purpose antitoxin. Devices made with this degree take the form of an injector containing one dose of the described chemical substance.

Paralytic: This toxin causes severe muscle seizures resulting in paralysis for 4d4 turns. The target is allowed a saving throw to negate the effect, but the save comes at a -4 penalty.

Fast-Acting Toxin: This substance will cause immediate death to any injected target that fails a save vs. poison. (The referee may disallow this device if he does not use deadly poisons in his campaign; or he can simply change this device so that it instantly causes 1d6 points of damage per level of the tech, with a saving throw for half damage.)

Slow-Acting Toxin: This substance causes the target 1d6 points of damage each round, for a number of rounds equal to the tech's level. A target that makes a saving throw takes reduced damage, only 1d4 points per round.

Antidote: This substance neutralizes any poison, curing all damage caused by poison within the last 10 rounds, even to the point of reviving somebody "killed" by poison not more than 10 rounds ago.
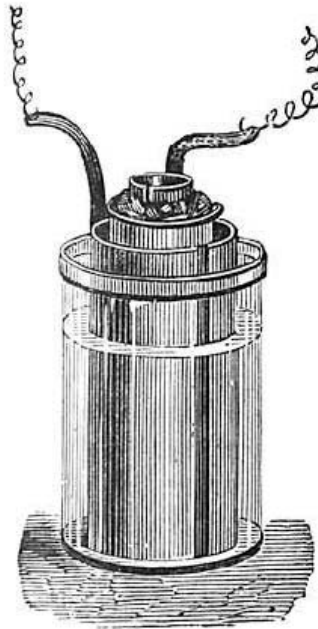
Corrosive Acid [6th Degree]

A device built with this degree can splash a highly concentrated acid in all directions, covering a circular area with a 15' radius. Anything hit by the acid takes 1d4 points of damage per level of the tech, for two consecutive rounds. The second round of damage is negated for any targets that make a saving throw. Corrosive acid can also be used to eat through wood or thin metal, although stone is usually unaffected by the substance.

Adhesive/Lubricant [7th Degree]

This device will squirt a layer of either *adhesive* or *lubricant* on a 20' x 20' area. (The tech must choose which effect at the time the device is built.)

Adhesive is an extremely sticky glue which can bond any two substances together for up to twenty-four hours. The bond is strong enough to suspend 35 stone (about 500 lbs.) of weight. When used in combat, the *adhesive* can be sprayed onto the ground, where it will stick all creatures to the ground for at least one round. After that, creatures in the area must roll Strength checks at a -4 penalty in order to move, and they need to roll saving throws (also at a -4 penalty) in order to drop an item, throw a missile weapon, fire a bow and arrow, etc.

Lubricant has the opposite effect of *adhesive:* the *lubricant* is extremely slick, and when sprayed on an area, nothing has any traction. Creatures in the area that try to move must roll a saving throw or fall prone, and they must roll again in order to stand up. Any creature that enters a *lubricated* area must save or fall down, and if the creature enters the area at running speed, that creature must save at -4 or fall prone and go skidding in the direction he was running out to the maximum distance of his running speed (such as 120' for an unencumbered human)!

Flash Freeze [8th Degree]

The tech can build a liquid nitrogen container that either damages enemies with cold or fills a volume of space with solid ice. The tech chooses the particular effect when building the device.

Icy Burst: This device explodes like a bomb in a 20' radius sphere. All targets in the area of effect take 1d6 points of cold damage per level of the tech, though they can save for half damage.

Solid Ice: This device fills any empty space with solid ice. The exact shape and direction taken by the ice as it moves to fill the area are chosen by the tech when the device is activated. This device can create 10 cubic feet of ice for each level of the tech. The ice will not form in mid-air, nor can it solidify around living creatures to encase them—but a wall of solid ice will block sight and passage. The ice will remain in place for two hours, unless very cold or very warm weather would extend or shorten the duration.

Polymer Plastic [9th Degree]

This device produces enough amorphous, semi-solid *plastic* to fill one 10' x 10' x 10' cubic volume per three levels of the tech. For every 1' of thickness, the *plastic* is strong enough to support 35 stone of weight and can withstand 5 points of damage, so a 10' thick mass of the *plastic* can hold up a 350 st object and it could take 50 points of damage before being completely destroyed. The *plastic* can take damage from weapons and most spells, but it is immune to electrical damage. The *plastic* need not be created in a solid mass; it can take whatever shape the tech desires. The substance itself is too light and elastic to make an effective weapon of any kind.

Alternatively, this device can produce a stretchy, tacky rope—100' feet of length per three levels of the tech. (This function of the device may be chosen at the time when it is activated and need not be preselected when the device is built.) The rope has similar properties to the shaped mass of

plastic: it is immune to electrical damage, but each strand can be destroyed by only 1 point of damage. Despite the thinness of the rope, a single strand can support 35 st of weight before breaking, though it will stretch to nearly double its length when doing so. (If a dose of *adhesive* is added to this version of the *polymer plastic*, it becomes possible to create an extremely sticky variety of rope that behaves much like a *web* spell!)

The *polymer plastic* is rapidly degradable—it will last for about six hours, and then it dissolves away completely.

Protonic Solvent [10th Degree]

This device produces a single dose of a highly reactive substance which will dissolve 1 cubic foot of nearly any solid material. It eats through wood and cloth instantly, most kinds of stone and metal in one turn, mythrill in three turns, and adamant or diamond in six turns. *Adhesive*, *lubricant*, and *polymer plastic* are all destroyed instantly by the *protonic solvent*, and even *crystal lattice* will be eaten away in an hour. When thrown at a living being, the *solvent* will cause 6d10 damage to that creature (a saving throw is allowed for half damage), and anyone else within a 5' radius of the target must also save or take 1d10 damage from the splash.

Crystal Lattice [11th Degree]

This device will generate an expanding block of ultra-hard carbon crystal, as durable as diamond. The *crystal lattice* will expand to fill a volume of 1,000 cubit feet (one 10' x 10' x 10' volume) for every two levels of the tech. The crystal will expand to fill in open spaces, but it will not occupy any space where a solid body already rests, nor will it encase a living creature. (Instead, it will gently but quickly push all living creatures and small objects out of the path of its expansion.) The crystalline mass can take on any shape the tech desires, though it can only form at rest and on a reasonably level surface. For every 1' of thickness, the crystal can withstand 60 hit points of damage before shattering, so a 10' thick slab of the crystal can take up to 600 hit points of damage. The *crystal lattice* is a permanent substance—once created, the crystal will remain in place indefinitely, unless it is destroyed.

Radioactive Plasma [12th Degree]

This powerful device allows the tech to create a tiny sun that flares brightly with the heat and radiation of nuclear fusion, before suddenly burning out. The device takes the form of an emitter which fires a ray or beam out to any point within 240' of the tech. Once fired, the beam will initiate a fusion reaction centered on the targeted point. On that round, a 10' radius area is filled with white-hot plasma, and all creatures in the area take 3d12 points of damage, with no saving throw allowed. On the second round, the area expands to cover a 20' radius, and the damage is dealt again—everything in this new area (including those creatures already caught by the initial fusion) takes 3d12 damage. On the third round, the area expands again, out to a 40' radius, and everything within this area takes a final 3d12 damage.

After the third round, the fusion reaction ends and the plasma evaporates away, but another effect still lingers. Any creature damaged by the plasma must now roll a saving throw or else contract severe radiation sickness. This fast-acting disease will kill in 1d4 hours unless treated by some kind of *cure disease* or *vaccine* effect.
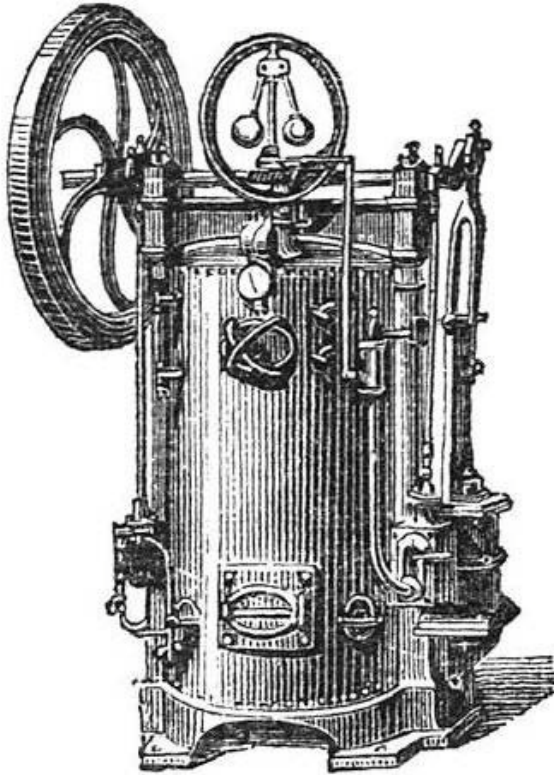
PHYSICS DEGREES

Nearly all of the devices described by the physics degrees are mechanical contraptions that utilize one or more of the natural physical forces—light, magnetism, electricity, inertia, gravity, etc. Physics degrees are extremely important, because they are necessary for any tech character who wants to build permanent machines and vehicles after reaching 9th level and becoming an inventor. The *kinetic engine* degree is required to build most powered vehicles, for example, while *flight/ submersion* is needed before the tech can try to build an airship or a submersible.

Ballistic Projectile [1st Degree]

This mechanical contraption can be pointed like a gun to fire a burst of high-velocity projectiles at all the targets in a 10' x 10' area, anywhere within a 150' range of the tech. The attack deals 1d8 points of damage to all targets in the area, but each one can save for half damage. As the tech goes up in levels, the *ballistic projectile* device deals more damage and targets a wider area. For every five levels after the first, another die of damage is added and the device can strafe another 10' of width—so that a 6th level tech can cause 2d8 damage in a 10' x 20' rectangle; at 11th level, the tech can cause 3d8 damage in a 10' by 30' rectangle; and so on.

Optic Flash [2nd Degree]

This device contains a powerful light-bulb which, once activated, will shine continuously for one hour per level of the tech, casting light in a 60' cone in whichever direction the tech points the device. At any time while this device is still active, the tech can press an extra button on the device which will cause the bulb to burn brightly for just an instant—the *optic flash*. All creatures within the 60' cone of light must then roll a saving throw or be blinded for 1d4 turns. However, using the device's *flash* function will immediately burn out the bulb and end the ordinary *light* effect.

Alternatively, the tech can use this degree to prepare a *photographic camera* which is far more advanced than the usual daguerreotyping techniques most commonly used the E&E world. This version of the *optic flash* device will take ten snapshots and develop them instantly, though the images remain sepia-toned rather than in color.

Magnetic Field [3rd Degree]

This device generates a powerful magnetic field around the tech who activates it. At the time the device is activated (not when it is built), the tech can choose to set the field polarity to "attract" or "repel".

A repulsive magnetic field acts as a kind of defensive shield around the tech. *Ballistic projectiles* automatically cause no damage to the tech, and the tech's Armor/Defense Class is improved by +4 against all weapon attacks. The tech also gains a +2 bonus to save against electrical attacks, and the damage caused by such attacks is reduced by 1 hit point per damage die. This version of the *magnetic field* will last for one turn per three levels of the tech (two turns at 6th level, three turns at 9th level, etc.).

An attractive magnetic field has a more peculiar effect: when this function of the device is activated, lightweight metal items (including weapons and shields) practically leap out of the hands of everybody within 30' of the tech. Characters can make saving throws to try and hold onto their items, but otherwise, anything within 30' of the tech which is made of metal and weighs less than 1 stone will immediately fly towards the tech and then stop, suspended in mid-air by the magnetic field, to hover approximately one foot away from the tech's body. The tech, if he so chooses, can snatch items out of the air and wield them himself—the magnetic field won't affect anything immediately on the tech's person or less than 1' from the tech's body. This version of the device will last for only one turn, regardless of the tech's level.

Kinetic Engine [4th Degree]

A tech prepares this machine in the form of a small motor attached to pistons that enhance the tech's speed and strength. Upon activating the *kinetic engine,* the tech's (or gnome's) Strength becomes 18 and his base (i.e. unencumbered) speed becomes 100' (300'). The effects of an active *kinetic engine* will last for three turns.

Flight/Submersion [5th Degree]

This device is prepared in one of two forms: either a personal rotary-wing with a jet-pack attachment (the *flight* device); or an oxygen tank and breathing apparatus (the *submersion* device). The tech must choose which form the device will take when he builds it. Naturally, these devices duplicate the effects of the arcane spells *fly* and *water breathing* in all noteworthy respects, including durations (*flight* lasts for one turn per tech level + 1d6 extra turns, and *submersion* lasts for one day).

Electric Induction [6th Degree]

This device will fire a powerful bolt of electricity, 5' wide and 60' long. The *electric induction* device can cause the arc of electricity to begin anywhere within 180' of the tech, though the path of the electricity always points directly away from the tech. Anything struck by the electricity will take 1d6 points of damage per level of the tech, though each target is allowed to roll a saving throw for half damage. If the electricity strikes any solid surface, it will bounce off at the same angle, in the opposite direction, until its length reaches the full 60'.

Sonic Vibration [7th Degree]

This device allows the tech to manipulate sound in various ways. There are two primary versions of this device, and the tech must choose which one he wants to use when the device is built.

Project Sound: This version of the device can make any sound (including, but not limited to, the tech's own voice) appear to come from anywhere within 180 feet. The effect is very similar to the *ventriloquism* spell, except that the range is much greater, and the sound produced by the device can be nearly anything that the tech desires (although it might not be able to precisely mimic another person's voice). This version of the device lasts for three turns.

Hypersonic Pitch: This device produces a sonic vibration so intense that brittle materials (such as glass, crystal, and even *crystal lattice)* within 60' will shatter. Glass shatters instantly, while stronger materials can take up to 1d4 rounds to shake apart. Living creatures in the area, meanwhile, suffer a -2 penalty to attack rolls due to the distracting, high-pitched sound (and this includes the tech who activates the device). Once activated, the *hypersonic pitch* will sound for five consecutive rounds.

Holographic Projection [8th Degree]

This device allows the tech to project silent and intangible illusions, identical to those produced by a *phantasmal force* spell, using nothing more than smoke and mirrors. The technological version of this effect can produce much larger illusions, though. A 7th level tech can produce a *projection* that fills a 20' x 20' x 20' cubic volume, but for every three levels above the 7th, the tech can add 10' to the length of each side of the volume of effect. Therefore, a 10th level tech could produce a 30' x 30' x 30' illusion; a 13th level tech could produce a 40' x 40' x 40' illusion; and so on. The exact nature of the illusion created by the *holographic projection* is chosen by the tech when the device is activated (not when it is built). Even if the illusion is touched or attacked, the image will persist as long as the tech maintains concentration on projecting the hologram; or, if the illusion is mostly stationary, the device can be set to project for up to one hour.

Note that this device can be used to render everybody in a particular area *invisible*, at least until any creatures so affected take an action or make an attack.

If a *holographic projection* is combined with a *sonic vibration* device set to project sounds, the result can be a more realistic illusion that sounds just like it looks. When these two devices are activated consecutively, first the *project sound* effect and then the *holographic projection* on the very next round, it's even possible to duplicate the effects of a *project image* spell.

Radio Telegraphy [9th Degree]

This device allows the tech to transmit sound in the form of radio waves, out to a distance of ten miles per level of the tech. Once activated, the *radio telegraphy* device will last all day. Any other tech or gnome characters who have active *radio telegraphy* devices and happen to be in the area can receive messages from the activating tech—and if the tech is within range of their devices, he can receive transmissions as well. If two characters agree

on a particular radio frequency beforehand, they can easily communicate by *radio* over significant distances. Otherwise, it might take a full turn or more to search all the frequencies and listen in on other techs' conversations, if there are any to be heard.

If two techs combine their *radio telegraphy* devices with *holographic projection* devices, it becomes theoretically possible for the techs to transmit video as well as audio (at least for the one-hour duration of the *holographic projections*), resulting in a sort of primitive television or videophone.

Analytic Engine [10th Degree]

This device is a kind of primitive, mechanical computer attached to a suite of sensors, detectors, and other apparatus. When the tech activates this device (as opposed to when he builds it), it can be set to detect any one particular kind of object, state, or creature, chosen from the list of examples given below. The detectors sweep everything within a 60' cone in front of the tech. The effect of the *analytic engine* will last for three turns.

Magic: The device will detect magic, magical items, and the persistent effects of spells, just like *detect magic.*

Undead: The device will detect the presence of undead within 60'.

Enemies: The device will detect the presence of living monsters (but not undead) within 60'.

Traps: The device will detect all mechanical and magical traps.

Lies: The device will sense polygraph data on the brains of subjects within 60', revealing when they are lying.

Evil: The device will sense any psychological or metaphysical irregularities that indicate whether a person intends evil, or whether an item is evilly enchanted.

Poison: The device will reveal the presence of all poisons, toxins, and venoms.

Invisibility: The device will reveal the location of anything which is invisible.

Illusion: The device will reveal the true nature of illusions.

Object, Plant, or Animal: The device will locate a particular item, material, animal, or plant, chosen by the tech when the device is activated.

X-Ray Image: The device will actually form an image of all solid, concealed objects within the range of the sensor sweep, even peering through walls (of any substance other than lead) to do so; but this version of the device has only a 20' range, unlike the 60' range of other *analytic engines.*

Gravitational Field [11th Degree]

This device allows the tech to manipulate gravity in various ways. (The tech can choose how he wants to use this device when it is activated, not when he builds it.) By directing the device at himself, he can *levitate*, as per the arcane spell. Pointed at another object, the tech can move it as if by *telekinesis.* Or the tech can simply set the *gravitational field* on wide dispersal, in which case the device will *reverse gravity* (as per the arcane spell) in the selected area.

Quantum Shift [12th Degree]

This device is the holy grail of physics: the ability to disassemble solid objects and living things on the molecular level and reassemble them elsewhere. The effects of the *quantum shift* transporter are essentially identical to the *teleport* spell, except that the tech is not restricted to teleporting living things. A volume of nonliving matter up to 10' x 10' x 10' in size can also be teleported by a *quantum shift* device.

If the tech is 15th level or higher, more than one creature (or 10' x 10' x 10' cube of matter) can be teleported by this device. The tech can teleport two creatures at 15th level, three creatures at 20th level, four creatures at 25th level, etc. (or a commensurate volume of inert matter: 10' x 10' x 20' at 15th level, 10' x 10' x 30' at 20th level, 10' x 10' x 40' at 25th level, etc.).

N.B., like the E&E version of the *teleport* spell, this device has no chance of error associated with it, but the range is limited to 100 miles per level of the tech. It remains impossible to willfully *shift* a target into solid matter.

TECHNOLOGY AS TREASURE

Temporary technological items (i.e. devices) don't usually last long enough to leave the hands of the tech that made them. But very high-level technologists are capable of creating more permanent items called *inventions*. Inventions are the technological equivalent of magical items—and for the purposes of the E&E game, they follow the exact same set of rules. Any magical item could, in theory, be a technological item instead. Instead of a *healing potion* or a *wand of fire*, why not a *healing tonic* or a *fire bomb cannon*? Perhaps only elves know the secrets behind the *elven cloak* and *elven boots*, but who's to say that a gnome might not create a holographic *personal cloaking field* and a set of *pneumatic sneakers* that do very much the same thing?

Low-level characters cannot create inventions of their own, but they could certainly find them among other treasures. This can be an especially devious tactic on the part of the referee, since technological treasures won't be revealed by a *detect magic* spell. But inventions are very often large, bulky, and obvious, which sometimes makes them easy to find and identify. As a rule, technological treasures shouldn't often be found in ancient labyrinths (unless the party stumbles across the remains of another adventuring tech), but for adventures that take place above-ground, technology might be just as common as magic. In a mad scientist's laboratory, special items are likely to be almost exclusively technological.

A technological treasure can be created by the referee, simply by taking the idea for a magical item and "re-skinning" it so that it has all the trappings of pulp-novel, gaslight-era sci-fi. A *potion of strength* could become a *tonic of muscular enhancement,* while a *snake staff* could become a *clockwork serpent.* Referees must be creative, clever, and altogether without mercy in their unwillingness to spare the techno-babble! More than half the flavor of a technological invention comes from the name alone. The best names combine a little bit of pseudo-scientific nonsense with nineteenth century advertising vocabulary: items with monikers like *tonic of ESP* and *anti-gravity boots* are kind of interesting, but they don't inspire quite the same

degree of wonder as *Doctor Marvel's Stupendous Brain-Enhancement Juice* and *ACME-Brand Rocket-Powered Levitating Footwear!*

The following guidelines apply to the creation of technological inventions by game referees:

Tonics: These are technological potions. They're just like ordinary potions—except that, as with all inventions, they won't be revealed by a *detect magic* spell.

Widgets: A widget is the technological equivalent of a scroll. It's a lot like a device (such as *ballistic projectile* or *herbal healer*), except that it lasts until used, and it can be activated by any tech or gnome. A widget is usually hand-held and weighs one-eighth stone.

Gadgets: Gadgets are heavy items—they typically weigh two or three stone, and very often they are built in the form of a backpack with attached instruments or controls. A gadget is the technological version of a wand or staff. When found, it can have as many as 30 or 40 charges. Like a widget, a gadget will usually mimic the effects of a device, but not always. Only a tech or a gnome can use a gadget.

Gizmos: These are the technological versions of "miscellaneous magical items"—all the cloaks, boots, belts, and other items that characters can wear in order to benefit from them. Most of the time, any character of any class can use a gizmo—they're very user-friendly. Also, gizmos are usually permanent rather than charged, and their effects are often continuous rather than activated. A gizmo typically weighs one stone.

Weapons and Armor: A high-level technologist can create special weapons and armor, just like a high-level magician. Technologically enhanced arms won't be revealed by a *detect magic* spell, but otherwise, they're just like magical arms. They'll even damage wraiths, werewolves, and other beasties that can normally only be hit by magical weapons. Technology can bestow a bonus upon a weapon: if a player character finds a really nice sword covered in rivets, gears, and cogs, the odds are pretty good that the character has just found a technological *sword +1*. Furthermore, technology can make other effects possible: why not a technological *flaming sword* that works by dispensing napalm?

When creating inventions to place in the game, referees should remember not get too bogged down by realistic science. The game is fantastic; the science should be fantastic too! One should let the imagination run just as wild with the technology as it normally would with magic!

TECHNOLOGICAL RESEARCH

An inventor can engage in technological research, which allows the tech to invent and create technological items. Inventions are different from devices: they're more permanent in nature. Even those inventions which are only meant to be used once (tonics and widgets) will last indefinitely until used. What's more, unlike devices, characters other than the tech or gnome who built the invention can use it, although many inventions are still restricted only to use by tech or gnome class characters. One thing that technological research cannot do, though, is create new degrees. Spell-casters can expand their repertoires by creating new spells, but a tech never has more degrees

than he has class levels. If a technologist wants to create some entirely new special effect, it has to be done in the form of a technological item: an invention. Otherwise, the rules for creating inventions are very much the same as those for creating magical items.

The time required to complete any technological research is one week, plus one day for every 1,000 guilders in the cost of the item's raw materials. As with magical research, this process can be interrupted and then resumed later with no penalty. First the technologist has to purchase the raw materials, and then he begins the research process. Once the allotted time has passed, the referee makes an Intelligence check for the tech character to see if he successfully completed his research.

If the check turns up a natural 20, the possibility exists that the technologist has made a grave error. This might result in a machine or chemical compound which will explode violently, emit toxic vapor, or have some other dangerous and harmful effect. Whatever the effect, it will manifest itself at some random time after the item is first used, and there will be no distinguishing such a glitched (i.e. "cursed") technological item from a normal one.

The cost to make a technological invention depends on the research level of the effect that the item produces, which is in turn derived from the technical degree of the effect:

Technical Degree	Research Level
$1^{st} - 2^{nd}$	1
$3^{rd} - 4^{th}$	3
$5^{th} - 6^{th}$	6
$7^{th} - 8^{th}$	10
$9^{th} - 10^{th}$	16
$11^{th} - 12^{th}$	21

Tonics

A tonic is the technological equivalent of a potion. Like potions, tonics bestow upon the drinker some special effect which is either instantaneous (like healing) or which persists for 1d6+6 turns. The cost for raw materials to make a tonic is the research level of the effect times 400 guilders. Whenever a tonic has variable effects, treat the effective technologist level as 6th. A *healing tonic*, for example, will restore 2d4 hp, just like a *herbal healer* device used by a 6th level tech or gnome.

Widgets

A widget is the technological equivalent of a scroll. It is a small machine (weighing $1/8$ st) which contains a single technological effect. The widget can be used once before it is destroyed, and only a tech or a gnome can operate it. The cost in raw materials to make a widget is 200 guilders times the research level. The cost to make an *explosive combustion* widget, for example, is 600 guilders, because this is a 4th degree effect (research level 3, multiplied by 200 gil., is 600 gil.). Widgets always function at the 6th technologist level, so an *explosive combustion* widget, for example, will cause 6d6 points of damage.

Gadgets and Multi-gadgets

Gadgets are the technological equivalent of wands. They are hefty machines (weighing 2 stone) which contain several charges of some technological effect. A gadget contains 30 charges (and once these are used up, the gadget may be recharged). The cost in raw materials to make a gadget is 3,000 guilders times the research level. (The cost to recharge a depleted gadget is 2,000 guilders times the research level.)

Multi-gadgets are the technological versions of staffs. They typically weigh 3 stone, and they contain 40 charges. A multi-gadget contains one or more separate effects. The cost in raw materials to build a multi-gadget is 5,000 guilders times the research level of the most powerful effect; plus all other research levels times 1,000 guilders. (The cost to recharge a depleted multi-gadget is the highest research level times 4,000 guilders.)

Gadgets with variable technological effects always function at the 6th technologist level. Multi-gadgets with variable effects always function at the 8th technologist level. Only tech or gnome characters can employ gadgets and multi-gadgets.

Gizmos

Gizmos are the technological equivalent of "miscellaneous" magical items. Gizmos are lighter than most other technological items (only 1 stone), and they're very user-friendly. Most of the time, a gizmo can be operated by anybody who puts it on, and it remains active as long as it is worn. Examples of gizmos include shock-absorbent boots that allow a person to move silently, personal cloaking devices that project an invisibility field, and piston-powered engines that enhance the wearer's physical strength.

The cost to make a gizmo depends on whether it can be used continuously and at will, or whether there is some kind of limitation on how frequently it can be activated. The rules for making a gizmo are much the same as those for making a rod, a ring, or a miscellaneous item in this way. When a particular effect contains multiple technological effects, don't forget that each separate effect has its own research level, and all of these must be summed before multiplying to find the base cost. For example, an amphibious scuba/jetpack gizmo that allowed the user to both *fly* and *submerge* as per the 5th level physics degrees would have a total research level of 12 (6 from each effect). Once the multiplier is found, consult the table below to determine the total cost.

Note that as with magical items, some technological items cannot be made into permanent or continuous gizmos—nothing that deals damage, kills instantly, or heals can ever be used at will.

For items that bestow permanent bonuses, each "plus" is figured in the same way as a magical "plus" (so a +4 bonus adds 10 research levels, for example). For any item that sets an ability score at 18, this counts as 12th degree technology (research level 21). Note also that an inventor of 9th to 14th level can only make items that bestow a +3 or smaller bonus on such statistics as saving throws or Armor/Defense Class. A tech must be 15th level in order to make +4 items and 26th level to make +5 items.

Item Category	Base Cost to Create
Continuous/use at will	10,000 gil. × Research Level
Use once per turn	9,000 gil. × Research Level
Use once per hour	8,000 gil. × Research Level
Use five times per day	7,000 gil. × Research Level
Use four times per day	6,000 gil. × Research Level
Use three thrice per day	5,000 gil. × Research Level
Use twice per day	4,000 gil. × Research Level
Use once per day	3,000 gil. × Research Level
Use once per week	2,000 gil. × Research Level
Use once per month	1,000 gil. × Research Level
Per number of charges	500 gil. × Research Level

Weapons and Armor

The rules for technological weapons and armor are identical to the rules for magical armor, given earlier in this chapter. Note that an inventor of 9th to 14th level can only make +3 or weaker weapons and armor. An inventor must be 15th level to make +4 weapons and armor, and 26th level to make +5 weapons and armor.

Vehicles and Automata

Spell-casters must wait until 15th level before they can attempt to make golems and large-scale magical items. Inventors are not subject to this restriction. An inventor of even 9th level can create technologically enhanced vehicles or build self-sufficient automata (robots). The rules governing these processes are the same as those for spell-casters building large-scale magical items and golems.
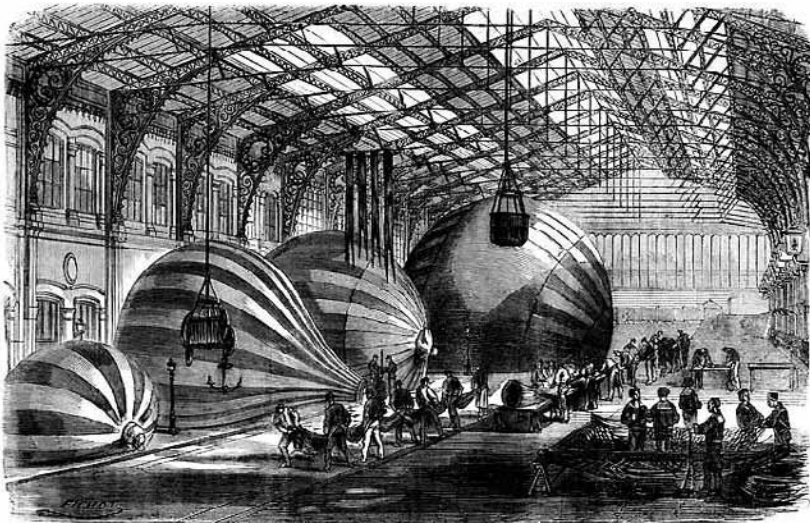
VI

COMBAT AND TACTICS

THE GAME TURN sequence and all of the many rules dealing with encounters (surprise, reaction rolls, evasion, etc.) are no different in *Engines & Empires* than in *Labyrinth Lord*. But once a fight breaks out, things can be quite different. The E&E world is one where combat is common, deadly, and grandiose in scale. To reflect this, fights in the E&E game are made to feel much more like tactical war-game battles than scenes set in the mind's eye alone.

SURPRISE AND SKILLS

Skill checks such as Stealth and Perception should not replace the surprise roll that a referee makes for either side when an unexpected combat occurs. Instead, these skill checks should be used (sparingly) to help determine when rolling for surprise is appropriate to one side but not the other. If one group successfully uses Stealth to sneak up on another group, surprise should be rolled for the second group once combat breaks out. Likewise, if a party is using Perception to keep careful watch, that might negate their enemies' chance of surprising them.

THE COMBAT SEQUENCE

Once a fight starts, the referee uses the following steps to resolve the battle:
A. The referee secretly determines what actions the monsters and NPCs intend to take.
B. Players declare their characters' intended actions.
C. Each side (or individual) rolls for initiative.
D. Sides act in order of highest to lowest initiative:
   1. Morale Checks
   2. Movement and Defensive Maneuvers
   3. Missile Combat
   4. Magical and Technological Combat
   5. Mêlée Combat
E. The referee adjudicates retreats, surrenders, negotiations, skills, and all other special results.

INITIATIVE

In the E&E game, initiative is rolled on twelve-sided dice (d12s) and often adjusted for the Dexterity scores of individual player characters and NPCs. The highest roll, after any modifiers are added, goes first. At the beginning of

a battle, the referee should first decide whether to use group or individual initiative. Group initiative is easiest to use in small battles with clear-cut sides: a party of adventurers stumbles on a group of monsters and they both try to kill each other. In this situation, the referee just rolls 1d12 for each side at the beginning of every round to determine who acts first that round. Remember, each side plays out its entire combat sequence before moving onto the next side.

Individual initiative is handy in complex battles where many different participants have divergent goals. When individual initiative is invoked, each character or group of like monsters (e.g. Frederick the fighter, Thanis the elf, the four orcs, the troll that the orcs have hired) makes its own initiative roll. Characters with Dexterity adjustments must apply their adjustment to the d12 roll. Also, halflings add a +1 bonus to an individual initiative roll (but this bonus can only be added to a group initiative roll when a side consists entirely of halflings). At the referee's option, a modest bonus (+1 or +2) can be assigned to the initiative rolls of very small or fast monsters, and a like penalty to slow-moving or very large monsters.

MOVEMENT

A character's base movement rate is given in feet per turn, but once a battle begins, the time scale shifts from 10-minute game turns to 10-second combat rounds. A character's movement in combat, called "encounter move", is equal to one-third the character's base movement in feet per round. Thus a character with a base move of 120' per turn has an encounter move of 40' per round. Characters generally use their encounter speed whenever they move and then take some other action during the combat round. Typical actions a character can take after moving include attacking, casting a spell, using an item (like a magic potion or a technological device), or performing a special combat maneuver (see below).

Running: A character who only moves during a combat round can use his full normal speed (rather than his encounter speed), but in feet per round rather than feet per turn. This is the character's running speed. A character able to move 120' per turn when exploring the labyrinth can run 120' per round in combat. When running, no other action may be taken—not even parrying.

Parrying: The Parry action happens at the end of the movement phase of the combat sequence. A character that only moves his encounter speed but then takes no other action may choose to parry after he completes his movement. For the remainder of the round, that character receives a +4 bonus to his Armor/Defense Class against mêlée (but not missile) attacks.

Player characters that like to use their running speed to close for mêlée as quickly as possible might find their charging tactics thwarted by a more cautious group of monsters that have chosen to advance slowly and Parry. This can be a tough lesson for the PCs to learn!

Setting a Spear vs. a Charge: Another defensive option that must be taken on the movement phase, this action is somewhat similar to the Parry. To set a spear vs. a charge, the character must be wielding a spear, lance, or pole-arm. If an enemy charges at the set character—that is, moves straight

towards the character and covers at least 20 feet of distance before attacking—the set character can attack with the spearing weapon first, and a hit causes double damage. If this attack hits and kills the charging enemy, that enemy does not get the chance to hurt the set character. If the charging foe survives, it gets its normal attacks, including any benefits from charging. (N.B., "charging" of and in itself is not a special combat maneuver and doesn't normally come with any benefits. Some monsters have a special "charge" or "swoop" ability that lets them deal double damage when charging, but most player characters can only deal this double damage when charging with a lance from horseback. Centaurs and sylphs, thanks to their special class abilities, are the only exceptions.)

Movement in Mêlée: When two nearby characters engage each other in hand-to-hand combat, they are said to be "in a mêlée" or "mêléed". Mêléed characters are not free to move normally. Instead, characters in this situation have only two options for movement: a fighting withdrawal or a full retreat.

The fighting withdrawal is a cautious breakaway from the fight. The character backs away from his opponents at no more than half his normal encounter speed (so if a character has an encounter speed of 40' per round, he can back up 20' feet when making a withdrawal). If the enemies follow the withdrawing character and engage him again, that character is permitted to parry or make his mêlée attack(s) at the end of the enemies' move phase, before they get to take any other actions. If the monsters do not follow, the withdrawn character can move freely on the next round.

A full retreat is all-out flight from combat. A retreating character turns his back on his enemies and moves away from them at his normal encounter speed (not his running speed). If the enemies follow the retreating character and engage him again, they add a +2 bonus on their attack rolls against that character, and the retreating character loses any benefit from carrying a shield. If the enemies do not follow the retreating character, then the character can go to running speed next round.

Reaching Weapons: Characters that wield reaching weapons (lances, pole arms, or whips) are not considered mêléed when they engage targets carrying ordinary weapons. In effect, long weapons such as these allow characters to make mêlée attacks but then remain free to move normally afterward, even if their enemies manage to successfully strike them with their shorter weapons. If, however, all combatants have reaching weapons, then they mêlée each other normally.

MISSILE COMBAT

Missile attacks in the E&E game have a few unique features. Dexterity adjustments are added to the damage roll for missile attacks as well as to the attack roll, and this applies to hurled weapons as well as fired weapons. A Strength adjustment is never added to damage for a missile attack.

When magically or technologically enhanced missile weapons fire similarly enhanced ammunition, only the higher of the two bonuses applies to the attack, but the bonus is added to both hit and damage. A +1 bullet fired from a +3 pistol counts as a +3 attack.

Range Increments

Every missile weapon has a range increment which is used to determine the range modifiers for missile attacks with that weapon. For most weapons, range modifiers only apply to the attack roll. In the case of blunderbusses and shotguns, range modifiers apply to the damage roll as well.

Close Range: Out to the first range increment, missile attacks are said to be made at Close range. A missile attack at close range has a +1 adjustment.

Medium Range: In the second range increment, which is Medium range, there is no range modifier, positive or negative.

Long Range: The third range increment is long range. Attacks made at Long range take a -1 penalty to hit.

Extreme Range: Any missile attack made out to a distance from four to ten times the range increment is made at Extreme range. For every range increment beyond long range, another -1 penalty is assigned to the attack. However, any missile attack made at Extreme range is going to have a very high arc, so Extreme range is only possible outdoors. If a character is indoors or underground, attacks made at targets farther away than Long range will automatically miss.

The tenth range increment is the absolute maximum range for any missile weapon. A pistol, for example, has a range increment of 30 feet. This means that the first range increment (any attack within 30') is Close range and gets a +1 bonus. Between 31' and 60' is Medium range (no modifier). Between 61' and 90' is Long range, which causes a -1 penalty; and this is as far as the weapon can shoot indoors or underground. Outdoors, the pistol can be fired at Extreme ranges, but there is a -2 penalty to hit at 91'-120', a -3 penalty at 121'-150', and so on, with an additional -1 penalty added for every 30' of range, out to the pistol's farthest range increment of 271'-300' (the tenth range increment, which carries a -8 penalty to hit).

Minimum Range: There is no minimum range for a missile attack. A target can be hit in missile combat even within 5' (this still just counts as Close range). However, if a device-fired missile attack is made against a target that the attacker is in mêlée with (or mêléed by), that attack automatically misses. A thrown missile weapon used in mêlée just becomes a hand-to-hand weapon under those circumstances. (This is no problem for a dagger; but a weapon that isn't meant to be used in mêlée, like a dart or a javelin, will only cause half damage.)

Multiple Attacks

High level characters can use their multiple attacks with missile weapons, provided the missile weapon does not need to be reloaded between every shot. Crossbows, slings, and single-shot firearms cannot be used with multiple attacks; whereas bows, multi-chambered firearms, and hurled weapons can be used with multiple attacks. Pistols and hurled weapons can also be used with two weapons combat (described below, under the Mêlée Combat section).

SPELLS AND DEVICES

Characters using spells or special items do so after the missile combat phase. Although it has been mentioned before, this rule is worth repeating here: characters in the E&E game can move their encounter speed (one-third their base Movement) and still cast a spell that round! Spell-casting in the E&E game isn't so cumbersome that it can be hindered by walking, wearing heavy armor, or any other mundane condition. (The caster does still need at least one empty hand for gestures, though.)

Damage to the caster can still disrupt a spell. Whenever a spell-caster takes damage in combat, he cannot cast a spell that round, and if spell-casting has already begun, the spell is lost to no effect. Note, however, that damage will only disrupt an actual spell—not spell effects from items! Damage will not disrupt the use of a scroll, wand, staff, or any other item that stores or duplicates magic spells.

