

CASTLES[®] CRUSADES

HALLOWED ORACLE PLAYERS GUIDE



JASON VEY & SHANE MOORE



HALLOWED ORACLE PLAYERS GUIDE

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For the **Abyss Walker** Campaign setting based on the world created by Shane Moore.

In memory of those that have suffered from Eldred's Everlasting Turn that forgot "He who wears the pots — wears the pants, but Randy still goes first." All the characters that helped forge the **Abyss Walker** world setting from 1985 and beyond.

And lastly, to Gary Gygax. By playing his game I was able to not be a suicidal ten year old growing up in a home of addiction. He helped me to be a hero, a wizard, or a mighty king. He helped me to create a world to escape into when mine was unfavorable. He helped me believe in myself. He helped save my life. I would not have achieved any of my life's dreams without him. And now, the worlds he inspired me to create are out there for other young Shane Moores. To inspire them. To lead them from the darkness and into the adventure of success.

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PUBLISHER'S INTRODUCTION

New Worlds.

Even before we began talking about world settings, **C&C** adventures, new character classes, a different approach to magic I knew that I wanted this series for **C&C**, simply because of the name "**Abyss Walker**." That resonated with me immediately. It captured my attention as those two words conjured all manner of dystopian images in my mind's eye. It conjured multiple images simultaneously, and many of them had nothing to do with the books Shane Moore had written.

Before me unfolded a scene of fire blasted planes with clouds of ash and soot blanketing all in various shades of gray and black. The **Abyss Walker** strode through this wretched plane, his very passage a spark that burned the world behind him. He walked with little knowledge, and no concern, of the madness that followed in his wake. That joined other images of portals opening wide and the violence of his form laying waste to villages, churning up the sea, unleashing the fury of volcanoes and all manner of destruction. The words alone carried a power that captured my imagination.

I loved it.

After Peter Bradley got us hooked up, and Shane and I began talking about a **C&C** version of the novels, my imagery and focus changed. But as only happens occasionally, all for the better. Becoming intimate with the world setting and the characters that crossed the stage and the legend of the **Abyss Walker** himself, the prophecy, his coming and so on, didn't slacken my thirst for it. This setting, these books were tailor made for an epic adventure path.

And as soon as we finalized the deal I turned to Jason Vey, one of the best and most studious game designers and writers I know. Jason's attention to detail and his desire to 'get it right' is unsurpassed, so after outlining the project we engaged him. Despite his crazy schedule, he signed on.

What you have now is a rendering of that world and those novels into adventure form. Jason has done a masterful job of it. **Hallowed Oracle** launches you and your characters on a journey of prophecy, one that leads to madness and is a harbinger of a doom to come.

May the **Hallowed Oracle** unleash the **Abyss Walker** onto your table and into your game!

Stephen Chenault

January 1, 2018

A NOTE FROM SHANE MOORE

The **Hallowed Oracle** is a campaign setting and source book designed to start your journey into the deadly and immersive **Abyss Walker** world. Taking place about ten years before the core series, this world setting—and **Hallowed Oracle** campaign specifically--allows players to peek into why this world is one of the most fantastic, dangerous, and intriguing settings ever created. Thirty-Two years in the making, it is finally here!

Herein you will find, amongst many other things, a detailed history of the continent of Terrigan. Broken down into nine kingdoms, you will be able to enjoy the basic cultural aspects of these regions.

Terrigan's history has been one rife with tragedy from the ancient kingdom of Balfour sinking into the ocean and forming the Balfour sea, to the mighty orc wars that ravaged Beykla's countryside. In this relatively calm period before the coming of the fabled **Abyss Walker**, the world is now yours to develop and create. All nine countries and four regions are discussed, their governments, heraldry and rulers identified, and their economic strengths outlined. However, these represent only a shell of what it takes for a Castle Keeper to run a game. The details, the texture, all must come from you and your players. To help you along, gods, guilds, magic items, spells, classes, languages and races are all outlined, adding more color to the overall tapestry that you and your players, in the end, must weave.

Aside from danger and doom, Terrigan offers a setting with a rich history. There are reasons, supplied to the Castle Keeper, for why there is tension between the Stoneheart Clan of Dwarves and the human kingdom of Beykla and why the ferocious Queendom of Aten has not yet set on the globe to conquer it. This is the history of Terrigan, making it a world with depth, purpose and feeling, a world where there is a reason for heroes to rise up, or villains to capitalize on the chaotic world events. The elements of fantasy that we have all come to know and love are here; elves, dwarves, halflings, dragon, orcs and other creatures of mythical prowess—plus some new ones like the Grayshalks, Kriel, and more! These elements are woven into the cultural geography of a world rich in magic and adventure.

Troll Lord Games is dedicated to bringing you quality products, but they are products which require a different type of gamer. They are products which necessitate a gamer to be creative, to expand on what we have given and battle or role play your way through Worlds of Epic adventure.

The **Abyss Walker** source book is a violent and deadly world setting that you, the Castle Keeper and Player, can enjoy at your own peril.

"There are only two types of characters, the dead and the deadly."

~Shane Moore

DESIGNER'S PREFACE

Well, folks, here we are. The Player's Guide to the **Hallowed Oracle** represents the finish line of a long journey. We sincerely hope that it's been worth the wait for all of our fans. Shane's **Abyss Walker** series is a rich fantasy world that combines the high fantasy we're all used to in our games, with the dark and gritty approach often seen in classic swords and sorcery. In many ways it's Tolkien meets Howard. It's a world with all the fantasy tropes—elves, dwarves, wizards and gnomes—but the gritty action and deadly engagements that mark barbaric sword and sorcery.

We had a blast writing the **Hallowed Oracle** adventure that serves as a companion to this volume, and will serve to give you a solid introduction to this rich fantasy setting. If you're looking for an epic adventure that will take your characters from first level to fifth and beyond, as well as adding a wealth of new character options, including five character classes, to your **Castles & Crusades** game, check out the adventure.

As the core designer for the adventure, and one of the two main writers and organizers of this tome (the other being Shane Moore himself), I'm very proud of what we've accomplished. Shane has been a blast to work with, and I think we've really done his setting justice, while offering up something that will be equally fun and useful to just about any player of **Castles & Crusades**.

So herein you'll find new character races, new character classes, and a complete breakdown of the World of Terrigan, giving you everything you need to get up and running in this rich fantasy world, bringing a new level of detail and excitement. You'll find new gods, new nations and politics, and an entirely new magic system for both arcane and clerical casters.

Not only that, if you're a fan of the **Abyss Walker** novels, you should check out the companion adventure for even more detail about the world you love, include information about areas that have never been explored before. There's even a few more surprises to excite you for future installments.

If you haven't yet read the novel series, that's where this all starts and ends. There's no better resource for a campaign setting than the novels upon which it's based, and these are well worth a read. It's a classic story of light vs. darkness and good vs. evil, but with a twist you don't often see in these kinds of tales. I don't want to give anything away, but suffice it to say, sometimes the pain of loss, and the desire to do the right thing can lead to the darkest of evils.

It's been a long time since I've read a setting that's so richly detailed, so fully realized, and yet at the same time completely accessible to someone looking to just dive in and read. I can't recommend it highly enough.

You'll see a lot of references and pointers towards the novel series in this book. This is deliberate; the truth is, a complete guide to the world of Terrigan would take several volumes of

several hundred pages each, and there's no way we could do the kind of justice to it that reading the books does. Every game set in a licensed setting such as this should begin with a reading of the novels. That being said, we have endeavored herein to present you with everything you need to get up and running in Terrigan, and make the world completely your own. Reading the books will simply give you a lot more insight into the world and peoples of this rich fantasy world, and it would be disingenuous of us to fail in directing you towards these novels.

As for this book, it's organized similarly to our Player's Guide to Aihrde. It starts with a look at how to play **Castles & Crusades**, and a quick breakdown of character generation. We follow this with descriptions of the new player character races and classes, and a discussion of how magic works in Terrigan as well as how to drop classes from other games into your **Hallowed Oracle** campaign. After this, we get into some new spells, followed by a breakdown of the entire world, including the gods, the nations, and the major regions of the area. The end is a complete guide to our latest setting.

If you're a fan of our house campaign, Aihrde, this guide and its companion book can serve one of several purposes. It can be an exciting break from your regular game, exploring a new world with new characters. It can, if you like, be set within the world of Aihrde itself. After all, Aihrde is a vast world and not all of it has been clearly detailed. Pick a remote area of the globe that somewhat resembles the map of Terrigan, and have at it, or create a brand new continent upon which to set your adventures!

Finally, never forget about the Rings of Brass, the dimensional portals that exist across Aihrde. These are a perfect opportunity for you to drop your existing heroes into the world of Terrigan, and allow them to adventure there, as they seek to find a way home. Whichever path you choose, it's certain to provide something new, fresh and exciting for your heroes. From the earliest days of fantasy role playing throwing in the unexpected was a core part of being a game master—or Castle Keeper, as the case may be.

In those days, the unexpected involved everything from dinosaurs to spaceships to mutants from a devastated future. With that in mind, an interdimensional trip to another Prime Material doesn't seem such a stretch. Still, it's enough to strand your heroes in an alien environment, just familiar enough to let them function, and just alien enough to put them out of their element. In short, it's a great way to mix things up and inject some fresh excitement into your game.

At Troll Lord Games, we're dedicated to delivering the highest quality gaming products to our fans, with a fast-paced, easy-to-play and intuitive rules set. We're proud to add this player's guide to our game line, and we hope you enjoy every minute of your adventures in the world of Terrigan.

Jason Vey

January 1, 2018

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ADVENTURES IN THE WORLD OF TERRIGAN



A world of heroism and epic adventure lives inside each of our minds. We can all imagine a world where stalwart knights battle ancient dragons, powerful wizards duel one another with mighty magics and the brave-of-heart rescue mystic artifacts from the clutches of evil villains.

These are the kinds of adventures many of us create in our minds on lazy afternoons, reading through our favorite novels. A pair of nefarious rogues make their way through serpentine alleys and rambling cities, seeking fortune and fame. A band of desperate heroes battle against an inevitable apocalypse, standing for justice and honor as the world succumbs to chaos and evil. A fellowship of brave adventurers descends into dungeons deep beneath the earth in search of treasure and glory or undertakes the eternal struggle against evil, battling foes across wasted and barren plains. We imagine other worlds and mystical places fraught with danger. In these worlds of fantasy, magic is real and heroes abound.

With the **Castles & Crusades** role playing game, these imaginings come to life as you play the role of a hero seeking adventure in a fantastic world populated by mythic creatures and legendary beasts. Or, as the Castle Keeper, you can design the worlds and stories that make up the game, guiding friends and fellow gamers through epic adventures in wondrous settings of your own making.

WHAT IS A ROLE PLAYING GAME?

A role playing game, or RPG, is a game in which the participants assume the role of a character such as a knight or a wizard and create a story based upon the actions the character takes. **Castles & Crusades** is a classic-style RPG in which all of the action and conflict occurs through verbal description. Role playing games were originally extrapolated from the miniature wargaming hobby, and have been described by some as mature versions of children's games like "Cops and Robbers." More recently, some have described RPGs as impromptu theater. However one describes it, the players of an RPG develop fantastic stories and adventures through interaction with one another and the person running the game. The story's content and nature is only limited by the flow of the participants' collective imagination.