Technological devices are entirely immune to this sort of disruption. For a tech or gnome character operating a device, the rules and procedures are much the same as for a magic-user reading from a scroll. The device is activated on this phase of the combat sequence; the character may move and still use the item; and damage to the tech will not disrupt it.

MÊLÉE COMBAT

This phase of the combat sequence, also called "hand-to-hand" combat, involves attacks and offensive maneuvers that happen in close quarters. At low levels, player characters can usually only make one basic mêlée attack per round, or two attacks if they carry two weapons.

Two Weapons Combat: When a character wields a weapon in either hand (or attacks with two bare fists, or a weapon and a bare fist), the character is permitted to make two attacks, one with each hand, but the second attack suffers a -4 penalty to hit.

Open-Hand Strikes: An unarmed attack is similar to an attack with a mêlée weapon, except that it deals 1d2 points of damage, plus the usual Strength adjustments.

Improvised Weapons: A random object used as a weapon deals 1d3 points of damage, plus Strength adjustments. The referee may decide that a particular weapon deals non-lethal damage only (non-lethal damage will be explained below). If an improvised weapon is thrown as a missile weapon, its range increment is 10' (or less, if the item is very heavy).

Disarm: This maneuver can be used whenever a character is in mêlée with an armed opponent. To attempt a Disarm, the character attacks, applying all the usual modifiers, but a hit deals no damage. Instead, the target rolls a saving throw. Failing the save means that the target has dropped his weapon.

Lance Attack: This maneuver can only be attempted by a mounted character wielding a lance or by a centaur. To perform a Lance Attack, the mount and rider (moving and fighting together as a unit) must charge straight at their target and cover at least 20 feet of distance before attacking. A successful hit with a lance will cause double damage. (N.B., using the Lance Attack maneuver will make the attacker vulnerable to a Set Spear vs. Charge maneuver.) If the lancer has multiple attacks, all of the character's attacks must be directed at separate targets along the mount's (or centaur's) line of movement.

CRITICAL HITS

Regardless of an attacker's Fighting Ability or a target's defenses (AC/DC), a natural attack roll of 1 is an automatic miss (called a "fumble), while a natural attack roll of 20 is both an automatic hit and a critical hit. (Keep in mind that if the referee prefers to use the "Roll Low vs. Armor Class" method for attacks, this is reversed: natural 20s "fumble" and natural 1s "crit".) A critical hit with any kind of weapon (mêlée, missile, bare fist, or monster's natural weapons) causes double damage. Note, though, that only the damage dice are doubled—any modifiers to the damage roll apply only once. Note also that when damage is multiplied for several reasons at once, the multiplications don't compound each other—instead, each multiplier is treated as *adding* so many dice. Expert, halfling, and faun class characters cause critical hits on a greater range of attack rolls, depending on their level, and at high levels they can cause triple damage or more on a crit.

DAMAGE AND DEATH

The following rules apply to damage, wounds, healing, and death for E&E.

Damaged vs. Wounded: Hit points in *Engines & Empires* are a measure of stamina, will to fight, and the ability to dodge attacks or defend oneself. Most of the time, damage to a character's hit points does not mean

that the character has been physically harmed, or even touched! A character is only really wounded if his hit points drop all the way to 0. A character whose hit points have fallen to 0 has received a significant wound and is likely to die; otherwise, all the "damage" that a character has taken is only superficial and heals quickly with rest.

Healing Damaged Characters: A character whose hit points never drop to 0 isn't technically wounded, and so the damage (which is really just fatigue) heals completely with one night's rest. Other methods of restoring health, such as with a *cure* spell or use of the Medicine skill, can cure some damage quickly and on the spot, without the character having to rest.

A successful Medicine skill check can be used to perform "first aid" and cure a damaged character of 1d4 hit points, but only if the character is not wounded (that is, above 0 hp). Each character can only benefit from first aid once per day. This use of the Medicine skill takes 1 turn to perform.

Dying and Death: When a character falls to 0 hp, he becomes wounded. Most creatures are instantly killed when they fall to 0 hp, but player characters and key NPCs can have an extra chance at survival. When a major character drops to 0 hp, the referee rolls 1d6 to see whether the character has survived the mortal wound. There is a flat 2-in-6 chance that the character will be killed instantly by the wounding blow, but on a roll of 3 or higher, the character survives and is merely dying.

The dying character must receive some kind of healing before a turn has passed, or else there is a 1 in 6 chance that the dying character will expire at the end of that turn. For each further turn that passes, the chance of death increases by 1 in 6, until it reaches 100%. If and when the dying character does receive the effects of *cure* magic or first aid (with a Medicine skill check), the character is restored to 1 hp (but no more than that). He is still wounded and unable to fight, but he is no longer dying.

Healing Wounded Characters: A wounded character that survives his brush with death will heal naturally at a much slower rate than a character who is merely damaged. For each full night of complete bed-rest, the wounded character recovers a single hit point. Once a wounded character has been restored to at least 1 hit point, healing spells and items will have their full normal effect on that character. First aid cannot bring a wounded character above 1 hit point, but a Medicine skill check can be used to perform surgery on the wounded character. Surgery restores 1d4 hit points to a

wounded character for each hour that the surgeon spends operating, to a maximum of 4d4 hp.

A character who has survived a mortal wound is incapacitated and unable to fight or cast spells until every last one of his hit points has been restored. Until then, the character may or may not be conscious and able to move, depending on the nature of the wound and the referee's judgment.

Non-Lethal Damage: Some attacks aren't meant to kill. A hit with a blackjack isn't likely to cause a mortal wound, and sometimes a character fighting with bare fists or even real weapons might choose to pull punches or attack with the flat of the blade. These kinds of attacks are meant to subdue rather than kill, so a character brought down to 0 hp by non-lethal attacks isn't mortally wounded. Instead, the character is simply TKO'd (totally knocked out) for 2d6 turns, after which the character automatically regains 1 hit point and consciousness.

OPTIONAL RULE: THE BATTLE GRID

Engines & Empires combats take place on a 1" grid with each inch representing ten feet. (This is the case for both indoor and outdoor combats. Small-scale combat in E&E never needs to switch to a scale based on yards.) Most ranges and movement rates in the *Labyrinth Lord* game come in tens of feet, so there's little reason to use a finer scale. A scale of 1"=10' has certain advantages for a tabletop RPG, but also some drawbacks. The main problem is that most miniature figures are scaled for a 1"=5' scale, so they're too big to use with E&E's battle grid system. But a 1' = 10' scale allows the referee to depict much larger areas (such as bigger battlefields or entire labyrinth floors) on a tabletop or battle-mat. It also makes tactical combat somewhat "blurry" and "zoomed out"—just enough that combats can involve precise movement and positioning while still relying on a significant degree of abstraction and imagination.

Roughly four or five human-sized characters can fit in one 10' square and fight effectively. To represent this on a battle grid, you can use very small miniature figures (they'd have to be tiny enough that four of them fit in a 1" square), stackable tokens of different colors, coins of various denominations, or even lettered tiles from crossword board-games. One of the more accessible options is to use six-sided dice with the appropriate number of pips turned face-up to indicate the number of characters occupying a square. It's not as if players are going to have a shortage of six-sided dice; and dice of different colors can represent different kinds of monsters (or different characters). Also, d6s are easily stacked, just like tokens or tiles.

For creatures of different sizes, use commonsense guidelines. Perhaps six gnomes or halflings could occupy one 10' square and still fight. Two centaurs or ogres could fill a square. Anything troll-sized or larger probably takes up one or more squares all by itself.

Tactical Movement

Basic movement is easy: a character can move 1 square for every 10' of movement rate. A character with a move of 120' (40') could move 4 squares in a round and still make an attack, or that character could run 12 squares in

a round and do nothing else. (While exploring the labyrinth, the character would be able to walk cautiously at a rate of 12 squares per turn, or run 36 squares per turn!) This is simple enough when moving in a straight line along with the grid; but for diagonal movement, some fiddly counting is required. The first diagonal step that a character takes counts as 2 squares; the second counts as 1 square; and so it alternates, 2, 1, 2, 1. A character who wants to move 50', all along a diagonal, would be able to move 3 squares diagonally (2 + 1 + 2 = 5 squares, or 50' of movement).

Sometimes, usually because a character's speed is halved due to encumbrance, a character might actually have an odd movement rate that ends with an extra 5' of speed. These extra 5' can add up and "roll over" into the next round, so if a character has a movement rate of 25' feet, for example, that character could move 2 squares one round, 3 squares the next round, 2 squares the round after that, and so on. If, somehow, a character's movement rate actually falls below 10', it would take that character two rounds or more just to move one square!

Tactical Distance

Missile ranges are counted just like movement. On a straight path, 10' of range equate to one 1" square. Counting diagonally, the first diagonal counts as 20', the second as 10', the third as 20', and so on.

Spell and device ranges must very often target an intersection rather than a square. To find the range of a spell that targets an intersection, start with the corner of the square that you occupy which is nearest the target corner, and then count the distances as described above for movement and range. The area of effect for a spell or device depends on whether another square's corner could be reached from the originating point of the effect.

Adjacent Squares

Squares that touch a side are adjacent; squares that only touch a corner are not. When making missile attacks, firing into an adjacent square counts as 10' of distance, while firing one square diagonally counts as 20'.

Mêléed Squares

In order to engage in hand-to-hand combat, two opponents must enter the same square. As soon as this occurs, both creatures are considered "mêléed" and subject the rules for withdrawals and retreats.

A long weapon like a whip or a pole-arm cannot reach into a farther square than a sword or an axe can. The only advantages to wielding one of these "reaching" weapons are (1) that when you engage a foe wielding a shorter weapon, your opponent is mêléed (i.e. has his movement options restricted to the Withdrawal and Retreat maneuvers) while you are not; and (2) that in a narrow space, such as a 10' corridor, when only two attackers can stand shoulder to shoulder and still fight, you can attack over your allies to get at any monsters who enter the mêléed square.

VII

STRONGHOLDS AND DOMINIONS

T HIS CHAPTER details the new rules needed to play the Dominion and Epic level games. High-level gameplay can be very different from the labyrinth and wilderness adventuring which marks the Basic and Campaign levels of play. If they so choose, characters at these levels can amass great power and influence, and they can guide the fates of entire nations or determine the outcomes of wide wars. Although the Dominion game formally begins at the 15th achievement level, it is presaged when 9th level characters seek promotion to a new class title.

PROMOTION

Promotion does not happen automatically as soon as a character becomes 9th level. Rather, this special status must be achieved by questing for it—and it can only be bestowed by a higher-level character of the same class who has also attained promotion. To that end, the specific deed which a character must perform in order to be promoted will vary widely from class to class, and even from character to character within the same campaign. There are no rules governing what exactly is required for promotion, because this will depend entirely on each character's individual circumstances and on the whims and creativity of the referee. The only guideline which must be observed is this: each character's promotion quest should be an entire adventure, and each one should be its own separate adventure. Questing to attain promotion is each character's opportunity to shine in his own unique way. The adventure that transforms a fighter into a lord, for example, will be very different in character from one that makes a halfling into a thane or a mage into a wizard.

Potential promotion quests are as limitless as the referee's imagination in constructing all other kinds of adventures. The character may be required to lead his party in slaying a dragon, recovering some lost artifact, or performing some other feat of heroism—or it could require something more personal for the character, such as swearing fealty to a noble ruler, or accomplishing some specially character-driven goal (such as avenging a fallen parent or mentor). Whatever the particulars of the quest, once it has been accomplished, the character is considered promoted when he is formally accepted into the ranks of lords, wizards, sages, professionals, etc. by other members of his own class.
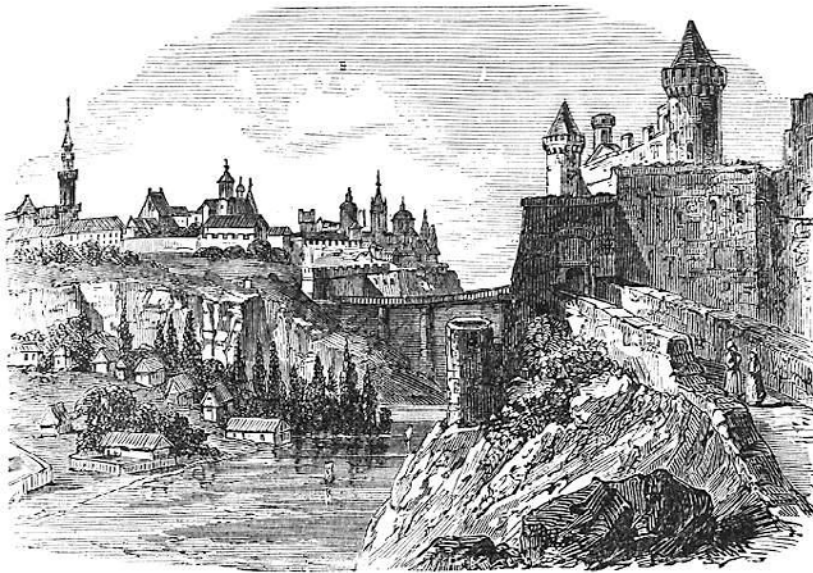
Travelling or Settling

A promoted character must decide whether he wants to continue his life as a wandering adventurer, or whether to build a *stronghold* and center most of his operations on a single home base. Choosing to travel does not mean that the character is forever homeless, and choosing to settle does mean that the character never again goes adventuring abroad! Rather, these terms reflect the social status and political intentions of the character. A *traveling* hero is someone who wants neither the power nor the weighty responsibilities of rulership. Traveling heroes give up influence for freedom. A *settled* hero is one who has built a stronghold for the purpose of exerting his will on the surrounding lands, with the ultimate aim of making those lands his *dominion,* i.e. becoming their legitimate ruler. Settled heroes can indeed accumulate great power within their dominions, and they can exert a degree of influence on their neighbors as well (through political or military posturing), but they also shoulder the burden of responsibility in so doing.

STRONGHOLDS AND FOLLOWERS

Most of the character classes in *Engines & Empires* can build strongholds when they surpass 9th level and take their promotion title. Upon completion of the stronghold, followers will come to serve under and learn from the high-level player character. Followers are drawn by the character's reputation and by the opportunity to serve someone influential. The rules for building strongholds are already detailed in the *Labyrinth Lord* game, but the details for each character class (including the number of followers gained by each) is slightly different in the E&E world.

Boxers: A promoted boxer becomes a champion. A champion may choose to build a cloister, dojo, or martial arts academy. This will immediately attract 6d10 students, all of them normal humans, who will serve the boxer loyally in exchange for martial arts instruction. After one year of training, half of these students will graduate and become 1st level boxers. The remainder will leave in frustration over the course of that year. As the champion's reputation grows, the size and influence of his academy might grow as well. Eventually, the academy's students could number in the hundreds. Champion PCs should be warded, though: martial arts academies are notorious for getting into rivalries and feuds. The larger a particular dojo's student body is, the more likely its students are to pick fights with other boxers for the sake of their beloved master's reputation.

Experts: A promoted expert becomes a professional. A professional can establish a guild devoted to some particular area of expertise. The guild could be a thieves' guild, an assassins' guild, a trade or craft guild, a dandy socialites' club, or even a detective agency. Whatever the particulars, the guild will immediately attract 2d6 1st level experts who are willing to apprentice themselves to the professional guildmaster. A guild's membership tends to grow in direct proportion to its financial success. As a professional's reputation and influence grows, it's possible that the professional player character might even be elected to some important political office, such as the mayor of a city or the governor of a region.

Fighters: A promoted fighter becomes a lord. A lord's stronghold usually takes the form of a castle or fortress. Once the stronghold is complete, the nearest ruler will summon the lord for a knighting ceremony, thereby entitling the character with the rank of *knight* and the address of *sir* or *dame.* 5d10 mercenaries (mostly normal men, with 1st to 3rd level fighters for officers) will arrive to serve the knight as troops. They require standard pay, but they are otherwise loyal to the knight. If the knight then manages to destroy all the monsters within 20 miles of his stronghold, settlers will arrive to live on the land, and more men will ask to join the knight's army. At this point, the knight's liege will elevate him to the rank of *baronet.* A baronet is permitted to tax the settlers on his land, and he will draw an income of 1 guilder per family per month from all of the people living around his castle.

Mages: A promoted mage is called a wizard. If a wizard chooses to build a tower, he will attract 1d6 mages between 1st and 3rd level and 1d12 normal humans, all of whom will serve the wizard loyally in exchange for magical training. About half of the 0th level humans who receive apprentice training will grow discouraged and leave in frustration after 1d6 months, but the rest will become 1st level mages after about a year.

Scholars: A promoted scholar becomes a sage. A sage is able to build a college. If the sage has remained true to his alignment and to his philosophy, the sage's old university might pay for up to half the construction cost of the new college, which will then be regarded as a branch of the sage's *alma mater* university. A sage's college will attract 1d6 × 50 human students who wish to learn under the sage. Only 10% of these students will actually remain with the school and become 1st level scholars; the rest will either complete their education or fail out, leaving after 1d4 years have passed.

Techs: A promoted tech is called an inventor. An inventor can build a workshop and factory devoted to the creation of new technologies and to the mass-production of modern conveniences. Despite the fact that factories aren't usually fortified, they require so many machines and facilities that the cost of a factory can rival that of a lord's castle or a sage's college. When an inventor builds a factory, 1d6 × 30 workers will arrive to staff the factory and earn a wage (2 silver pieces a day is typical pay). 1d6 1st level techs will also arrive to apprentice under the inventor.

Dwarves: A promoted dwarf is called a dwarf lord. A dwarf lord can build an underground cavern complex, and this will draw a small number of young dwarves (5d6) from the dwarf lord's former clan. These 1st level dwarves will arrive to defend the new dwarvenhold and work its mines.

Elves: A promoted elf, called an elf sage, can build a forest stronghold which blends in with its natural surroundings and enhances the beauty of some otherwise wild area. A small number of low-level elves (5d6) will then arrive from the elf's former homeland to serve the sage and maintain the new stronghold. All of the forest creatures within the area will befriend these elves and do anything within their ability to help defend them.

Fays: A promoted fay is a fay wizard. Fay wizards build towers, just like human wizards, but fays invariably prefer to put their towers in the middle of heavily populated cities. 1d4 young fays between 1st and 3rd level will arrive at the tower and ask to become apprentices under the fay wizard.

Gnomes: A promoted gnome is a gnome inventor. Just like a human inventor, a gnome inventor can build a workshop or factory. A gnomish workshop employs 5d6 low-level gnomes as workers and apprentices.

Halflings: A promoted halfling is called a halfling thane. A thane doesn't need to build a stronghold; instead, the people of his shire or borough give him a comfortable and gentlemanly home. 2d4 low-level halflings will serve the thane directly as a personal guard.

Centaurs: A 9th level centaur is a centaur paladin. Paladins do not usually build strongholds, but sometimes they found schools for the purpose of training young warriors. In these instances, 2d6 students of various races—human, dwarf, sylph, and centaur—will arrive to learn from the centaur and serve as esquires.

Fauns: A promoted faun is a faun warden. Wardens typically don't build strongholds, since their duties revolve around protecting the campsites of roving faun bands. However, some wardens do choose to build forest strongholds, similar to those of elves. In these instances, the warden makes it his job to patrol the forest and keep it free from monsters. This activity will draw 2d6 followers of various races—human, halfling, elf, and faun—to serve as the warden's scouts.

Merrows: A promoted merrow is a merrow bard. Bards sometimes found coastal strongholds that serve a dual purpose, functioning as both a bardic college and a coast guard. A bardic college will attract 3d6 students of various races, mostly merrows but also humans and elves, to learn scholarship under the merrow bard. A larger number of normal men (1d10 × 20) will also arrive to serve as sailors and soldiers who make it their purpose to keep the coastline free from pirates and sea-monsters.
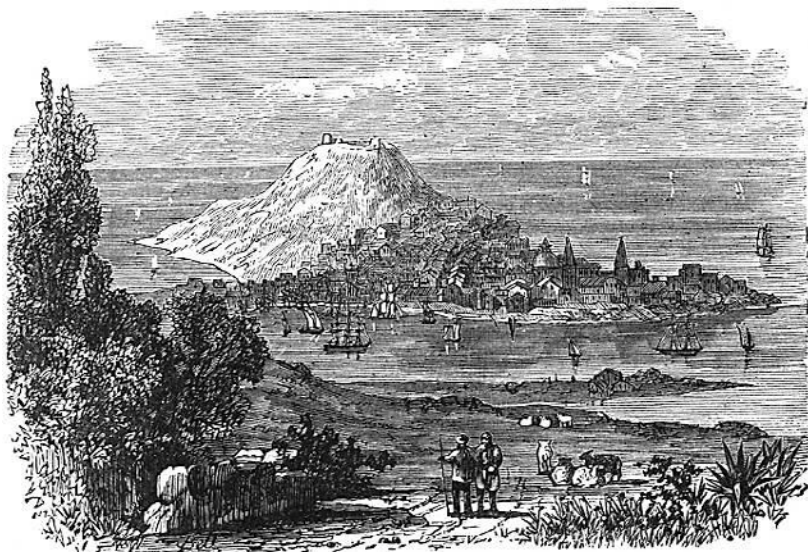
Sylphs: A promoted sylph is called a sylph dragoon. Although the majority of dragoons remain with their clan as leaders and defenders, sometimes a new stronghold must be founded. The dragoon finds a suitable spot, high up in the mountains, where an open complex of half-caverns, columned tunnels, and airy balconies can be delved into the mountainside. After that, 5d6 low-level sylphs will arrive to help defend and maintain the new stronghold.

DOMINIONS

A settled hero who has successfully completed a stronghold can choose to exert his political influence on the surrounding lands and people and become a dominion ruler. Rulership is usually the exclusive province of fighter-class characters (i.e. lords), since characters of other classes tend to have their own concerns. Sages administer to their schools, champions to their dojos, and professionals to their guilds; and wizards and inventors often prefer seclusion for the sake of their research. Faeries living in human lands will often distance themselves from human politics, preferring to focus on their own clans and strongholds. But in faerie nations, it will be faerie folk who assume the rulership roles typically allocated to fighters, and humans will be the ones expected to stay out of the way and avoid interfering with local governments.

Acquiring a Dominion
A character can become a dominion ruler through one of a number of different ways. The character can strike out into the wilderness, destroy all of the monsters in the area, and declare himself the ruler of the newly-

founded dominion. He can be granted some large tract of land by a higher ruler (perhaps even the king or emperor of a major nation) as a reward for loyal service or heroism. The character could also be sent to some distant shore by such a ruler, for the purpose of claiming and colonizing lands never before explored or settled. Then again, whether in familiar lands or exotic, the character might conquer some other dominion through force or guile or magic and assume rulership over it. Lastly, the character could be asked or chosen to rule over some region by the people themselves—through either democratic election or declaration of enfieffment (i.e. the people proclaim the character to be their liege lord).

Characteristics of Dominions

If the dominion does not already have a name, the character is entitled to give it one. He can also institute whatever form of government he desires to, but the default assumption is one of benevolent autocracy, with the character's sovereign power only somewhat limited by an advisory council or other popular body. In the setting of *Engines & Empires*, both totalitarian dictatorships and democratic republics would be considered radical and unusual. The dominion also has a size, a location, a population, and wealth.

Size: A starting dominion (called a barony) usually covers one standard "map hex", which is an area 24 miles across. (Note that a newly founded dominion requires the slaying or routing of all monsters in a 20-mile *radius* around the stronghold before people will come to settle it. This is necessary to provide the people with a sufficient buffer of semi-settled borderlands.) Larger dominions (greater baronies, counties, duchies, kingdoms, empires) can be considerably bigger, but newly-titled baronets should have their hands full with a single-hexagon barony.

Location: Relative to lands already settled, a dominion will be in civilized lands, borderlands, or wilderness. This affects the dominion's starting population.

Population: When the dominion is first settled or otherwise comes into the possession of the PC ruler, it begins with a certain number of families settled within its borders. This number is randomly determined, within bounds set by the dominion's location:

- Civilized: 1d10 × 500 families per hex.
- Borderlands: 1d10 × 50 families per hex.
- Wilderness: 1d10 × 5 families per hex.

Each month, the population of the dominion will grow by the addition of 1d10 × 10 more families, until the population surpasses 1,000 families. After that, the dominion's status changes to "civilized" (if it wasn't already) and the rate of growth becomes 1d10 × 25 families each month.

Wealth: A dominion's wealth in natural resources, industry, and trade is determined by the referee when the dominion comes into the hands of the PC ruler. This determination can be made by the referee's choice or by a random roll of 1d10:

(1) Poor: tax income is multiplied by ×1

(2-7) Average: tax income is multiplied by ×2

(8-9) Prosperous: tax income is multiplied by ×3

(10) Wealthy: tax income is multiplied by ×4

A poor dominion is primarily rural, with an economy almost entirely dependent on subsistence agriculture. Prosperous and wealthy dominions have a variety of natural resources, including agriculture, fishing, and mining, as well as vibrant trade economies. Changing a dominion's wealth status is extremely difficult. Whether this can happen is left entirely up to the actions of the PC ruler and discretion of the referee.

Taxation

The dominion ruler receives tax income each month in the amount of 1 guilder per family in his dominion, multiplied by his dominion's wealth modifier. A prosperous dominion with 1,200 families, for example, imparts to the ruler a tax income of 3,600 guilders per month. Some of this wealth may be kept by the PC, but a fair portion of it must also go to paying mercenaries and specialists (two categories of retainers which are not included among a PC's loyal followers or subjects). Anywhere from 10% to 30% of a PC's tax income could also be demanded by the PC's own liege and by religious leaders or other obligations placed on the PC.

Confidence

The popularity of a PC ruler is determined by the dominion's Confidence. Starting Confidence equal to the sum of the PC's six ability scores. Each month, Confidence in the ruler can go up or down, depending on the events that transpire in the dominion. Each positive event (a holiday, a successful battle campaign, a visit from the PC ruler's liege) can raise confidence by 1 or 2 points at a time, while each negative event (a crisis or disaster, or display of poor leadership on the part of the PC) can lower confidence by 1 or 2 points each. In any case, Confidence should not rise or fall by more than 10 points at a time in a given month.

Effects of Confidence: A Confidence level between 50 and 75 indicates a stable, healthy dominion with no special effects. Should the dominion's confidence level rise to 76 or higher, the dominion is considered thriving, and tax income for the ruler rises by 10%. If the Confidence level falls below 50, however, tax income for the ruler is cut in half, and the people become restless. If Confidence actually falls below 30, all tax income is cut off, and open rebellion ignites within the dominion.

Events

In a given game month, there is a 1 in 6 chance that some extraordinary event will befall the dominion. This could be quite literally any sort of crisis that the referee can dream up: a natural disaster (earthquake, tornado, tsunami, meteor shower), a magical or monster attack, threat of war from neighboring dominion, spies or assassins in the dominion, a shortage or famine or drought, the sudden appearance of bandits or cultists... in short, all kinds of problems can befall a dominion ruled by a brave and mighty hero. Some crises can be handled by the PC's followers (or even by a party of young, upstart 1st level adventurers trying to make a name for themselves in the PC's dominion), but many disasters will also require the PC's direct and personal intervention.

MASS COMBAT

Oftentimes, the player characters may find themselves fighting for one side or the other in a great battle, a conflagration taking place on such a grand scale that the whole scope of the mêlée cannot be seen or understood at once. Before reaching the level of a dominion ruler, when player characters find themselves in the midst of a battle, they aren't usually the ones giving the

orders to the troops or directing the course of the armies involved. At the low and middle levels of the game, heroes can only hope to fight on the frontlines, doing what little they can to boost the morale of the lower-level troops and perhaps to sway the fight in their side's favor by accomplishing some feat of spectacular valor.

The rules that follow here are highly abstracted. Nothing is precisely quantified or tactically positioned. It falls squarely on the shoulders of the referee to describe each scene, adjudicate each action, and interpret all of the outcomes. Vivid description of each phase of the mass combat is particularly important. At all times, the referee must stress the urgency of the battle, the weight of numbers pressing in around the player characters, and the sheer scale carnage and destruction. Only then will the battle feel like a drama as it swings back and forth between victory and defeat for the player characters' side.

A mass combat is defined as any battle that happens on such a large scale that the referee does not keep track of individual attacks, positions, hit point totals, etc. for all of the participants. The scale of the battle is such that the player characters are not aware of anything more than exactly what they can see in front of them at any given moment. Mass combat in the *Engines & Empires* game is intended to be abstract and cinematic. The player characters play their part to swing the battle in favor of their side, but they will not be the sole factor that determines victory or defeat. (For more precise, tactical mass combat rules, where the player characters are actually aware of the positions of individual units in their armies and those of their enemies, see the section further below on Unit Combat.)

The Mass Combat Phase
A mass combat is played out in phases, discreet spans of time which function much like small-scale combat rounds or exploration game turns. A mass combat phase is one hour long—a great deal of movement and fighting can take place during one phase! Each phase consists of the following actions:
1. Each player character participating in the battle chooses whether to do nothing, move toward lighter or heavier fighting, or attempt an Act of Heroism.
2. Player characters that wish to engage in an Act of Heroism roll 1d8 to determine the nature of the act.
3. The referee rolls 3d6 for each side, adding any modifiers accrued that round due to circumstances and the player characters' actions. The side that rolls highest moves one step closer to victory.

The Scale of Victory
At the outset of the battle, the referee must determine whether the two opposing forces are evenly or unevenly matched. If one side outnumbers the other, or if one side is defending a fortified stronghold, that side is going to have an advantage before the battle even begins. If the two sides are more or less even, the referee begins the battle at "Even" on the scale of victory (below). If one side or the other has an advantage, the referee can begin the battle at one or more steps in favor of that side's eventual victory. Most of the time, two sides will begin the battle at "Even" on the scale.

The following table gives the steps toward victory or defeat, strictly from the perspective of the player characters. At the end of every mass combat phase, the referee rolls 3d6 for each side in the battle. The player characters' roll is modified by the table (depending on whether the PCs' side is winning or losing) and by any other modifiers, including those resulting from Acts of Heroism. Modifiers to the roll can also include whatever other circumstantial adjustments that the referee might wish to add, for either side. If the player characters' side rolls higher, the battle advances one step toward Victory. If the enemies' side rolls higher, the battle advances one step toward Defeat.

Victory for the PCs
Winning +3
Winning +2
Winning +1
Even Match ±0
Losing -1
Losing -2
Losing -3
Defeat for the PCs

If the battle reaches "Victory", the player characters' side wins. All of the enemies are slain, routed, or otherwise forced to break off the mass combat. If the battle reaches "Defeat", the player characters' side loses. This usually means that the PCs and their allies are forced to retreat, although depending on the circumstances, it could result in the characters being captured or meeting some fate even more dire. It always remains up to the referee to interpret the exact outcome of a mass combat, depending on the particular circumstances and the flow of the referee's story. A PC should not be slain by a mass combat, however, unless he took enough damage to be killed, according to the mass combat rules presented here.

PCs in Mass Combat
At the outset of the combat, when the referee determines whether the sides are even or uneven, the player characters must also decide where they will try to fight: on the fringes of the battle, where the fighting is lightest; in the press of battle, where the combat is moderate; or in the very thick of the conflict, the most dangerous place to be. If the player characters are aware that a mass combat is upon them, they can choose where they want to be when the battle begins. If, however, they somehow get taken by surprise (or get thrown into a battle that they were not expecting), this can be determined at random by the referee by rolling 1d6:
  (1)   The Fringes; light combat (±0 to Heroism roll)
  (2-4)   The Press; moderate combat (+1 to Heroism roll)
  (5-6)   The Thick; heavy combat (+2 to Heroism roll)
Once the player characters know where they are fighting in the battle, they can decide on the action that they want to take. Characters can either choose to do nothing special, in which case they fight normally but don't take any especial risks; they can choose to move one step into lighter or heavier

combat (e.g. a character fighting on the fringes could opt to move into the press of battle); or the character can attempt an Act of Heroism.

If the character chooses to do nothing or to move, the referee makes one attack roll against the character at FA 2. If this attack roll beats the character's AC/DC, the character takes 1d6 points of damage for that phase of the mass combat. If, however, the player character wishes to attempt an Act of Heroism, the player must roll 1d8 (and add the modifier indicated on the table above, for the character's location in the battle). The referee then determines the result, using the table that follows.

1d8	Result of Heroism Roll
1	Nothing Happens. The player character fights normally; the referee rolls to hit the PC at FA 2, and on a hit, the PC takes 1d6 points of damage.
2-4	Dangerous Combat. The player character gets into some serious fighting; the referee rolls to hit the PC at FA 4, and on a hit, the PC takes 1d12 points of damage.
5-7	Worthy Opponent. The player character meets up with a powerful foe (e.g. a high level NPC or a tough monster). The player character must duel the enemy in single combat. If the PC wins, the referee adds a +1 bonus to the 3d6 roll for the PCs' side at the end of the mass combat phase.
8+	Feat of Heroism. The player character has the opportunity to accomplish something bold and heroic, something that might swing the battle in favor of the PCs' side. Possible actions include breaking through an enemy line, overtaking a key position, or taking down some very large monster. Whatever the particular action, if the player character succeeds, the referee adds a +3 bonus to the 3d6 roll for the PCs' side to resolve that mass combat phase.

Feats of Heroism ought to be rare. No character should have more than one opportunity per mass combat to attempt a Feat of Heroism, so if this result comes up more than once for the same character in a single mass battle, treat it as a Worthy Opponent.

If multiple player characters successfully defeat a Worthy Opponent or accomplish Feat of Heroism in the same mass combat phase, the Scale of Victory bonuses awarded to the PCs' side in the combat can be stacked together at the referee's option.

UNIT COMBAT

At the higher levels of the game, when the players rule their own dominions and can command their own armies, they may wish to oversee the entire course of a mass battle and control their soldiers' tactics. If the PCs have the opportunity to do this, the cinematic mass combat system described above can be replaced with a tactical mass combat system which is here called *unit combat*. In unit combat, large numbers of soldiers are represented on the battlefield by a relatively small number of individual units, and units move on a battle grid and fight each other just as characters would in an ordinary, small-scale combat.

Unit Scale
Distances are reckoned tenfold in unit combat, such that one inch on the tabletop represents 100'. The time scale for unit combat is the ten-minute turn. Movement is also increased tenfold, such that a unit of creatures normally capable of moving 120' feet per turn (40' per round) are able to move 1200' (400') per unit combat turn, using the reduced (one-third) speed if the unit takes some action (such as attacking).

The Combat Unit
A unit is comprised of many soldiers, represented on the tabletop by a single piece or token. It acts and fights just as a single character would in ordinary combat. In game terms, a unit has five statistics: Health, Attack, Defense, Speed, and Morale. These statistics are ultimately determined by the kind of soldier or creature making up the unit.

Unit Health (HE)
A unit has 1 point of Health for approximately every twenty soldiers in the unit, up to a maximum of 5 Health. (If more than one hundred soldiers are present, they must be split up into at least two units.) Damage reduces a unit's health (as soldiers are killed, wounded, break ranks and flee, or desert) until it reaches 0, a which point the unit is disbanded or destroyed. Health is the most important statistic, since it modifies most of the others.

Unit Attack (AT)
A unit's Attack value is equal to the Fighting Ability of one ordinary soldier in that unit, plus the unit's current Health. A unit armed with primitive or very poor-quality weapons suffers a -2 penalty to Attack.

Unit Defense (DF)
A unit's base Defense is simply 10 + its Attack, or 10 + unit Health + the FA of a typical soldier from that unit. A unit of soldiers wearing mostly metal armor adds a +2 bonus to Defense.

Unit Morale (ML)
A unit's Morale score is equal to a typical soldier's Morale, plus a small bonus equal to one-half the unit's current Health, rounded down. If a typical orc has ML 6, for example, than a unit of eighty to one-hundred orcs (thus, health 4 or 5) will have unit ML 8. Morale checks work as normal (comparing 2d6 to the ML score), but here they essentially function as a unit-scale "saving throw".

Unit Speed (SP)
This quality is the same as a typical soldier's Movement rate, but reckoned tenfold to agree with unit scale. Thus, a unit of human soldiers moves at a speed of 1200' (400'), which is still twelve (four) squares on the tabletop. A unit of soldiers mostly wearing metal armor suffers a penalty of -300' (-100') to its Speed.

Attacks and Damage
The basic rule of unit combat is this: a unit attacks an adjacent enemy unit by rolling 1d20 + its Attack, and a hit occurs if the total equals or exceeds the target's Defense. A hit deals 2 points of damage, unless the targeted unit passes a Morale check, in which case the hit causes only 1 point of damage. Any unit that falls to 0 Health is removed from the battlefield. Where missile-fire (or artillery-fire) are concerned, the units do not need to be adjacent: instead, find the missile attack form's maximum range (e.g. 700' for a longbow) and use that as a flat range number, ignoring range penalties.

Characters in Unit Combat

Spells and technology are abstracted under this system: instead of trying to scale *fire balls* and *magic missiles* to unit scale, it's far easier to simply treat units of mages or techs as missile-fire units with a maximum range of 100' per best spell level (or 50' per best tech degree) available to the majority of troops in the unit. Thus, a unit of mostly 3rd level mages can throw "2nd level magic" as a missile attack out to two squares away. Furthermore, *all* characters with a class and a level figure their Attack and Defense as if their levels were monster hit dice—they do not use their ordinary class attack tables. The aforementioned unit of 3rd level mages would thus figure its Attack and Defense as if it had FA 4 (like a 3-HD monster does), not FA 2.

Heroic Characters and Gigantic Monsters

Characters of 4th level or higher, and monsters with 4 HD or more, generally do not form units. Instead, such rare heroes and monsters often act singly on the battlefield. Such creatures are effectively one-man units with 1 point of Health. Attack and Defense are determined as above (treating character levels as monster hit dice), Movement is reckoned tenfold, and Morale is ignored—heroic character and large monster units do not fail Morale checks.

These kinds of special units can attack and be attacked as normal. A monster unit that loses its sole point of health is destroyed, while a player character in the same circumstances could be slain (2-in-6 chance) or merely knocked out. Special units are also capable of two unique actions: Rally Allies and Intimidate Foes. To Rally Allies, a heroic character or large monster must be within 100' of a friendly, damaged unit. The damaged unit rolls ML, and if it passes, it regains 1 Health. To Intimidate Foes, the hero or monster must again be within 100' of an enemy unit. The targeted unit must check morale or lose 1 Health as some if its soldiers break ranks and flee.

When heroic and large monster units encounter each other, they can spend the turn dueling each other in single combat.

STRATEGIC WARFARE

The widest scale of all is to observe an entire war and the movement of armies over vast distances. A typical territory map is broken up into hexagons of terrain, and these hexes can be as small as one mile or as large as a hundred miles, but twenty-four miles to the hex is typical for maps displaying player characters' dominions. When armies move on this scale, they move as a typical soldier in the army would normally hike through the wilderness, i.e. speed per turn, divided by five, in miles per day. Thus, an army of human soldiers (120' per turn) moves at a speed of 24 miles (precisely 1 hex) per day. An army can increase its speed by 150% with a forced march, but for each day spent on a forced march, it must rest for one additional day before it can fight at full strength.

When opposed units encounter each other by moving into the same hex, they can do battle using either the cinematic mass combat system or the tactical unit combat system, as the referee and players prefer. The cinematic mass combat system is considerably more efficient for wars taking place on this scale.