Most players in RPGs create a fictional character as one of the protagonists of the story. Each player envisions the character they would like to play, and creates the character using the game's rules, recording information about that character onto paper. While the characters exist only on paper, each player helps to propel the story forward by imaginatively and actively playing the character's persona. In **Castles & Crusades**, players assume the role of a character that might be typical of medieval fantasy or sword-and-sorcery stories. Each character is defined in part by a series of die rolls that indicate various strengths and weaknesses of the character. Other aspects of a character, such as chosen profession, background, personality,



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abilities or knowledge are determined by the player's choices or simply made up to best suit the concept of the character.

The player guides the character through the story or adventure presented in the game. Like any story, adventures have a beginning, middle and end, and the characters involved have a goal to achieve. Adventures can take the characters (and thus the players) from lost cities of magic and wealth to the dankest of dungeon deeps, battling fearsome creatures and performing heroic acts along the way. As in any good story, a character's actions have consequences: they may have an immediate effect on the adventure, or perhaps they are simply the planting of a seed that may affect the future of the character or story. An adventure may take one gaming session of several hours to complete, or it may last the course of several gaming sessions. A series of adventures involving the same characters is called a campaign, and can potentially last for years.

A very important player of the game is the Castle Keeper. The Castle Keeper's authorial role involves creating a setting and designing a plot for each adventure. The Castle Keeper also assumes the role of all the other individuals who populate the story setting, such as supporting characters, villains, or monsters. As the players describe what their characters do during the game, the Castle Keeper paints a verbal picture of the environment and conveys the action through flavorful storytelling.

Throughout their adventures, characters are constantly challenged and must overcome obstacles of all types. These perils could include fighting monsters, disarming traps, or outwitting villains. In some cases, the management of these obstacles is covered in the rules and the outcome is determined by chance. But just as often, no dice are necessary to decide what happens. Role playing can be used as a medium to determine the outcome of situations as well. As a player describes the actions of his or her character, the Castle Keeper in his role as referee fairly assesses the meaning of those actions, and can often simply use judgment, rather than dice, to determine the result.

Thus, an RPG is a game in which players assume the roles of characters and undertake fantastic adventures, the outcomes of which are partially determined by chance. Unlike traditional games, there is no clearly defined winner. Even if a character dies, or an adventure meets with disaster, there will always be more characters and more adventures. The goal of the game, for all participants, is to have fun developing characters, telling stories, and pursuing adventure. The true treasure is a well-played character and a well-crafted adventure.

Role playing games are a unique form of storytelling entertainment, and the **Castles & Crusades** rules are designed to be simple and fast, allowing the players to explore those mythic worlds inside our imagination through a memorable and fun gaming experience.

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WHAT YOU'LL NEED

This book is a supplement to our core game. As such, to fully play the game, you'll need this book and a copy of the **Castles & Crusades Players Handbook**. The C&C PHB contains a wealth of additional character classes and races, as well as rules for alignments, money and equipment that you'll need to equip your hero. It's also the source for all of the spells that magic using heroes can cast, and contains the complete rules for play, covering the details of combat, ability checks and other important rules.

If you're going to run a game, you will likely want a copy of **Monsters & Treasure** to provide you with the creatures against which your heroes will be pitted, from savage goblins and orcs to mighty dragons and beyond.

Other optional volumes which are not necessary to play but which take your game to new heights include the **Castle Keepers Guide**, which presents a wealth of additional options for the Castle Keeper to help them run the best game possible. Our **Amazing Adventures** game line even further expands the SIEGE Engine, with nearly two dozen new character classes between the core book and the Companion volume, plus psionics rules, black powder firearms rules, sanity rules for games of horror, Fate Point mechanics, and even more.

With these books, a healthy imagination, and a few friends, you're off to untold adventures in the world of Terrigan, the setting for Shane Moore's **Abyss Walker** novels.

There are other gaming aids that might make play more interesting and manageable, and we would be remiss not to make you aware of them. There are published adventures, world settings, and reference screens that make the job of the Castle Keeper easier. There are source books that aid players in developing characters and enhancing game play, and there are useful items such as pre-printed character sheets. Miniature figures can be used to visually represent characters and monsters.

Vinyl mats offer a surface for placing miniatures and drawing settings, and three-dimensional representations of dungeon or castle scenery can also be used to aid visualization during the game. All of these are optional, of course, but they may help enhance game play. As you read these rules and play through adventures, you will be able to decide for yourself if additional gaming aids would make your game more fun to play.

DICE

To play **Castles & Crusades**, several different types of dice are necessary. Dice with 4, 6, 8, 10, 12 and 20 sides are used in **Castles & Crusades**. All can be found at many local game stores. There are various notations in the rules telling what type and how many dice should be rolled during game play. These notations may appear cryptic to first-time roleplayers, but they are easily learned:

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d4 = four-sided die; d10 = ten-sided die;
d6 = six-sided die; d12 = twelve-sided die;
d8 = eight-sided die; d20 = twenty-sided die;

d100, d%, or percentile dice = the result of 2 ten-sided dice (before rolling, one die is designated the 'tens' and the other is designated the 'ones'). Then read them as a score between 1 (01) and 100 (00). Thus, if you roll a red and green die, designating the red as "tens", and they come up with a 6 on the red and a 4 on the green, you read this as 64.

It is also possible to generate random scores for which no die exists. The most common are d2 and d3, both of which can be made by rolling a d6 and dividing by 2 or 3 and dropping the fraction. To roll a d2 by using a six-sided die, the results 1-3 would be a score of 1, while 4-6 would equal 2. When the rules require it, rolls of more than one die will be expressed in the following format: [# of dice] die type [+/- any modifiers]. For example, an instruction to roll 3d6 means that 3 six-sided dice are rolled, and the results are added together. A notation to roll 3d6+3 means that 3 six-sided dice are rolled and added together, then 3 is added to the total.

Sometimes, the rules might require rolling two different die types, adding the results together, and then dividing by a set number. For example, the rules might require the results of 1d4 and 1d6 to be added together and then divided by 2. Always drop the fraction unless the rules specify otherwise. If, in this case, you rolled a 3 and a 4, the result would be 3.5, but dropping the fraction gives a final result of 3. Exceptions to this are rare and are noted in the rules. One common exception, for example, is that certain rolls have a minimum result of 1.

HAVING FUN

It is important to remember the main reason for playing RPGs is to have fun. Ultimately, **Castles & Crusades** is an amusing pastime in which family and friends gather to play a game and enjoy each other's company. Remember, one can never win or lose a game of **Castles & Crusades** as it is not that type of game. The only winners are those that go home happy every week after playing an entertaining game, have some stories to tell, and are eager to learn what happens with their characters in the next game!

Cooperation plays a vital role in everyone's enjoyment of the game during each session. For the players, cooperation is essential to their characters' survival. A group of characters, called "the party," usually works together to overcome obstacles during the game. They must make both group and individual choices about how and when a character should act to achieve any given goal, while allowing each player to

develop and play their character as they wish. For the Castle Keeper, cooperation with the players is essential to running a rewarding game. It is important for the Castle Keeper to remember that the tale belongs, in great part, to the players as well as to themselves.

A vivid imagination is vital to being a good Castle Keeper, as is a good grasp of the game rules. Castle Keepers need to develop the ability to improvise, and also need to exercise impartial judgment. The rules in this book help the Castle Keeper decide what is possible in the game and what effects character actions can have. Yet, it should be remembered that the rules are guidelines. In the end, the Castle Keeper has the ultimate authority in determining what happens in the game and its story. This is a great responsibility but care must be taken to avoid abusing this authority.

It is not fun for one player to allow another to win in a traditional game, nor is it good sport for a more skilled player to beat another in an arrogant fashion. Likewise, a good Castle Keeper makes the game challenging for the players by not allowing them to easily overcome opponents and gather treasure. At the same time, a skilled Castle Keeper always allows for the possibility that the players have a chance of success. The Castle Keeper should apply the rules of the game fairly, but should also know when to break them to make the game more enjoyable.

Recognition of each participant's involvement in the game is likewise important. Players and the Castle Keeper should always strive to create opportunities for everyone at the gaming table to be involved in the story of the game. Of course, there will be times when the story dictates that a player sit quietly at the table, his or her character unable to act while others are engaged in the action. However, no one should be consistently pushed to the rear of the party, never given the chance to make the perfect arrow shot or to rescue the helpless victim.

An easy way to keep everyone involved is to encourage a constant dialogue among the players and with the Castle Keeper. Also, acting the role of your character by speaking to the other players and informing the Castle Keeper of your character's actions is the meat and drink of any role-playing game. It also creates an atmosphere of improvisation, with players and Castle Keeper alike reacting spontaneously to one another. This environment helps to add to the game's storyline and character development.

A game does need rules. The key to this game, however, is simple: the more you get involved in playing your character, and the less time you have to spend worrying about the rules of the game, the more fun the game will become. With that in mind, let's proceed to the next section of this book, and the most important part of any role playing game: the process of character creation.

CREATING THE CHARACTER



If you're new to role playing games, the first thing you'll have to do is create your character. Every player except for the Castle Keeper creates their own character for use in the game. This character serves as your eyes and ears as they adventure in Terrigan. They could be a swarthy barbarian, a sly rogue, a swashbuckling duelist or a mysterious chromatic mage. They might be an elven noble, a dwarven craftsman, or a human ne'er-do-well. They could be a noble hero or a dastardly villain.

Your character forms an avatar through whose eyes you will see, whose ears you will hear, and whose mouth you will speak in the fictional world of the game. There are several basic steps to creating a character, which are detailed below. Don't worry if it seems complicated; it'll break down pretty simply once you dive in.

1. Imagine a Character
2. Generate Attribute Scores
3. Choose Primes
4. Choose Languages
5. Choose a Character Class
6. Choose a Character Race
7. Flesh out Your Character

Generally speaking, a basic character can be created for this game in ten to fifteen minutes' time, once you get the hang of it. If you're playing a magic using character, the time you'll need will be a bit longer, but not much.

IMAGINE YOUR CHARACTER

Before you even pick up the dice, think about the character you want to play. Are you considering a noble dwarven warrior, a crude half-orc barbarian, or a smart-aleck elf duelist? There are thousands of sources of inspiration if you don't have an idea right away. You can look to film, literature, theater, comic books, TV or anywhere else for an idea.

This initial idea, however, is only the start of your character. You can build upon this basic idea as you go, creating a complex back story and an intricate, fully-realized personage. Take your imagination as far as you'd like and create the character you imagine. The only thing to remember is that when you start play, it's unlikely your hero will be an experienced adventurer; you're not going to play a full on superhero right out of the gate—rather, your character will grow into that as you adventure.

GENERATE ATTRIBUTES

Attributes represent a character's physical and mental traits. All characters have six attributes:

Strength (Str)	Intelligence (Int)
Dexterity (Dex)	Wisdom (Wis)
Constitution (Con)	Charisma (Cha)



Each attribute has a numeric score ranging from 3 to 18. Each attribute score also has a corresponding modifier, which is a bonus or penalty added to or subtracted from certain die rolls during the game as detailed throughout the rules.