VIII

MONSTERS

HERE CAN BE found all of the details necessary for running monsters in *Engines & Empires*. The names of some monsters in this setting differ from their traditional *Labyrinth Lord* counterparts, while other monsters actually have entirely different descriptions which tie them into the background of the world of Gaia. There are also many new monsters to be found here—in particular, this book includes several very powerful monsters intended to challenge Dominion and Epic level PCs.

POISON AND ENERGY DRAIN

The referee is always free to leave these deadly attacks just as dangerous as they are in the standard rules; but in a world where even a simple orc can come equipped with guns and bombs, attacks like these might just be a little too unfairly perilous.

It's suggested for E&E that an alternate rule for damage by poison be used. According to this rule, poison does not cause death—it causes damage equal to 1d6 points per hit die of the monster inflicting the poison. On a successful saving throw vs. poison, the character still takes half damage! (The 4th level divine spell *neutralize poison* will instantly cure all damage dealt by poison, if cast within 10 rounds of the poisoning.) Poison can be either fast-acting, causing all of its damage at once; or slow-acting, causing one die of damage per round until it runs it course.

More strongly recommended is a rule that alters the basic nature of one of the attacks common to powerful undead: the energy drain. Instead of draining away character levels, this attack should drain away a number of points from a character's Constitution score equal to the number of levels that would normally be lost (typically 1 or 2 points). Essentially, this works just like a shadow's Strength drain, except that it's more difficult to recover from Constitution drain. Each point of lost Constitution requires a full week of total bed-rest to recover, unless the character can receive the benefits of a *restore* spell, which will instantly cure all lost Constitution. If this rule is used, then wights (which normally only drain life energy) should cause 1d4 points of damage in addition to sapping 1 Constitution point.

CONVERSION OF MONSTER STATISTICS

Using *Labyrinth Lord* monsters with *Engines & Empires* (or vice versa) requires a few small conversions. Notably, their statistics for Saving Throws and Attack Values must be converted. (These transformations are simple, and relatively easy to perform on the fly.) E&E also uses a "dual stat" system for defenses, listing both descending Armor Class and ascending Defense Class, so that individual gaming groups can use whichever one they prefer.

Armor Class to Defense Class

This conversion is the simplest of all. To convert a monster's Armor Class to Defense Class, just subtract its AC from 21. A monster with an AC of 7 therefore has a DC of 14. A monster with an AC of -2 would have a DC of 23.

Saving Throws

Monsters in the E&E game have a single Saving Throw score, just like player characters. To find a monster's ST, first determine what level it "saves as". Then find the appropriate ST number, as if the monster were a player character of that level. Since all of the E&E classes use the same Saving Throw progression, the class that a monster saves as can usually be ignored, but if the creature saves as a dwarf or halfling, it should receive a +2 bonus.

Attack Values to Fighting Ability

A monster's Fighting Ability in *Engines & Empires* corresponds to its Attack Value for rolling to hit AC 0. Therefore, a monster's FA score is found by subtracting its THAC0 number from 21. Monster FA scores are calculated as follows:

Hit Dice	FA	Hit Dice	FA
(Normal human)	1	13+ to 15	13
Up to 1	2	15+ to 17	14
1+ to 2	3	17+ to 19	15
2+ to 3	4	19+ to 21	16
3+ to 4	5	21+ to 23	17
4+ to 5	6	23+ to 25	18
5+ to 6	7	25+ to 27	19
6+ to 7	8	27+ to 29	20
7+ to 8	9	29+ to 31	21
8+ to 9	10	31+ to 33	22
9+ to 11	11	33+ to 35	23
11+ to 13	12	35+ and up	24

CHANGED MONSTERS

The following monsters have different names, descriptive text, or game statistics in the E&E world.

Centaur: Centaurs in the E&E world are a player character class. E&E centaurs don't live in the woods and shun humans. Far from it: they embrace human civilization and usually reside in cities. The 4 HD centaur in the *Labyrinth Lord* core rules can represent an NPC centaur at 4th level.

Dwarf: A typical NPC dwarf is 1st level and can make a Focused Strike once per battle, just like a fighter.

Elf: A typical NPC elf is 1st level and can't cast spells yet, but can Turn Undead just like a 1st level scholar. In any case, E&E elves are only able to use clerical and druidic magical items, so keep that in mind when equipping groups of NPC elves. (Incidentally, in any given party of NPC elves, there might very well be an NPC fay, capable of casting one 1st level arcane spell.)

Gnome: The NPC gnomes described in *Labyrinth Lord* do not exist in the E&E world. Instead, replace these with ordinary 1st level E&E gnomes. Any 1st level gnome will have one technical degree (*herbal healer, chemical smoke,* or *ballistic projectile*) and one copy an appropriate device built.

Goblin, Hobgoblin, Kobold, Orc: In the E&E world, goblins are orcs and orcs are goblins. These creatures and their cousins are all of one species, described below under "Foulspawn".

Gorgon: The creature known as a "gorgon" in *Labyrinth Lord*—the scaly iron bull-monster that breathes petrifying vapor—has a different name in the E&E world. Here, this creature is called the **catoblepas,** since "gorgon" is properly synonymous with "medusa" and refers to another monster altogether.

Halfling: An NPC halfling is 1st level. Halflings score critical hits on 10% of attack rolls (on natural 19-20).

Medusa: In the E&E world, "Medusa" is not the name of a particular species of monster—she was a specific gorgon from ancient history, a snake-haired woman with a petrifying gaze. Her sisters were named Stheno and Euryale. All of their female descendants are also **gorgons**.

Merfolk: Merfolk are a player character class, typically called merrows on Gaia. In addition to their ordinary statistics, typical 1st level merrows have the power to sing a Siren Song (*charm person)* once per day.

Phase Tiger: These creatures are typically known as **coeurls** among E&E adventurers. Common-folk, though, have also heard of them, and they figure into local superstition as "cait sith" (phantom cats). Incidentally, blink dogs appear in the superstitions as well, and commoners know them by the name "cu sith" (phantom dogs).

Throgrhin: Part troll and part ghoul, these fearsome hybrid monsters are known as **grendels** in the E&E world. They figure prominently in the history of the northern countries, where they are known for terrorizing the mead-halls of ancient dwarven kings (and running back to their troll mothers when heroes come to tear their arms off).

Troll: Trolls in the E&E world are altogether different from the rubbery, regenerative beasts of *Labyrinth Lord*. Rather like oversized relatives of orcs and hulks, E&E trolls are practically made of stone—and sunlight fatally returns them to that element. A female troll that mates with a male ghoul will produce a grendel (see "throgrhin", above).

FOULSPAWN

There exist creatures in the E&E world which have been created by a force of purest Chaos. These monsters are known as "Foulspawn"—they are literally spawned by whatever forces of darkness and Chaos inhabit the deep, foreboding bowels of the world. Monsters in this vile family include goblins, bugbears, ogres, and trolls. The goblin races are originally derived from faerie stock (especially gnomes and elves, from whom purebred imps and orcs are descended), but much human blood has been unnaturally mingled with them through the ages, thus producing half-orcs and hulks.

Goblins

	Imp	Half-Orc
No. Enc.:	4d4 (6d10)	2d6 (6d10)
Alignment:	Chaotic	Chaotic
Movement:	90' (30')	90' (30')
AC / DC:	7 / 14	6 / 15
Hit Dice:	½	1–1
Fighting Ability:	2 (×1 weapon)	2 (×1 weapon)
Damage:	1d4 or weapon -1	1d6 or weapon
Saving Throw:	5	5
Morale:	6 (8)	7 (9)
Treasure:	I (XIII)	III (XX)

	Orc	Hulk
No. Enc.:	2d4 (6d10)	1d6 (4d6)
Alignment:	Chaotic	Chaotic
Movement:	120' (40')	120' (40')
AC / DC:	6 / 15	6 / 15
Hit Dice:	1	1+1
Fighting Ability:	2 (×1 weapon)	2 (×1 weapon)
Damage:	1d6 or weapon	1d8 or weapon
Saving Throw:	7	7
Morale:	8 (10)	8 (10)
Treasure:	XIX	XIX

Goblins are the rank-and-file troops of the forces of evil. They nearly always live under the ground, making them the perfect guards for deep labyrinths. Evil overlords often make goblins the cornerstone of their armies. All goblins greatly prefer to be under the ground, since sunlight tends to disagree with them, making them dizzy and weak in the knees. If they do become active on the world's surface, it will usually only be after nightfall. Imps and orcs, being purebred goblin-kind, have well developed infravision with a 90' range, but they suffer a -1 penalty to attack rolls in daylight. Half-orcs and hulks, on the other hand, have been bred to fight on the surface, and so they suffer no penalty in daylight, but their infravision is only good out to 60' away. On the surface, there is a 20% chance that 1 in 4 orcs will be mounted on dire wolves.

Any goblin lair will have a chieftain or king with 3 to 5 Hit Dice, plus 1d4 2-HD bodyguards who protect the goblin king. In very rare instances (10% chance), a goblin king possesses extraordinary mental ability and acts as shaman (monstrous scholar), witch (monstrous mage), or tinker (monstrous tech) of an achievement level equal to his Hit Dice. All goblins are +2 to morale in the presence of their chieftain.

Imps: These little red-skinned goblins are about the same size as gnomes and halflings. They haunt abandoned mineshafts and the deepest, darkest parts of forests where no sunlight can reach the ground. Imps are very wicked and very clever—they love to use traps and ambushes to make up for their small size. (N.B., because of their small size, imps face the same weapons restrictions as gnomes and halflings.) It is unclear how imps came to be, but most believe that they are descended from corrupted gnomes.

Half-Orcs: Created by the foulest of dark sorcery, half-orcs are a blend of human and goblin. They look human enough to go unnoticed in most large cities, although their appearance is always uncanny enough to make others uneasy. Half-orcs always have only wickedness in their hearts. They often become thieves, spies, and assassins.

Orcs: The typical goblin ("orc" is actually the Old Elvish word for this degenerate species) is a cruel and cowardly soldier of evil. Orcs nearly always carry scimitars, short bows, and if they can get them, bombs and guns. Being clever with their hands, they can smith surprisingly fine weapons and machines (usually traps, siege engines, and torture devices).

Hulks: The name for this goblin sub-species is derived from another Elvish word, *holc*. (Other races often call them "hob-goblins".) The hulkish race is a creation of sorcery, likely the result of selective breeding between half-orcs and full orcs. The result is a race of tall, strong soldier-goblins who can wield heavy weapons, run great distances without rest, and never quail from sunlight. Hulks are extremely ill-tempered and often delight in pushing smaller goblins around.

Troll

No. Enc.: 1d8 (1d8)	Fighting Ability: 8 (×2 fists)
Alignment: Chaotic	Damage: 1d12/1d12
Movement: 120' (40')	Saving Throw: 9
AC: 1 / DC: 20	Morale: 10
Hit Dice: 6+3*	Treasure: XIX

The greatest of the Foulspawn, trolls are believed to have been made from solid rock, long ago, to fight in a war between the powers of evil on one side and an alliance of elves and treants on the other. The trolls, it is said, were made in mockery of the treants, just as the orcs were made from captured and mutilated elf-kind.

A troll's rock-like skin is so tough that weapons can barely pierce it, hence their extremely high AC/DC. Trolls do have one weakness, though: sunlight. A troll exposed to natural sunlight for even the briefest instant is immediately petrified, fatally returned to the stone from whence it came.

NEW MONSTERS

The remaining monsters in this chapter are meant to supplement the list of monsters from the *Labyrinth Lord* game. The majority of these monsters are extremely powerful and ought not to be used until the player characters surpass 15th level. Indeed, some of these creatures (such as demons, liches, and the mightiest of dragons) are best saved for Epic levels. (N.B., asterisks are listed by the Hit Dice for referees who use XP instead of AP awards.)

Ahriman

No. Enc.: 1 (0)	Fighting Ability: 12 (×1 bite/×2 claws)
Alignment: Chaotic	Damage: 2d8/1d4/1d4
Movement: 180' (60')	Saving Throw: 13
ACs: 0; 2; 7 / DCs: 21; 19; 14	Morale: 12
Hit Dice: 13****	Treasure: VIII, IX, XI

The ahriman, also sometimes called a "Doom Eye", is one of the more fearsome creatures in existence. It resembles a five-foot diameter eyeball, below which are a wide mouth full of jagged teeth and a pair of grasping talons. The creature's eyeball-body is held aloft by a huge pair of bat-like wings, capable of propelling the beast at unexpectedly swift speeds. The ahriman is extremely intelligent and capable of speech. It is deceptive, cruel, and sadistic. It avoids mêlée for as long as possible, relying on its many spell-like abilities instead.

At all times, the ahriman's eye projects a "ray of doom" in a line out to 60' in front of itself. This deadly gaze attack forces any creature that looks into the ahriman's eye to save or die instantly; and even if the saving throw is made, the affected creature is still cursed to die within one turn (ten minutes) unless a *remove curse* spell is first cast upon the victim.

If an ahriman is attacked with a weapon, the attacker must declare whether he is aiming at the creature's body, its eye, or a bat-wing. Each target has a different Armor/Defense Class and hit points.

- The body is AC 0/DC 21 and has 50 hp.
- The eye is AC 2/DC 19 and has 20 hp.
- Each wing is AC 7/DC 13 and has 15 hp. Damage to the wings does not count towards killing the creature, but if one wing is destroyed, the creature can only flit and flutter wildly or creep on the ground with its talons, in either case moving at a speed of only 30' (10'). If both wings are destroyed, the creature is rendered unable to fly and must move by walking on its talons.

In addition to the creature's ray of doom, the ahriman is capable of casting a number of dangerous spell-like abilities, although it can only use one such ability each round, and each ability can only be used once per day. These abilities are: *charm person, charm monster, sleep, telekinesis, flesh to stone, disintegrate, dispel magic, cause fear, slow,* and a special version of *cause serious wounds* with a 60' range (instead of touch range).

Birdsteed

	Riding Bird	War Bird	Draft Bird
No. Enc.:	n/a	n/a	n/a
Alignment:	Neutral	Neutral	Neutral
Movement:	270' (90')	150' (50')	120' (40')
AC / DC:	6 / 15	6 / 15	6 / 15
Hit Dice:	2	3	3
Fighting Ability:	3 (×2 talons/×1 beak)	4 (×2 talons/×1 beak)	none
Damage:	1d3/1d3/1d4	1d4/1d4/1d6	none
Saving Throw:	7	7	7
Morale:	6	8	5
Treasure:	none	none	none

The dwarves have a unique and noteworthy custom. Horses make dwarves nervous, and vice versa. There isn't just the size difference to consider: after all, a dwarf could perhaps choose to ride a pony, as gnomes and halflings are wont to do. But the dwarves avoid riding equines altogether, thanks to a number of deeply rooted dislikes, fears, and folk superstitions. (Dwarves consider it gravely unlucky to ride on horseback!) Therefore, a very long time ago, the dwarves bred for themselves a species of large, flightless birds which are now known as birdsteeds (or, in the Old Dwarvish tongue, *bridstédan*).

A typical *bridstéda* resembles a yellow-feathered ostrich, but large and strong enough to carry a full-grown man and saddlebags, just like a riding horse. Most birdsteeds are only trained to carry dwarves (and to buck any non-dwarf that tries to ride them), but it might be just be possible to raise or retrain a birdsteed so that it would bear a rider of another race. Birdsteeds are swifter than horses, but more skittish, and they cannot carry quite as much weight. They are extremely nimble on rocky terrain, even in underground tunnels. (If they weren't, they wouldn't be of much use to dwarves.)
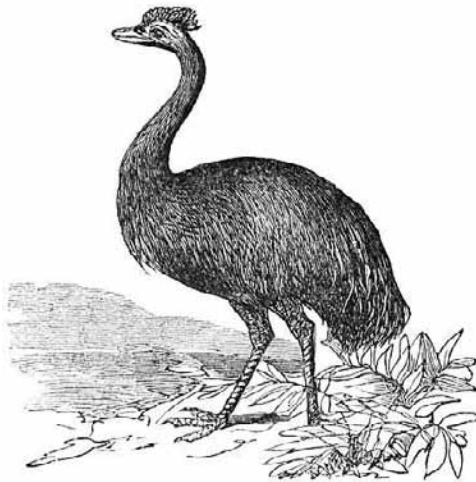
Riding Bird: A small, light birdsteed bred for swiftness and long-distance travel. A riding bird has an encumbrance limit of 15 stone and a maximum load of 30 stone.

War Bird: A birdsteed bred for combat and ridden by dwarvish knights. A character mounted on the back of a war bird can execute a lance charge in order to cause double damage with a lance. During a lance charge, only the mounted character can attack; but in mêlée, the war bird can attack simultaneously with the character. War birds are stronger than riding birds: they have an encumbrance limit of 22 stone and a maximum load of 44 stone.

Draft Bird: A large birdsteed bred for heavy labor in dwarven mines. A draft bird has an encumbrance limit of 30 stone and a maximum load of 60 stone. Draft birds are incapable of combat and will flee if attacked.

Bomb Spore

No. Enc.: 1d3 (1)	Fighting Ability: Cannot attack
Alignment: Neutral	Damage: Disease
Movement: 30' (10')	Saving Throw: 7
AC: 9 / DC: 12	Morale: 9
Hit Dice: 1** (1 hit point)	Treasure: None

A bomb spore looks like a four-foot wide floating orb of orange rubber, except that it has two glowing red eyes, a jagged but toothless mouth that resembles something a child might cut into a jack-o-lantern, and a pair of stumpy, mostly useless arms. The creature is actually hollow, and it floats by means of the buoyant, volatile vapor inside of it. If the creature is damaged in any way, it explodes in a massive fireball, causing 6d6 damage to all creatures in a 20' radius (a saving throw is allowed for half damage). The bomb spore is also capable of spewing out cloud of spores in a 20' cubic volume in front of it. Anything caught in the cloud must roll a saving throw or else be infected. Unless cured with *remove disease*, an infected creature will die in twenty-four hours and release 1d6 newborn bomb spores.

Cherub

No. Enc.: 1 (1)	Fighting Ability: 13 (×2 fists)
Alignment: Lawful	Damage: 3d10/3d10
Movement: 120' (40')	Saving Throw: 18
Flying: 360' (120')	Morale: 11
AC: -2 / DC: 23	Treasure: None
Hit Dice: 15***	

The cherubim are powerful, angelic beings which (when they take a physical form) resemble huge, majestic humans that glow with a golden radiance. Djinn are servants to the cherubim, and cherubim in turn are thought to owe their allegiance to the mysterious seraphim.

A cherub cannot be hit, except by +2 or better weapons. It regenerates 3 hit points per round. A cherub can use all of a djinni's abilities at will. Cherubim can become ethereal or corporeal at will, merely by concentrating for one round. Once per day, a cherub can cast *cloudkill, weather control,*

dispel evil, or grant the *wish* of another being. A cherub can also swath itself in a roaring pillar of holy flame which ignites all flammable objects within 15' and adds a bonus of 2d8 fire damage to the cherub's fist attacks. The cherub can maintain the pillar of flame without limit.

Demon

No. Enc.: 1 (1)	Fighting Ability: 15–21 (×2 fists)
Alignment: Chaotic	Damage: 3d10/3d10 and see below
Movement: 150' (50')	Saving Throw: 15–18 (level equals HD)
Flying: 60' (20')	Morale: 12
AC: -6 / DC 27	Treasure: Any
Hit Dice: 19***** to 30*****	

A demon is an evil spirit, so dark and foul and decayed that it is actually considered undead. The only undead creatures more powerful than demons are liches and those unique infernal beings which defy any categorization.

In its natural form, a true demon looks very much like a gigantic wraith, which is to say, an insubstantial shadow with a vaguely man-like shape, but standing 20' tall. More fearsome still, a demon is a being of such pure darkness that it seems to suck the very light from its surroundings. Gazing at a demon for any length of time is just as difficult as looking directly at the sun, but in reverse: the demon's darkness is blindingly painful to look upon.

Demons are extremely clever, having effective Intelligence, Wisdom, and Charisma scores of 19 (+3 bonus). They use every means at their disposal to spread death and misfortune. Demons prefer to operate in darkness; natural daylight imposes a -4 penalty on their attacks, but other forms of light have no effect on them. A demon can become ethereal or corporeal at will, and it can naturally see invisible things within 60'.

The presence of a demon with 120' spoils all food, water, and even holy water, potions, and tonics. The items do not become poisonous, but they are rendered useless. This aura also makes the immediate area feel chilly, which has no harmful effect but may warn adventurers of a demon's approach.

A demon can only be harmed by a weapon of +3 or better, magical staffs or rods, greater gadgets, spells of 6th level or higher, and devices of the 6th degree or higher. They are immune to illusions, magic wands, normal gadgets, poison, *charm, hold*, cold damage, all spells of 5th level or less, all devices of 5th degree or less, petrifaction, all weapons of +2 or weaker, and non-magical attacks (fire, boulders, etc.). A demon is somewhat vulnerable to dragon's breath, taking half damage normally and one-quarter damage with a successful saving throw.

A demon can use the following powers at will, up to one per round: *charm person, invisibility, haste, confusion, cloudkill, darkness, hold person, cause disease, dispel magic, bestow curse, polymorph other,* and *finger of death*. Demons can also *detect magic* at will. If using one of its spell-like abilities, the demon cannot attack that round.

A demon can summon other undead to fight for it, up to once every four hours. There is a 50% chance that the demon will summon a phantom, a 33% chance that it summons a ghost, and a 17% chance that it summons a revenant.

If a scholar successfully turns a demon, the demon can roll a saving throw to ignore the effect. Furthermore, any "D" result that would normally destroy the demon allows a second save to mitigate the effects, in which case the demon is merely turned rather than destroyed.

The touch of a demon is deadly poisonous. Any creature struck by a demon in mêlée must save at -2 or suffer poison damage (1d6 points per Hit Die of the demon) in addition to the regular damage.

Demons keep treasure, which they swallow and carry suspended inside of their ectoplasmic bodies. A demon's treasure is always very valuable (gems and jewelry) or very magical. Demons ignore mere coins and wouldn't know what to do with technology. Otherwise, they gladly loot the bodies of their victims for any treasure worth keeping.

Devil

No. Enc.: 1 (1)	Fighting Ability: 16 (×2 fists)
Alignment: Chaotic	Damage: 3d10/3d10
Movement: 120' (40')	Saving Throw: 19
Flying: 360' (120')	Morale: 11
AC: -2 / DC: 23	Treasure: None
Hit Dice: 20***	

Devils are evil spirits of flame and shadow, beings which have lingered in the deep places of the world since the days before the counting of the Ages. They are beings of such pure malice and hatred that even other agents of Chaos in the world are loath to deal with them. A devil looks like a 30' tall fiend of fire and smoke, with bat-like wings and curled ram-horns. Some devils are seen wielding huge weapons of flame (often swords or whips), but most prefer to attack with their fists.

A devil, unlike a demon, is not undead—but a devil is so unholy that it can still be affected somewhat by a scholar's turning. If a scholar approaches a devil forcefully and manages to successfully turn a "special" undead, the devil must roll a saving throw at a -4 penalty or be rebuked. A rebuked devil will not flee like turned undead; rather, it will remain in an offensive posture, waiting to attack, but it will not come within 10' of the scholar until it successfully saves at -4, which it may attempt to do each round.

The fiery spirits known as efreet are willing servants of devils; any devil is usually accompanied by 1d4 efreet who fight to the death to protect their master.

A devil can only be harmed by weapons of +2 or better. Devils regenerate 2 hit points per round. A devil can become ethereal or corporeal at will, although it must concentrate for one full round in order to do so. A devil is also capable of performing any of the magical feats that an efreeti can do, but as often as desired (although no more than one such ability may be used per round). A devil is further able to grant a *wish* made by another creature, or to cast *fire ball, incendiary cloud,* and *transmute earth to flame*, and each of these powers can be used once per day.

A devil can transform itself into a whirlwind of hot, acrid smoke, 120' tall, with a diameter of 40' at the top and 10' at the base. In this form (which the devil can enter or leave at will, by concentrating for 1 round), the devil

causes 4d10 damage to everything in its path and destroys any creature with 5 for fewer Hit Dice that fails a saving throw.

Dragon

The dragons described here are of a larger size that those described in *Labyrinth Lord* (which are small dragons, when compared to the whole race of dragon-kind). Large dragons receive a +2 bonus to attack rolls, and huge dragons have a +4 bonus (these adjustments are already figured into the FA scores on the table). On the ground, a dragon can attack with one bite and two claws; from the air, it can choose to Swoop, Hover, or Crush.

Swoop: If the dragon dives out of the air and covers at least 20' of distance before attacking, there is a chance that it can pick up one or more opponents with its claws or its mouth, provided the attack roll for the appropriate attack type is high enough (or low enough, of the referee uses that option). This depends on the size of the dragon:

- Small: 1 claw attack, picks up victim on natural 20 [1]
- Large: 2 claw attacks, picks up victim(s) on natural 19-20 [1-2].
- Huge: 1 bite + 2 claw attacks, picks up victim(s) on natural 16-20 [1-5].

	White:		**Blue:**	
	Large	*Huge*	*Large*	*Huge*
No. Enc.:	1d3 (1d3)	1d2 (1d2)	1d3 (1d3)	1d2 (1d2)
Alignment:	Neutral	Neutral	Neutral	Neutral
Movement:	120' (40')	150' (50')	120' (40')	150' (50')
Flying:	300' (100')	360' (120')	300' (100')	360' (120')
AC / DC:	1 / 20	-1 / 22	-2 / 23	-4 / 25
Hit Dice:	9***	12****	13+3***	18****
Fighting Ability:	13	16	15	19
Breath Cone:	80' × 40'	90' × 40'	150' × 5'	200' × 5'
Saving Throw:	15	19	17	19
Morale:	9	10	9	10
Treasure:	XIV × 2 + XIII	XIV × 3 + XIII × 2	XIV × 2 + XIII	XIV × 3 + XIII × 2

	Black:		**Red:**	
	Large	*Huge*	*Large*	*Huge*
No. Enc.:	1d3 (1d3)	1d2 (1d2)	1d3 (1d3)	1d2 (1d2)
Alignment:	Chaotic	Chaotic	Chaotic	Chaotic
Movement:	120' (40')	150' (50')	120' (40')	150' (50')
Flying:	300' (100')	360' (120')	300' (100')	360' (120')
AC / DC:	0 / 21	-2 / 23	-3 / 24	-5 / 26
Hit Dice:	10+3***	14****	15***	20****
Fighting Ability:	13	17	15	20
Breath Cone:	90' × 5'	120' × 5'	135' × 30'	180' × 30'
Saving Throw:	16	19	18	19
Morale:	9	10	10	11
Treasure:	XIV × 2 + XIII	XIV × 3 + XIII × 2	XIV × 2 + XIII	XIV × 3 + XIII × 2

	Green:		**Gold:**	
	Large	*Huge*	*Large*	*Huge*
No. Enc.:	1d3 (1d3)	1d2 (1d2)	1d3 (1d3)	1d2 (1d2)
Alignment:	Chaotic	Chaotic	Lawful	Lawful
Movement:	120' (40')	150' (50')	120' (40')	150' (50')
Flying:	300' (100')	360' (120')	300' (100')	360' (120')
AC / DC:	-1 / 22	-3 / 24	-4 / 25	-6 / 27
Hit Dice:	12***	16****	16+3***	22****
Fighting Ability:	14	18	16	21
Breath Cloud:	50'×40'×30'	50'×50'×30'	(As Green or Red)	
Saving Throw:	16	19	19	19
Morale:	9	10	10	11
Treasure:	XIV × 2	XIV × 3	XIV × 2	XIV × 3
	+ XIII	+ XIII × 2	+ XIII	+ XIII × 2

Any dragon can be up to 3 HD larger or smaller than the average dragons given on the tables above.

Damages				*Spells*				
Dragon Type		**Bite**	**Secondary**	**1**	**2**	**3**	**4**	**5**
White:	Small	2d8	1d4	3	—	—	—	—
	Large	2d8+4	1d6+1	4	2	—	—	—
	Huge	2d8+8	1d8+2	5	3	1	—	—
Black:	Small	2d10	1d4+1	4	—	—	—	—
	Large	2d10+4	1d6+2	5	3	—	—	—
	Huge	2d10+8	1d8+3	5	4	3	—	—
Green:	Small	3d8	1d6	3	3	—	—	—
	Large	3d8+4	1d8+1	4	4	3	—	—
	Huge	3d8+8	1d10+2	5	5	4	3	—
Blue:	Small	3d10	1d6+1	4	4	—	—	—
	Large	3d10+4	1d8+2	5	5	3	—	—
	Huge	3d10+8	1d10+3	5	5	5	4	—
Red:	Small	4d8	1d8	3	3	3	—	—
	Large	4d8+4	1d10+1	5	4	3	2	—
	Huge	4d8+8	1d12+2	5	5	4	3	2
Gold:	Small	6d6	2d4	4	4	4	—	—
	Large	6d6+4	3d4	5	5	4	3	—
	Huge	6d6+8	4d4	5	5	5	4	3

A victim held by a claw takes claw damage every round. A victim held by a bite attack takes bite damage every round. A victim held by any sort of Swoop attack can still try to fight the dragon, rolling attacks at -2 to hit, and the dragon may attack the held victim with his other attack forms, also at -2 to hit. A victim held by a claw attack can cast a spell if Initiative is won, but a victim held by a bite attack cannot muster enough concentration to cast.
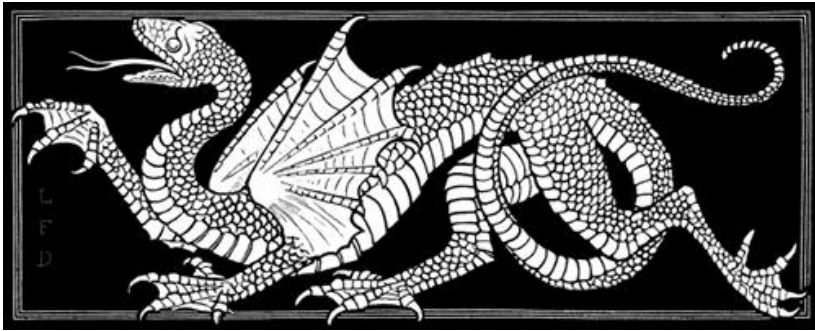
Hover: When using this attack, the dragon pauses in midair for one round before landing. That round, the dragon may attack up to six times (1 bite, 2 front claws, 2 rear kicks, and 1 tail attack) with all of its free attack modes except wing slaps. After one round of Hover attacking, the dragon must land immediately afterward, and the dragon cannot use the Swoop or Crush after Hovering.

Crush: With this maneuver, the dragon drops from above and tries to crush victims with its sheer bulk. A small dragon can Crush one target; a large dragon Crushes everything in a 10' square; and a huge dragon, everything in a 20' square. The dragon does not roll to hit; instead, all targets affected by the crush are allowed to roll a saving throw (in which case they take no damage), or else they take damage as if bitten by the dragon. A character may also choose to allow himself to be crushed, taking the damage automatically; but in doing so he can brace a weapon against the crushing dragon, rolling to hit at +4 and causing double damage if the attack hits.

Attack Forms

A dragon's front claw attacks, rear kick attacks, wing slaps, and tail slap all cause the same Secondary damage. Kick, wing, and tail attacks also have side-effects for victims struck by them.

Kick: A target struck by a kick attack takes damage and must save or be knocked down. The victim can stand up again next round, but loses the initiative automatically. Small dragons cannot make effective kick attacks; only large and huge dragons can do this.

Wing: The target of a wing attack takes damage and must save or be stunned. A stunned target moves at one-third normal speed, cannot attack or cast spells, and suffers a -4 penalty to AC/DC for 1d4+1 rounds. Only huge dragons can use wing attacks; small and large dragons cannot.

Tail: A target struck by a tail attack takes damage and must save or be both knocked down and disarmed. Small dragons cannot make effective tail attacks; only large and huge dragons can do this.

Breath Weapon: Unlike small dragons, large and huge dragons use their breath weapon as their considerable intelligence dictates, never randomly.

Dragon Golem

No. Enc.: 1 (1)	Fighting Ability: 16 (×2 claws/×1 bite)
Alignment: Neutral	Damage: 2d6/2d6/1d20+10
Movement: 120' (40')	Saving Throw: 11
Flying: 240' (80')	Morale: 12
AC / DC: -3 / 24	Treasure: Special
Hit Dice: 20*****	

A dragon golem is a rare and special kind of golem made by a very powerful spell-caster to guard a location or an item. (Technology might also be able to create dragon automaton with similar qualities.) A dragon golem appears as a gaunt, almost skeletal dragon with dull, gray scales stretched tightly over its frame. The creature is not alive, and it is not particularly intelligent. It obeys its instructions to the letter. It can see invisible things within 60', it is immune to *charm*, *sleep,* and *hold,* as well as all other mind-affecting spells. It cannot be harmed by weapons of +2 or weaker (+3 or better are required), and it is also immune to spells of 4th level or lower and technology of the 4th degree or less. In addition to its claw and bite attacks, a dragon golem can use its breath weapon three times per day: this is a poisonous cloud, 20' × 20' × 20' in volume, which deals 20d6 damage (save for half).

Ghost

No. Enc.: 1 (1)	Fighting Ability: 12–13 (×1 touch/×1 gaze)
Alignment: Any	Damage: Aging/ paralysis
Movement: 90' (30')	Saving Throw: Special
AC / DC: -2 / 23	Morale: 10
Hit Dice: 13**** to 15****	Treasure: VII, IX, XVIII

A ghost is the restless spirit of a dead mortal, typically found haunting the place where it died. Unlike other forms of undead, a ghost can be of any alignment. Ghosts usually (but not necessarily) manifest themselves at night and avoid the daytime.

A ghost can only be harmed by +2 or better weapons. Ghosts are immune to all spells except those which specifically affect "evil". Technological devices have no effect on a ghost (although an invention could be specifically designed to harm or capture one).

Ghosts do not inflict damage with their attacks; instead, they cause their victims to age. Ghosts also have the ability to manipulate ectoplasm, to paralyze victims with their gaze, and to possess victims with a *magic jar* ability. A ghost can become ethereal up to three times per day, and if threatened with defeat, it will escape into the æther and remain there for 1d8 days.

Ectoplasm: As soon as a ghost is encountered, it will usually start producing wispy tendrils of ectoplasm—a slightly luminescent vapor with a cold, clammy feel to it. For three rounds, the ectoplasm has no effect; but starting on the fourth round, it becomes a complete cloud of vapor which follows the ghost in a 10' radius around it. Everywhere the ghost moves, the cloud leaves behind traces of ectoplasmic residue, which is a viscous but volatile slime that melts back into a vapor when touched. Any living creature

caught within this cloud after it has been complete must roll a saving throw or be pulled onto the Ethereal Plane, another dimension where the victim is utterly helpless unless he can somehow return to his own reality (such as with *teleport*). A ghost which has pulled any victims onto the Ethereal Plane will eventually return there itself to attack them until they have been slain.

Gaze: A ghost can gaze at up to one victim per round, out to a distance of 60'. The affected target must save or be paralyzed for 2d8 rounds.

Magic Jar: A ghost can attempt to *magic jar* up to one victim per turn (ten minutes). If successful, the victim's spirit is transferred into some item, which starts to glow and drips ectoplasmic residue; while the ghost uses the victim's body to attack others. During this time, the ghost's body remains visible but incorporeal; it appears to hover in place and do nothing.

Aging Damage: Instead of inflicting damage, a ghost actually ages its victims by 1d4 × 10 years with each physical blow. Elves and fays may ignore the first 200 years of aging; gnomes and fauns, the first 100 years; dwarves, merrows, and sylphs the first 50 years; and halflings and centaurs, 20 years. Otherwise, each 10 years of aging causes the victim to lose 1 point of Constitution. The aging and the Constitution loss are permanent and do not wear off. A *restoration* spell will only restore 1 point of Constitution lost in this fashion; any more can only be restored by a *wish* or by some kind of magical *longevity* effect. If a victim's Constitution is dropped to 0, the victim is dead (practically mummified with age) and cannot be *raised*.

Turning: When a scholar tries to turn a ghost and gets a "D" result, the ghost can save to avoid destruction. On a successful roll, the ghost is neither turned nor destroyed, although the scholar may attempt to turn again. An ordinary turning result (a "T" or less) is resolved normally.

Lawful Ghosts: A lawful ghost looks quite like it did in life, albeit ethereal and transparent. If attacked, the ghost will use the attacks and abilities described above; but if approached without violence, it will gesture to be followed. The ghost might then lead the way to a special treasure or clue, or away from some particular danger.

Neutral Ghosts: A neutral ghost is a restless soul which is trapped in this world and wants to move onto the next, but cannot for whatever reason—the body has been disturbed or left unburied, or the ghost was murdered, betrayed, or cursed in life and must be avenged. If the ghost's unfinished business is taken care of, the ghost will rest at last, but not before revealing its treasure horde in gratitude. This kind of ghost is more dangerous than a Lawful ghost, though: it has a tendency to wail in its torment, and this haunting scream is terrible and deadly. Up to three times per day, a neutral ghost can unleash a *banshee wail*; any NPC or monster within earshot must check Morale at a -4 penalty, and any living creature within 60' of the ghost must save or die on the spot!

Chaotic Ghosts: These evil spirits exist only to spread death and confusion. In addition to the normal list of ghostly abilities, a chaotic ghost has a power called *poltergeisting*. This is a kind of telekinesis that allows the ghost to manipulate physical objects, even when ethereal and invisible. Small objects within 10' of the ghost (sticks, rocks, etc.) seem to rise up of their own volition and hurl themselves at intruders. Up to two such attacks

may be made per round; the damage they cause can range from 1 point (a tiny pebble) to 3d6 points (a very large rock). Furthermore, any victim damaged by a *poltergeisted* object must save or age 10 years.

Giant

	Mountain Giant	Sea Giant
No. Enc.:	1d4 (1d20)	1d2 (1d20)
Alignment:	Neutral	Neutral
Movement:	150' (50')	120' (40')
AC / DC:	0 / 21	0 / 21
Hit Dice:	12* to 20*	9* to 15*
Fighting Ability:	12–16 (×1 weapon)	10–13 (×1 weapon or special)
Damage:	5d10	Special
Saving Throw:	11–15 (level equals HD)	11–13 (level equals HD)
Morale:	9	10
Treasure:	XVIII + 5,000 gil.	XVIII + 5,000 gil.

Mountain Giants: These look like stone giants, but can stand from 12' to 20' tall. They sometimes carry boulders, which can throw to great distances (range increment 100') for 4d6 damage each. Otherwise, they carry giant swords or clubs (5d10 damage) for use in mêlée. Mountain giants are known to keep to themselves, and they don't like outsiders.

Sea Giants: Sea giants are reclusive and rarely seen, but usually friendly when encountered. Sea giants look like enormous merrows (merpeople) and almost never leave the depths of the ocean. When sea giants engage in combat (and this is rare), they use giant tridents that cause 4d10 damage. They can also create forceful wave of water, 40' wide and 60' long, which forces everything in the area to be swept away (no save) and to save or else be stunned for 1d6 rounds (unable to act, -3 to AC/DC, and reduced to one-third Movement). A wave like this also causes 2d6 points of structural damage to the hull of any ship in the area.

Gremlin

No. Enc.: 1d6 (1d6)	Fighting Ability: Cannot attack
Alignment: Chaotic	Damage: Special
Movement: 120' (40')	Saving Throw: 7
AC: 7 / DC: 14	Morale: 12
Hit Dice: 1**	Treasure: None

Gremlins are 3' tall humanoids with grayish-green skin. They are neither goblin-kind nor faerie-kind, but something in-between. Gremlins aren't precisely evil, but they *are* extremely Chaotic, and their twisted sense of humor usually produces evil results. Gremlins aren't capable of fighting, but they project an aura of Chaos around themselves in a 20' radius. Within this aura, Murphy's Law reigns as immutable truth: anything that can go wrong *will* go wrong. Each round, characters must save or suffer the effects of the gremlin aura.

Affected characters find that terribly unlucky (and unlikely) accidents befall them. A character that attacks a gremlin and misses must roll a second attack to see whether he hits himself. A character that tries to use magic within the area of the aura must roll a saving throw: success means that the spell takes effect normally, while failure means that it affects the caster and his allies instead. Technology is *extremely* dangerous to use around gremlins. Any character that tries to use a device or invention within the gremlin aura must roll a save: success means that the device merely falls apart or the invention fails, the charge wasted to no effect; but failure is catastrophic, either turning the effect of the technology on its wielder or simply exploding the device and causing 1d6 damage per degree of the technology.

The exact effect of the gremlin aura in any given situation is up to the referee. Usually, the effects should merely be playful and unlucky, rather than outright harmful. Gremlins detest technology, though, and the very sight of it makes them angry (thus making their auras more dangerous). Typically, the more mechanical an object, the sooner it will be affected by the gremlins' aura (devices and inventions first, then guns and crossbows, then tools, armor, and regular weapons, etc.).

Golem

	Obsidian Golem	Mud Golem
No. Enc.:	1 (1)	1 (1)
Alignment:	Neutral	Neutral
Movement:	120' (40')	90' (30')
AC / DC:	3 / 18	9 / 12
Hit Dice:	6	8*
Fighting Ability:	7 (×1 weapon or fist)	9 (×1 grab)
Damage:	2d4	2d6 + smother
Saving Throw:	7	9
Morale:	12	12
Treasure:	None	None

Like all golems, these creatures are unaffected by normal and silver weapons being vulnerable only those weapons enhanced to +1 or better by magic or technology. Golems are immune to *sleep*, *charm, hold*, and gas-based attacks.

Obsidian Golem: This is an animated statue of a man carved from volcanic glass. A being of minimal intelligence, an obsidian golem responds to simple commands from its creator. It is capable of speech when commanded to speak.

Mud Golem: A construct created from mud, this kind of golem retains a humanoid (if gloppy) shape. It can walk on the surface of mud without sinking, or it can blend into the mud and swim through it, surfacing as will. Mud golems try to smother their victims by enveloping them, causing 2d6 points of damage first and then smothering damage thereafter as the victim suffocates.

Hag

	Sea Hag	*Black Hag*
No. Enc.:	1 (1)	1 (1)
Alignment:	Chaotic	Chaotic
Movement:	120' (40')	150' (50')
Swimming:	150' (50')	60' (20')
AC / DC:	4 / 17	4 / 17
Hit Dice:	8***	11**** to 20******
Fighting Ability:	9 (×1 weapon/×1 touch)	10–16 (×2 claws)
Damage:	1d6/1d4 + special	2d8 + poison
Saving Throw:	9	11–15 (level equals HD)
Morale:	10	10
Treasure:	X + XVI	XX

A hag is a monster that looks like a hideous old woman. Sea hags live in the ocean; black hags haunt swamps, caves, and forests. All hags can command undead as if they were a scholar with a level equal to twice their Hit Dice (16th for a sea hag; 22nd to 40th for a black hag). Hags are also immune to the special attacks of undead, including energy drain, ghoul paralysis, ghostly aging, undead-caused poison or disease, etc.

Sea Hag: One of the ugliest creatures in existence, all that approach within 10' must save at -6 or else flee in sheer revulsion and disgust for 1d20 + 5 rounds. A sea hag can only be harmed by silver or magical weapons. A sea hag's touch drains energy like a wight's (causing 1d4 damage and sapping 1 point of Constitution) *and* causes disease, neither effect allowing a save.

Black Hag: A black hag can cast spells as a scholar with a level equal to its Hit Dice. A black hag can also attack with its claws, which are poisonous (any hit from a hag's claw causes 2d8 damage, plus 1d6 poison damage per Hit Die of the hag, with a saving throw allowed to halve the poison damage). A black hag is always accompanied by 3d6 evil monsters, usually undead or oozes.

Lava Ooze

No. Enc.: 1d3 (2d8)	Fighting Ability: 10 (×3 pseudopods)
Alignment: Chaotic	Damage: 4d6 + 3d6 per round
Movement: 90' (30')	Saving Throw: 11
AC: 5 / DC: 16	Morale: 12
Hit Dice: 9	Treasure: None

A lava ooze is a living blob of molten rock, about 10' in diameter. It lives in volcanoes or heat vents and can sense tremors out to 60'. Like all oozes, the creature is liquid and able to pass through small openings. It attacks by lashing out with up to three pseudopods, which can strike enemies up to 15' away. Each hit causes 4d6 damage immediately and leaves behind a coating of lava that causes 3d6 further points of automatic damage per round for 1d4 rounds thereafter. Multiple hits do not increase the heat damage above 3d6, but the duration is cumulative. A lava ooze is mindless and fights to the death. It is immune to fire attacks and mental attacks, but takes double damage from cold attacks.

Lich

No. Enc.: 1	Fighting Ability: As class and level
Alignment: Chaotic	Damage: 1d10 + paralysis
Movement: 90' (30')	Saving Throw: As class and level
AC: 0 / DC: 21	Morale: 10
Hit Dice: As class and level	Treasure: Special

A lich is a very powerful and very magical type of undead. Essentially a mummified wizard or sage, in life it was a Chaotic and evil spell-caster of 20th level or greater that sought to cheat death by willfully entering a state of undeath. Physically, a lich appears as a dusty and ancient skeleton with the tattered remains of robes and bandages hanging off of it.

The very sight of a lich causes automatic *fear* in any character of 5th level or lower. Its touch causes 1d10 points of damage and forces the touched creature to save or be paralyzed for 1d100 days. (A lich rolls to hit as a character of its class and level, so wizard lich can only attack once per round, while a sage lich can attack twice.)

A lich is extremely intelligent, both in how it fights and what spells it keeps memorized. A lich is able to cast spells as it did in life, with a caster level equal to its current class level. If seriously threatened, a lich will readily flee to save itself. A lich also carries 1d4+1 powerful magical items to use in case of emergencies. Within its lair, the lich has a further 4d8 temporary magical items (potions and scrolls), plus treasure amounting to triple that found in Hoard Class XV. A lich always keeps its treasures secure with traps or curses.

Liches are undead and can be turned by scholars, but even a "D" result will only turn (not destroy) a lich. Liches are immune to *charm, sleep, feeblemind, polymorph, cold, lightning,* and *death* effects. They can only be

harmed by magical (or technological) weapons, and they are immune to any magic below 4th level or any technology below the 4th degree.

A wizard lich usually has one or two permanent spells placed upon itself, often *detect invisible* and *fly*.

A sage lich usually has 3d4 undead servants on hand as servants, with many more lairs of full of undead in the immediate area.

Either type of lich can summon undead to come and fight for it, just by concentrating. The undead arrive in 1d100 rounds. The lich can summon undead at will, but each type of undead will only come once per day. Undead summoned are:

1d20	Undead	1d20	Undead
1-5	2d4 spectres	14-16	1d2 ghosts (Chaotic)
6-9	1d6 vampires	17-18	1 revenant
10-13	1d3 phantoms	19-20	1 demon

Malefica

No. Enc.: 1 (1d2)	Fighting Ability: 10 (×2 claws/×1 bite)
Alignment: Chaotic	Damage: 1d10/1d10/1d6 + poison
Movement: 90' (30')	Saving Throw: 13
AC: 3 / DC: 18	Morale: 11
Hit Dice: 9***	Treasure: XVIII

Also sometimes known as a "dread" or a "fearcaster", the malefica is a kind of evil spirit that hails from the realm of nightmares. Nine feet tall, with reptilian skin and eyes and wicked, rending claws, those who have survived an encounter with a malefica report that it has a distinctive smell, like a nest of vipers mixed with filth and squalor.

In combat, a malefica attacks with its claws and its bite, which is deadly poisonous: any creature bitten by the beast also takes 9d6 poison damage (a save is allowed for half damage). The malefica's greatest weapon, though, is its aura of terror. The malefica projects an aura of fear in a 360' radius around itself, and this aura is so powerful that it can even be felt through the thickest of stone walls, whether in natural caverns or under-ground labyrinths. While the creature is yet distant, the aura makes people uneasy: NPCs suffer a -4 penalty to Morale checks, and all characters must roll a saving throw every hour or be affected by *fear*. Any creature that comes within 60' of a malefica is automatically inflicted with a debilitating terror: the character must roll a saving throw, with success indicating that the character flees as far and as fast as he can for three turns, and failure indicating fear-induced paralysis for as long as the malefica remains the area. The application of a *remove fear* spell to a paralyzed victim allows another save to shrug off the paralysis, but the victim still feels compelled to flee. No other means can cure this kind of paralysis.

In addition to its other abilities, a malefica can naturally see invisible things within 60', and it can open doors as if it had a permanent *knock* spell. Because of the creature's magical nature, it rolls saving throws at a +2 bonus (already factored into the ST number on the table).

It is said that a *wish* can temporarily negate a malefica's fear aura, thereby enabling adventurers to engage the creature in mêlée; but otherwise the only way to fight such a monster is to use spells, devices, and missile attacks from more than sixty feet away.

Oni

No. Enc.: 1d4 (2d4)	Fighting Ability: 7
Alignment: Chaotic	Damage: 1d12
Movement: 90' (30')	Saving Throw: 9
AC: 5 / DC: 16	Morale: 11
Hit Dice: 5+2**	Treasure: XVI

Oni are larger, magical cousins of ogres. They have one or more ivory horns growing out the tops of their heads and skin tones ranging from red to blue to violet. Even the best of oni are ill-tempered and mischievous, while the vast majority are cruel and thoroughly Chaotic—to the point where, in some parts of the world, folklore paints them as "demons" incarnate, or even the very beings who drag the souls of the damned into the underworld. In fact, the oni are merely another race of giant-kind, akin to ogres and trolls. Oni, however, possess a number of innate magical abilities. They are able to cast *fly, invisibility,* and *darkness* at will; and they can cast *polymorph self, charm person, sleep, ice storm,* and assume a *gaseous form* once per day each. There is also a 1 in 4 chance that a given oni will have practiced the martial arts, and by virtue of his innate magical talent, mastered the following qi abilities: Feel Qi, Focus Qi, Control Qi, Project Qi, and Celerity. A martial artist oni will have 5 qi points with which to make use of these qi abilities.

Phantom

No. Enc.: 1 (1)	Fighting Ability: 11–12 (×1 dagger)
Alignment: Chaotic	Damage: 3d4
Movement: 120' (40')	Saving Throw: 11
AC: 0 / DC: 21	Morale: 11
Hit Dice: 10*** to 12***	Treasure: VIII, IX, XI

A phantom is a malign ectoplasmic apparition, the weakest of the "greater" undead (i.e. undead which are more powerful than vampires). A phantom looks like the image of an emaciated human corpse—like a wight, but semi-transparent—carrying a lantern with blue flame in one hand and a dagger in the other. A phantom is always incorporeal when first encountered, in which state it cannot be harmed in any way. (If, when first encountered, a phantom moves through a solid wall or door to attack its targets, it has a 90% chance of surprising them.) After it uses its *horror* attack, the phantom materializes for combat (becoming AC 0/DC 21). Phantoms are immune to cold attacks and can only be damaged by +1 or better weapons.

Fear: Any creature that sees a phantom must save or run away in fear. Creatures with 3 HD or fewer are automatically affected and will never willingly return to the spot where the phantom was seen.

Turning: Phantoms are resistant to turning by scholars. A "D" result is handled normally, but on a "T" result or less, the phantom may roll a saving throw. If successful, the turning is actually reflected back on the scholar, who must also roll a saving throw, or else become paralyzed with fear for 2d6 rounds.

Horror: When a phantom is first seen, it is incorporeal. While still in this state, it will select one target and rush toward that creature, pointing its dagger threateningly and moaning. The victim must roll a saving throw or fall down dead immediately, stricken with fatal horror.

After this initial attack, the phantom will materialize for mêlée and attack with its dagger, each hit causing 3d4 damage. If threatened with defeat (or if it fails a Morale check), the phantom will dematerialize and flee.

Phoenix

	Lesser	Greater
No. Enc.:	0 (1d2)	0 (1d2)
Alignment:	Neutral	Neutral
Movement:	90' (30')	150' (50')
Swimming:	360' (120')	450' (150')
AC / DC:	2 / 19	-2 / 23
Hit Dice:	9*****	18*****
Fighting Ability:	10 (×2 claws/×1 bite)	15 (×2 claws/×1 bite)
Damage:	1d6/1d6/2d6	2d6/2d6/4d6
Saving Throw:	11	15
Morale:	9	10
Treasure:	VII	VII × 2

The phoenix is that famous firebird which is immortal, consuming itself with its own flame rather than dying normally, only to be reborn from its very ashes. Phoenixes are extremely rare, and when encountered, they do not fight unless attacked first. A phoenix is immune to fire, *charm*, *hold*, and to weapons weaker than +3. A phoenix's flames are uniquely magical, having the unusual property that they are not affected in any way by special protections against fire.

Any creature that gets too close to a phoenix takes continual damage from its flames each round (magical protections do not mitigate this in any way). If a phoenix is destroyed, it explodes in a 20' radius *fire ball*, and although a save for half damage is allowed, once again there is no magical way to protect from the fire damage. One round later, the phoenix is reborn and emerges from its ashes with all of its hit points restored. It will immediately flee its attackers after that. The only known way to permanently kill a phoenix is with a *wish* cast over the ashes on the round that it is defeated.

Lesser Phoenix: This creature has a 10' wingspan and stands as tall as a man. It radiates fire in a 10' radius around itself for 3d6 damage each round. Its *fire ball* explosion causes 5d10 points of damage.

Greater Phoenix: This creature has a 25' wingspan and stands twice as tall as a man. Its fire emanates out to 20' for 6d6 points of damage, and when it explodes it causes 10d10 points of damage.

Revenant

No. Enc.: 1 (1)	Fighting Ability: 14–15 (×2 claws/×1 bite)
Alignment: Chaotic	Damage: 2d4/2d4/1d4+2 (+ poison)
Movement: 120' (40')	Saving Throw: 13–15 (level equals HD)
AC: -4 / DC: 25	Morale: 11
Hit Dice: 16**** to 18****	Treasure: VII, VIII, XIV

Much like a wight, a revenant is an evil spirit inhabiting a deceased corpse (or even, rarely, part of a corpse). A revenant is immune to all spells below 4th level (and all devices below the 4th degree), and a +2 or better weapon is required to harm one. A revenant becomes invisible, incorporeal, and altogether harmless during the daytime, manifesting and becoming dangerous again only at night.

A revenant is extremely poisonous: each of its claw and bite attacks, in addition to normal damage, also poison the victim (1d6 damage per Hit Die of the revenant, save for half damage). What's more, the poisonous aura around a revenant spoils all food, water, holy water, and even potions and tonics within 30'. (The items become useless, but not themselves poisonous.) Living plants and small insects also whither and die if they come within 30' of a revenant, which negates any magical plant control or spells that attack with insects (like *creeping doom*).

A revenant can see invisible things within 60'. Also, up to once per round, it can manifest any one of the following spell-like abilities at will: *darkness, silence 15' radius, cause disease, animate dead, finger of death* (all at a caster level equal to the revenant's Hit Dice).

A revenant is very agile and stealthy. It surprises its victims 50% of the time, and it can leap heights or distances of 60' effortlessly. Once per night, a revenant can summon 1d4 spectres to come and fight for it (they will arrive 1d4+2 rounds after the summoning).

Lastly, revenants are highly resistant to turning. A "D" result allows the revenant to roll a saving throw, and if successful, the turning has no effect (although the scholar can repeat the attempt). A "T" result or less allows no saving throw, but only affects the revenant for 1d4 rounds.

Seraph

No. Enc.: 1d2 (1d2)	Fighting Ability: 16 (special)
Alignment: Lawful	Damage: Special
Movement: 120' (40')	Saving Throw: 15
Flying: 360' (120')	Morale: 11
AC: -6 / DC: 27	Treasure: None
Hit Dice: 20******	

The seraphim are a mysterious race of angels, powerful and very Lawful beings that seek to spread good in the world. Seraphim are rarely encountered on Gaia, and nobody seems to know from whence they come or whom it is they serve. A seraph looks quite like a sylph, which is to say, from the waist down it has a body like a giant bird (in the case of seraphim, their bodies are like those of eagles); while from the waist up, they look like

attractive humans, but with golden wings sprouting form their shoulders. Seraphim are immune to fire, poison, all magic of 4th level or lower, and all technology of 4th degree or lower.

A seraph can cast spells as a 12th level scholar, and it can *teleport* at will. Once per day, it can create one *bolt of pure good* and one *sword of holy flame*. The *bolt* is similar in shape and area to a *lightning bolt*, but it causes no damage. Instead, everything caught in the area forgets all of its evil and impure thoughts and becomes good and Lawful for 2d6 turns. The *sword* is a blade made of pure and heavenly flame which causes 4d8 points of damage and lasts for 3 turns once created.

Sphinx

No. Enc.: 1d2 (1d4)	Fighting Ability: 12 (×2 claws/×1 bite)
Alignment: Any	Damage: 3d6/3d6/2d8
Movement: 180' (60')	Saving Throw: 16
Flying: 360' (120')	Morale: 10
AC: 0 / DC: 21	Treasure: XVIII
Hit Dice: 12*****	

A sphinx is a large monster with a lion's body, eagle's wings, and a human face (usually female). Sphinxes are often found in deserts but may inhabit any climate. They usually guard some kind of tomb or treasure. Sphinxes are very intelligent and extremely fond of riddles and puzzles. A sphinx can also cast spells as a 12th level character (females cast divine magic and males cast arcane magic). A sphinx has effective Intelligence, Wisdom, and Charisma scores of 19—which means that enemies save against their magic at a -3 penalty.

A sphinx is also capable of unleashing a roar, up to twice per day, which forces all victims within 120' to roll a save or flee (as if affected by *fear*) for 1d6 turns. Victims within 60' must make a second roll or be stunned for 1d6 rounds. Further, victims within 10' take 6d6 damage from the roar and are deafened for 1d0 turns, and there is no saving throw allowed to avoid this effect.

The sphinx is immune to 3rd level and weaker spells (and 3rd degree and weaker devices), and it can only be harmed by +1 or better weapons. When first encountered, a sphinx will very often pose some kind of riddle—and if the characters solve it, they can avoid a fight or even befriend the sphinx.

War Mech

No. Enc.: 1	Fighting Ability: 12–14 (×2 strikes)
Alignment: Neutral	Damage: 6d10/6d10 + breath
Movement: 90' (30')	Saving Throw: 19
AC: -4 / DC: 25	Morale: 12
Hit Dice: 11** to 16**	Treasure: Special

A war mech is a kind of robotic automaton, left behind by the civilization of the Ancients. A war mech is a construct and not actually alive. It might have been programmed to behave Lawfully or Chaotically, but the creature itself is Neutral. Unlike the clockwork and spring action found inside a modern automaton, the innards of a war mech are all but incomprehensible. Any tech that tries to open up a mech will discover a bewildering mess of servos, motors, gyroscopes, silicon chips, wires and circuits, crystals and capacitors, with no apparent explanation for how the machine actually works.

As the remnants of a long-gone civilization, most war mechs are lone guardians, still wandering the ruins of the places where their masters once lived, and still carrying out whatever orders were programmed into them. Physically, a mech appears to be a sleek robotic machine with four legs and two arms. It attacks by striking with its arms and by emitting a cloud of paralyzing vapor in a 10' radius around itself. Any living creature caught in the cloud must roll a save or be paralyzed for 1d3 turns.

War mechs are immune to all spells and devices, except cold-based attacks (which cause it no damage but slow it to half speed) and *disintegrate*.

IX

THE WORLD OF GAIA

THE DESCRIPTION of an entire world requires that attention be given to such diverse topics as history, geography, astronomy, and culture. In the limited space available here, only the barest outline of the world called Gaia can be presented. It will be up to you, the Referee, to make this world your own and to breathe life into it! This chapter can give you a framework on which to base a campaign set in Gaia, but the gaps which need filling in are vast, leaving plenty of room for your own creativity. And, of course, the material found here can be used as nothing more than inspiration for an entirely separate gaslight-era game world of your own devising. Let us begin, then, by treating the most important subject first: the long and little-known ancient history of the world called Gaia.

The Elder Days (before 25,000 years ago)

Although scientists prefer to use a word like "prehistory" to describe these distant times, the elves and the fays still speak of them as the "Elder Days", or as the "Time Before the Counting of the Ages". Yet, the fact remains, none who now live on Gaia were alive to witness this era. Even the fays, who call themselves Gaia's native children, cannot reach so far back into their immortal memories.

Archaeologists have only been able to piece together a bare skeleton of the story. This they have accomplished by translating stone inscriptions, hieroglyphs, and ancient fay texts of unspeakable antiquity. The best estimates of scientists and sages have placed some of the earliest surviving inscriptions at thirty thousand years of age, but they might very well be twice that old or more.

Pictographs and hieroglyphs depict a race of people, very similar in form to men and elves and fays (but even the best preserved pictograms are never detailed enough to discern much more than that). Nobody knows what these people were called, but for convenience, scientists label them the Ancients. Nobody really knows where the Ancients came from or for how long their civilization persisted, but it likely spanned all of Gaia at its peak.

The very earliest glyphs, those which might be as old as fifty to sixty thousand years, depict a sort of sundering or division of the Ancients into two tribes: those who remained on Gaia, and those who left Gaia. The pictograms seem to show the departing Ancients traveling toward some kind of sun or star. Whether this is myth or fact cannot be told. But after this time, the Ancients who remained and dwelt on Gaia blossomed into a widespread and very advanced civilization.

The Ancients built what we might call an enlightened civilization. Magic and science were as one to them. Over thousands of years, they came to control matter and energy, time and space, and even life and death. But then something terrible happened. At a date which we can estimate to be perhaps twenty-five thousand years ago, one Ancient took it upon himself to create the mightiest life-forms imaginable, and he went too far. This Ancient scientist was called Khaos.

Khaos, it seemed, was a maker of weapons. At first, he built automata which were entirely mechanical. Then he engineered mutated monsters which were entirely biological (including one species which the Ancient texts do not describe in detail, but which they name "Tarraskw"). Khaos might very well be responsible for the existence of most creatures which are now called "monsters". But his most unforgivable crime was to create something unstoppable, something which was neither machine nor beast but partly both. This cybernetic organism was called the Weapon of Khaos, though some surviving Ancient writings also call it the Weapon of Mu. The Weapon rampaged uncontrollably across the face of Gaia and caused untold destruction.

The other Ancients banded together to fight against the Weapon. Eventually they succeeded, but the Weapon of Khaos was made of indestructible stuff. All the Ancients could hope to do was seal the Weapon away for all time, and this they did amidst the devastated ruins of their center of civilization. The Weapon was banished beneath the land of Mu (hence the Weapon's other name, and hence the fact that Mu remains, to this day, an uninhabitable wasteland populated only by diseased and mutated monsters). The whole face of Gaia had been burned and blasted by this war, but the Ancients' favored land of Mu had fared the worst. Its loss marked the fall of their once-mighty civilization.

For his crimes, Khaos had to be imprisoned. (Perhaps the Ancients were too enlightened to execute one of their own; but then again, perhaps it simply wasn't possible to end Khaos's life.) To accomplish this feat, a sealing of far greater difficulty and magnitude, the Ancients created a second moon in orbit around Gaia. Gaia already had one natural satellite, a lifeless rock called Phoebe. The Ancients created the moon called Selene, which orbits farther away than Phoebe, and which looks like a marble swirled with blue and white when seen from the surface of Gaia. This they did for the sole purpose of imprisoning Khaos, who now languishes in the lunar core. Then, to guard the prison, the Ancients created a life-form called the Behemoth: an immense, platinum-scaled dragon who lives upon Selene and guards the seal of Khaos.

After that, the Ancients left Gaia. They broke the bonds of the terrestrial world and went… *somewhere else*. Nobody knows whether or not they joined their brethren who left Gaia at the dawn of Ancient civilization. But the fact remains that they disappeared entirely, leaving few marks of their civilization behind—only a scant few inscriptions and artifacts; and of course, the moon Selene and its guardian, the lunar Behemoth.
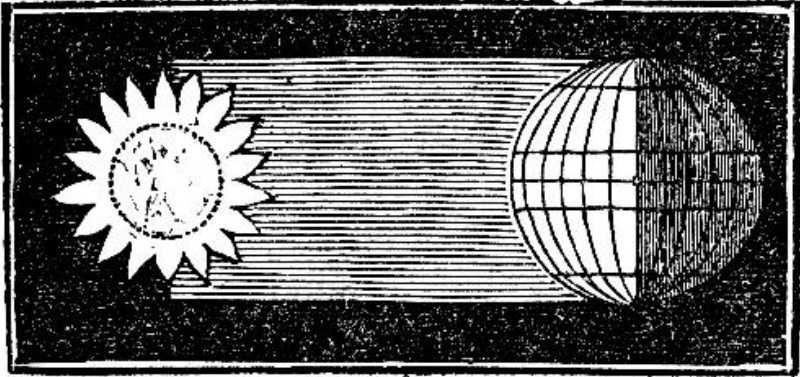
The First Age (24,000 to 13,000 years ago)

On Gaia, life recovered. Green, growing things spread back across the land. Everywhere except the blasted and irradiated land of Mu, things returned to normal. And, approximately twenty-four thousand years ago, a new people arose—first on the continent of Lemuria, and then everywhere else. These folk were the fays. They believed themselves to be the heirs and descendants of the Ancients (although they could just as well have been another of the Ancients' creations). The fays led a primitive existence at first—simple lives, in harmony with nature, and lacking any sort of advanced technology. But as millennia passed, the fays made many discoveries, and chief among these was the art of sorcery. This practice catapulted the fays from barbarism to civilization, but it would prove their undoing.

For ten thousand years, the immortal fays ruled Gaia alone. But Khaos still watched from within the depths of the blue moon Selene. His body was bound within the lunar core, but his mind could still reach out to the people on the planet below. As the fays grew in power and sought more and more Ancient knowledge, Khaos sensed that his time would soon be at hand.

There arose among the fays two great wizards. One, Myrddin, was a good sorcerer who sought the knowledge of the Ancients to keep his own people from repeating the Ancients' mistakes. The other, Namtar, was weak-willed and power-hungry. He was the perfect pawn for Khaos, and the mind of Khaos took him, possessed him, corrupted him, and bent him utterly to his will. Namtar heard the knowledge of Khaos whispered directly into his mind, and he began to experiment.

First, he played with life and death. He created many foul monsters, both living and undead. Namtar came to hold a particular fascination with death and disease. He created the first undead monsters—all kinds, from skeletons to specters—and he invented such diseases as lycanthropy and mummy rot. As his knowledge grew, he sought to create greater beasts, and this led him to even deeper depravity. His own wife, a fay witch named Lilitu, he took and transformed into a six-armed, serpent-tailed devil—the Marilith. Another fay, a follower of his by the name of Dagon, he changed into a gigantic sea-monster—the Kraken. At last, when Namtar felt that his

knowledge was complete, he sought to create a life-form that could rival the Behemoth or the Weapon in power—and he created the seven-headed dragon-fiend called Tiamat. But this undertaking, this feat of evil, was so draining that even the immortal life of a fay was consumed by it. In order to preserve his existence, Namtar had to give himself over into his beloved undeath—and he became the first Lich.

The Four Fiends—Namtar the Lich-King, Lilitu the Marilith, Dagon the Kraken, and Tiamat the Seven-Colored Dragon—led Namtar's monstrous and undead legions on a rampage across Gaia. The other fays, led by Myrddin, fought back. It soon became apparent that they could not defeat the Fiends on their own. So they turned to their sorcery for help. First, the fays tried to create their own allies. They awakened the trees and created the treants, and these were mighty allies indeed, but still they were no match for the Four Fiends. So Myrddin enacted a great spell which was meant to call for help—to call out beyond the bounds of the world. It was Myrddin's great hope that his spell would reach the ears of gods themselves, the lost Ancients, wherever they were, and bring them back to Gaia to save its people. But this did not happen.

Instead, other folk began appearing on Gaia, transported through mysterious Gates that the Ancients had left behind, Gates unwittingly awakened by the magic of Myrddin. The elves came first, and then the dwarves and the gnomes and the háin, and then the centaurs and the fauns and the sylphs and the merrows. The faerie races appeared and allied themselves with the sorely pressed fays and treants. With all of this combined might, they indeed posed a great threat to Lich-King and his Fiends. The elves, especially, were something new and special, because they possessed a kind of magic which was not sorcery—they were able to cast spells of geomancy, and it was like a bane to Namtar's unnatural monsters.

Namtar grew fascinated with the elves, and he captured many of them. He worked his evil experiments upon them, and thus from the elves came the orcish race. Treants, too, he captured and combined with living stone, making the first trolls.

The Great Alliance now fought back against Namtar's hordes on an even footing, and the evil monsters were pushed eastward, out of Arcadia, all the way to Tuonela. It was around this time that Myrddin discovered a new kind of artifact left behind by the Ancients, something called Fingers of Light. Myrddin joined forces with the leader of the elves, a warrior-queen called Nimuël, and her twelve bravest knights, and he led them on a quest to recover the Fingers of Light. Nobody alive today knows precisely what the Fingers of Light were, or how they worked. But once they were assembled, the Fingers summoned forth something holy and mighty, and Namtar and his ilk were finished. They were banished from the face of Gaia and cast deep into the planet's core, sealed within the deepest place of the world, just as Khaos had been banished to the core of the far moon.

The war left Gaia broken once again, and the time of the fays was over. Now the world was irrevocably changed. The fays had to share their planet with treants, elves, dwarves, gnomes, centaurs, merrows, orcs, trolls, and other races. Each race wanted its own piece of the world to live in, and they all vied for dominion. More war was inevitable.

But Myrddin had more pressing concerns. He worried that Namtar and his three fiendish cohorts would break the bonds of their prison and escape. Therefore, to prevent this, he used all of his great knowledge of the Ancients and their works to create life. He engineered a being which would rival the Behemoth in power and goodness. This was the Leviathan, which Myrddin placed in the ocean's deepest trench as an eternal guardian over the tomb of the Four Fiends. But as with Namtar's creation of Tiamat, this was a feat beyond the ken of any fay, and it drained Myrddin's immortal life away. Myrddin was forced to sleep outside of time itself for the rest of eternity.

The Second Age (12,000 to 7,000 years ago)
The elves proved to be the wisest and fairest of all the beings now living on Gaia, and they quickly rose to dominance. They made fast friends of the dwarves, but other races did not fare so well under elvish dominion. The centaurs and halflings were practically enslaved, and fays were especially blamed for the evils of the past Age. As the elves swept across Arcadia, the fays were forced to flee into the Uttermost West, to the remote lands of Lemuria and Tollan. In Arcadia, the elves built a mighty empire, and all the other peoples of Gaia were beholden unto them.

The Second Age, the age of elvendom, was relatively peaceful. But for the odd rebellion or uprising, nothing could have challenged the power of the elves. For five thousand years, the elves and the dwarves and the other races remade the world in their image. (The elves, the dwarves, and all the other races were named "faeries" by the fays—a word which means "fay-like" and carries with it roughly the same sense as our word "humanoid".)

But then, about eight thousand years ago, something strange happened. In the year 4,327 of the Second Age, one of the Gates of the Ancients opened at random, and a new being came through, one unlike all of the others.

The Old Elvish texts are difficult to read on this subject, because they are many and conflicting. According to some accounts, the man who appeared was called "The Urther", while others say he was called "the Terran". At least one text of gnomish origin names him "Bill", although this text is probably apocryphal. But all the writings are clear on one point: he belonged to a new race called "human", and he claimed to have come from another world. (The famously suspect Old Gnomish text says that the human came from strange and mysterious universe called "Shikago".)

The mysterious Urther first appeared in Avalon, and he became a great hero. He led the uprising against the empress of the elves, Meliora, and he helped to topple her reign over Arcadia. What's more, he traveled into the Uttermost West and brought back the fays, including their chieftain of old, Myrddin—whom he somehow managed to awaken from a slumber that should have been eternal. Eventually, the Urther of Shikago disappeared, but in his wake he left a changed Arcadia. The elvish empire was fallen; and a fay woman, Morrigan by name, became the new queen in Avalon. Within another couple of centuries, the age of elvendom would come to an end for good.

The Third Age (6,000 to 1,900 years ago)

Several centuries after the disappearance of the human hero called the Urther, many more of his race appeared on the continent called Atlantis. These humans seemed to be a different breed. Whereas the Urther had been a noble hero, a wise scholar, and a mighty magician, these new humans were naught but barbarians. They sailed forth into many realms and conquered all that they could with primitive weapons of bronze and iron. They became strongest in the lands south and east of Arcadia, where they built many vast but short-lived empires that rose and fell, seemingly, as quickly as these short-lived humans could be born and die.

It was in this era that Khaos once again sensed opportunity, for these humans practiced magic, and they were easily corrupted. From their own realm, wherever that had been, the humans had brought a new kind of magic—theurgy—which seemed to flow from their belief in various gods. But the humans could also learn geomancy and sorcery, and they sought power above all else. This pleased Khaos greatly.

In the country of Mephret, a part of the land of Amarna, there arose a great magician called Apep. He became so powerful that he deposed the Pharaoh and took command of all the armies in the land. Then the orcs and the trolls once again multiplied in Tuonela, and they came south to answer the summons of Apep, who was indeed possessed by Khaos. Apep sent emissaries into the north, into Arcadia, to try and sway faerie rulers to his side. Some accepted; others refused. The great fay wizard Myrddin wandered everywhere in this era to try and work against Apep—sometimes in faerie lands; and at other times in human lands, where he would disguise himself as an old man called Ambrose. Myrddin tried to prevent the lords of the faeries and humans from accepting the cursed gifts of Apep's emissaries, warning that they would only bring misfortune and evil.

Then Apep sought to do the unthinkable: he tried to rouse the Four Fiends from their prison within Gaia. Fortunately, the Leviathan proved too great an obstacle to overcome, but still, Apep was not to be undone. Though the Fiends' bodies were trapped within the world, the spirit of Namtar was only bound to its physical form by black magic, for he was a lich. Apep used dark spells, whispered from the far moon by Khaos, to transfer the consciousness of Namtar into a mummified human corpse, thereby freeing the Lich-King from his prison. As a reward, Apep was promptly slain and transformed into a lich himself, a mere puppet in Namtar's thrall. All of Apep's lesser priests were also made into liches and mummies, and all those lords and warriors who had accepted gifts from the foul sorcerer were transformed into demons and wraiths.

The armies of the Lich-King marched on Arcadia, and all seemed lost. But Myrddin gathered friends together and forged a great alliance between elves, dwarves, centaurs, and men. The Second Great Alliance beat back Namtar once again. Apep's magic had required a phylactery to keep Namtar's spirit alive in his new body, and when this was destroyed, the Fiend was cast back into the depths, never to rise again in living memory. But he left behind a foul legacy: orcs, magically bred with men, became the race of hulks—a species of Darkspawn that didn't fear the sunlight as orcs and trolls did.

Peace came to the world again, for another five thousand years. In the millennia following the Second Great War, a new empire rose to ascendency: a human empire, under a king named Alexander. The lands of Illyria, Amarna, and Eden were united under this vast state, ruled from Alexander's capital at Olympia. It was an empire the likes of which Gaia had not seen since elvendom in Avalon. But the Alexandrine Empire was not to last forever, and its fall marked the end of the Age.

The Fourth Age (1,835 years ago to present)

Approximately 1,850 years ago, in the land of Elysium, a general by the name of Julius Dracus—so called because he claimed to be the son of a dragon—united the peninsula under a single state, and then he spread outward and steadily began to conquer neighboring lands. One by one, surrounding countries fell to the march of Dracus, who declared himself Emperor of Elysium. Eventually, even the great city of Olympia fell, thereby absorbing the Alexandrine empire into the Elysian Empire. This new empire was to last for five centuries, although eventually it did collapse under its own weight. This collapse left most of Arcadia in darkness and ignorance.

But during the Ninth Century of the Fourth Age, a kind of renaissance sprang up in the gnomish country of Utopia. A feudal lord of gnomes called Carolus Minor (Charles the Small) began uniting various duchies and principalities into a single kingdom. This would eventually become the nation-state of Utopia, and it would set the standard for other lands throughout the medieval period of the Fourth Age. In the Twelfth Century, Avalon united under the crown of the fay King Tristram, whose daughter Maeve (who would ascend to the throne in the Sixteenth Century) was to become the greatest monarch in Arcadian history. Other lands followed suit, and by the time the Ninteenth Century arrives, even fragmented Midjard and Elysia seem ready to unite into modern states...

Geography of Gaia

Gaia is the third planet out from a star called Helios. The Helion System is structured similar to our own: there are four rocky inner planets and four gaseous outer planets. The inner planets, moving outward from the sun, are called Hermes, Aphrodite, Gaia, and Ares. The outer planets are Zeus, Chronos, Uranos, and Poseidon. Until very recently, Chronos was the most distant planet known to Gaians, since that is the farthest planet which can be seen with the naked eye. Uranos and Poseidon were both discovered and named by modern astronomers within the last century, due to the invention of the telescope during the Elysian Renaissance.

All of the planets from Gaia outward have satellite bodies of their own—moons. Gaia herself has two moons, known as Phoebe and Selene. Phoebe, the innermost moon, is all but identical to Earth's moon in the real world: clearly lifeless, it shines silvery-yellow in the night sky but displays lowlands, mountains, and craters when observed through a telescope. Selene, the farther moon, resembles a tiny marble of swirled blue and white. Whereas Phoebe both rotates and revolves at the same speed, and therefore always presents only one face to Gaia at all times, Selene seems to have a rotation period of slightly less than one Gaian day, and so its aspect is always changing. Selene's revolutionary period is significantly longer than Phoebe's: Selene will go through all of its phases in 88 days, while Phoebe will complete one revolution about Gaia in only 28 days.

Ares is only known to have one moon, which is called Thanatos. Thanatos is probably a lifeless rock, but scientists aren't so sure about Ares itself. When observed through a telescope, Ares appears to be blue and green and white, much like Selene. The possibility exists that life thrives there.