There are two types of attributes: primary and secondary. Of the six attributes each character has, the player selects primary attributes, three if human, two if of any other race. The remaining attributes are secondary. The distinction is important when determining the outcome of many actions in a **Castles & Crusades** game. When a character uses a class ability, such as a rogue attempting to pick a fat nobleman's pocket or a ranger tracking a rival through a dark forest, an attribute check is rolled to determine if the action is successful. Each class ability has an attribute check associated with it. If the class ability's associated attribute is one of the character's primary attributes, the character has a greater chance of successfully performing the task. The same principle holds true for the other aspects of the game in which an attribute check is required.

Attribute checks are explained in greater detail later. For now, just remember that the selection of primary and secondary attributes significantly affects the possibility of success for many actions in the game. Attribute checks associated with a primary attribute are significantly more likely to succeed than those actions performed with a secondary attribute.

THE SIX ATTRIBUTES

STRENGTH: This attribute reflects physical strength, including the ability to lift or move heavy objects and make powerful attacks. The modifier affects melee combat and damage, and all checks for which strength is the primary influence. Characters can easily carry twice their strength, and can, for brief periods, military press 10x their strength and dead lift 15x their strength score in pounds.

DEXTERITY: This attribute represents a character's reflexes, manual dexterity and hand-eye coordination, including the ability to dodge and defend against attacks. The modifier affects armor class, ranged combat and all checks involving dexterity.

CONSTITUTION: This attribute reflects overall health, and also represents a character's ability to withstand pain, suffer physical damage, avoid fatigue and fight off sickness or poison. The modifier affects hit points, and it applies to all checks involving constitution as the prime attribute.

INTELLIGENCE: This attribute reflects mental aptitude. It represents a character's ability to learn quickly, apply that learning effectively and use deductive reasoning. The modifier affects the number of arcane spells a character can cast each day, the number of languages a character can learn and all checks involving intelligence as the prime attribute.

WISDOM: This attribute reflects depth of personal experience, the ability to make well-considered decisions or judgments, and represents a spiritual connection to a deity. The modifier affects certain types of spell casting, some psionic powers, attempts to turn the undead and all checks involving wisdom as the prime attribute.

CHARISMA: This attribute represents strength of personality, willpower, leadership and attractiveness. It is the degree to which a character is able to influence others. The modifier affects other creatures' loyalty and reactions to the character, and all checks involving charisma as the primary influence.

GENERATING ATTRIBUTE SCORES

Characters are generated via the roll of dice. Roll 3d6 (that's 3, six-sided dice) and note the total. Do this six times, and then write down one result next to each of your six attributes, in any order you like. No single attribute can begin above 18, though your racial modifiers (see later) may raise one or more abilities higher.

Normally, attribute scores only increase or decrease during the course of a game as a result of magic, poison, curses or other extraordinary events. Should an attribute score change during game play, the modifier changes to correspond to the new score, if applicable. It is possible for an attribute score to fall below 3 or exceed 18 during game play. However, attribute scores for characters that fall outside of this range are rare, and are usually associated with monsters, high-level villains, powerful magical items or other entities controlled by the Castle Keeper.

ATTRIBUTE MODIFIERS

Each attribute score has a corresponding modifier that can alter die rolls in the game. The modifier is a number added to (or subtracted from) a d20 roll when a character uses an attribute to take an action, make a saving throw or use a class ability. For example, a character attempting to bend the bars of a prison cell would have his or her strength modifier applied to the roll. The amount of damage delivered to a foe is likewise affected by the attribute modifier. A positive modifier is called a bonus and a negative modifier, a penalty. Higher attribute scores have higher bonuses, and lower attribute scores have larger penalties. So, whether fighting a psychotic Kriel or hungry owlbear, or avoiding the charms of a deadly enchantress, attribute modifiers play a decidedly important role in the game.

ATTRIBUTE MODIFIERS

1	2-3	4-5	6-8	9-12	13-15	16-17	18
-4	-3	-2	-1	0	+1	+2	+3

PRIMARY AND SECONDARY ATTRIBUTES

There are two types of attributes in *Castles & Crusades*: primary and secondary. Primary attributes are those physical or mental abilities in which a character is particularly well trained or very experienced in using. Secondary attributes are those the character uses with only average skill. A player selects the character's primary attributes after choosing a class.

Player characters have two or three primary attributes. Each class has one primary attribute associated with it that cannot be changed. The player selects the others. For example, the primary attribute for the fighter class is strength. If the player chooses to play a fighter, strength forms one primary attribute. The player may then select any one or two additional attributes as primary. The remaining attributes are considered to be secondary.

LANGUAGES

Every character begins play with the ability to speak his or her native language. That is, the language that is common to their race or the kingdom in which they were born. Player characters also speak the common tongue fluently. Beyond this, characters receive bonus languages equal to their intelligence bonus. Characters in Terrigan are not automatically considered to be literate.

The languages available to each race are discussed under that race's description (see Character Races, later in this work).

Learning new languages is not something that can normally be done overnight. Characters should be encouraged to learn new languages during the course of play if they desire, but unless they retire for a year or so to study, they should not be allowed to read, write and speak the language immediately. For example, Quinton, who speaks only the Beyklan and common tongues, travels with Erik, a wanderer from Lostom who also speaks the Kriel tongue fluently. The player tells the Castle Keeper that

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Quinton is going to study the language while they travel; the Castle Keeper may allow him to get by with the new language within a few months, but to not become fluent for several years of travel. Languages can be an important part of the game and can offer very challenging roleplaying obstacles if the Castle Keeper is not overly generous in handing them out and the player is intrigued enough to unravel ancient societies' customs with halting words and hand gestures.

CHOOSE A CHARACTER CLASS

The next step in creating a character is to choose a class, or broad archetype of the kind of character you wish to play. In the world of Terrigan, the available character classes are all those presented in the **Castles & Crusades Players Handbook**, save for the spell casting and clerical classes (cleric, druid, illusionist and wizard). In addition, there are five new classes presented in this book: the Archer, the Chromatic Mage, the Duelist, the Luminary and the Pirate.

The Archer is an expert with bows of all kinds, from basic shortbows to heavy crossbows. They know how to build and maintain bows, create arrows, and are expert shots, able to perform feats with their bow that others cannot match.

The Chromatic Mage is the arcane magic user of Terrigan. Magic in this world is drawn from colored threads that make up a special Weave surrounding the world. Only chromatic mages can see and manipulate this weave to create magical effects.

The Duelist is a swashbuckling adventurer expert at wielding two light blades. Their tongue and wit are as sharp as their weapons, and they specialize in taunting their enemies while cutting them to ribbons.

The Luminary is a member of any of the various clerical orders of Terrigan. They have a direct divine connection to a deity, and they draw their ability to manipulate the magical Weave from that god or goddess.

The Pirate is a sailor on the high seas. Whether a true buccaneer, a privateer, or a sailor in the employ of a kingdom's navy, these brave souls are never more at home than on the deck of a ship. Of course, they also know that survival sometimes means fighting dirty...

CHOOSE A RACE

Following the selection of character class you wish to play, you will choose a race for your hero. Your race is literally the species of hero you're playing. While most people in Terrigan are human beings, there are also elves, dwarves, half-orcs, gnomes, halflings and a range of other "demi-human" races inhabiting the world. All of the demihuman races presented in **Castles & Crusades** are allowable, as well as any of the new sub-races presented herein. Like your character class, each race brings a number of special abilities to the table that allow you to further customize your hero and make them your own.

FLESHING OUT THE CHARACTER

Finally, you'll need to detail your character's persona—who they are is as important as what they do, as it will affect the decisions you make for them in game. Are they a cold and calculating warrior who is completely focused on the mission at hand, or do they have a soft spot for children and kittens? Flesh out the details of their personality, their physical appearance, their worldview, background, their goals and motivations. This includes their moral alignment and ethical compass as explored in the Alignments section of the **Castles & Crusades Players Handbook**.

Then, you'll need to determine their starting money and equip them with clothing, weapons, armor, adventuring gear and personal possessions—again, to be found in our core PHB.

PLAYING THE GAME: ATTRIBUTE CHECKS

As mentioned before, the distinction between primary and secondary attributes is important. Almost all non-combat actions (for which the Castle Keeper deems a roll is necessary to determine success or failure) are resolved by an attribute check, or SIEGE check. To make a SIEGE check, a character rolls a d20, adds any relevant bonuses, and attempts to equal or better a Challenge Class, or CC.

The CC is determined by adding the Challenge Base (CB) to a Challenge Level (CL) determined by the Castle Keeper. Generally speaking, the CL will combine the hit dice or level of the opponent with any situational bonuses or penalties the Castle Keeper feels appropriate.

Checks made against Primary Attributes have a CB of 12, while checks against Secondary Attributes have a CB of 18. This makes it significantly easier to succeed at a check if you have a Prime in the ability in question.

For example, if Tyler the Nimble is trying to slip past the sentries at an **Abyss Walker** cult temple, he makes a Dexterity check for his Move Silently class ability. Since Dexterity is a Prime attribute for a rogue, his Challenge Base for the check is 12. Let's say that the cultists have an average of 4 Hit Dice; that means the CL for the check is 4. Adding 12+4 gives us 16 for the final Challenge Class; Tyler needs a 16 or better on his Dexterity check to slip unnoticed past the guards.

A more thorough discussion of the rules and use of checks, called the SIEGE engine™, is located in the **Castles & Crusades Players Handbook**. For now, it is just important to understand that checks involving the use of a primary attribute are far more likely to be successful than checks involving secondary attributes.

NEW CHARACTER CLASSES



our character class is a broad archetype. Although each character class is bound by certain similarities, players should utilize the template in their class to build an unique hero and create an unique persona. The class is essentially the description of your adventuring occupation, the skills, training and capabilities your hero has, and their way of life. It does not define who they are as a person.

Each player chooses a class that best applies to the hero they would like to play, and builds their character's personality and traits around that archetype. There are many different types of character classes. The five new character classes presented in this chapter are designed to supplement those from the **Castles & Crusades Players Handbook**. One, the Chromatic Mage, is designed to replace the spell casting characters in core C&C games, but see Appendix 1 for information about using C&C casters in a Terrigan-set game. A second, the Luminary, is the Terrigan-specific clerical class.

In addition, for more classes to use in your C&C game, see the **Amazing Adventures** and **Amazing Adventures Companion**. This game is 100% compatible with C&C, and is full of new character classes that can be dropped right into your C&C game by simply assigning archaic weapon and armor proficiencies. There's a full official psionics system in there as well as expanded rules for black powder firearms, and more.

In fact, four of these classes (the Archer, the Chromatic Mage, the Duelist and the Pirate) were excerpted or adapted directly from the **Amazing Adventures Companion** (the few modifications being made to the AA Arcanist to turn it into the Chromatic Mage presented herein). Check it out for yourself!

CLASSES AND THE CASTLE KEEPER

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

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

CLASS DESCRIPTION TERMINOLOGY

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

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

ALIGNMENT: The suggested alignment for the class.