In between the orbits of Ares and Zeus, there are a small number of "minor planets", all of which share roughly the same orbit and revolve about the sun at roughly the same speed. There is no diffuse belt of asteroids beyond the orbit of Ares: just three or four known minor planets. "Three or four" is the number most often cited, because the forth such body discovered by modern astronomers might or might not be counted as a planet at all. The first three objects, known as Hera, Demeter, and Hestia, are all clearly small planets of solid, rocky constitution and spherical shape. But the fourth object, which is called the Athena Cloud, is a cluster of rocks and debris which are all gravitationally bound together, and which therefore orbit the sun as a single body—a mass of incoherent planetary matter spanning some twenty-thousand miles in diameter. It is probable that the Athena Cloud was once a solid minor planet which was then obliterated by a collision with a comet or some other body.

The four "gas giant" outer planets all have some dozens of moons, and ring systems of ice and dust as well. The natures and characters of these outer bodies are largely a mystery to Gaian folk. Speculation is also rampant about what might exist beyond the orbit of Poseidon: is there a mysterious ninth planet which remains to be discovered? Nobody knows. But astronomers have been able to determine, at least, that the strange, elliptical orbits of comets take them far out beyond Poseidon's orbit. Comets, therefore, are the most distant objects in the Helion System known to Gaian astronomers.

Beyond the Helion System, the people of Gaia are now for the most part aware that the other stars which are visible in the night sky are distant suns which might have planets of their own orbiting them. However, the state of astronomy on Gaia is not yet sufficiently advanced that they have deduced the shape or character of the galaxy to which Helios belongs, let alone the notion that other galaxies exist in the universe. These discoveries are probably less than a century away, though.
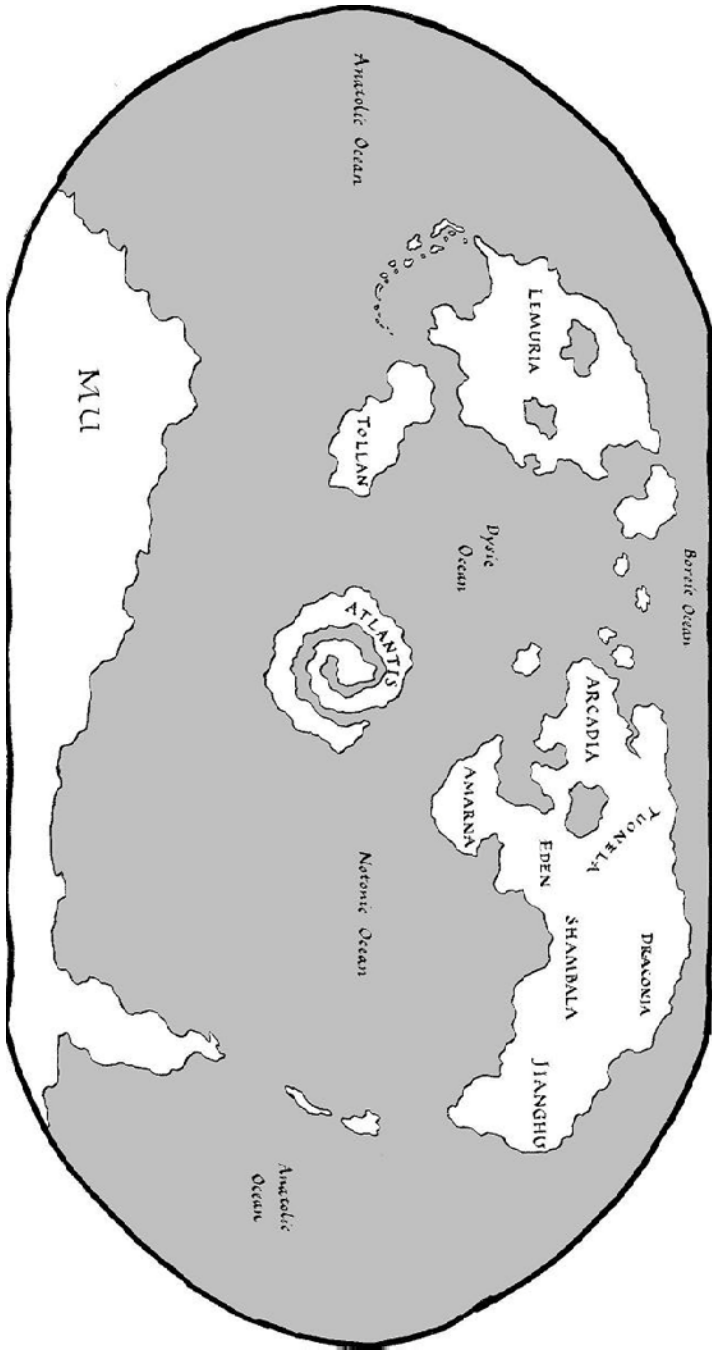
Returning, then, to Gaia herself, she is what one might call a typical "M-Class" planet: nitrogen-oxygen atmosphere, two-thirds surface water, and overall ideally suited for carbon-based life as we know it. The surface of Gaia is dominated by four oceans (the Dysic, the Notonic, the Anatolic, and the Boreic) and by five major landmasses: the continents Mu, Atlantis, Tollan, Lemuria, and Edenia.

Mu covers much of Gaia's southern hemisphere. This barren, irradiated wasteland might be considered uninhabitable, but for the mutated monsters that dwell here. Adventurers who explore this continent seldom return to tell about it.

Atlantis is a peculiar continent, shaped like a swirl or a spiral, set almost precisely on the equator in the middle of the Dysic Ocean. Legends persist that Atlantis is comprised of three concentric rings of land, but these legends are false—it is a single landmass which happens to have a shallow, spiral-shaped channel of seawater cutting into the center of it. The inhabitants of Atlantis are human, highly advanced, and extremely isolationistic. They tolerate no visitors; brook no contact with the outside world; shoot before asking questions; take no prisoners; and give no quarter. Needless to say, Atlantis is an unknown quantity to outsiders. Even airships seldom survive flying near its outermost coastlines.

Tollan might be considered a jungle continent: it is almost completely covered by rain forest, though grassy plains are present on the southern edge of the continent and high, rocky mounts ridge the north. For nearly four centuries now, the whole continent of Tollan has been under the control of the Hesperian Empire, and the native peoples—which are mainly fays and humans—have been subjected to the rule of men from Hesperia.

Lemuira is a continent which was almost entirely peopled by fays, at least prior to the incursions of the elves during the Second Age. During that time, the Elvish Empire established several colonies on the eastern coast of Lemuria, but these were all destroyed in the wars that brought about the end of the Second Age. In the Third Age, when humans came to power in Arcadia, Lemuria was mostly forgotten. Then, late in the Fourth Age, a great movement for exploration swept the Arcadian peoples, and Lemuria was rediscovered. What they found was a lush, verdant continent of forests, plains, and majestic mountains, inhabited by various tribes of all the races, including humans, though all of them existed at an approximately Stone-Age level of technology. Avalon and Utopia were quick to plant new colonies here, and Avalon once again came to control the eastern coast of the continent, just as it had done two Ages ago. Utopia, meanwhile, managed to secure much of the continental interior, especially in the north. But during the Eighteenth Century of the Fourth Age, the Avalon Colonies determined that they wanted independence and self-rule; and to avoid a war, Queen Maeve of Avalon granted the colonies formal independence, though they remain a Dominion under the protection of Avalon's crown. This region is known today as the Lemurian Federation, and it is made of up several small political entities which are nominally called as republics. As for the Utopian territories, which have been named Arborea, they remain firmly under the control of Utopia's dictatorial Emperor François Biendit.

Edenia, the largest single landmass on Gaia, is divided into several smaller subcontinents. Arcadia is the most important of these, and it is generally said to include the attendant islands of Hesperia, Avalon, and Tirnanog. The other regions include Tuonela (a wilderness controlled by orcs); Amarna (a desert region which has characteristics of our Egypt and Arabia); Eden (a crossroads of a land which resembles Turkey and Persia; and which in ancient times was called "Edenia Minor", as it has lent its name to the larger continent of Edenia); Shambala (which culturally resembles our India and Tibet); Jianghu (which means "the land of rivers and lakes", and which resembles Imperial China); and last but not least, the mysterious region called Draconia. "Draconia" is merely a shorthand for this country's proper name, i.e. "Draconia Gæa Vomica", or "Cursed Land Draconia". Draconia is surrounded on all sides by mountains so high that no airship can fly over them. These mountains are said to be inhabited by the fiercest dragons imaginable. What lies beyond, nobody can say, although most people imagine that it must be a terrible, blighted country ruled by Chaotic dragons.

Apart from the continents, there are also several large islands of note. On the southern shore of Lemuria, there sweeps out an archipelago of islands around the Caliban Sea. The Caliban Islands have long been a prime haunt for pirates, buccaneers, swashbucklers, and other salty sea-dog types. On the other side of the world, between the Anatolic and Dysic Oceans, there sit two large islands, one just about on the equator and the other south of it. The southerly island is called Mana Island; its people are said to be among the happiest and friendliest in the world, and their home is beautiful and bountiful. The northerly island is called Tabu Island; it is said to be a terrible place, infested with some of the strongest monsters in the world, and it guards some horrible secret. Last of all, there are three large islands in the north Dysic Ocean between Lemuira and Arcadia. The largest of these is Jøtunheim, home of giants. The centermost island is Muspellheim, home of fire, an island of volcanic ashes and cinders. Lastly, shaped like a five-pointed star, there is Neifelheim, home of frost, a strange and frigid island where the cold wells up from the very ground beneath.

Arcadia in the Fourth Age

The history of Arcadia since the start of the Fourth Age has been strangely parallel to our own Europe. The first Emperor of Elysium, Julius Dracus, was a great conqueror: he not only subdued the entire Elysian peninsula, he also brought most of Utopia and Illyria under the thumb of his empire. But his son and successor, Octavius Dracus, was the greatest of the Elysian emperors, and the start of his reign marks the year 1 of the Fourth Age. Under Octavius, the Empire expanded to include the rest of Utopia, much of Amarna and Edenia Minor, and Hesperia as well. The third and fourth emperors, Tertian and Thadrian, were also respectable expansionists: Tertian subdued Sylvania and tried to do the same to Midjard (but never succeeded), while Thadrian made inroads into Avalon but never managed a foothold on Tirnanog as he'd wished.

During the reign of the First Four Emperors, the power of Elysium was unchallenged, and these imperial monarchs ruled from their capital city, Cælestium (which is today called Celesce in the modern parlance of Elysia). But after the reign of Thadrian, the empire began to decline. There were good emperors and bad emperors, but for the most part, the empire was just too big to maintain, either militarily or financially. And, during the Fifth Century, the empire collapsed altogether.

In the era that followed, commonly known as the Dark Ages, faerie folk from the northern kingdoms swept south and conquered most of the former Elysian provinces; but in doing so, they also came to lord over vast numbers of human subjects, and the faerie peoples began to imitate human models of culture, law, and government. There was also a great deal of intermarriage between humans and faeries during this time, and in most of the southern kingdoms, it wasn't very long at all before some human son or grandson of an elvish or dwarvish king would inherit the throne. Humans inevitably returned to power in the south again, simply because there were so many more of them. Nevertheless, to this day, royal families in Hesperia and many of the Elysian principalities still proudly point to elves or fays or dwarves in their ancestral genealogies.

During the Dark Ages, Arcadia was divided up into innumerable small kingdoms, but a great movement occurred in the Ninth Century under the auspices of the gnomish king of Rolandeaux, a region in northern Utopia. This king, by the name of Carolus Minor (or, as modern Utopians remember him, Charlemin), managed to unite many small Utopian duchies and kingdoms into a single feudal entity—the very first inkling of a modern nation-state. In the Twelfth Century, a fay king by the name of Tristram managed to do much the same thing on the Island of Avalon. This period, the Middle Ages, was marked by the tumultuous practice of state-building, as the most powerful monarchs in each land scrambled to conquer or win the fealty of their neighbors. Some kings and queens were very successful; others, in places like Elysium and Midjard, weren't so much.

The Fifteenth Century could be said to mark the end of the Middle Ages, since in this time, the many little duchies and republics of Elysium began to show signs of a second great rebirth of culture, a Renaissance. Art, philosophy, magic, and scholarship all saw a great resurgence in this time. Over the next few centuries, authors and artists created the greatest works in history; natural philosophers observed nature and laid the groundwork for modern science; and wizards and sages rediscovered many high-level spells which had been lost since the Third Age. During this time, Arcadians also began to explore the world with sailing ships, laying the foundations for future empires.

The Eighteenth Century, an era called the Enlightenment, brought true science at last to Arcadia. In this era, humans and gnomes finally discovered the scientific method, and their ideas gave birth to modern chemistry, physics, biology, and all the other sciences. Democracy was also born in this era, when the Lemurian Federation sued for independence from Avalon and had their petition (for the most part) granted. The Lemurians came to govern themselves by a set of high ideals: liberty, self-rule, and the equality of all men and faeries. The Lemurian nation came to be greatly admired by

many in Arcadia, but it was also a source of worry and paranoia, since many monarchs feared that it might inspire revolution in their own lands.

This proved all too true in Utopia. In the Thirteenth Century, a dynasty of elvish kings had succeeded that of Charlemin, and they reigned until the end of the Eighteenth Century, when gnomes and humans rose up to rebel against the elf King Lénou II. After a series of bloody civil wars and ineffectively bureaucratic interim governments, power came to rest in the hands of a gnome by the name of François Biendit, a brilliant general who had distinguished himself by fighting for the revolutionaries during the civil war. Biendit still rules Utopia.

Now, in the early decades of the Nineteenth Century, Arcadia is undergoing an Industrial Revolution. Technology is changing life for everybody. The world has become more comfortable and convenient, but also quicker of pace and more impersonal. Many old ways and customs might have been lost for good, if not for the long memories of elves, fays, and other faerie folk. The governments of the most powerful states—Avalon, Utopia, and Hesperia—have projected their power around the world and created vast colonial empires on foreign shores. Midjard and Elysium, meanwhile, are still struggling toward statehood, threatened as they are by the power of Utopia on one side and Sylvania (the seat of a vast, budding land-empire) on the other. As for Illyria, this country has its own problems— more than four centuries ago, it was conquered by Amarna, and it has only lately won its independence from the sultan of that country.
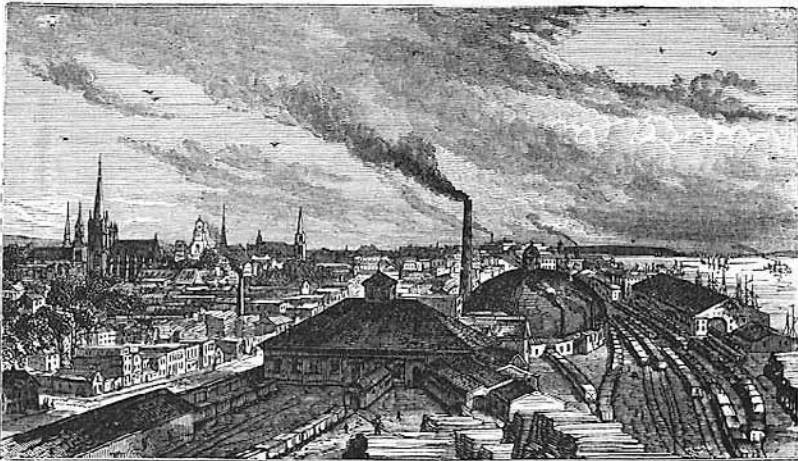
Religions of Arcadia

Lest the gentle Player too soon conclude that Arcadia is nothing more than an alternate Europe with elves and magic-users running hither and thither upon the face of it, consider now the conspicuous absence of one very important and powerful institution: the Church. Arcadia has never had a Church—at least, not in the monolithic, "capital C" sense of the word. Oh

yes, there are churches in Arcadia, and they all have their own priests and prophets and scriptures and saints, but each church tends toward independence and local autonomy. The particulars of religious belief tend to vary wildly from region to region and city to city. The church in the next village over will invariably have a set of beliefs completely distinct from any of its neighbors. This characteristic lack of unity has kept religion from dominating political and intellectual life in Arcadia throughout its long history.

The beliefs themselves have certain broad characteristics in common, although a sweeping distinction must surely be drawn between the beliefs of humans and faerie-folk. Most Arcadians believe in the existence of a supernatural, higher power which is far greater than any magic practiced by mortal individuals. The existence of a deific aspect to the supernatural realm might not be as evident as the psychic and arcane aspects of the supernatural, but people mostly believe in it anyway. In any event, the characteristics ascribed to the "higher power" depend on the race and culture of the believer.

Humans, at least in Arcadia, are nearly always monotheists. They believe in a single, omnipotent, beneficent God. This is not to say that all of Arcadia's humans belong to a single religion, because religions in Arcadia are as many and varied as there are towns and villages. But in broad terms, one can expect most human communities to have the trappings of monotheistic worship: a temple or church that prominently displays its holy symbols and icons; sacred texts and teachings; stories of local saints and prophets; and a body of priests or ministers to serve the religious needs of the community. (Note that most of the clerics in a community will actually be normal, 0th level humans. If any of the clergy have classes and levels, they could just as easily be fighters or mages or experts as scholars.) The individual rules and doctrines governing a local faith might vary in the details (one community might not allow its priests to marry, another might forbid the eating of fruit on Saturdays, and yet another might disallow images and statues within its temple walls), but nearly all of the religions agree on basic tenants of morality and on the existence of a single God.

Faeries (including the centaurs, fauns, merrows, &al.) are a different matter. Faerie religion might best be described as a form of animism, although "shamanism" is probably the more correct term. Animism is the belief that most or all physical objects have conscious spirits residing within them; and shamanism is a complex kind of animism elevated to the status of a formal religion, with religious specialists (shamans) serving in the capacity of a priesthood. Faeries believe in a number of spirits: nature spirits, ancestral spirits, and more powerful beings which embody certain cosmic ideals, like goodness or truth. These beings cannot properly be called "gods", because the fairies do not presume to know their names, and they don't usually pray to them directly. Instead, faeries will often speak of "the Spirits", in the plural, with the same force and reverence that a human will use when referring to God. Instead of churches or temples, faeries prefer shrines in natural places—groves, valleys, caverns—for worship. They regard the departed souls of their own ancestors in the same way that humans understand saints.

It should be pointed out that there is no inherent conflict between the religious beliefs of Arcadia's humans and faeries: they simply emphasize different levels of spirituality. The faeries think of the humans' God as the "Great Spirit", but they wonder why humans would concern themselves with such a distant and cosmic entity. Humans tend to conflate the faeries' animistic spirits with angels and devils, and they suppose that it must be misguided at best to worship lesser spirits than God, even if most of these lesser spirits are good and benevolent ones.

Schools of Philosophy

During the Dark Age that followed the collapse of the Elysian Empire, civilization and scholarship were preserved behind the fortress-like walls of a tiny handful of scholastic academies located throughout Arcadia. These academies were primarily concerned with instruction in philosophy, and in particular a school of thought that dated back to the great philosopher-king, Alexander of Olympia. Alexander's philosophy, which is called Formal Idealism, taught that everything in this physical world is nothing more than an illusion, a reflection of a higher mental idea or "form". He taught that absolutes, such as right and wrong, good and evil, and law and chaos, really must exist because we can conceive of them in our minds.

The school of Alexander is not the only important philosophy in Arcadia, though. During the reign of the early Elysian Emperors, there was another great teacher, a human philosopher named Cenico, who had served Julius Dracus and tutored young Octavius Dracus. Cenico believed in another system of thought, Rational Empiricism. He held that the truth of the world can be grasped by our senses and by reason. Observation and experience, not high ideals, will help us come to know good from ill. Cenico's philosophy, although it dates nearly back to the beginning of the Fourth Age, was lost after the fall of Elysium, and it was only rediscovered in the Middle Ages. By that time, the humble academies had grown into great universities, and Alexander's Idealism was something of a scholastic orthodoxy. The debate between Idealism and Empiricism is one of the great intellectual conflicts of the whole Fourth Age.

It is by no means the most controversial problem, however, because during the Renaissance, an entirely new philosophy was formed. In the city of Friedvoll, which is located in the Kingdom of Dreiseen in central Midjard, a group of scholars came together and formed the Society of Freethinkers. The Society, led by a somewhat laconic and acerbic philosopher named Erasmus Kirke, sought to reject the old intellectual systems. In their place, the Freethinkers devised a school of Existential Nihilism, which teaches that life and existence are inherently meaningless; and that a full and good life can only be lived by those who make the conscious decision to live, and then give their own meaning to their existence. To the Freethinkers, this was the ultimate expression of intellectual liberty. To scholars in the universities, it was heresy.

The Freethinkers would have preferred that a great reformation sweep the old university system, but this did not happen. Over time, the Nihilistic philosophy has gained a modicum of acceptance in Arcadian society at large, but it still remains very unpopular with traditionalists. In the universities,

Idealism remains the standard school of thought, but Empiricism is a strong rival, and it has been growing in popularity as more science and technology have been discovered.

Needless to say, player characters don't have to bother with a topic as dry as philosophy if they don't want to; but scholar class characters must be aware that their universities and academies are still rocked by the debate between the three main schools. For reasons that should probably be obvious, Lawful characters tend to favor Formal Idealism; Neutral characters prefer Rational Empiricism; and Chaotic characters drift toward Existential Nihilism. In general, however, the scholastic obsession with systems of philosophy is a human phenomenon that puzzles and amazes faerie-folk. Scholar characters might come to find that their lives and beliefs can be dominated by one of these three schools; but elves, merrows, and other demihumans will typically only shake their heads and wonder why humans would ever bother themselves with such nonsense.

The Arcadian Calendar

Gaia is a different world from ours, but its cultures and its history are similar. On that account, there is little reason to deal in fictional names for the months of the year and the days of the week. Just as players gathered around the table will speak in English and not Avalonian, the ordinary words for days and dates can be used as a campaign progresses. Thus, even though Gaia's night sky has two moons, the second day of the week can still be called Monday (as opposed to "Monsday"); and even though there was never an Emperor Augustus in Elysium, the eighth month of the year might as well be called August.

It should be noted, however, that the faerie-folk of Arcadia have different traditions than the humans, and in particular they have a special knack for accurate timekeeping. It comes part and parcel with centuries-long lives: nobody would argue with an elf or a fay where the passing of days and years and Ages are concerned. To wit, the faeries have had a normalizing effect on all aspects of Arcadian culture, including the calendar, and so the Arcadian calendar lacks some of the quirks and foibles of our own. In Arcadia, all the months are precisely thirty days in length, even February. The five leftover days (or six, during leap years) are then appended onto the end of the year, following December, as a time of holiday which the faeries call Yule and which humans call Noël.

X

THE NATIONS OF ARCADIA

NOW MUST OUR attention turn to the lands of Arcadia, and to the various nations that make up this wondrous subcontinent. Arcadia's nations number ten: Asgard, Avalon, Elysia, Hesperia, Illyria, Midjard, Pohjola, Sylvania, Tirnanog, and Utopia.

ASGARD

Asgard is Arcadia's largest country but also its sparsest in population. Much of Asgard is still wilderness, mainly forest and tundra. The northernmost reaches of Asgard are sometimes called the "Frozen North", since these latitudes never thaw. That region sees midnight suns in the summers and noontime darkness in the winters. Elsewhere, great mountain ranges stretch across the rough and wild country: the Jærnbekkes divide those northerly tundra regions from the forests that cover the rest of the land; and the Englenfjærs run from the southwest to the northeast, bisecting the central regions with a high and jagged range of mineral-rich peaks. The Chernobogs bound the country on the east, separating Asgard from the orcish territories of Tuonela.

The dominant race in Asgard is dwarf-kind. Only these folk have been hardy enough to withstand her rough terrains and climes, and they have done so since their arrival on Gaia at the dawn of the First Age of the world. Thus is Asgard considered the ancestral homeland of all Gaia's dwarves. But other folk dwell there too, and humans are particularly well-represented in the southwest of the country, along the Guilden Coast. Gnomes and elves live among the dwarves, in the mountains and the forests, and mingle with them freely; and merrows live in the shallows along all of the coastlines, most especially in the waters of the great Fenrir Bay. Regardless of race, all the people of Asgard are ruled by the King-Under-the-Mountain, who dwells in the ancient and storied city of Nidhavellir (usually spelled "Niðavellir" in Old Dwarvish). This includes the lesser dwarf-lords, who each rule their own separate mountain-holts; and the human burgomasters of the Guilden cities.

The language of Asgard is called *Asgartsk*, also commonly rendered as "Asgardish". It is descended directly from the Old Dwarvish tongue, which was spoken by dwarves in past Ages of the world. Other folk living in Asgard, including the Guildermen and the merrows of Fenrir Bay, speak in their own dialects of Asgardish. Linguistically, the dwarves' tongue was closely related to that of the wood elves, and so modern Asgardish is very similar to its close relative, the Midjardisch language.

Asgard's dwarves are first of all miners and soldiers, of course, but every other pursuit—notably hunting, trapping, fishing, and logging—is vital to their economy. Gnomes, elves, and merrows dwell among the dwarves in significant numbers, and the gnomes have always supplied knowledge of engineering; while the elves teach forestry; and the merrows, seacraft. These relationships between all the faerie-folk are centuries-old traditions and regarded as sacrosanct by the dwarves. The humans, meanwhile, are primarily traders, sailors, and financiers. Their homes along the Guilden Coast grant them easy access to some of the best shipping lanes in the region, and their most conspicuous contribution to Arcadia at large has been their stable currency: the guilder comes from this country and takes its name from the Guildermen. In fact, the guilder is even more widely circulated in Asgard than its native currency, the dwarvish krøne.

The Kingdom of Asgard began with the coming of the dwarves into Gaia, at the twilight of the First Age. During the war between the Great Alliance and the Four Fiends, the Lich-King Namtar had given over his northernmost stronghold to one of his underlings, some Infernal power whose name has been forgotten by history. This diabolical entity filled the mountains of the northlands will all manner of Darkspawn, undead, and devilry, and this army of evil terrorized everything within reach. But the dwarves, led by the great Dwarf Lord Dvalinn Járnhamarr the First, swept into the land of Asgard and drove out the 'spawn. With help from the Alliance—from the elves and the storied fay wizard Myrddin—the fiendish Power that drove on the Darkspawn was cast back into the depths and sealed away. The dwarves went deep into the mountains and blocked off the passages that lead to the Underrealm, the deep place whence the orcs and trolls and such had come from. Then they expanded the upper tunnels, and they strengthened and beatified them (for, as the orcs rot the earth from within, so does the work of dwarves heal and improve it). Dvalinn Járnhamarr took for himself the former Fiend fortress, and he remade it into a dwarven-holt. This place came to be called Niðavellir, and Lord Dvalinn ruled there as King-Under-the-Mountain. Thus was born the Kingdom of Asgard.

All throughout the Second Age, the dwarves kept up their ceaseless war with the Darkspawn. Though the power of the Four Fiends had been broken, the orcs themselves remained a force in their own right—especially in the Underrealm beneath the surface of Asgard, but also in the Chernobogs and in the foul land called Tuonela. Old King Dvalinn was slain in the early Goblin Wars of the Second Age, but one of his descendants always lived to take up the crown. In those days, while the Járnhamarr kings still ruled, the elves who dwelt in neighboring lands were close allies to the dwarves and ready foes of the orcs.

But the Second Age was also the Age of Elvendom, when a mighty Elvish Empire arose from its seat in Avalon. The dwarves were always sorely pressed by monsters from below; and eventually, it came to pass that Asgard relied on Avalon more and more for aid and defense. In time, the dwarf-kingdom owed a debt so heavy that it became a province in all but name, and the power of the dwarvish crown became dependent on Avalon's imperial authority. Over the centuries, the dwarves came to chafe and grumble at having to pay tribute to their elvish neighbors for old wars long since fought

and old alliances long since honored. In those days, near the end of the Second Age, the king was called Andvari Járnhamarr, and he was but a pale shadow of his ancestor, First Dvalinn. Andvari allowed Asgard's weakness to fester, simply because he could. Meanwhile, the strength of Avalon kept him in power over his fellow dwarves.

Then came the Time of the Hero, when the one called the Urther, the first human, appeared on Gaia. The Urther made a dire enemy of Avalon, and so he was also an enemy of King Andvari. When the Hero's travels brought him through Asgard, the shrewd but cowardly dwarf-king pretended friendship, all the while plotting assassination. But the plots and attempts all failed, and the Urther eventually brought about Avalon's fall. When this happened, Andvari also lost power in Asgard, and the throne of the dwarf-kingdom came to a traveling companion of the Urther's, a wise warrior-dwarf named Ørjan Thrymjabrandr. King Ørjan ruled well, and he brought his people into the Third Age with renewed strength and courage.

After the fall of Meliora (the elvish empress of Avalon), the fays returned to that land; and one of their number, Morrigan, became the new queen there. Morrigan shared a cordial friendship with King Ørjan of Asgard, but as the Third Age wore on, Ørjan's descendants became wary of repeating past mistakes. Later kings in the Thrymjabrandr line, heeding the will of their dwarvish subjects, withdrew from the world and guarded the shores and borders of Asgard jealously. They allied with nobody, not even the elves of Midjard and Pohjola. They refused to trade with the human civilizations that arose in the far south, keeping their finely wrought weapons and armor to themselves. (Even in those days, when men first came into the world, the secrets of dwarvish smithcraft were much prized and sought after.) It was only near the end of that Age, when High Priest Apep of Mephret joined with the orcs of Tuonela and summoned vile Namtar back into the world, that the dwarves of Asgard were finally so threatened that they once again opened up to the world. Spurred by the reappearance of Myrddin of old, they joined the Second Great Alliance, although they were the last to do so—and they fought bravely in the war that ended that Age. But when it was over, Asgard, like much of Arcadia, was ruined. The kingdom was plunged into an age of want and ignorance.

The rise of Elysium in the south marked the dawn of the Fourth Age. During this time, humans arrived in Asgard and settled along the Guilden Coast. These people practiced the way of "viking", which is to say, seasonal sailing and pillaging.   Although they were wary of each other at first, the dwarves and humans soon came to understand each other, and their cultures became strongly integrated. Nowadays, the idea of an Asgard *without* the Guildermen is all but inconceivable.

The Thrymjabrandr kings died out during the Second Great War at the end of the Third Age, so at the beginning of the Fourth, Asgard was divided and leaderless. The dwarvish clans warred with each other, they warred with the newly arrived humans, and they warred with neighboring elves and gnomes. Indeed, it seems that the only people the dwarves didn't fight with in those days were the Darkspawn, and that was because they all but disappeared after the end of the Second Great War. Orcs and trolls became the stuff of old legends, and so did the notion of a unified Kingdom of Asgard

that paid homage as one to the King-Under-the-Mountain. It was a long and slow road back to civilization and the glory of old, but at last it did happen, around the year 1520 of the Fourth Age. Throughout the medieval period of the Fourth Age, numerous lords, chieftains, and petty kings vied for supreme power. But in the 1520s, a dwarf-lord named Olaf Hreimdar was crowned monarch over all Asgard and came to rule at Nidhavellir. For the first time in sixteen centuries, Asgard was once again united under a single monarch. The 16th Century saw the beginning the modern Kingdom of Asgard. Olaf's descendant, King Gustav Hreimdar, rules Asgard today.

Modern Asgard faces many hurdles. Although not exactly on the forefront of the new science, Asgard's people are generally technophilic and quickly adapt to new inventions. The dwarves are especially keen on railroads and telegraph wires, and only the northernmost reaches of the country still lack both. Domestically, Asgard is firmly a monarchy, but its people tend to be forward-thinking and open to new ideas. A more democratic form of constitutional monarchy might very well sit on the immediate horizon. Internationally, Asgard's closest allies remain Midjard, Phojola, and Avalon. However, just as it was in ancient times, Avalon is a powerful empire, and that alliance tends to be somewhat one-sided. (Queen Maeve has ruled Avalon for as long as the whole line of Hreimdar kings has ruled Asgard, after all.) Utopia has a somewhat brazenly antagonistic relationship with Asgard: indeed, if Emperor Biendit thought that he could conquer the dwarves without incurring Avalon's wrath, he would probably try to do so at once. Worst of all, though, is Tuonela. Orcs and trolls and other such things mostly vanished from the world after the end of the Third Age. But late in the Fourth Age (in the 1500s to be precise, just as the Renaissance was taking hold in Arcadia), dark things began to creep back into the world. It started small, with isolated pockets of goblins hiding away in holes and caves, but the rumblings in the east have grown stronger in recent centuries, and now it seems as if the Underrealm is ready to burst forth once again. The Darkspawn have reappeared in Tuonela, and they are multiplying. Nothing concerns the people of Asgard more than this fact, for they know well that their land is connected to the deep-under by tunnels and passages too many to count. If some dark Power unites the 'spawn and sends them forth to do battle, Asgard will be the first front in a Third Great War.

Dalen Forest: This vast tract of woodland is wild, but not particularly infested with monsters. Giant spiders dwell in some of the darker and less friendly parts of it, but for the most part elves and halflings live in these woods. The men of Henlegge freely harvest timber for sale to the dwarves. Legends persist of a huge monster of some kind, perhaps a giant or a dragon, that sleeps in perpetuity beneath Dalen Forest.

Englenfjær Mountains: Not as blessed with mineral wealth as the Jærnbekkes, the dwarves abandoned most of the Englenfjær mines many centuries ago. The cities that remain here have been overtaken by humans, except for Krøneby, which is an important fortress (and second palace) for Dwarf King Gustav. The Bifrøst Pass, which is the quickest way between Niðavellir and Krøneby, is frequently snowed in and must be cleared in the wintertime; it is the storied site of many ancient battles. The cities of Tyven and Dumsinn are some of the roughest in all of Asgard, populated mainly by humans and all but run by their respective thieves' guilds.

Ettaløye Mountain: No dwarves dwell within Ettaløye. This is the home of the Valkyr, a warlike tribe of sylphs, who long ago delved their city—Valhalla—deep into this lonely mountain. The sylphs are said to call their home the Holy City Valhalla; dwarves call it the Hidden City, since so few of them have set eyes upon it. The Valkyr keep to themselves, allying with no one and paying little heed to events that transpire in the outside world.

Fenrir Bay: Friendly merrows live in the shallows of Fenrir, and those that make their homes off the coast of Asgard consider themselves Asgardish. The cities of Plyndring and Kjeltring also have large numbers of merrows who live on the dry land. Plyndring is an old human city, once home to fierce pillagers and pirates, but now a quiet fishing port. Kjeltring, meanwhile, still houses the Order of the Bågskyttar, an ancient fraternity of warrior elves and merrows who make it their purpose to guard the coast from ill-intentioned interlopers.

Guilden Coast: The Guilderlands are everything south of the Spyd River, and west of the Dalen Forest and the Englenfjærs. The city of Bondeby is a central market among them, surrounded by pleasant farmlands and countless sleepy villages. Høyhavn, Smykke, and Demningen are all bustling ports. Demningen, on the mouth of the Stål River, is famous for trading the diamonds that come all the way south from the Jærnbekkes. Skipplass is where the Guildermen's primary shipyards can be found, and Utsiktstårn is a city where men and dwarves have joint control over shipping and trading rights.

Hjemskøt Hall: This lonesome city has been the site of generations of tragedy. In times past, attacks from monsters—from the trolls of the Øttin Marshes, the ghouls of the Mørk Woods, and their grendel offspring—have nearly destroyed Hjemskøt, and rumors persist to this day that the place is cursed. An old and very aristocratic family of dwarves, the Hjemskøtr, still dwell in their ancestral hall.

Jærnbekke Mountains: This range is said to be the great jewel on the crown of Asgard. The mineral wealth to be found here—in gems, iron, gold, and mythrill—is unfathomable. Unfortunately, the deeper one digs, the more one runs the risk of breaching the Deep-under, where the orcs dwell.

Fintgruve, Hakken, and Askel are primarily known for their metal mines; Dypned, Gravearbeid, and Farvidere for gemstones.

Lake Nækken: This lake is perhaps one of the most dangerous places in all of Asgard. Nobody really knows quite what dwells beneath its placid surface. But people who come here do have a tendency to disappear mysteriously, a fact which has defied explanation for millennia.

Lake Ran: The Fisk River, which flows down out of the Jærnbekkes, empties into Lake Ran with mightily roaring waterfalls. Merrows dwell within the lake, and dwarves inhabit the lakeshore towns of Innsjø and Skrentvegg. Of these two towns, Skrentvegg has always been the more prosperous, if only because of Innsjø's violent history. Many times in the past, Innsjø has been destroyed utterly by dragon attacks—some foul and fire-breathing wyrm or another sweeping down out of the Hardt Barrens—only to be rebuilt over the ashes of the old town. Since this hasn't happened in nearly four-hundred years, though, the folk of Innsjø have grown lax in their vigilance, and most would be skeptical that any danger still exists.

Nidhavellir: Though it began as an orc-fortress and a base for the Fiends' attacks on the fay-folk late in the First Age, the dwarves quickly took this stronghold for themselves and remade it into a glorious hall-under-the-mountain. For close to twelve millennia, Niðavellir has been the center of dwarvendom on Gaia. To this day, the city beneath is said to be the most beautiful dwarven palace in the world, a glorious fortress of sparkling jewels and rainbow-polished stones. It makes a fitting home for the reigning monarch of Asgard, King Gustav Hreimdar.

Misteltein Hills: These hills are said to be haunted by goblins which have broken onto the surface-world through the Skitt Caves (a network of natural caverns and long-abandoned mineshafts which are little more than gravel pits now). The goblins are a constant threat to the city of Farlig, and by extension, to the trade of Utsiktstårn and Kortstrand.

Rekke Islands: These northerly islands are sometimes connected to the mainland by ice shelves. The islands themselves are quite barren and inhospitable, because the Firetann Peaks are actively volcanic. Only giants are known to dwell here, and these are a particularly barbaric and uncivilized breed.

Snøtopp Forest: These coniferous woods thrive in the coldest reaches of Asgard's northlands. They are believed to be protected by snow sprites and ice nymphs.

Skummelt Heights: This is an elevated, barren wasteland with no known inhabitants. The Heights overlook the marshy Barsk River valley, which flows through the Øttin Marshes and empties into the mighty Avara.

Torden Plains: In the summer, these tundra climes teem with wildlife and bloom with wildflowers. In the winter, the marshy and muddy ground becomes permafrost, and cold, dry winds bring harsh lightning storms to the plains. The towns of Slette and Frosset, the former peopled by dwarves and the latter by men, eke out meager and dangerous existences here.

Ulvpust Canyon: Perhaps the oddest natural feature in all of Asgard, the Ulvpust ("Wolfbreath") Canyon is constantly blowing with chilly, violent, howling winds—well in excess of hurricane force—which seem to come from deep beneath the very earth. The inner walls of the canyon are lined with

myriad caves, but none have ever explored them and lived to tell about it, first and foremost because nobody has ever successfully managed to conquer the strange, supernatural winds and descend into the canyon.

AVALON

Avalon is a large island positioned less than two-hundred miles off the northwestern coast of Arcadia. Surrounded by tall cliffs and covered by forests, fens, and highlands, Avalon a rugged country but by no means an inhospitable one. The south is home to gentle meads and still, glassy lakes. The north half of the island, by contrast, is dominated by mountains, misty bogs, and rocky wilderness. Three mountain ranges—the Tynged, the Ffawd, and the Cysgod—stretch across the landscape of Avalon and divide the pleasanter south from the rougher north.

Avalon's people are many and varied, but the history of the island has chiefly been determined by fays, elves, and men. Fays were the aboriginal inhabitants of Avalon, and it was here that they built the first great civilization seen on Gaia since the departure of the Ancients. The fay kingdom was built with sorcery, and by sorcery it fell—at the hands of villainous wizard Namtar and the ravages of his Fiends. Then the elves came out of the east, from the mainland, and they conquered the island. More warlike than the fays that preceded them, the elves built a vast empire from their capital at Caerleon. But the elves ruled that empire with a heavy hand, and then the Hero—the legendary Urther—came into the world, and he led the rebellion that broke the power of the elves. In the wake of the Elvish Empire's fall, the fays returned to rule their homeland of old. But the past glory of Caerleon waned to nothing, and the island kingdom slipped into ruin and darkness. Not long thereafter, humans arrived from distant shores. The coming of men changed Avalon forever, spurring both its imperial ambitions and its technological advancement into the modern age.
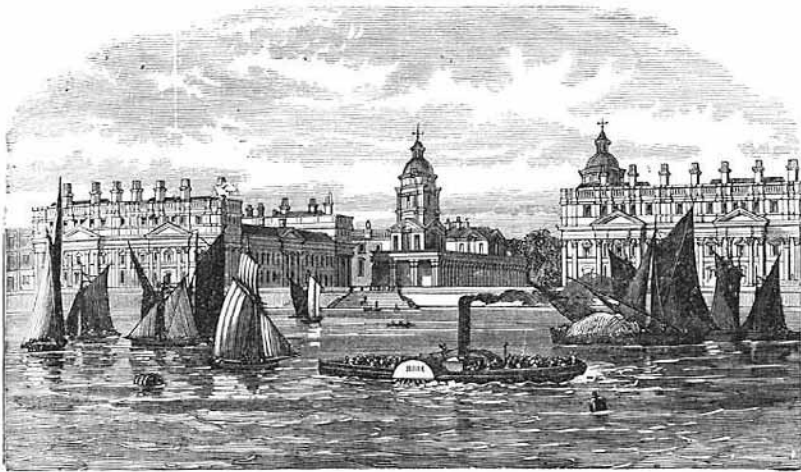
The Avalonian language, as befits the history of the island, is something of a hodgepodge—a pidgin of the tongues spoken by Avalon's chief inhabitants. Most of the places in Avalon still bear their ancient names, which are given in the Old Fay speech. But the present-day Avalonian language is actually descended from a dialect of Midjardisch, since it is from Midjard that the elves came when they conquered and deposed the fays. Finally, the humans, who came from southern Arcadia, brought with them a certain dialect of Cælestine (the Common Tongue of the men of the south) which has had a profound and transforming influence on the tongue of Avalon. In short, Avalonian has come from a melding of the Midjardisch and Cælestine languages, with major place-names and a few common words borrowed from Old Fay.

By now, it should be readily apparent to the gentle Player that the history of Avalon is linked closely with the counting of Gaia's Ages. Many of the events which have marked the twilight of one Age and the dawn of the next have transpired on this most celebrated of islands. The First Great War with Namtar's Fiends, a story already recounted in the previous chapter, began in Avalon. In the aftermath of that war, when the elves came from the mainland and drove the fays into the Uttermost West, they took Avalon for their own and made it the seat of their new kingdom. So began the Second Age and the ascendency of elvendom, when a dynasty of elvish kings—descendants of Nimuël, the warrior-queen who helped Myrddin seal away the Four Fiends—then began to project their military power back onto the Arcadian mainland. The Second Age saw the whole north of Arcadia—Asgard, Midjard, Utopia, and Tirnanog—come under the sway of Avalon, whether directly by force or indirectly via political machinations. By the end of the Age, when Elf-Queen Meliora came to power, old Avalon was at the peak of its imperial might.

The Urther, it is said, first appeared in Gaia when he mysteriously walked out of the mists of the Cynoeswr Coedwig, the Great Forest of the Ancients. Legends say that the Urther came upon a battle between knights in the service of Meliora and a ragtag band of rebels gathered from throughout the empire. For reasons now forgotten by history, the Urther sided with the rebels and accompanied them to their hideout in the Caves of Diasbad. After that, fleeing from the pursuit of Meliora's knights, they escaped over the Dysic Ocean and visited Lemuria and Tollan—from whence they brought the exiled fays back to Arcadia. After some years' travel on the Arcadian mainland, the Urther finally brought an allied force to Avalon that dethroned cruel Meliora and ended the Elvish Empire. Then the Urther disappeared, and a kindly fay named Morrigan became Queen in Avalon.

In the aftermath of these events, Avalon was a shadow of its past self. Broken by war, the kingdom was weak, and Morrigan was a soft-hearted queen. Perhaps she was too soft-hearted to rule a kingdom which had just lost its empire and which still incurred the resentment of all Arcadia. But to her credit, Morrigan did manage to hold the kingdom together, and her descendants ruled Avalon as it was slowly rebuilt over the course of the Third Age—the Age when men came into the world and rose to power in the far south.

Avalon, during this time, had much healing to do. While the Elvish Empire lasted, there had been two classes of citizens in Avalon: elves and everybody else. Dwarves still bore some nominal respect in that era, if only because Asgard was technically an ally and not a province; but halflings and centaurs were little better than bonded serfs, and fays—still blamed for the First Great War—were murdered on sight. The Third Age, then, brought radical change, since the fays returned to Avalon and lived openly there, and one of their number sat upon in the throne. The halflings regained independence for their beloved Tirnanog and severed ties with Avalon, hoping to rule themselves again at last, as they had done before the days of the Empire. As for the centaurs, they too were declared free of all obligations to the crown. But they remained on the bottom rungs of Avalonian society... and history has a tendency to repeat itself.

For the rest of Arcadia, the Third Age was tumultuous, especially with the Second Great War raging on the mainland. Avalon was little touched by this war, except for the fact that large numbers of human refugees were driven to her shores to escape the onslaught of Apep and the reborn Namtar. By the time they arrived, Avalon had developed a rigid social hierarchy based on race, with fays the ruling class (royals and nobles), elves the middle class (landed gentry), and everybody else in servitude. The human immigrants fell into this last category.

And so, the Third Age came and went, the human empires rising and falling in the south, little affecting Avalon. But then Elysium arose, and he Fourth Age began. The armies of Julius Dracus spread out over the land, unstoppable. Northward they marched, taking Utopia, fighting on the borders of Midjard, and eventually they came to the shores of Avalon. Over the course of decades, the Elysians took much of the island, though they never managed to win any territory north of the Ffawd Mountains. Many humans and centaurs living in Avalon welcomed the Elysians as liberators, and they fought for Dracus's side as mercenaries against the old order of elves and fays.

The kingdom of Avalon, and the rule of the fays, had to retreat north of the mountains, where it existed in a diminished state for as long as the human foreigners remained. But the lives and memories of the fays are long, and when Elysium eventually retreated from Avalon (which it had to do, to consolidate its defenses on the mainland), the fay rulers, exiled from Caerleon for upwards of four centuries, returned and resumed their rule as if nothing had happened. In those days, there came to be a king in Avalon, a fay descended from Morrigan, whose name was King Agrivain. When he returned to Caerleon, he had the personal ambition to unmake all the changes wrought upon the land by the Elysian invaders, and instead to restore Avalon to the heights of power that it had enjoyed under elvish rule. King Agrivain is still remembered fondly in modern Avalon as the founder of the nation, since he began the process of uniting the sundered kingdom into a single state. Nevertheless, this king reinstituted many of the policies which had made the Elvish Empire hated: he re-conquered Tirnanog and brought the halflings under the auspices of the Avalonian crown. He treated humans and centaurs as peasants, allowing only elves and fays to own land.
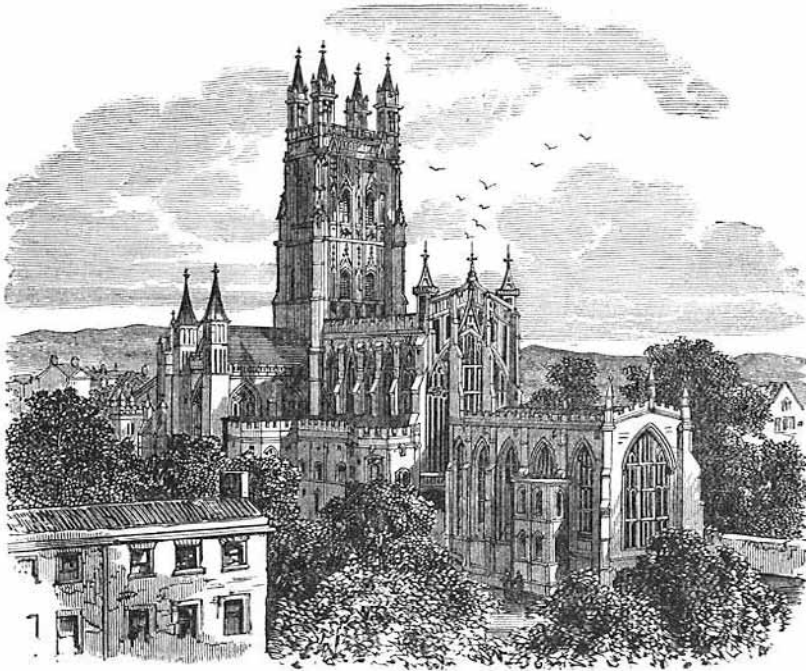
It was Agrivain's grandson, King Tristram (a fay whose mother had been human) who finally united all of Avalon, around the year 1130 of the Fourth Age. Tristram ruled until the early 1530s, when he was assassinated by a spy from Hesperia. Tristram's daughter, Maeve, came to the throne in the middle of a crisis. The kingdom of Hesperia, glutted with gold from its recent conquest of Tollan, decided to try its hand at empire-building, and Avalon appeared to be a prime target. So an armada of conquest was sent... but the Hesperians never suspected the power of Avalon's young sorceress-queen. Maeve single-handedly conjured up a windstorm that destroyed the invading fleet utterly, and the Hesperians accomplished nothing more than to arouse the ambitions of Maeve. Indeed, it is said that because of this incident, Maeve made it her purpose to build Avalon into the greatest empire the world had ever seen—one that spanned the globe.

Under the auspices of Queen Maeve, the people of Avalon became great shipbuilders. They built sailing ships for the sea and magical airships to fly the skies, and they explored—Lemuria, Shambala, Jianghu, and other distant lands. Avalon was a prime mover in the Age of Exploration. Avalon also advanced culturally in this era. After centuries of having lived under a feudal and then an autocratic government, the humans and halflings and centaurs were as restless as ever, and it looked as if the elves might even wish to join them in opposing the fays. But shrewd Maeve instituted a policy of common law and liberties for all citizens, and this diffused any ill will that might have existed against her.

Today, Avalon is a very different country than its history might suggest. The mark of a social caste based on race is still very strong, since the fays tend to be wealthiest, the elves somewhat less so, and the other races least of all. Halflings tend to be the most belligerent population, since Tirnanog still chafes under Maeve's rule. But the elves, humans, and centaurs living in Avalon are for the most part happy with the rights they have—namely, all the citizens, regardless of race, are allowed to own property in Avalon (which they couldn't the olden days) and to redress their grievances with the Queen by sending representatives to a Parliament, a legislative body that now has considerable say in how the country (and the empire) is governed.

Avalon has an overseas empire, which consists of many dominions and protectorates around the world. Tirnanog, the island immediately west of Avalon, has been its province for centuries. The eastern shore of Lemuria, across the Dysic Ocean, also remains a dominion of the crown, even though the Lemurians mostly govern themselves democratically. In two short but bloody wars, all of Shambala and Mephret (a desert territory in the land of Amarna) came under Maeve's direct rule. Many large port cities on the coast of Jianghu are effectively controlled by Avalonian trading companies. In short, Avalon today rules more of the world than any other nation in history.

Caerleon: A city built upon an island in Cleddyf Lake, Caerleon has been the capital of Avalon since the early days of the Elvish Empire. Today, it is a city of cobblestones and smokestacks, dedicated to trade and industry. It is one of the financial capitals of the world and the seat of imperial power for Queen Maeve (whose complete, formal title is "Queen of Avalon and Tirnanog, Empress of Shambala and Mephret, Protector of Lemuria, and Defender of the Realm".) Maeve's home, Annwn Palace, is considered one of the most splendid in the world.

Cannaid Wood: This mysterious place is a true "fey forest", a place haunted by nymphs, treants, and other nature spirits. The Cannaid Wood is only dangerous to people who venture into it.

Cleddyf Lake and Nimuël Lake: These two great lakes sit in the center of Avalon's gently rolling lowlands. Both are populated by merrow-folk. The lakes are surrounded on all sides by the cities, villages, farms, and railways of the Avalonians. Caerleon is situated on an island in Cleddyf, while the town of Carwr (a popular retreat for citizens of Caerleon looking for some peace and quiet) rests on the shores of the Nimuël. The River Onnen runs from Cleddyf Lake down to the sea, where the city of Llongau-am-Tywyn is the busiest port in the whole of the Avalon Empire.

All of the cities in this region are connected by a relatively new but very well-managed system of railways. In a matter of mere hours, one can travel from the University at Cadarnle to the factories in the city of Diwydiant or to the naval harbor at Arwr-o-Daear. Just as easily, one could take a train up the coast from the shipyards at Disgwylva, to the city of Brenhines (famous for several nearby ruins of old Elvish castles and Elysian fortresses), all the way to Penrhyn (where the local plains and coves are known to hide many Ancient and old Fayish artifacts).

Coblyn Hills: Near the very center of the island, the Coblyn Hills remain a wild place. Orcs are known to live in the caves and tunnels beneath the hills. It is believed that they have dwelt there quietly since the past Age,

only recently becoming more active and bold in their attacks. The towns of Marchog and Glwys, otherwise peaceful cities on the banks of the Llwyfen, are troubled by the evil inhabitants of the Coblyns.

Cras Barrens: A particularly dry and rocky stretch of highlands, the Cras Barrens was goblin territory in olden times, but nowadays it's just sparsely inhabited wilderness. Glew-ym-Gogledd is still somewhat successful as a mining town, but Enbydrwydd is almost entirely given over to a handful of struggling mills and manufacturing plants. Further up into the mountains, the city of Dyffryn is home to a fraternal order calling itself the Knights of Justice. These knights (mainly centaurs, humans, and a few dwarves and halflings) hold no allegiance to the crown of Avalon. Indeed, they publicly support the continued rebellion of Tirnanog and are themselves just shy of open rebellion (some would say treason).

On the eastern edge of the barrens sit the Eryod Cliffs and the Marw Heights. The Cliffs overlook one of the most dangerous sailing lanes on the Boreic Ocean: caves here house uncounted flocks of harpies, who use their songs to draw unwary ships onto the rocks. The Marw Heights, meanwhile, are little more than a giant barrow-mound. Tunneled into the cliffs and crags is an impossible network of crypts and tombs dating back to the fays of the First Age.

Cynoeswr Coedwig: The so-called "Great Forest of the Ancients" is believed to hold many secrets from the Elder Days before the counting of the Ages. Many parts of this forest are haunted by giant spiders, ghouls, and even fouler things. The Diasbad Caverns are almost certainly held by the Darkspawn even now. The city of Callineb, protected from sea-attack by its natural and extremely defensible harbor, is nonetheless endangered by its proximity to the Cynoeswr Coedwig. Callineb remains an important port, however, because trains can go no further north and west than this: any travel or cargo heading for Periglor must either be borne by airship, or it must come from Callineb by watercraft.

Cysgod Mountains: These mountains are rich with coal, much to the benefit of the mining city of Paith. In other parts of the mountains, most of the ore gets shipped down the River Dalen, to Uniawn.

Lladrad is a relatively young city that grew up around a gold strike made some four-hundred years ago; but the gold is long-since dried up, and now the local thieves' guild is the most prominent business there.

Drwgweithedwr Swamp and Gwyrdd Forest: These two regions are tightly linked by the fact that neither has ever come under the direct control of Avalon's crown. They have always been dark places, controlled by dark Powers. Nobody really knows *what* lurks in Gwyrdd Forest, although stories and rumors abound. As for the Drwgweithedwr Swamp, it is at least certain that trolls and undead dwell here, and that the dead city of Direidyn (once a stronghold of Fiendish evil and chaos, now an abandoned necropolis) hides somewhere within its borders.

Ffawd Mountains: This mountain range runs through the center of Avalon. The cities of Cyfriniaeth and Dyffryn are both central to mining and manufacturing operations in the Ffawd Mountains region.

Grisial Loch: The locals in the town of Puredd believe that the loch is an evil place. A dragon or monster of some kind is said to dwell beneath its surface.

Prydydd Hills: These green, rolling hills are home to many shepherds and farmers. Of the two major cities in the region, Periglor and Dirgelwch, Periglor is relatively large (perhaps even the largest city north of the Ffawds) and busy, while Dirgelwch is little more than a local trading hub.

Tynged Mountains: These tall and rocky mountains cut off the rest of Avalon from its northernmost highlands. The towns of Ymffrost, Glöyn, and Cylch-o-Cewri all enjoy relatively pleasant (if frequently damp and gloomy) weather. The people in this region much prefer to be left out of the world-shaking politics of Caerleon. Their greatest concern is that monsters might come down out of the Tyngeds and attack them (although this hasn't actually happened in three or four centuries, the people do remember old stories well). It is mostly elves, fays, and dwarves who make up the bulk of this region's population.

ELYSIA

Elysia was once the center of the greatest human empire in the world. Today, it is a fragmented patchwork of independent duchies, principalities, and city-states. This nation covers the large peninsula that juts out from the south of Arcadia, between the Hipponic and Illic Seas. The north of the country is bounded by the lofty Valk Mountains, which gird the whole of the Arcadian subcontinent through the middle. To the east, the Strega Mountains run along the coast of the Illic Sea. The gap between the Valks and the Stregas leaves open the way between Elysia and Sylvania, but to travel elsewhere by land—into Utopia or Midjard—high and dangerous mountain passes are the only option; and no railway has yet conquered those white-capped Valkine peaks. Three great rivers run through Elysia's lowlands: the Alta, the Flo, and the Quirino. The former two of these begin in the high country and then gently run their course down onto the peninsula; but the Quirino comes off *lo Schermo*, the raised table-land in the center of the country.

Although folk of nearly any race can be found in Elysia, humans rule most of the land. (There is no single monarch to be found here; rather, each city-state has its own duke, prince, or ruling senate.) More sylphs live in the Elysian Valks than do dwarves, and more fauns rove its forests than elves. In fact, fauns were Elysia's original inhabitants.

It seems that when humans first came to this land, they took upon themselves much of the fauns' culture—and in those ancient days, the fauns who lived in Elysia dwelt in cities and had kings, quite unlike the roving bands of today. The Faunnish language, too, was passed onto the humans, and it eventually became Cælestine, the Common Tongue of the South. Cælestine is the direct ancestor of many modern languages—Sylvanian, Utopian, Hesperian, and of course modern Elysian.

Fauns must have arrived in Elysia sometime during the Second Age, but no written records are left of their history. Myths and legends place the arrival of humans more definitively, around the year 750 of the Third Age.

Legends say that these humans—whether they came via Hesperia or directly from Atlantis, none could guess—had among them a great chieftain called Æolus. When the humans appeared and first settled along the banks of the Quirino, so the legend goes,

> Æolus demonstrated such bravery and prowess in battle that two princesses of the fauns, each from rival kingdoms, fell in love with him. One, Didania by name, was the daughter of a king who ruled lands along the Flo; the other, called Lavinia, was the daughter of a king whose people lived by the Alta. The two kings even went to war over the right to claim the foreign prince for one of their daughters, but the fighting ended in a stalemate. At last, Didania could stand no more waiting, and so she arranged to have Æolus kidnapped. Lavinia would not tolerate this, however, and so she went into the city of her enemy, but not as herself—she went disguised as a simple shepherdess. Princess Lavinia came to Æolus and visited him in secret, and in so doing she won the human's love. Then, escaping together, they fled back to the country around the Alta, and there the two were wed. This forged a firm alliance between the newly arrived humans and the fauns of the Alta country, who now went to war with those in the Flo country and defeated them soundly. Thereafter, Didania's people were forced to pay a stiff tribute to King Æolus and Queen Lavinia, who built their own kingdom where the humans had settled, along the Quirino River. Many generations later, descendants of Æolus and Lavinia would found a city at the mouth of the Flo: none other than the great city of Cælestium.

Whether or not this myth has any basis fact, it culminates in the founding of Cælestium (the modern city of Celesce) for good reason. Cælestium, in its heyday, was the capital of the Elysian Empire, the greatest human empire that that the world has ever known. Though ruled by kings at first, the royal line was broken during the strife of the Second Great War, and the city had become a republic by the end of the Third Age. Then there came to power a great general, Julius Dracus, perhaps the most famous (and infamous) military leader of all time. Dracus claimed to be the offspring of a human woman and a gold dragon. He was also exceedingly ambitious: he saw the glory of the neighboring Alexandrine Empire, and he hoped to recreate it in his homeland of Elysium. In his campaigns of conquest, Dracus subdued all the rest of Elysium and much of Utopia, but his chief concern was to do the impossible: he wished to conquer Illyria, and so take control over the whole of the Alexandrine Empire. Dracus actually succeeded in this endeavor and then declared himself Emperor in Cælestium. History says that he lived long and ruled well, and on his deathbed, he passed his title to his only son, Octavius Dracus—and so began the Fourth Age.

Emperor Octavius was even more expansionistic than Julius had been. He conquered the rest of Utopia, and all of Hesperia, Amarna, and Edenia Minor. The reign of Octavius wasn't peaceful, but it was very long and very stable for the empire. His son and successor, Emperor Tertian, conquered Sylvania but was never successful at making any inroads further north: Midjard and Pohjola remained untouched by the military might of Elysium. The last of the First Four Emperors, Thadrian, sent ships to Avalon and managed to displace the fay kingdom there. Thus, at its peak, the Elysian Empire stretched as far east as Edenia Minor and as far north as Sylvania, Utopia, and Avalon.

After the First Four Emperors, there came to power a number of lesser rulers. Some were good and just, some were wicked and dangerously incompetent, and some were downright insane. But in any case, the empire had grown too big to govern effectively, and it strained under its own weight. Eventually, even mighty Cælestium was easy pickings for tribes of faerie-folk from the north. It was sacked repeatedly and eventually destroyed, and northerners—elves and dwarves and gnomes and sylphs—took over the Elysian peninsula and divided it amongst themselves. Thus, Elysia was fragmented into a country of independently ruled cities, and it has remained so ever since. The rest of the empire, meanwhile, plunged into a Dark Age for nearly five centuries.

Faeries did not rule Elysia for too very long, of course. Many of the elves, dwarves, and such who came south took human wives and therefore had numerous human descendants. Inevitably, one by one, the various city-states fell back into the hands of human rulers, albeit very aristocratic humans who remained quite proud of their faerie lineages. All throughout the middle of the Fourth Age, and even to this very day, most of the princes and senators that rule Elysia consider elvish or dwarvish ancestry to be a strong mark of nobility.

Ever since the Elysian Renaissance, when many of these princes and nobles became patrons of art and learning, they also looked jealously to the north and to the west, where the kingdoms of Hesperia, Utopia, and Avalon had grown united and strong. Thus began a period of sporadic wars for dominance among the various city-states and merchant-princes, all vying for the right to become the center of a new and unified Elysian state. But this has not yet happened, even now. Elysia is peaceful at the moment, if only because Emperor Biendit of Utopia poses too great a threat for Elysia to bother with infighting right now. But any one of the city-sates might soon become strong enough to subdue its neighbors. Right now, the most powerful Elysian ruler is the Duke Dante di Ghibellini of Orsini-Saleria, a very wealthy merchant-prince who would like nothing more than to see his duchy become a proper kingdom.

Alta River: This river flows out of Sylvania and the Valks before passing into the Satyrline Forest. The cities of Lucci and Benvolia are uneasy allies against the power of Malvolia, a particularly militaristic city-state ruled by a wizard-prince, the Duke di Malini.

Celesce: The fabled "Heavenly City" of old is now a port city of only secondary importance. Its chief boon is the fact that much trade must still pass down the Flo, enabling Celesce to benefit from tolls and tariffs. Many ancient ruins remain here, some on high cliffs overlooking the modern city, and many in layered tunnels beneath it. Celesce is a republic, ruled by a senate of hereditary oligarchs

Flo River and Grigio Fields: This region contains a number of small and not especially wealthy principalities. Most of them fall under the influence of the Duchy of Amlesce, ruled by a ruthless but ultimately well-intentioned duchess named Claudia d'Amlesci.

Lo Schermo: The high country in the center of the peninsula is famous for its mild, sunny climate and fruitful vineyards. The city of Mercutia is world-famous for its wine.

Lupine Forest: In ancient times, the city of Bianca was beautiful and prosperous, but this is no longer true. The Lupine Forest, a dark place if ever there was one, has cast a pall upon the White City. Lycanthropes and dire wolves haunt the woods, and they act in concert—as if some evil will were exerting its influence over their actions. In recent decades, Bianca has become depopulated and dilapidated. Misery and violence are destined rule here, unless some group of heroes can solve the mystery of Lupine.

Mount Mulciber: An active volcano which stands taller than its sibling peaks, Mount Mulciber overlooks the cities of Ceneri (famous for its ancient crypts and catacombs) and Orologia (famous for its finely crafted clocks, watches, and other clever mechanical implements).

Quirino River: The country around the Quirino is now known as the Duchy of Orsini-Saleria, and it is ruled from Orsini by the infamous and ambitious Duke de Ghibellini. The city of Orsini was built on a lake that connects to the river, and in many places it has canals instead of streets.
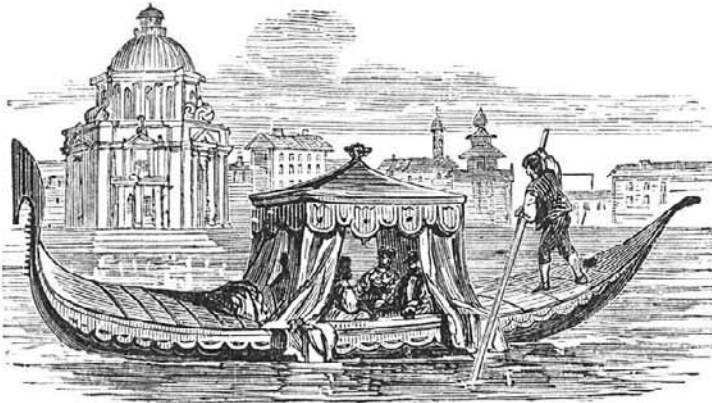
Satyrline Forest and Strega Mountains: For the most part, the forest is faun territory. The fauns of the Satyrline are happy to entertain visitors who come in peace and goodwill, but they want nothing to do with the politics of the human cities. The fauns are reluctant to approach the mountains, though, because a race of fay-folk dwell there, known as the Witches of the Stregas. The Witches' motives are mysterious and almost certainly malign. The city of Sycoraccia is ruled by the Lady di Parca, who claims to be nothing more than a very successful merchant; but rumors persist that she is one of the Witches, and stories circulate that good-looking young men who come near her city tend to disappear.

Valk Mountains: These mountains are named for an Old Elvish word meaning "white", and white they certainly are throughout the year. The Valks pose the most challenging barrier to any conquest of Elysia from the north. (That doesn't mean that the Emperor of Utopia won't try, though.) The city of Polonia guards the pass between Elysia and Utopia. An order of sylph dragoons, known as the Valkine Knights, is based here.

Zandretti Island: This island is known to house many old ruins of mysterious origins. Some might even date back to the First Age or earlier. Rumors persist of a fountain of immortality to be found here (although the locals laugh that off as a myth for the foolish). An order of human and merrow warriors, the Knights of Zandretti, is dedicated to the protection of certain ruins (nobody outside of the order can say why) and to the eradication of piracy in the region.

HESPERIA

Hesperia is one of Arcadia's three island nations. Some three-hundred miles south and west of the mainland, Hesperia is very large island (perhaps twice the size of Avalon) with a high mountain range—the Atlean Mountains—covering much of its northern half. The south of the island is mainly dominated by plains country, with pockets of dense woodlands to be found spread here and there throughout the island.

Like Elysia, Hesperia is a human nation of great antiquity. Given the fact that Hesperia is the closest of all the Arcadian countries to the continent of Atlantis, it is highly probable that this is where humans (discounting the famous Hero of the Second Age, the Urther) first set foot on Arcadian soil. From Hesperia, then, these earliest tribes of mankind would have spread eastward—to Elysia, Illyria, Amarna, and then onto Edenia, Shambala, and eventually Jianghu. Even to this day, Hesperia is primarily populated by humans, and the men of Hesperia tend to be particularly distrustful (if not outright superstitious and afraid) of faerie-folk. Despite this, faeries do live here, although they tend to live in small and out-of-the-way communities, primarily north of the Atlean Mountains. Here, small villages of dwarves, elves, and fays can be found. Typically, faeries in Hesperia go to great lengths to say out of the way of humans.

Whatever tongue was first spoken by Hesperia's aboriginal settlers has been lost to history. It is a fact, though, that when the Elysian Empire overran this island at the start of the Fourth Age, the Elysians brought their language (Cælestine) with them, and this tongue displaced the old one to become the direct ancestor of modern Hesperian. Interestingly enough, the older human tongue which has been otherwise lost and forgotten *did* leave behind some inscriptions. Here and there, especially along the coasts of the island, there are ancient ruins bearing hieroglyphs: picture-writings that tentatively connect the ancient Hesperians to the people of Mephret, in Amarna (and, by logical extension, to the people of Atlantis as well).

Until the ancient glyphs are deciphered, then, the history of Hesperia must begin with the early human myths and legends that describe the settlement of the island. There is a popular folktale still recounted in some Hesperian villages that goes like this:

> A great fleet of men came sailing out of the west. Fierce warriors they were, looking for a land to pillage before returning to their homes. What they found instead was a great island, green and wild, completely untouched by the hands of man or faerie. All thoughts of war and treasure left them, so enchanted were they by the beauty of this pristine land. They decided to stay here for all of their days, even though they were adventurers and had but few women among them.
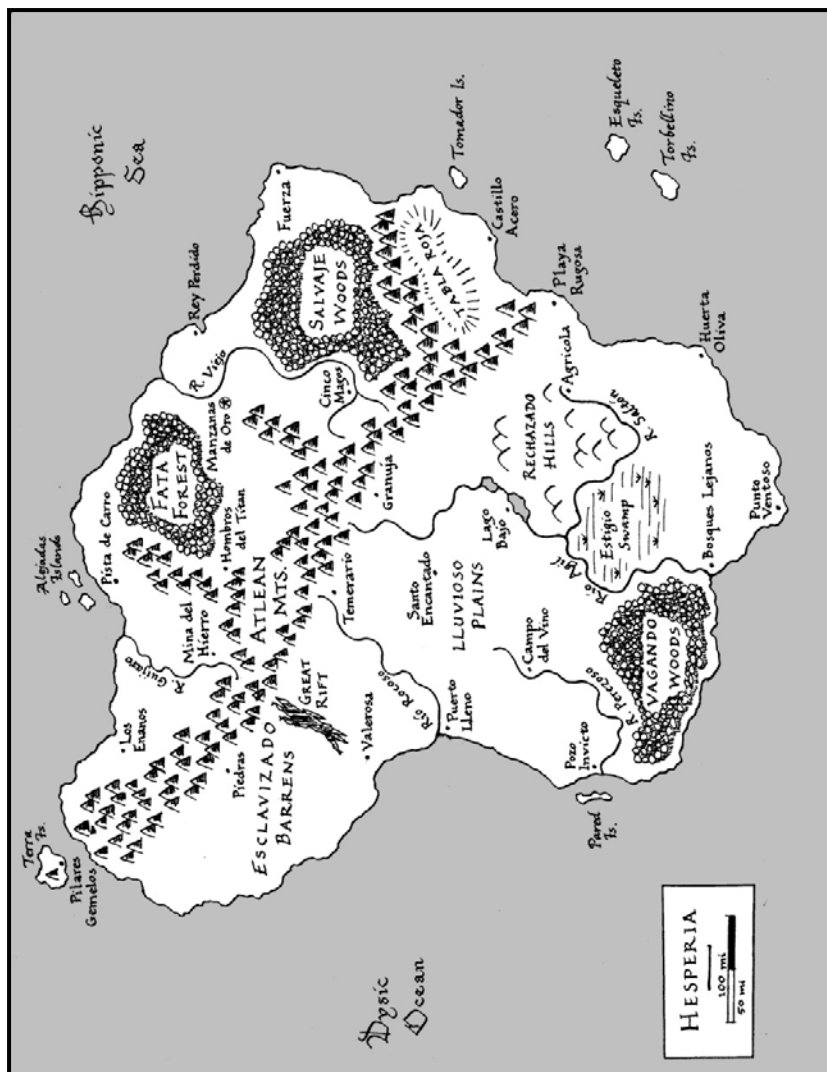
These warriors were led by three captains, brothers by blood as well as by deed in battle. Their names were Caspar, Salazar, and Yasser. They decided that the island would be divided among the three of them by drawing lots. Caspar drew best and took the plains in the west. Salazar drew second and won the woodlands in the east. Yasser, who was the youngest brother, drew shortest and was given the mountains in the north. Not to be dissuaded, and wary that his envy might spur him to rash action against his brothers, Yasser calmly gathered his men and marched them boldly north, into the high and hilly country.

Crossing the mountains, these Men from the Uttermost West came at last to a pleasant and cool country with fields, forests, and villages. The villages were inhabited by a beautiful race that the men had never seen before: elves, colonists from the far northern island called Avalon. The elves were troubled because a great giant, a ferocious one-eyed titan, terrorized them with impunity. He ate their sheep and cattle, enslaved their children, and killed any warrior that stood up to him. Yasser boasted before his men and before the frightened elves that he would slay the giant. And so he led his men back into the mountains, and he tracked down the monster. Thinking to lay an ambush, he hid is men above a ravine and then went to meet the giant in person. He struck up a conversation with the creature and distracted it with puzzling riddles. Then, when the giant became angry and looked as if it were about to attack Yasser, that young captain gave the order—and his men revealed themselves and shot flaming arrows into its eye. Blinded, the giant raged and roared, but it could not see the humans, and so it could do them no harm. Then Yasser took javelins and he hurled them at the giant, one by one, until one of his darts pierced its heart. The battle won, Yasser returned to the pleasant north-country and claimed kingship over his third of the island. He took an elf-maid for his queen, and they built their home amidst a field of golden apple-orchards, where now stands the city called Manzanas de Oro. Meanwhile, the spot where the giant was slain became the site of another city, Hombros del Títan.

The story goes on to tell how the other two brothers each founded their own kingdoms on the island—kingdoms which stood independent of each other all throughout the Third Age of the world. (Like Avalon, Hesperia was simply too remote to have been affected much by the wide war that came to Arcadia during that time.) Indeed, these kingdoms of Old Hesperia lasted until the Elysians came and overran the island, adding it to their Empire.

While the Elysian Empire lasted, Hesperia was part of the center of human civilization on Gaia. Governorship over the island was a highly coveted position, second in wealth and power only to the Elysian Emperor himself. But when the Empire collapsed and the Dark Ages began, all of Hesperia was once again broken up into tiny, inconsequential kingdoms. Slowly but surely, as the Middle Ages wore on, these kingdoms joined together and grew. Then, late in the Fifteenth Century, a fortuitous marriage of state joined together King Roderigo (who ruled all the land north of the Atlean Mountains) and Doña Arabella (who stood to inherit the lands around the Lluvioso Plains). This created the Kingdom of Hesperia, one of Arcadia's first true nation-states.

Roderigo and Arabella were ambitious in more respects than just state-building. Exploration and colonization were also great concerns of theirs. They sent some of the first explorers back over the Dysic Ocean, to chart the continents of Atlantis, Tollan, and Lemuria. The Hesperian explorers were never permitted to visit Atlantis, and they never managed to gain much of a

foothold on the Lemurian continent, but Tollan was a very different story. Here, the Hesperians were all too successful in their bid to conquer a land populated by fays and humans that they considered magically and technologically primitive. Soon, much of Tollan fell under Hesperian rule, and silver and gold began to flow across the ocean and into the coffers of the royal treasury at Manzana de Oro. This caused all kinds of problems, especially rampant piracy in the Caliban Islands, but it also formed the foundation of the modern Hesperian Empire.
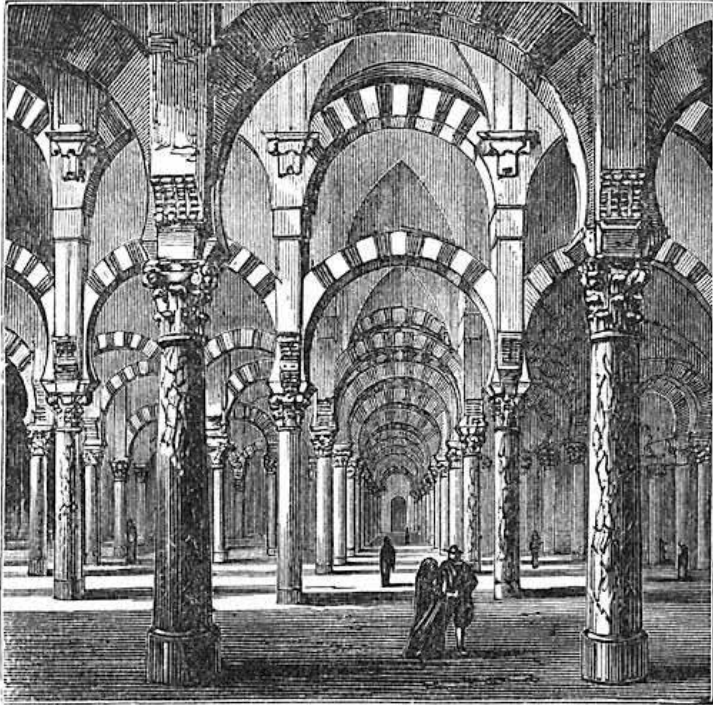
Today, the new Empire is ruled by King Roderigo VII, who, much like his forbearers, has ruled prudently enough to keep Tollan firmly pinned to the Hesperian crown. Since the days of the early explorers, Hesperia's holdings in the Far West have expanded to include all of Tollan and some of the southwestern Lemurian continent. These imperial possessions are not the great source of wealth that they once were, but they still do much for the prestige of the Hesperian crown. Hesperia is not as strong as it once was, however, and it faces a great threat from the military posturing of Utopia. King Roderigo is quite convinced that Emperor Biendit is plotting to make Hesperia the site of its first major conquest in Arcadia. Given the cold and ruthless ambition of the gnomish emperor, the Hesperian king might just be right.

Atlean Mountains: The landscape of Hesperia's rugged north country is dominated by the Atlean Mountains, which still contain considerable mineral wealth. Elves, dwarves, and men all dwell in these mountains in mining villages. The most successful of these is Los Enanos, a dwarvish community in the far northwest of the country. Unfortunately for the dwarves, that city has recently come under the control of a cold-hearted royal official, Don Juarez de Miraz, who seems to be intent on taxing the local miners into poverty. Notably, only dwarves seem to be bearing the brunt of this burden. It's just the sort of circumstance that could use some discreet investigation by a clever group of adventuring heroes.

Esclavizado Barrens: This rough country is a known home of ogres, minotaurs, and hill giants. If it weren't for the massive iron strike found in the Atlean Mountains some decades ago, few people would risk traveling through here, and the city of Piedras probably wouldn't exist.