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

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

The armor use restrictions reflect that class's training and experience and the limitations of it. Classes with no familiarity with certain types of armor cannot be expected to wear them and act without their abilities being hampered. For example, the halfling rogue Davis has grown up on the streets of Terrigan and has never before worn any armor other than leather and padded. When Davis puts on his first set of full plate mail, it is likely that a certain amount of discomfort and restriction would hamper Davis' ability to pick a pocket. This being the case, armor is restricted to reflect that class archetype's background.

This does not mean that the rogue would be unable to wear plate mail. Any class can wear any armor. If they do, their abilities may be affected. For example, if a wizard wears any armor they cannot cast spells. Similar restrictions apply to many of the classes and in several cases only restrict the use of certain class abilities. While this is not explicit in the classes presented herein, the Castle Keeper is encouraged to use the restrictions applied to the rogue and assassin in the **Castles & Crusades Players Handbook** to adjudicate class ability restrictions regarding armor heavier than that permitted.

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

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

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

EXPERIENCE POINT PROGRESSION (EPP): This is a table that lists the amount of experience points needed to gain each level. For example, a 4th level archer needs 18,001 experience points to reach 5th level.

CLASS REFERENCE TABLE: ARMOR, SHIELDS, HELMS

CLASS	ARMOR	SHIELDS	HELMS
Archer	Breastplates, chainmail hauberk, chain shirt, cuir bouille, Greek ensemble, leather, chain coif, leather coat, padded, ring mail, scale mail, studded leather.	Buckler, pavis	Benin, casquetel, chainmail and leather coif, Norman and pot helm, war hat
Chromatic Mage	Leather, leather coat, padded	None	None
Duelist	Leather armor, leather coat, padded, studded leather	Buckler only	Leather coif, war hat
Luminary	Any	Any	Any
Pirate	Leather armor, leather coat, and padded	Buckler, small, medium, pavis	Leather coif, war hat



THE ARCHER

He sits on a shipping crate at the docks, watching the heist go on. Below, a crew of unsavory men move bootleg goods from boat to crate, from crate to cart. They must be stopped; this much he knows. The sinew and wood creak as he draws the string to his ear, the tension in the string echoed by that in his own tendons as he takes aim, draws a deep breath, lets it out slowly...and releases. The arrow flies true, striking a sentry dead in the chest.

Chaos erupts; the men spin, cutlasses drawn, searching for the culprit. Some draw bows, slings and crossbows of their own, firing blindly into the night, while others scatter to find cover from the rain of death. Two more arrows fly; two more of the men drop. By the time they sight in on where the missiles flew, however... there is nothing. The archer has moved to a new position, where he continues his deadly assault.

The battle—if indeed it can be called such—lasts a mere few minutes before every last one of the pirates are nothing more than bodies on the docks. Tomorrow, the archer will go to the constable with proof of a job well done and collect his bounty. The smuggled goods will be confiscated; the crown's business is secured once more.

The archer is a warrior who becomes one with his bow and arrow. He has devoted his life to the study and use of the bow, to its symbolism and what it means. To him, the bow is his mark. Its silent and deadly way strikes fear into those who would use the night to victimize others. He is at one with the elegant death that he deals.

The archer is everything from the hunter-turned-warrior to the martial artist trained by mysterious monastic orders, who strikes from the shadows, at a distance, but still close enough to see his enemies' eyes. He can put an arrow through a ring the size of a poker chip, ricochet shots around corners, and perform astounding feats with his bow. Archers are patient, their senses keenly aware of the world around, and capable of knowing where every target resides, like a hawk watching a field of mice from its perch. Not all archers are good and heroic, but all are deadly.

ARCHER ABILITIES

MASTER ARCHER: Archers gain +1 to hit with any sling, bow or crossbow. In addition, they increase the die type of any sling or bow they use by one die, to a maximum of d12. Thus, instead of doing 1d6 with a short bow the Master Archer does 1d8. At 7th level, this bonus increases to +2 to hit and damage.

EAGLE EYE: Through his ability to shoot with the wind, lead targets, and sight in on a small target zone, the archer can double the effective range of any bow or crossbow that he uses. However, due to the intense concentration required to make such shots, the archer cannot perform rapid shots, blinding speed, or unstable firing when employing Eagle Eye.

UNSTABLE SHOOTING: The archer suffers no penalty when firing his bow from a moving vehicle such as a drawn cart, from horseback, or from other unstable positions. Normally, firing from unstable positions imposes a -4 penalty to hit. However, the concentration required forbids the use of blinding speed, rapid shots, or eagle eye when employing unstable shooting.

MASTER BOWYER (WISDOM): Given the proper tools and materials, such as conditioned staves of wood, the archer can manufacture and repair traditional bows, strings, and arrows. This is an art as much as it is a skill, a spiritual process which is as instinctive as much as it is knowledge.

If the proper materials are not available, the Archer is limited in what he can do - with a successful wisdom check, repairs can be affected, and a new, temporary-use bow can be created, but these weapons will be at -1 to hit and damage, and range will be reduced by 10%. In addition, on a roll of natural 1, the bow may snap. Roll a d6; if the result is six, the bow snaps and is irreparable.

In addition, the archer takes 1d6 damage from the breaking bow as the tension flies back at him. If the die comes up less than 6, the wood creaks and cracks, and the bow weakens further, suffering a cumulative additional -1 to hit and damage, and a further 10% reduction in range. Most archers keep a supply of staves and tools at their home base, wherever that may be."

RAPID SHOT: At 2nd level, the archer increases his rate of fire with a bow to 2 shots per round. At 6th level, he is capable of firing 3 shots per round, and at 12th level, he can fire 4 shots per round.

BLINDING SPEED: At 3rd level, if the archer has a bow in hand, arrow nocked and ready with his other hand on the string, prepared to draw, he gains +2 to initiative in combat. This bonus increases to +3 at level 7 and +4 at level 10.