Estigio Swamp: This place is rightly considered evil and haunted. Wraiths, specters, and fouler things are rumored to exist here.

Esquelito and Torbellino Islands: These islands are known hideouts for pirates who strike out at the Hesperian and Elysian coasts.

Fata Forest: Fays have always lived here, but humans are reluctant to enter the place. They consider it evil, magical, and unlucky. Only exploring the forest first-hand can reveal the truth.

Lluvioso Plains: This broad, green flatland is heavily populated, mainly by humans. Most of the cities in the region are quite prosperous, but Santo Encantado still suffers from an ill reputation. This place is home to a large, abandoned monastery and cathedral which were the site of several grizzly murders many centuries ago, and which have now cast a pall upon the whole city. At sundown, ghosts and phantasms can be seen wandering through the streets of Santo Encantado. The images do not seem to be capable of harming anyone, and they do not respond to "turning" by scholars and elves; but nonetheless, the city is widely avoided and practically abandoned itself.

Manzanas de Oro: The capital of Hesperia, a large palace stands here which in fact dates all the way back to the Third Age and the first arrival of humans in Arcadia. The catacombs beneath the palace run very deep and have never been fully explored. The palace is also famous for its gardens, tended all these centuries by a small group of elves. The Hesperian Gardens are said to be the most enchantingly lovely in the world.

Pozo Invicto: This city, which stands at the mouth of the Río Perezoso and is protected by the tall cliffs of Pared Island, is the home of Hesperia's major naval base and shipyards. The Hesperian Navy has the same respect in this country that many knighthood orders have in other lands.

Rechazado Hills: These hills are somewhat wild, populated by beasts and animals of all sorts, but nothing especially evil or supernatural is known to live here. Hunters and trappers often strike out into the hills from the town of Agricola.

Salvaje Woods: Fauns are known to skirt the edges of these woods, but they never venture very deep into them. Whatever dwells in the center of this forest is very magical and very frightening, though whether it be undead, fey, or something else, nobody can say.

Tabla Roja: A red and rusty shelf-country that extends south and east of the Atleans, this highland overlooks the old fortress at Castillo Acero, a place known for ruins that date back to the Elysian coquest.

Terra Island: This island has an unusual story connected with it. It is said that in the Second Age, after the Urther escaped from Avalon with a group of rebels, he sailed across the Dysic Ocean and met with fay-folk in Lemuria and Tollan. Then, somehow, he found the place where the famous wizard Myrddin was supposed to sleep forever and woke him up. Myrddin and the Hero then brought many fays back across the ocean, hoping to depose Queen Meliora and end the Elvish Empire—but they didn't sail straight for Avalon. Instead, they crossed the ocean from Tollan to Hesperia, and it was here that they first put ashore. Some years later, after the fays once again came to rule Avalon, a group of elves sailed south and founded a city where Pilares Gemelos now stands.
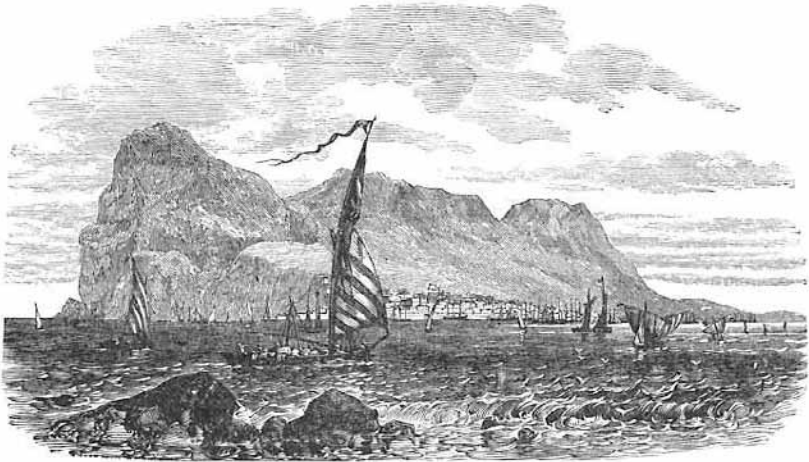
Vagando Woods: This forest is known to hide a gang of thieves who make it their business to rob all they can from the royal coffers of the governor of Bosques Lejanos. If the thieves give any of their gains to the poor, the royal authorities of have done a fine job of suppressing this information.

ILLYRIA

The land of Illyria is a cultural crossroads, the spot where Arcadia comes into contact with the rest of the continent of Edenia. The country itself is nestled between three seas—the Illic, the Phoenic, and the Vodyan. A mountain range called the Barikon cuts north-to-south through the middle of the country, but the rest of the land is still rough and rugged, all the way down to its seaside cliffs. Dozens of rocky islands sit just off the southwestern coast. To the east, the vast Alati Desert separates Illyria from Amarna.

Illyria is a kingdom populated by roughly equal numbers of humans and centaurs. The centaurs came to settle this place early in the Second Age; the civilization that they built here was simple and pastoral, a few villages scattered throughout the land, unified only by a common culture and language. Over time, the centaurs' civilization became increasingly complex, until a number of independent city-states covered the Illyrian peninsula and islands. Governments ranged from democracy to oligarchy to monarchy, but all of the city-states were relatively militaristic and wars between them were not uncommon. Except for these occasional conflicts, the Second Age was a relatively peaceful and stable time for Illyria.

Things changed when the Third Age dawned and humans arrived. Like all of the humans that settled in the south of Arcadia, these people came out of the west, ultimately from Atlantis. The humans who settled in Illyria, though, were quick to adapt to the centaurs' language and customs. (Modern Illyrian comes directly from the ancient Illyrian spoken by the centaurs in antiquity.) The king of one of the ancient Illyrian cities, a centaur named Chiron, became particularly fast friends with a human chieftain named Cheops. Myths handed down from the Third Age, still recounted in Illyria, relate many heroic deeds and adventures attributed to Chiron and Cheops, who slew monsters and claimed treasures and fought together in war.

Famous heroes arose in later generations, too, when Apep of Mephret resurrected Namtar the Lich-King and brought about the Second Great War. Illyria was the first country attacked by the armies of Apep, and it was almost destroyed. The Darkspawn captured the north of the country and used it as a corridor into Arcadia; but Illyrian warriors, pushed west of the Barikons, held firm there and were never defeated. A battle at Naos Lofos, near the end of the war, was a great turning point for the forces of good and Law.

In the era that followed, humans consolidated their foothold across the south of the continent, and they built new empires upon the ashes of those kingdoms which had been destroyed by the forces of Khaos. The greatest of these began in Illyria, under the auspices of a philosopher-king, Alexander of Olympia. Driven by a desire to make sure that nothing like the Second Great War ever happened again, Alexander united all of the Illyrian rulers behind a common cause: conquering the land of Amarna, where Apep had arisen and caused the war. It was only after this conquest had been completed that Alexander was made king over all of Illyria and emperor of Amarna to boot. Success only spurred his ambition: sweeping eastward, Alexander went on to add Edenia Minor to his empire. But when he reached the borders of Shambala, he realized that his campaign could proceed no further. He only stayed in the region long enough to make firm his hold on the eastern border of his empire; then he returned home to Illyria, where he ruled until the end of his days. The Alexandrine Empire lasted until the very end of the Third Age, when conquest by Elysium ushered in the Fourth.

After Elysium fell, Illyria—unlike much of the rest of Arcadia—avoided a Dark Age. The institutions of civilization remained intact here, and kings in the city of Alexandria (which had been built in the days of Alexander's empire, to honor that great conqueror) assumed the authority once held by the Elysian imperial governor. In effect, it was as if the Empire never fell for

SYLVANIA

Vodyan Sea

STREGA MTS.

Veloc River

Orpheon River

Aëtoi

Gkremos

DOLOS CLIFFS

ALATI DESERT

AGRIOS FOREST

Dentra

Trachys

LAPITHAI HILLS

Naos Lofos

Ikaron River

Daidalon R.

Poniros

Persean River

Thermopolis

Arma

Axíos

Kentauropolis

SILENOI FOREST

Koinonikos

Emporos

Stafylia

Lake Iremos

BARIKON MTS.

Chalasmata

Alexandria

Peribolí

Olympia

Sima

Foteinos Is.

Apollonia

Ormiskos

Theseon R.

Iason River

PLATEIA PLAINS

Blima

Argon R.

Kenos

Chorafi

Ischyros

Phoenic Sea

PEPROMENO COAST

Amphitria

Entos

Trotos

Makrinos

Psarades

ILLYRIA

50 mi.
40 mi

Illyria. Instead, it persisted, albeit in a diminished form, all the way through the Middle Ages, during which time Illyria developed a reputation for brutal and backstabbing internal politics. Then, in the Fifteenth Century, a sultan of Amarna named Akbar V marched westward over the Alati Desert and captured Alexandria. Illyria thus became a province in the new Amarnan Empire, and so it remained, nearly up to the present day. But during the early 1800s, an unlikely alliance between Avalon, Elysium, and Illyria came together to fight for Illyrian independence from Amarna. The campaign was successful, largely thanks to Avalon, which also took the land of Mephret away from Amarna and made it a colony. Illyria has become free, but that freedom is tenuous; very little stands between this country and re-conquest by Amarna—or, for that matter, conquest by Sylviana, to the northwest.

Agrios Forest: This forest is heavily populated by treants and elves. Halflings live in the nearby city of Dentra. Aëtoi is another city, built high upon a hill, inhabited by sylphs.

Alexandria: Once the capital of Illyria, this city is most famous for its temples, libraries, and universities. Also found here is a technical academy called the Archimedeon, dedicated to modern science and technology.
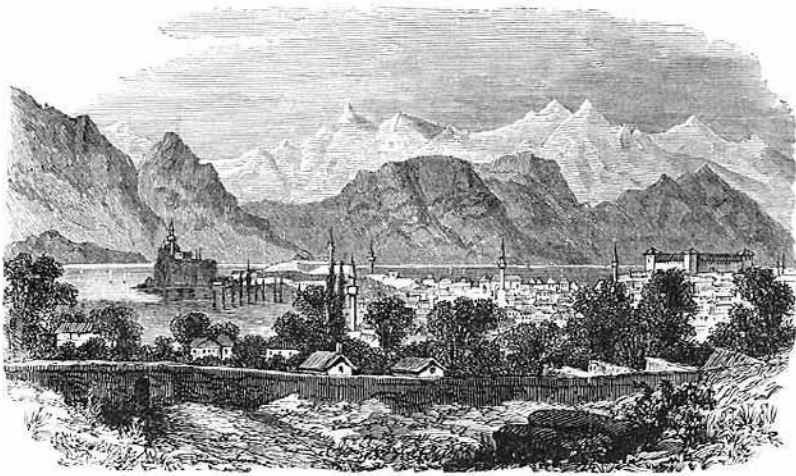
Barikon Mountains: This dangerous range is inhabited by chimeras, manticores, sphinxes, and other kinds of dangerous hybrid monsters. Friendly creatures, like pegasi and sphinxes, can also be found here occasionally.

Dolos Cliffs: These high cliffs overlook the Vodyan Sea. Caves in the cliffs (not to mention the sea itself) are known to hide all kinds of sea-monsters, especially water-drakes. The humans of Gkremos live off of this sea, despite the pervasive danger.

Kentauropolis: The center of centaur civilization in olden days, this city is still important to centaur (and Illyrian) culture. Centaur philosophers and astronomers still congregate here. Also based in this place is an order of

centaur warriors known as the Knights of Ixion, who have made it their duty since the early days of the Fourth Age to protect Illyria from outside conquest. These knights played a key role in Illyria's battle for independence from Amarna, and now they will stop at nothing to preserve that hard-won freedom.

Lake Iremos: Old legends say that this lake has no bottom, and that it in fact leads all the way to the underworld. These are only stories, of course; a lake without a lakebed would be quite impossible. Still, there are many deep caves and tunnels in this region, so there might be a grain of truth to the myth. Nobody knows what might be found at the bottom of Iremos.

Lapithai Hills: In ancient days, human barbarians lived in these hills. They were abandoned during the Second Great War, when goblins took them. Ever since then, the hills have been considered cursed. Now they are thought to be haunted by wights that dwell in barrows beneath the hills.

Olympia: Made the formal capital of the newly independent Illyria just a couple of decades ago, Olympia is still better known for its ancient ruins than anything else. The country is presently run by a provisional government, headed by a regent named Jolanda Sophia. Until either a proper monarch is elected or Regent Jolanda is herself crowned queen, Illyria's government will remain in a state of only tenuous stability.

Pepromeno Coast: A region of high cliffs, crags, and sea-caves, this coastline overlooks the many islands south of the Illyrian mainland. The most interesting city in the region is Amphitria, because it is a merrow city and completely underwater.

Silenoi Forest: Fauns inhabit the Silenoi Forest in large numbers. The nearby city of Chalasmata is famous for its great library, which has unique historical records dating back to the Second Age.

MIDJARD

The land of Midjard, as its name implies, covers a vast area in the very center of the Arcadian subcontinent. All of the lands east of the Gylden River and west of the Drachendorn Mountains, south of the Fenrir Bay and north of the Valk Mountains, are part of Midjard. The east of Midjard is rough and hilly, and a mountain range called the Schwärtzesten divides the landscape. To the south, Midjard seems almost entirely woodlands, and so it is fitting that the people who have dwelt here for three Ages of the world are called wood elves. Further north and west, Midjard is a country of varied terrain: plains and hills, forests and bogs, lakes and rivers. Indeed, because Midjard is so large and so varied, and because it is home to nearly every race known on Gaia, it makes an ideal location for nearly any sort of campaign game that the referee might wish to begin—especially for players new to Gaia and to gaslight fantasy.

Although mostly united by a single culture and language, Midjard is divided into a number of independent kingdoms; eight of them, to be precise. These are called Gyldmark, Handelstad, Spielberg, Afblände, Dämmerung, Dreiseen, Älfheim, and Lu Sing. With the notable exception of the Kingdom of Lu Sing, the language spoken everywhere throughout this country is Midjardisch, a tongue descended from the old speech of the wood

elves who dwell primarily in the Kingdom of Älfheim. Strangely, the wood elves' language bears a much closer resemblance to the Old Dwarvish speech (the tongue of Asgard) than it does to the Old High Elvish (spoken in Pohjola). Historians and linguists have not yet been able to discern why this is so.

While elves rule the kingdom of Älfheim, their neighbors to the north in the Kingdom of Dämmerung are fays. In Afblände and the lands between the Schwärtz-esten and Drachendorn ranges, dwarves live. The rest of the kingdoms are populated by a bewildering mix of humans and halflings, centaurs and merrows, gnomes and sylphs.

Lu Sing is without doubt the most peculiar of all the Midjardisch kingdoms, because it doesn't resemble any other land in Arcadia. Culturally, the people of Lu Sing seem to be related to the distant Empire of Jiganhu: they speak a similar language and share many similar customs. It seems that sometime very early in the Fourth Age of the world, Lu Sing was founded by refugees fleeing some terrible misfortune taking place in their original home-land in the far east.

It is possible that Dämmerung is the oldest kingdom in Midjard, but no records survive from the First Age to corroborate such a theory. The Great War which ended the First Age so ravaged Midjard that the shape of the land was altered considerably, destroying much of what came before. If the gentle Player desires surer history than mere speculation can provide, that certainty can only be found in books and scrolls left behind since the start of the Second Age, shortly after the elves came into Midjard, (likely from Pohjola) and founded the Kingdom of Älfheim.

Old books left behind by these early kingdoms indicate a great rivalry between the elves of Älfheim and the fays of Dämmerung. As it was in Avalon during the Second Age, ill will toward the fays was pervasive, as their kind was blamed for the Great War. But the fays never fled from their kingdom here; instead, they ensconced themselves deeper, hid themselves away with charms and enchantments, and allowed the elves to rule the land. When soldiers of Avalon came to declare their rule over all of Midjard, the elves of Älfheim met them as friends and honored the emissaries of the faraway monarch by presenting them with a most kingly gift: a sword, wrought from purest mythrill, called the *Strahlendklinge*. But on the very day that the two tribes of elves were to meet, the mythrill blade disappeared mysteriously—magically—and naturally enough, the elves suspected the fays. War broke out between Älfheim and Dämmerung, with Avalon remaining strictly neutral, and neither kingdom won. In the end, all that came out of the incident was a lasting bitterness built on old grudges between the two countries. Meanwhile, other folk came to settle in the north and west of Midjard: centaurs, dwarves, and gnomes. Near the end of the Second Age, when Avalon fell, many halflings also came to dwell in Midjard, mostly in the region of the Betrug Forest.

The Third Age, then, brought the rise of early human empires in the far south—and also the Second Great War, between the free folk of Arcadia and the Enemy in the East. The Darkspawn in those days overran Sylvania and established a fell stronghold at Dol Drachenham, a beachhead from whence they struck out at Midjard. Fleeing before the 'spawn came human refugees who would eventually settle in Midjard to create barbarian kingdoms. Meanwhile, Midjard's faerie folk fought back against the armies of evil and drove them back into Sylvania, where the tide turned and the Enemy was eventually driven back into the east once again. The very end of the Third Age in Midjard saw some minor border-skirmishes between Midjarders and the armies of Julius Dracus, from Imperial Elysium.

In the early centuries of the Fourth Age, Midjard was constantly harassed by the Elysian Empire. By the Fifth Century, though, Elysium had become so weak that the Midjardisch tribes and kingdoms were able to come together and launch a series of counter-attacks that ultimately destroyed Cælestium and brought down its empire. Midjardisch kings then came to rule over the shattered pieces of the Elysian Empire, and their shared culture came to influence much of mainland Arcadia. Meanwhile, the eight kingdoms known in modern Midjard began to take shape. Elves still lived in Älfheim and fays still dwelt in Dämmerung; but now dwarves came together to form the kingdom of Afblände; men created the kingdoms of Dreiseen and Spielberg (and also Lu Sing, although these were humans from much farther away); men and halflings founded Handelstad; and men and centaurs the Gyldmark. (Incidentally, the humans of the Gyldmark are very close kin to the Guildermen of Asgard—they are of the same lineage, but historically they settled on opposite shores of the Fenrir Bay.)

At present, Midjard is strong but still divided. The Midjardisch people are very keen on science and more than adept with modern technology. Industry, travel, and communication are as advanced here as they are in Utopia and the south of Avalon. But the Midjardisch kingdoms are by no

means equal in the distribution of power and wealth. Handelstad and Afblände are among the richest and best industrialized of the kingdoms. Spielberg and Gyldmark each enjoy strong military superiority. Älfheim and Dämmerung remain magical forces not lightly dismissed. Several charismatic kings also make Midjardisch politics interesting. For centuries, Älfheim has been ruled by Elf-King Alberich, while Dämmerung has been ruled by Fay-King Sternlicht. The Kingdom of Spielberg, ruled by an ambitious human named Johannes von Spielberg, is positioned best of all the kingdoms to eventually dominate Midjard (rather like Prussia did in real-world Germany) and build a nation-state worthy of competing with the likes of Utopia and Avalon.

Dol Drachenham: This dark tower, deep in the mountains where the Valks meet the Drachendorn, was once a stronghold of evil and Chaos, the northern outpost of the risen Lich-King during the Second Great War. Though the Darkspwan were driven out of these lands long ago, Dol Drachenham itself was never assaulted or destroyed. Presumably, it still stands today.

Kingdom of Afblände: All of the country between the Schwärtzesten Mountains (which are exceedingly rich in iron, tin, copper, and coal) and the Nisse River belong to a race known as the Black Dwarves. These dwarves are more insular than those that live in Asgard, but they none-theless conduct a great deal of trade with the other Midjardisch kingdoms, especially Spielberg. The Drages Desolation, a blighted land that runs from the river to the foothills of the Drachendorn, is by no means under the dwarves' control. This country is ruled by dragons and Darkspawn that dwell in the mountains. The far stronghold of Forsamlinghalle, once a great dwarvish stronghold in the Drachendorn, was destroyed centuries ago. Now both Forsamlinghalle and Orkberg (on the northern coast) are two of the strongest goblin-holdings on the continent.

Kingdom of Älfheim: The kingdom of the wood elves, Älfheim covers the lands around the Great Eingehüllt Forest. Treants dwell east of the Gylden River, and humans live in the communities of Männerberg and Durchgang. The city of Wärterpfosten is home to the Eingehullt Rangers, a band of warriors and foresters who defend the elf-kingdom from monsters.

Kingdom of Dämmerung: The fay kingdom surrounds a forest called the Bilderwald, place of strange illusions and colorful tricks of the light. The fays use the magical properties of the Bilderwald to keep their business hidden from the world; but they avoid the Falsch Fens, which are haunted by undead.

Kingdom of Dreiseen: This country is home to humans and some gnomes, and also to merrows living in the three large lakes that give the kingdom its name. The monarchy of Dreiseen is old but not particularly autocratic. Instead, the power of the king here (the ruler of Dreiseen is named Gunter IX) is limited by constitution, a document called the Compact of Friedvoll, which establishes a council of barons who have the power to overrule certain of the king's decisions. The Vorsteinert Valley, in the far west of the kingdom, is a famous archaeological dig-site, well-known for the discovery of artifacts that predate the First Age.

Kingdom of Gyldmark: This country is dominated by wide stretches of flat plains, broken up by occasional hills or bluffs covered in heather and scrub. A well-traveled railway line begins in Kruispunt and passes all the way through the north of Midjard, into the Kingdom of Afblände. Gyldmark itself is a busy hub of local trade and the home of a group called the Ritters of the Gyldmark, human and centaur knights dedicated to defending all of Midjard. (Most of the time, though, the Ritters have their hands full just keeping the trolls and ogres confined to the Verloren Hills.) The people of Gyldmark are close allies of the Guildermen of Asgard, who are their kin.

Kingdom of Handelstad: This kingdom stretches from the mouth of the Älver River to the lone peak called Mount Liebenichts. Humans live in the coastal lowlands around the city of Handelstad proper, while the Betrug Forest houses countless many halflings. The halflings of Betrug are always war-ready, given that their homeland is flanked by the dangerous Verloren Hills on one side and the cursed Merkwürdig Moors on the other.

Kingdom of Lu Sing: At some time early in the Fourth Age, a large band of humans from faraway Jianghu traveled west to escape some widespread misfortune that befell that land. Whether it was a plague, a conquest, or something worse, only the sages and historians in Lu Sing know for sure. The people of Lu Sing are not so isolationist as their Jiangese counterparts in the far east; they are happy to trade and mingle with their Midjardisch neighbors. The language and customs of Lu Sing are different enough that this kingdom has remained culturally distinct from the rest of Midjard. At the celebration of each new year, a great combat tournament is held in Lu Sing—but only the best warriors in Arcadia are invited to compete with local gongfu masters, who nearly always win the tournament.

Kingdom of Spielberg: The northernmost kingdom in Midjard, Spielberg is closely allied with Afblände and Gyldmark. A mix of low foothills, rolling plains, and open woodlands, this is one of the more peaceful kingdoms in all of Arcadia—and yet, its people are very militaristic and aggressive in their political posturing. It is no secret that King Johannes von Spielberg wants to make his kingdom the center of a united Midjardisch Empire. The Spielbergers might just get more than they're bargaining for, though, because goblins and dragons are multiplying in the Drachendorn. A unified Midjard could be their only hope to withstand the inevitable onslaught.

POHJOLA

The Kingdom of Pohjola stretches from the Drachendorn Mountains in the west to the Chernobog Mountains in the east. The Avara River, white and rapid, separates Pohjola from Asgard in the north. To the south lie the black, foreboding waters of the Vodyan Sea. Pohjola is a land of enormous and very dense forests, thick with ancient growth and mystery. Despite the country's temperate latitude, it is cold for much of the year, because a chill wind always blows off of the Jäätynyt Plains, only broken when it reaches the high treetops of the great Vanhin Forest where the high elves have made their kingdom. Within the forests, the climate is always warm and pleasant, due to some little-understood elfin magic. Elsewhere, the country is at the mercy of the elements and that ill wind that blows down from the northern plains.

The "high" elves are so called because they built their kingdom in Pohjola at the very beginning of the Second Age, and then they did everything in their power to cut themselves off from the rest of the world and its problems. They wanted no part in the affairs of Gaia after the First Great War was over: it was enough that such a disastrous incident had brought them unwillingly into Gaia in the first place. Their kin, the wood elves who settled in Midjard and eventually moved onto Avalon, were considered a lesser breed—more barbaric and warlike. Those elves spoke the tongue of dwarves and sought to conquer, to dominate, to win retribution from the fays. The high elves of Pohjola took the noble road of peace: they only wished to left to their own arts and devices.

But ever has Pohjola lived beneath a shadow, stuck as it is between the Drachendorn and the Chernobogs. The Drachendorn wasn't always such an accursed place: in ancient times, dwarves and elves mined tunnels into those mountains in search of mythrill and other riches. But then darkness came to that land, and the vile stronghold at Dol Drachenham was built, and it became a home of dragons and Darkspawn. After the Second Great War, the darkness in the Drachendorn waned, but over the centuries it has slowly returned. The Chernobog Mountains, meanwhile, have never known peace. Ever have those fell and dire peaks cast an evil shadow upon the land of the high elves, for they separate Pohjola from Tuonela, the goblins' country. The very name of Tuonela is taken from the Old High Elvish (it means "Land of Death"), that place in the east which has always been the possession of the Great Enemy.
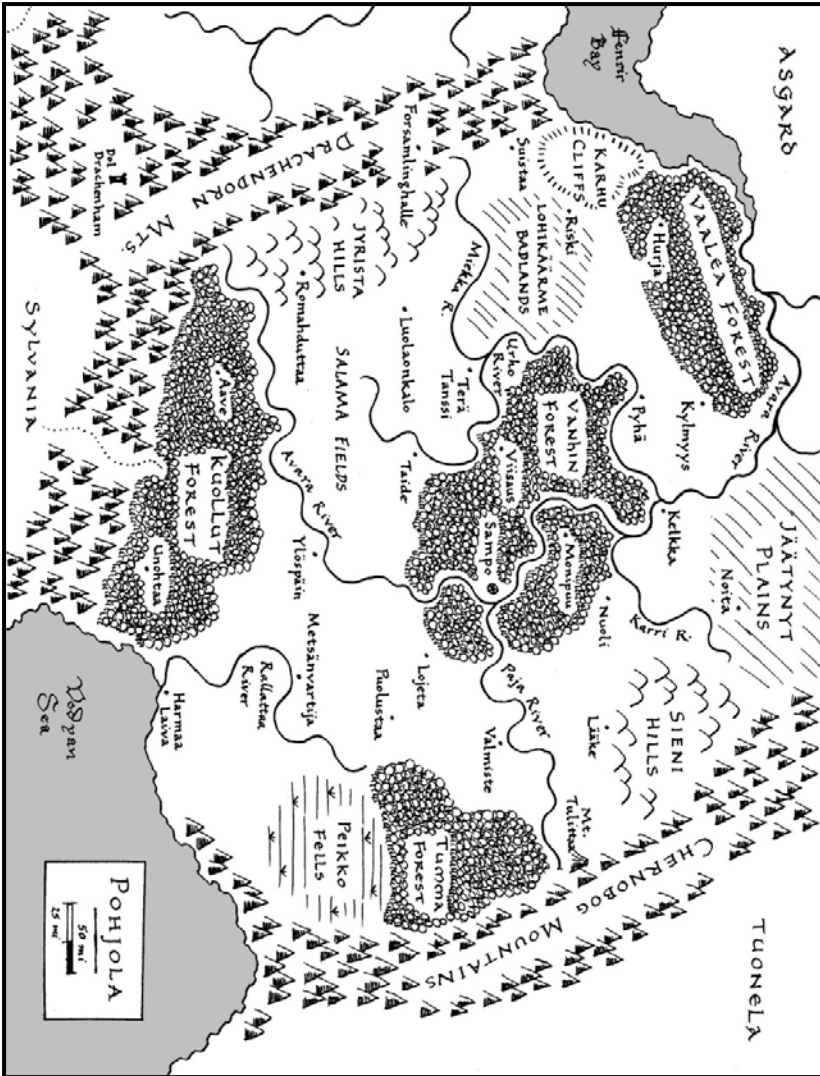
The modern Pohjolan language is descended directly from the Old High Elvish. It bears no discernable relationship to the wood elves' language (Midjardisch), but it does share some features and vocabulary with the Sylphid language still spoken in northern Sylvania.

Once the Second Age had begun, and the high elves had decided that they would settle in this country betwixt the mountains, they cultivated the forests (many of which also became home to treants) and wove their elf-spells around them, filling these woods with light and life. A Tree of Life was planted in the center of the forest called Vanhin, and this became the site of the city of Sampo, the true capital of elvendom on Gaia. All who dwelt within the light of this tree were said to be blessed with wisdom and skill, and so it has remained since that past Age.

When the Third Age came along, and humans enabled the start of the Second Great War, the elves of Pohjola did not rush out to meet the evil headlong, as the folk of Midjard did. They honored their alliance with the dwarves of Asgard and fought the enemy along the Chernobogs, but otherwise they merely defended their borders and made sure that nothing could enter Pohjola over the Drachendorn or the Vodyan. This has been the way of the high elves ever since: aloof, apart from the world, and concerned only for the good of their own nation.

The story of Pohjola in the Fourth Age, then, is one of a kingdom teetering on the brink. Evil closes in around them from all sides. A dark power grows in the east, and from afar it strengthens whatever foulness still lurks under the Drachendorn. Even if this new darkness is defeated, though, Pohjola will have to face something even more insidious: change. The rest of the world is learning, growing, progressing, and advancing. The high elves would like nothing more than to see everything stay exactly the way it is, and yet they know this to be impossible. Science is forever altering the world, and the true challenge for Pohjola will be to adapt to this change—which it must do if it is to survive.

Avara River: This mighty flow comes down out of the Drachendorn, winds its way across most of Pohjola, and finally empties into the Fenrir Bay. The city of Sampo was built on the banks of the Avara, as was the city of Kelkka, famous for its master shipwrights.

Drachendorn Mountains: North of the Avara River, the Drachendorn forms the border between Pohjola and Midjard. Here, the mountains are evil and utterly infested with dragons and goblins. South of the river, though, the mountains are less foreboding. The branch of the Drachendorn between Pohjola and Sylvania is mainly inhabited by sylphs, who keep their beloved peaks and heights free from incursions by the Darkspawn.

Jäätynyt Plains: These lands are always frozen. The elves believe that some evil spell was cast upon them long ago. Fearsome snow-monsters (yeti) are said to the stalk the far northern reaches of the region. In the city of Noita, the elves raise hardy sled-dogs for transportation.

Jyrista Hills: The foothills leading up to the Drachendorn, these were filled with dwarves in the days when Forsamlinghalle was alive and glorious. Now the hills are abandoned by all but goblins and the occasional dragon that wanders out of the mountains.

Karhu Cliffs: These high bluffs make it impossible to reach Pojola from the Fenrir Bay, or vice versa, without traversing either the Vaalea Forest or the Avara River, both of which are well-guarded by elvish march-wardens.

Kuollut Forest: The elves and treants who dwell in this wood are close allies to the sylphs that dwell immediately south of them, in the more benign southern branch of the Drachendorn Mountains. Often must these three folk come together to fight the monsters of the north Drachendorn.

Lohikäärme Badlands: This place was the site of a great battle at the end of the First Age, when many elves were slain in battle with Fiendish forces. Since that day, the land has been blighted, and nothing grows here. Greater undead (phantoms, ghosts, demons, and such) haunt this place, so even the high elves are reluctant to disturb its restless evil.

Peikko Fells: Something evil haunts these moors. Whatever it is (and nobody knows, because none who enter the Fells ever return), it must be allied with the evil in the Chernobog Mountains.

Salama Fields: These plains are the breadbasket of Pohjola. Those elves who choose to pass their centuries as farmers live in this region. It is a pastoral, even idyllic existence—so long as nothing foul comes storming out of the Jyrista Hills.

Sampo: Capital city of Pohjola, the elves that live here are primarily concerned with guarding the great Tree of Life. This tree is said to be the source of immortality for all of the elves who live on Gaia (since the elves, unlike the fays, are not native to this world). Should something ever happen to the Tree, all elves everywhere would become mere mortals. The Tree-keepers, then, are Pohjola's most elite warriors and magicians, for their duty is the most solemn. Sampo is also home to the king of the high elves, Ukko Iluvatar, who has ruled this country for quite literally thousands of years.
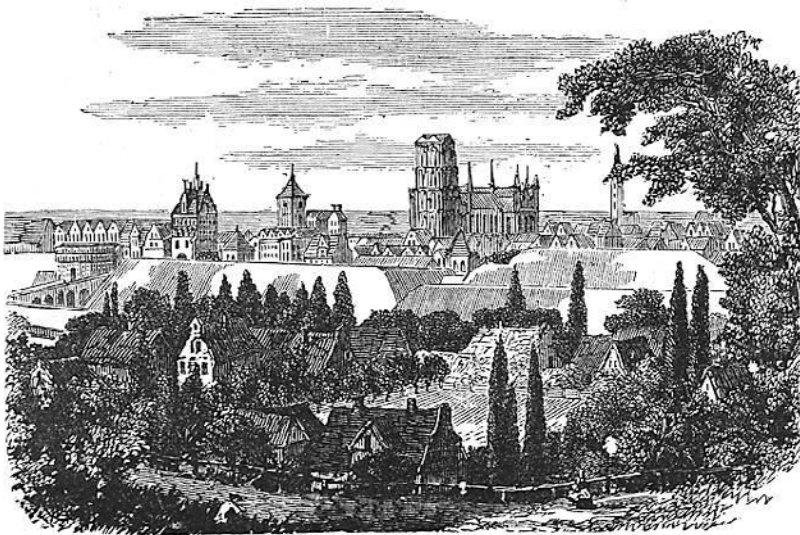
Sieni Hills: The city of Lääke was built around a fortified watchtower, set here to ward the region. The Sieni Hills are always swarming with dire wolves, and so the warriors who live in Lääke must frequently patrol the region and hunt the beasts.

Tumma Forest: The only forest in the country that the elves do not inhabit, *nothing* seems to live here except for the trees themselves. Not birds, not beasts, not monsters, not insects. It shouldn't be possible, but it is so. None know why. North of the forest, Mount Tulittaa once contained a goblin-stronghold, but it has been abandoned for centuries. From time to time, a patrol of elvish Bowknights explore the place to make certain that nothing has taken up residence here.

Vaalea Forest: The city of Hurja, nestled high in the treetops in the deepest part of the wood, is home to the Order of Bowknights, elvish archers of high repute. They ward the north of the country from outside excursions, suspicious of all—even their nominal allies, the Asgardish dwarves.

Vanhin Forest: The whole wood seems enchanted, a far-reaching effet of the Tree of Life that grows in Sampo. Those who enter Vanhin find that weariness and despair quickly leave them. It never seems to be night or day here, nor does this place know winter from summer—it is always a cool twilight in Vanhin. The passage of time itself seems slower, and yet the days are happier, howsoever many pass. Those that dwell all their lives in Vanhin can be considered blessed, if it is peace and not excitement that they seek.

SYLVANIA

Sylvania is the country which sits east of the Valks and south of the Drachendorn. A very ancient kingdom, it was founded long ago by the sylphs, the bird-folk. Today, Sylvania is a kingdom of two cultures, that of the sylphs (who reside mainly in the north) and of humans descended from commingled Elysian and Illyrian stock (who dominate the south). The eastern shore of Sylvania is formed by the Vodyan Sea, although the only easy access to this shore comes at the mouth of the Veloc River. That river is the primary waterway throughout Sylvania: it flows out of the Valks; and the Varcolac, Gyors, Bûbáj, and Orpheon Rivers all empty into it. To the south, Sylvania touches Elysia (which begins where the Desfăta Hills end), the Illic Sea (although the Strega Mountains all but cut it off from the rest of the country), and Illyria (which is separated from Sylvania by the Orpheon and Veloc rivers). Much of eastern Sylvania is wasteland, poorly cultivated but populated nonetheless. In the center of the country, conditions are far better: around the Principality of Fredonia, the people are prosperous and the land is productive. The Sylvanian monarchy has managed to amass great wealth in recent decades, and the country's standing army is well-trained and of considerable size (mostly as a reaction to the posturing of the Utopian Empire).

The closer one comes to the mountains in the north of Sylvania, the more one is apt to encounter sylphs. In the mountains proper, the birdlings have many strongholds carved into the high peaks. In these places, the primary tongue spoken is Sylphid, a language related to the Old High Elvish

(and modern Pohjolan). Everywhere south of the Great Sylvan Woods and the Agyar Wastes, though, is primarily human country, and the tongue spoken here is Sylvanian, a modern dialect of the old Cælestine common tongue. Humans rule all of the lands south the Veloc and Varcolac Rivers, including the central Principality of Fredonia. The queen who rules from Fredonia, Katrina the First, is also the queen of all Sylvania.

After the wars of the First Age, when sylphs and other faerie folk were summoned into the world, the sylphs chose to settle in the Valks and the Drachendorn. Eventually, they also passed south of the mountains and settled the rough country that they found beyond the foothills there. During the Second Age, the sylphs were warlike and independent. There were many small sylph kingdoms, and these warred amongst themselves and against all of their neighbors except the high elves of Pohjola, who always had the sylphs' utmost respect and friendship. Stories handed down from the late Second Age tell of a great hero, a sylph named Mikhail the Bold, who united the warring sylph tribes into a single kingdom that came to be called "Sylphania". The stories telling of Mikhail's deeds are many and conflicting, clearly having been embellished in the intervening millennia. Old legends and documents also mention that at the end of the Second Age, sylphs joined the Urther's rebellion against Meliora's empire in Avalon.

At the beginning of the third age, the united sylph kingdom was strong, but geography was against it. While humans came into Elysia and Illyria and slowly began to settle those lands, the power of the goblin-folk grew in the east, in Tuonela and on the waters of the Vodyan. Then came the rise of Mephret and the Second Great War, and the onslaught of Apep and the risen Lich-King. While the armies of Illyria were pushed aside by the soldiers of Apep, goblins sailed over the Vodyan and won the eastern shore of Sylvania. Then the men from Mephret joined with the Darkspawn, and this combined force swept westward across the country and razed it practically to nothing. A great alliance came down out of Midjard and halted the march of the 'spawn, turning it aside as a stone breaks a wave; but Sylvania became the site of the heaviest fighting in that war, and it ultimately broke the sylph kingdom utterly. When the war was over and the forces of Chaos were defeated, Sylvania was in tatters.

Late in the Third Age, humans quickly moved in from the south and settled the depopulated lands. Alexander's empire took parts of Sylvania under its control; then, when the Elysian Empire came to power, it conquered the rest of the country. Early in the Fourth Age, Sylvania was an important province in the Elysian Empire and a close to the heart of human civilization, much like Hesperia. After the fall of Elysium, the country came back under the control of Illyria, until Illyria fell to Akbar of Amarna in the Fifteenth Century. Sylvania might have fallen as well, if not for another hero that arose in the eastern part of the country, a warlord named Jánosz. In order to repel the invading Amarnans, Jánosz formed a society of knights called the Order of the Dragon. The order was modeled upon the traditions of Jánosz's sylph countrymen and their famed dragoons. Jánosz and his Dragons managed to hold the Amarnans at the banks of the Veloc: they never won into Sylvania, and they never conquered any lands north of Illyria.

A descendant of Jánosz I still rules the east country in Sylvania. This is Prince Jánosz VI, Archduke of Agyar. The sixth Jánosz is not as well-beloved as his ancestor: his country is a wasteland, and his people are poor. There are even rumors that Jánosz himself is a vampire and a sorcerer, and that he has drained these lands of their vitality. The prince rarely leaves his castle at the city of Praf, although from time to time he does travel to Fredonia to press his suit with the queen.

The ruler of all Sylvania, Katrina Beldenberg, distinguished herself as a warrior and an adventurer before she came to the throne as Queen Katrina I. Unlike past human rulers of Fredonia, Queen Katrina has been intent on keeping all of Sylvania united, and this includes making sure that the sylphs have their say in her government. Although her autocracy is absolute, Queen Katrina does her best to hear grievances and take advice from local rulers of border-provinces. Even still, some sylphs that live in the Valks would prefer to be completely independent of a human monarch, and whispers of imminent rebellion have wide currency. This is the last thing that Queen Katrina needs right now: Emperor Biendit of Utopia, in his thirst for conquest, girds his country for widespread war. To respond to this threat, Katrina has seen to it that Sylvania marshals its own defenses. The only thing that this adventurous soldier-queen will *not* do is accept the marriage proposal of Archduke Jánosz, even if that would greatly increase her political power and allow her to declare Sylvania a proper empire. The archduke's reputation is simply too besmirched by evil rumors for Queen Katrina to ever consider such a match.

Agyar Wastes: This is the country ruled by Archduke Jánosz VI from his castle at Praf. The land here is gray, as if all of the life has been drained from it. Vampires are said to stalk the nights with impunity here. Rumors also persist that Jánosz himself is a vampire, but there is no proof to support such accusations. The fact of the matter is, Jánosz has been seen publicly in the daytime, which casts considerable doubt on any supernatural hearsay.

Bleeding Crags: A region of high seaside cliffs and narrow canyons, ancient tombs are dug into the crags. The tombs predate human settlement of the region and are probably of sylph origin.

Desfăta Hills: This hilly country is sparsely populated, but peaceful. The southwestern edge of the hills forms the border between Sylvania and Elysia. Lately, Queen Katrina has started to discreetly move soldiers into the hills. She doesn't want to provoke a response from the Elysian city-states, but she nonetheless feels the need to guard this border in case Utopia ever attaks.

Farcasember Woods: These woods are thought to be haunted by lycanthropes, especially werewolves. The town of Farcas on the north edge of the woods is a strange place, quiet and dolorous during the day, with mad music and wild celebrations on a nightly basis. Visitors do not stay long, for they eventually come to suspect that the people of Farcas are under a strange sort of spell.

Great Sylvan Woods: The huge stretch of woodlands in the center of the country, this place is home to many sylphs and humans. The cities of Dárda and Fészkel are home to some of the most strident opposition to Queen Katrina's militaristic rule.

Fredonia: The capital of Sylvania sits at the southeastern foot of Nobilvănt Mountain. Sylphs live in the mountain still, while humans prefer to dwell in the city. The royal palace of Queen Katrina is more than just a splendid mansion: it is also a center of culture and the arts. The Sylvanians are great lovers of music, sculpture, and painting, and all of these endeavors are well-supported by the royal house. Fredonia is famous for its museums, its academies, and a famous college called the Illuminari University. The Scholars of Illuminari are some of the world's finest physicians, surgeons, philosophers, and theurgists.

Omor Swamp: South of Tern Lake and the Gyors River, this large wetland area is difficult to navigate, but that doesn't stop people from living here. Wandering bands of humans and fauns are the primary inhabitants.

Veloc River: Most of Sylvania is part of the Veloc's river-valley. Where the river flows through the Great Woods, humans make their living as loggers and raft-pilots. Farther south, many cities rely on the trade plied up and down the Veloc and its tributaries: Proaspăt and Clădire on the Gyors; Kívánalom on the Bûbáj; and Kiéget, Szürke, Sereglet, and Aggódik on the Veloc itself. At the mouth of the river, the city of Jóval is Sylvania's only real naval port, charged with defending the country's eastern shore against all threats—not just the Darkspawn of Tuonela, but the Amarnan Empire as well.

Víla Vale: This narrow, densely forested valley is said to be a home of capricious nature-spirits. People who enter Víla Vale do not come out. Whatever lives here, none can tell whether it is truly evil or merely a danger to the unwary and the foolish.

TIRNANOG

Tirnanog is an island which sits about one-hundred and fifty miles west of Avalon. Of the two islands, Tirnanog is considerably smaller, covering perhaps one-third the area Avalon does. Much of Tirnanog is mountainous highlands, but there are also rolling meadows, fens, woods, and heather. The island is roughly divided into three regions by the two mountain ranges that run north-south through the middle of it, the Fia and Céirseach Mountains. East of the Céirseachs, the native halflings and merrows mingle with men and elves of Avalonian descent. This part of the country is more or less directly under the control of Avalon, a fact not likely to change soon. West of the Fias, the Ard country is peopled almost entirely by halflings, and fiercely nationalistic ones at that. Proudly patriotic, these lands are the heart of the halflings' rebellion against the Avalonian Empire. The center of the country, then, is the region that the two sides are fighting over. Whoever controls Mag Mell and the river-valley of the Beannaithe controls the greater part of Tirnanog. And yet, the country between the mountains—the Gleann Forest and the Bréan Wastes—is wild and fearsome, home to spirits and monsters. Nobody controls *this* place, not Avalon and not rebels.

The very first inhabitants of Tirnanog were not halflings, but fays. The folk that dwelt here in the First Age built a kingdom called the Daoine Sidhe country. It was greatly weakened by the First Great War with the Four Fiends, but it was not destroyed. That did not happen until the Second Age, when halflings came to the island. These little folk, when they first appeared in Gaia, were warlike and barbaric. Although the fays named them *leipreac-háin* ("the little folk"), the halflings were fierce enough to push the Daoine Sidhe clear off of their own island. This was a slow process, though, accomplished over centuries. Over time, the halflings learned from the fays, and they even picked up a dialect of their language, which is why Old Fay so closely resembles Old Hánnish, the ancestor of the modern Tirnish tongue. Eventually, the halflings came to call themselves by their traditional name, the *háin* (a plural form meaning "the folk"; one halfling is called a *hán*). The Daoine Sidhe fays, meanwhile, were driven all the way back to the Ard country in the west of Tirnanog. Finally, they built ships and joined their brethren in fleeing over the Dysic Ocean, into the Uttermost West (Lemuria and Tollan), where they dwelt throughout the Second Age.

The halflings burrowed a city into a great earthen mound at a place called Mag Mell. Here dwelt the High King of the *háin*-folk, who was lord over all of the lesser halfling kings that ruled the many tribes throughout Tirnanog. But the Elvish Empire that grew up in Avalon proved superior in war, and after a few centuries of freedom, Tirnanog came under the thumb of Avalon. The High Kings were forced to tribute the Emperor of Caerleon, although they resisted throughout the Second Age. In the days when Meliora came to power in Avalon, there lived at Mag Mell two princes, Darby and Danny of the clan O'Donnell. As the old legends tell it, Darby was the elder brother and the rightful heir to the throne—but both brothers were cruel and conceited, and neither was worthy of the crown. Their father, the old High King, knew this to be true and died without naming a proper successor. The

Map of Tirnanog. Scale: 70 mi. / 35 mi.

Olc Island

Bruth Is.   Stoirm Is.

Suarach

Tírnish Sea

BRÉAN WASTES

Gránna

Maitheas

Gar River

GLEANN FOREST

FIA MTS.

Críonnacht

ARD MEADOWS

Cumhacht

CÉIRSEACH MTS.

Léannta River

O'Donnell Dun

Eolas

FIRBOLG FENS

Tinebragan Mountain

Loiscneach

Imeallbhord

Dath R.

Bláth

Smaragaid Lake

Muir Is.

Ailleacht

ÁDHÚIL FOREST

Mag Mell

Urlabhra River

SEAMRÓG COAST

Grian Grove

Caiseal Gobán

Iarthar

Beannaithe River

Ceol

Port Mór

Dysic Ocean

throne would have fallen to Darby, but that Danny made a pact with Meliora to betray his brother. The elf-queen intervened and had Darby exiled from Tirnanog. In this act, she made a dire enemy. Plotting his revenge all the while, Darby secretly went to the Forest of the Ancients in Avalon, and there he helped to found a rebellion against Meliora. This was the famous rebel army that clashed with Meliora's knights when the Urther walked out of the mists and came upon them. Somehow, Darby convinced the first human Hero to join the rebellion, and in so doing he made history. In the war with the Elvish Empire, Danny was said to have been killed; and Darby, made wiser and kinder by his years of hardship as a rebel, was installed on the throne as High King. Thus did Tirnanog enter the Third Age.

The halfling kingdom remained strong, even as humans arose in the south. The Second Great War did not touch Tirnanog at all, so remote was the island from the rest of Arcadia in those days. But after Elysium built its empire at the very end of that period, the fourth Emperor of Cælestium, Thadrian, embarked upon a campaign to subdue it. Thadrian had great success in Avalon, where he drove the rebuilt fay kingdom north of the mountains; but in Tirnanog, he never obtained a beachhead. The halflings were simply too swift, too silent, too sure of aim to be defeated by the relatively big and clumsy humans. Indeed, the halfling kingdom persisted well into the Fourth Age, although it did so under a new dynasty, the O'Brien line, which had replaced the O'Donnell kings late in the Third Age.

Then, in the early centuries of the Fourth Age, Elysium retreated from Avalon and King Agrivain came to power in Caerleon. That king of fays hungered for the glory of ancient times long past, and he vowed to build a new Avalonian Empire. He began with Tirnanog. The united skill of fays, elves, and men in Avalon proved the halflings' undoing. In the centuries of war that followed, much of Tirnanog was razed, and the royal O'Brien line was exterminated. The High Kingship thus broken, Tirnanog came firmly under the rule of Avalon, a protectorate of the new Empire. But the halflings have a history of rebellion that dates back to the O'Donnell kings, to Darby the Great who was friend of the Urther. They do not brook foreign rule lightly, and the spirit of resistance burns hottest in the west country, as it has for much this past Age of the world. The *háin* have only risked open war sporadically, whenever the time has felt right. The Eighteenth Century was comparatively peaceful, and so far the Nineteenth has not seen any major conflagrations. Many rebels are restless, though, and soon more violence may come to the land of the Little Folk, the onetime isle of the Daoine Sidhe.

Ádhúil Forest: From the later days of the Third Age, this part of the forest was home to a clan of humans that practiced elvish geomancy and called themselves Druids. It was believed, however, that the Druids had mostly died out by the time King Agrivain conquered Tirnanog. But now a secretive cult of men once again dwells at the old forest stronghold called Grian Grove. The Avalon soldiers suspect that the Grove has become a rebel stronghold, but it's also possible that these humans are trying to bring back the old Druid Order in Ádhúil—entirely for their own purposes.

Ard Meadows: The west country is gentle in both climate and terrain, an emerald green that reflects in the bejeweled eyes of the *hán*-folk. This part of Tirnanog foments the direst opposition to Queen Maeve and Avalon.

The surest way to get oneself grievously injured in this part of the country is to duck one's head into a pub in Críonnacht or Loiscneach and shout, "Long live Queen Maeve!" or "For the glory of the Empire!" or some such thing.

Beannaithe River: This river flows between the Fia and Céirseach ranges. Near the source of the river, the land is wild; more civilization is to be found as the waters course south. Once the Beannaithe empties into the Smaragaid Lake, it is a mighty flow indeed. (The Smaragaid, incidentally, is home to a large community of merrows, and a powerful merrow witch is said to dwell among them and protect the lake.) Then, leaving the lake, the Beannaithe continues once again down to the city, where the city of Port Mór becomes Tirnanog's chief seaport, and its gateway to the rest of the world. The Avalonian Navy has firm control of Port Mór, but it holds a less certain grip on the cities upriver (including Mag Mell). The Beannaithe is, however, navigable by ship all the way up to Smaragaid Lake.

Bréan Wastes: This country is rocky and bare, with naught to break up the sight of it but scraggly scrub and ancient stone cairns. The city Suarach was a fay fortress during the time of Daoine Sidhe, but it was taken by Darkspawn at the end of the First Age. Goblin-folk held onto it for millennia, but they were driven out of the region in the later part of the Third Age. Five or six hundred years before the present day, Suarcah came alive again—it drew to itself many evil wizards, both human and fay. Goblins and trolls have also returned to the Wastes. There are even rumors of dragons. Bréan is without doubt the deadliest part of all Tirnanog.

Caiseal Gobán: This fortress was built by the O'Brien kings at the start of the Fourth Age, but it was quickly taken by invaders in the name of King Agrivain. It has been a stronghold for Avalon ever since.

Céirseach Mountains: These low, round-topped mountains run through the eastern part of Tirnanog. They are known chiefly for the bluish

fog that rolls off of their eastern slope and down to the sea, a natural occurrence that makes the streets of Eolas look haunting and mysterious at dawn and dusk. (Eolas is otherwise a perfectly ordinary town.)

Fia Mountains: These brown, jagged mountains divide western Tirnanog. In the southern part of the range, Tinedragan Mountain is said to be the lair of a huge red dragon which has slept these past thousand years.

Firbolg Fens: A tribe of ogres live in the fens. Ogres (the gentle Player must remember) are giant-kindred, but they are not Darkspawn like the trolls. The ogres of Firbolg can be reasoned with, and they don't typically bother the nearby cities. Lately, though, they have been growing restless— and since this part of the country is under the control of Avalon, the foreign soldiers naturally suspect incitement by rebels from the west.

Gleann Forest: Except for the brave halfling-folk that dwell in Cumacht, most people do not go into Gleann Forest. This is only prudent; Gleann is a dangerous place. The trees of Gleann, so say the locals, do not take kindly to visitors.

Mag Mell: The capital of Tirnanog, Mag Mell was seized from the rebels by Avalonian soldiers more than two hundred years ago, and the attempt has not yet been made to recapture it. The city is still rocked by violence from time to time, though: usually this takes the form of a bomb planted at a government building by insurgents. The Mound of Mag Mell, the old palace of the O'Donnell kings, still stands here. From the outside, it looks like an earthen mound covered in emerald grass. From within, it looks just like any other stone castle, but much cozier.

Muir Island: This island sits before the mouth of the Urlabhra River, across the strait from the port city of Imeallbhord. (When pronouncing the name of either the river or the city, be aware that the "bh" sounds like an English "v".) Imeallbhord is another important naval base for Avalon, and Muir Island itself is the site of a famous sea-battle wherein the forces of King Agrivain defeated the halfling seafarers defending the island.
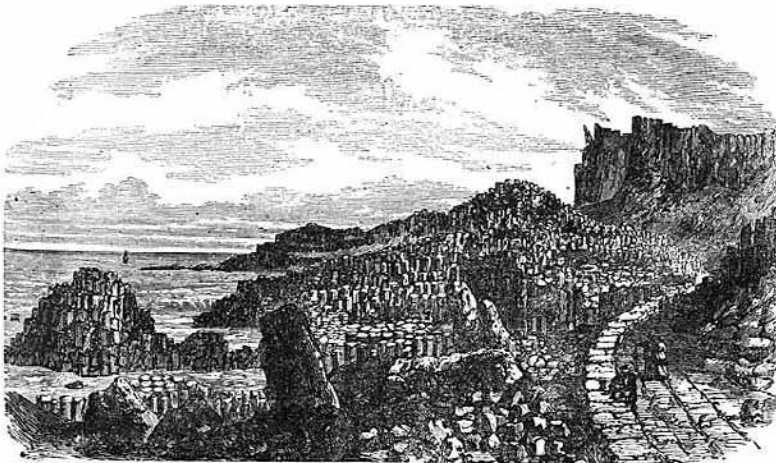
Olc Island: A far northern island is a strange place for a goblin stronghold, but such a stronghold it is. The mountains here house orcs and other Darkspawn, who ply the north Dysic like pirates and pillagers.

Seamróg Coast: This region is populated by far more humans and merrows than by halflings. A great many of the humans living here are more likely to think ill of the Críonnacht rebellion than of Imperial Avalon. But there are plenty of sympathizers here too. In short, for all of its emerald hills and shining beaches and other idyllic scenery, this place is a powderkeg waiting to go off.

Tirnish Sea: The merrows that live in this sea invariably think of themselves as Tirnish, not Avalonian. To wit, they would sooner side with halfling rebels than with Imperial soldiers, should the rebels think to ask for their help.

UTOPIA

The country of Utopia (nowadays called the Utopian Empire) covers the enormous region in western Arcadia which is north of the Valk Mountains and west of the Gylden and Wunder Rivers. Like a great peninsula, most of Utopia juts out into the Dysic Ocean, although the southern coast of the country is actually formed by the Hipponic Sea, the shallow body which separates Utopia from Hesperia. Most of Utopia is plains country, although hills and mountains do make some parts of it more rugged. The many rivers that wind through its lowlands serve as the major travel-routes, even in this day and age when railroads crisscross the whole nation. Utopia is far and away the most technophilic of all Arcadia's nations, not least because it is the homeland of the gnomes. But humans dwell here in great numbers too, and wood elves make their home in the northeastern part of the country, a region called Lutinny which is culturally closer to Midjard than to the rest of Utopia.

The Utopian language is descended from a dialect of Cælestine (since the whole country was once a province of the Elysian Empire), but it is more distinctive than modern Elysian or Hesperian or Sylvanian. The Utopian tongue has been heavily influenced by the harsh sounds and peculiar vocabulary of the Old Gnomish, a speech distantly related to Old Fay and Old Hánnish and now long extinct from the region. Another language, Lutin, is spoken by the wood elves in the northwest; this tongue is very closely related to Midjardisch and the older dialects of Avalonian.

During the First Age of Gaia, the land now called Utopia was sparsely settled by scattered communities of fays. (Some of these archaic farm-villages have actually been uncovered by human and gnome archaeologists, much to the excitement of Utopia's vibrant scientific community.) Later in that period, when the faerie folk were summoned into the world, gnomes settled these same lands, but they didn't dwell on the surface. Instead, they tunneled under the ground and lived in subterranean cities. (These too are well-documented by archaeologists and ancient historians.) In the Second Age, when elves came to power in Avalon, the gnomes avoided conquest by hiding underground. Though elves colonized the surface of Utopia, the gnomes were never seen. In those days, they were known as the "hidden folk", and elves were actually skeptical of their very existence.

Near to the end of the Second Age, the underground cities were ruled by a single Gnome King, a great engineer called Calcasterix the Wise. This ruler became a friend of the Urther after that famed hero returned from over the sea with Myrddin and the fays. He even helped the human to build machines of war, to aid in the conquest of Meliora. It is said that the gnomes learned much of science and engineering from the Urther, who was wise beyond the ken of any faerie in the application of Natural Law. Since those days, the gnomes have been a people fascinated by technology, a fact which now holds true for all the Utopian people.

When the Third Age began, the threat posed by the Elvish Empire was gone, and the gnomes moved onto the surface of their country in large numbers. But humans also came into the world *en masse* in this time, and a great many of them appeared out of the west from over the sea. They mainly settled in the far south, in the countries which were then called Elysium and Illyrium. For most of the Third Age, humans did not bother the gnomes directly; but they did play their part in bringing about the Second Great War, which caused much strife for the gnomes when the fighting finally reached the borders of Utopia. This war weakened the gnome kingdom considerably, such that when Elysium rose in the south, centuries later, Julius Dracus and his son Octavius were able to conquer the whole region in but two generations.

Early in the Fourth Age, Utopia became a province of Elysium. Many humans came and settled, mostly in the south country. Gnomes remained dominant in the north, where they were considered full citizens of the Empire. The region of Lutinny,

meanwhile, was still independent. In those days it was considered part of Midjard, and it was never conquered by Elysium. When the Empire finally fell, Utopia was hit hard by the Dark Age that followed. Most of the country fragmented into warring tribal states, tiny kingdoms of men and gnomes and elves.

Things began to change in the medieval period of the Fourth Age, when a gnome king named Charles the Small rose to power in the western kingdom of Rolandeaux. Charles was a gifted general and a shrewd politician, and he managed to unite many kingdoms under his banner. Eventually, most of the other lords of Utopia swore fealty to him, and so Charles the Small came to be known as Charlemin, King of Rolandeaux and Emperor of Utopia. He reigned from 846 until the year 1187 of the Fourth Age, when he was succeeded by his son, Charles II. The second Charles ruled Utopia less ably than his father had, although he managed to subdue the elves of Lutinny and add them to the empire. The elves ultimately won the upper hand in that transaction, because after Charles II was assassinated in 1265, a bit of political maneuvering on the part of an elf-lord named Lénou placed him upon the throne in Roladneaux. King Lénou I was a good ruler who treated the gnomes and humans as well as he did his own people, and he worked to spread learning and wisdom throughout Utopia. But, as Charlemin had done, Lénou eventually passed the kingdom down to his son. Lénou II, who came to power in 1544, was a decadent king. He built the enormous pleasure-palace at the city of Jardin; he squandered the money in the treasury on frivolous wars; and he seemed more interested in building an empire in faraway Lemuria than in seeing to the welfare of his own people, who grew poorer by the day. Eventually, the people could stand it no longer, and cries of *revolution* rang out in the streets of Rolandeaux. Lénou II lost his head to the guillotine in 1789, and after a decade of bloody civil war, the infamous Utopian Revolution culminated in the ascendancy of a brilliant gnomish military general named François Biendit. The best tactician that the world has seen since Julius Dracus, Biendit was made the president of Utopia's revolutionary government, only to declare himself emperor once his power had been consolidated. He now rules Utopia autocratically, with a General Assembly of elected leaders serving only to rubberstamp the laws that he enacts. Biendit is also a brilliant scientist in his own right (in game terms, he is a 36th level gnome inventor), and he has done much to promote the advancement of science, technology, and learning in his new empire. He also continues his predecessor's exploration of northern Lemuria, racing with Avalon to expand Utopia's colonies overseas (New Vinchamps on the east coast of Lemuria, and also the vast western expanse called Arborea). But Biendit is a dictator and a ruthless expansionist, and as soon as he sees the opportunity to strike out at neighboring countries, he will take it without hesitation. On that day, Arcadia will be plunged into wide war the likes of which have not been seen since the Second Age of the world.

Béni Mountains: These very old, eroded peaks separate the region of Lutinny from the rest of Utopia. Everywhere north and east of the Béni Mountains is wood elf territory. Many cities along these mountains—especially Pioche, Deux Voies, and Drightensele—and are still active and relatively lucrative mines.

Blé Hills: This pleasant, hilly prairie country is home to great numbers of farmers, but it remains one of the most provincial regions in all of Utopia. The town of Pente Élevé is home to a key military garrison and school where officers in the Utopian army are trained. Many of the cities to the immediate east of the Blé Hills are highly industrialized factory towns: Pignon, Carburant, and Chaudière are all well known for the mass-production of various mechanical parts and tools.
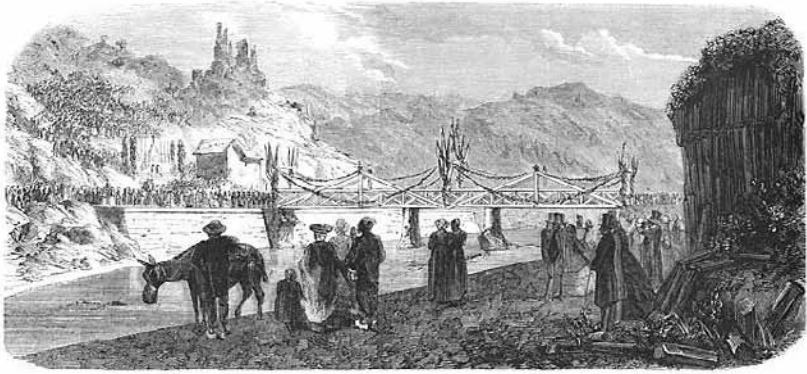
Bleu River: The main river-valley running through Utopia, a number of rivers empty into the Bleu: the Chanson, the Vite, the Nuage, and the Ceil. The capital, Rolandeaux, sits where the the Chanson meets the Belu. At the mouth of the river, the city of Les Ondines (founded long ago by merrow-folk) is a major port and naval base.

Cavernes Peintes: This site is home to a number of caves, the walls decorated by paintings of absolutely indescribable age. Not far from the Versteinert Valley, these two sites taken together seem to point to a time that doesn't just predate the fay civilization of the First Age—it actually harkens back to a long-lost and primitive time before the Ancients.

Clarté Cliffs: The dangerous waters between these cliffs and the islands of Précaire and Rocheux are home to all manner of dangers, from harpies and hydras to the occasional pirate hideout.

Cuivre Hills: Gold, iron, and copper mines are found here. North of the hills, the city of Mervielles is both a major trading port and a centre of art and culture in Utopia.

Desolation of Tarrasque: This wasteland has been barren and dead throughout the Four Ages of Gaia. Whatever caused it to be so happened during the Elder Days, the time of the Ancients.

Étant River: The Étroit River empties into the Étant where the city of Jardin was built. Jardin is a city surrounded by a massive hedge-maze (one does not need to navigate the maze in order to enter the city; a wide highway cuts through it and leads straight up to the city gates). Within the walls of Jardin lie the famous Garden Palace if Lénou, one of the most richly appointed and decadent mansions ever built. The city is also home to an odd

order of scholars called the Green Men, who are chiefly known for publishing a witty and satirical newspaper called *Le Pomme aux Jardin*.

Gêné Marshes: Old stories say that blink dogs and coeurls stalk these swamps. Whether the stories are true or not, dire rats most definitely do live here. Perhaps wererats do as well.

Gostlig Woods: Many hearth-tales told in Shyldbury involve the horrors of the Gostlig Woods. A great battle was fought in this forest long ago, and now it is positively infested with ghouls.

Lac Blanc and Lac Triste: These two peaceful lakes are heavily fished by the nearby human settlements. Most prosperous among these is Dulac, which also happens to be the home of a centuries-old brotherhood of knights, the Order of the Lance and Flower, whose creed is to promote peace (even if violence is sometimes required to achieve a greater and more lasting peace).

Lutinny Plains: This low, grassy country is inhabited by wood elves which are famous for their horsemanship. Once an autonomous kingdom akin to those in Midjard, it has been a part of Utopia for centuries. A legend connected with the city of Wyrmsege says that Lutinny was founded when the elves, coming from the east out of Midjard, slew an entire family of evil dragons there and decided to stay in commemoration of those warriors they lost in the battle.

Maudit Forest: This wood is said to be cursed. The animals that dwell in Maudit are extremely vicious and belligerent. This is true of *any* animal that enters the forest, even domesticated horses and birdsteeds.

Rolandeaux: This is the capital of Utopia, where stands the old palace of Charlemin—now the private home of Emperor Biendit. This is also where the General Assembly meets to ratify the Emperor's laws. The Rolandeaux *Académie des Sciences* is perhaps the finest technical institute in the world.
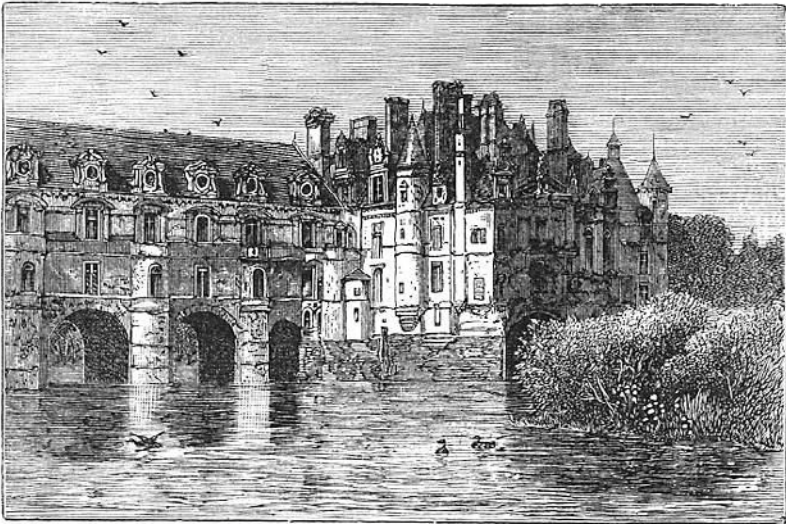
Poussière Heights: This wild region of highlands is still home to a number of hill giants and ogres. Wizardly hermits are also known to wander into these heights on arcane pilgrimages that can last for months on end—as if the Poussière Heights conceal some kind of magical secret known only to very learned and practiced mages.

Puca Cleft: This eighty-mile-long gash in the ground is an open wound in the very surface of the earth, a place where goblins and other Darkspwan can crawl out from the deep-under. The Wyrd Tower set north of the cliff is home to a very old, very evil wizard named Zoltar

Roussi Woods: This forest is slowly but surely growing northward, inch by inch reclaiming the Desolation on their doorstep.

Schinan Woods: Those who enter these woods feel their spirits lifted and their fatigue wiped away, especially after they drink a draught from any of the forest streams that empty into the Eorcanstan River. Without a doubt, treants must dwell deep in the Schinan. The nearby Crater Lake seems to have been formed by a massive meteor impact, tens of thousands of years old.

XI

FURTHER ADVENTURES

THE WORLD of Gaia is bigger than just Arcadia. For that matter, it's bigger than just the planet Gaia. Not only are there other continents to explore; other realms and other worlds await the most intrepid of adventurers willing to explore the farthest frontiers within reach of modern technology and ancient magic.

OTHER CONTINENTS

Provided on the facing page is a partial map of the continent of Lemuria and the large northern island of Jøtunheim, home of the frost giants. But developing these new lands is left to the creativity and ingenuity of the individual game referees who will run *Engines & Empires* campaigns. The broad idea of a world was presented in the previous two chapters, but the details remain up to the referees who will actually portray this world and bring it to life at the game-table. Likewise, should the players venture to even more exotic shores—to the jungles of Tollan, the wastelands of Mu, or the cities of Imperial Jianghu—the referee will have to develop these settings as well, at least until future adventure modules published by Relative Entropy Games help to shoulder some of the burden.

OTHER REALMS

The world of Gaia does not have a detailed cosmology of metaphysical planes, as such. An ethereal plane and an astral plane are required for some spells to work, but there are no inner or outer planes accessible from Gaia— no heavens, no hells, and no elemental planes. There are, however, other dimensions—alternate versions or timelines of same "prime" material plane. Our Earth could be one such as these, but the possibilities are really limitless. A technologist intent on exploring the implications of quantum mechanics might invent a device that allows travel between such realities.

That said, there are certain regions in Gaia which could be described as demi-planes or pocket dimensions. The Darkspawn swarm up onto the surface of Gaia from a place called the Deep-Under, or the Underrealm, which is not a natural underground space. Rather, it is an entirely separate nether-world, with its own continents and countries, seas of magma, and skies of stone. There is also a Sky Realm, a number of floating continents created by the Ancients which hover above the clouds. These wonders of magi-technology float above Draconia, Atlantis, Mephret, and Tollan. They are not ordinarily visible from the ground and must be discovered by accident. High-tech robots of metal and crystal will guard whatever treasures there are to be found in the Sky Realm—including, possibly, ships or teleporters which can send characters to other planets in the Helion System, and out to the stars beyond.

EASTERN LEMURIA

OUTER SPACE

At least two other planetary bodies in the Helion System are capable of supporting life: Gaia's far moon, Selene, and the planet Ares. Selene has on its surface a great Crystal Palace, home of the Lunar Behemoth which guards the sealed sprit of Khaos. The Behemoth is a great platinum dragon, terrible and fearsome to behold, but ultimately very Lawful and good. The Behemoth will greet Lawful adventurers as friends, but he will not allow anybody, under any circumstances, to try and descend into the Lunar Core. (A Crystal Tower, similar in make and structure to the Behemoth's Palace, stands in the middle of the land of Draconia and reaches up to the clouds—perhaps all the way up to the Sky Realm. There is doubtlessly a connection between this tower and Selene.)

On Ares, primitive and barbaric civilizations of humans and faeries seem to have some connection to the departed Ancients. Ruins and pyramids cover the surface of Ares. There is also the mystery of the Athena Cloud to consider: what, if it was not a natural occurrence, destroyed the long-gone minor planet Athena?

Travel beyond the Helion system is not possible with ordinary *teleportation* magic or sub-light rocket engines. But it is certainly within the bounds of possibility that a clever and very high-level wizard or inventor could devise a means of faster-than-light travel and then build a starship that makes use of it. At this point, the referee will have to decide how strongly he wants to focus on the mystery of the Ancients, and whether other planets in Gaia's galaxy contain intelligent life. If so, it must be determined whether this life is human, alien but humanoid, or entirely unlike life found on Gaia.

APPENDIX A: THE RANDOM LABYRINTH GENERATOR

Here is a handy set of tables which will help you lay out a randomly-generated labyrinth floor. It works best for the uppermost levels of a labyrinth, or any area composed of ordinary rooms and corridors. Needless to say, as you follow the tables and draw in the rooms and halls, you must ignore any results that don't fit the design, run off the edge of your map, or backtrack over areas you've already drawn. These tables will help you generate a labyrinth map, but when it comes to stocking the labyrinth with monsters, traps, and treasures, you'll have to refer to the rules in Section 8 of the *Labyrinth Lord* core rulebook.

At any time while using this labyrinth generator, you can depart from the tables to add angled or twisting passageways, rooms of unusual shapes and sizes, and whatever other features you can think of. Or you could become ambitious and expand upon the tables given here, to include more options and features. But in the end, random labyrinth floors will only take you so far. The real fun will be designing your own labyrinth from scratch. Even then, this generator can help you design sections or sub-floors within a much larger labyrinth of your own devising.

Table A: Labyrinth Entrance (roll 1d6 and go to Table B)

1	A spiral staircase descending from a city basement.
2	The mouth of a cave in the hills outside of town.
3	A stone doorway in an ancient ruined temple.
4	A gigantic, rusty sewer-pipe.
5	A narrow canyon with a rope to climb down.
6	A secret passage in an old mansion.

Table B: What Lies Beyond (roll 1d6 and follow instructions)

1-3	Corridor proceeds 1d4 x 10'; go to Table C.
4-5	Room; go to Table H.
6	False door reveals blank wall (ignore for entryway).

Table C: Labyrinth Corridors (roll 1d6 and follow instructions)

1-2	Corridor goes on for 1d6 x 10'; re-roll on Table C.
3	Door; go to Table D.
4	Dead end; go to Table F to check for secret doors.
5-6	Side passage; go to Table G.

Table D: Door Location (roll 1d3 and go to Table E)

1	Door on left of corridor.
2	Door on right of corridor.
3	Door directly ahead.

Table E: Door Type (roll 1d10 and go to Table B)

1-2	Unlocked wooden door.
3	Locked wooden door.
4	Stuck wooden door.
5-6	Opening or archway.
7-8	Unlocked metal door.
9	Locked metal door.
10	Stuck metal door.

Table F: Secret Doors (roll 1d4 and go to Table B)

1	Secret door on left wall.
2	Secret door on right wall.
3	Secret door directly ahead.
4	No secret doors.

Table G: Side Passages (roll 1d4 and go to Table B for each)

1	Passage branches left and goes on ahead; both continue for 1d4 x 10'.
2	Passage branches right and goes on ahead; both continue for 1d4 x 10'.
3	Passage branches left and right, but stops ahead; both continue for 1d4 x 10'.
4	Four-way intersection; all passages continue for 1d4 x 10'.

Table H: Rooms (roll 1d10 and go to Table I)

1	10' x 10' square (no exits; do not go to Table I).
2	20' x 20' square.
3	30' x 30' square.
4	40' x 40' square.
5	10' x 20' rectangle.
6	10' x 30' rectangle.
7	20' x 30' rectangle.
8	20' x 40' rectangle.
9	30' x 40' rectangle.
10	30' x 50' rectangle.

Table I: Room Exits (roll 1d8 and follow instructions)

1-3	1 exit; go to Table J.
4-5	2 exits; go to Table K.
6	3 exits, one on each other wall of the room.
7-8	No exits; go to Table F and check for secret doors.

Table J: Exit Locations 1 (roll 1d4 and go to Table E)

1-2	Opposite the entrance.
3	Right of the entrance.
4	Left of the entrance.

Table K: Exit Locations 2 (roll 1d4 and go to Table E)

1-2	Right and left of the entrance.
3	Right of and opposite the entrance.
4	Left of and opposite the entrance.

APPENDIX B: CHANGES TO THE REVISED EDITION

The original *Engines & Empires Campaign Compendium* made several alterations to the *Labyrinth Lord* rules, most of which are indeed preserved in this new revision. There were, however, some changes—mostly to certain key game terms—which this book has taken steps to retract. The latest edition restores Constitution, Armor Class, and Saving Throws where the *Campaign Compendium* called these qualities Vitality, Defense, and Resistance, thereby eliminating a needless language barrier between the E&E game setting and its own core rules.

Regarding the substance of the rules themselves, the only outstanding change has been made to the technologist character class. Previously, techs (and gnomes) were only allowed to know one technical degree per experience level, which additional playtesting found to be an excessive hindrance. As a result, the rules for technologists have changed—techs and gnomes now acquire their degrees in a staggered and "front-loaded" pattern, learning most of their degrees during the first twelve character levels. Techs are no longer quite as customizable, but the early boost in versatility more than makes up for that.

Other changes are present but minor in character. The game now includes a number of options for using Fighting Ability in combination with Armor Class or Defense Class to roll attacks (as a number of old-school gamers, particularly in the blogging community, have indicated a preference for descending AC and a strong inclination to tinker with mechanics such as these). The extreme ability scores—1 and 20—now offer a maximum penalty or bonus of ±4 (rather than ±5). Errata to the original edition have been incorporated into this edition, as have certain revisions which were introduced after the initial publication of the *Compendium*, such as the new encumbrance system based on stone rather than pounds or coinweights, a number of small changes to the game's technological degrees and devices, and a revised lineup of goblins and their relatives (now called "Foulspawn" rather than "Darkspawn" or "Wyrmspawn"). Monster statistics now sport a dual entry for both Armor Class and Defense Class, and in future E&E materials (to facilitate their use with as many different iterations of the game as possible), they will also include entries for traditional *Labyrinth Lord* saving throws and experience points.

ENGINES & EMPIRES • CHARACTER RECORD SHEET

Character: _____   Class: _____
Player: _____   Alignment: _____
Referee: _____   Level: _____

Ability Scores, Adjustments, Notes: Skill Ranks:

Strength ____ ____ _____	Athletics ____	Medicine ____
Dexterity ____ ____ _____	Civics ____	Outdoors ____
Constitution ____ ____ _____	Craft ____	Perception ____
Intelligence ____ ____ _____	Diplomacy ____	Pilot ____
Wisdom ____ ____ _____	Entertain ____	Stealth ____
Charisma ____ ____ _____	Knowledge ____	Trade ____

Hit Points: Languages:

Fighting Ability: Special Abilities:

Armor/Defense Class:

Saving Throw:

Movement: Weapons Carried/Armor Worn:

Achievement Points:

Equipment and Treasure:

Total Weight: Encumbrance Limit: Maximum Load:

Magic and Technology:

Maps, Notes, Sketches:

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