DEADEYE SHOT: At 5th level, with a successful called shot (-8 to hit), the archer can incapacitate his opponent. For each round the archer spends carefully aiming before unleashing his arrow, the called shot penalty is reduced by 1. If he is successful, he manages to put an arrow into a spot that can

temporarily cripple or incapacitate his victim, while leaving them alive. Such incapacitation lasts for 1d4 minutes, after which the victim can make a Constitution or Wisdom check each minute (victim's choice) to overcome the pain and act normally. The CL for this check is equal to the bow's normal damage with no added damage from the archer. Thus, if a bow normally does 1d8 damage, the archer rolls 1d8 for the CL of the victim's Wisdom or Constitution check to recover after 1d4 rounds have passed.

TRICK SHOT: At 6th level, the archer's mastery of his craft is such that he can make astounding trick shots with his bow, avoiding obstacles and finding minute targets. In this manner he can make shots that are simply impossible for others. The archer must aim for one full round before making such a shot.

The Castle Keeper sets the AC for making such a trick shot, with the following guidelines: shooting an arrow through a coin-sized hole requires an attack against AC 20; shooting the gallows rope to save a friend from hanging, or severing the chain on a chandelier is AC 18. Attaching a cable to an arrow and firing it at a far building side to create an anchor for a stable tighrope or grappling hook is AC 16. The -8 penalty for called shots still applies, but the archer may add both his Wisdom and his Dexterity bonus to the trick shot.

At 8th level, the penalty for called shots when using Trick Shot (but only trick shot) is reduced to -4. At twelfth level, it is reduced again to -2. Trick shot cannot be combined with any other Archer abilities except Eagle Eye and Master Archer.

At 12th level, the Archer's mastery of the bow is such that he can use Trick Shot to avoid obstacles, twisting the string in such a way that a launched arrow spins and curves to strike a target behind cover. This ability does not allow the archer to shoot around corners or outside of his line of sight; the obstacle can be no more than man-sized.

At 15th level, Trick Shot can be used to strike around an object larger than man-sized, and an arrow can even be ricocheted around a corner if a viable object is present off of which to bounce the shot. However, striking a target around a corner or behind larger-than-man-sized cover suffers a -8 penalty just as though it were a called shot.

COMBAT SENSE: At 7th level, the archer has attained such mastery of mind and spirit that he is keenly attuned to the environment around him, and can sense when attacks are coming at him.

If the archer is aware of their surroundings, even in total darkness, they can sense incoming attacks and react to them. This means not only is the archer harder to target, but they are hard to surprise as well. They gain +1 to their AC, and +1 to wisdom checks to resist surprise. At 10th level, they gain an additional +1 to resist surprise (total +2 to wisdom checks regarding surprise).

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PRIME ATTRIBUTE: Wisdom

HIT DIE: d8

ALIGNMENT: Any

WEAPONS ALLOWED: Any

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

ABILITIES: Master Archer, Eagle Eye, Unstable Shooting, Master Bowyer, Rapid Shot, Blinding Speed, Deadeye Shot, Trick Shot, Combat Sense

LEVEL	HD	BTH	EPP
1	8hp	0	0
2	d8	+1	2,251
3	d8	+2	4,501
4	d8	+3	9,001
5	d8	+4	18,001
6	d8	+5	40,001
7	d8	+6	75,001
8	d8	+7	150,001
9	d8	+8	250,001
10	d8	+9	500,001
11	+4	+10	725,001
12	+4	+11	950,001
+1	+4	+1	+225,000

THE CHROMATIC MAGE

Chromatic mages come from all social strata and can be found in all positions in society. They may be employed by powerful merchants, religious organizations, world leaders or other powerful individuals to whom they act as guides and advisors, but almost always in secret. Many seek to dominate local, national and even world politics, and they have the power to succeed. More often though, chromatic mages work in solitude, far away from the prying eyes and keen ears of enemies, spies and other chromatic mages who often consider them to be untrustworthy and dangerous competitors in the quest for arcane lore. In wind-swept towers or black forgotten tombs, far from the din of civilization, such chromatic mages find the solitude, quiet and safety necessary to pursue their research and carry out their oft-times dangerous experiments.

Though they come from many walks of life, all chromatic mages have a few characteristics in common. They tend to be intelligent, observant, diligent and have an exacting eye for detail. Their unyielding search and thirst for knowledge of the eldritch powers often generates a self-serving egomania in the most powerful of chromatic mages. And, as they become ever more competent in harnessing eldritch sorceries and bending the world about them to their will, they suffer little distraction and afford interlopers little forgiveness when their work is interrupted.



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Woe to the foes of these powerful magic-users. Incurring their wrath can mean the unleashing of horrid and terrible magics few can comprehend, and fewer still are capable of combating. A chromatic mage's enemies are laid waste by balls of blue flame and bolts of lightning called from elemental planes or even by servants of the rulers of the nether worlds, conjured forth to act on the chromatic mage's behalf. They can make objects disappear and transport themselves many miles away, see into the darkness and build walls of force no man can pass. The greatest of chromatic mages are powerful beyond measure.

A chromatic mage's pursuits and studies, along with their intense focus upon the arcane, mean a life of laboring over ancient tomes of knowledge. This leaves chromatic mages little time to learn and become proficient in any but the most common of weapons, and not at all capable of wearing bulky clothing that hinders the intricate somatic movements needed to cast some of their most powerful spells. Yet this matters little to them, as chromatic mages realize their wits and arcane powers are far more powerful than any gun or sword, and that conjured servants offer far more protection than any chromatic mage could possibly need.

ABILITIES

FAST REACTION: The chromatic mage is able to see the magical Web and its effect on everyone and everything in the world. This gives them a sort of basic danger sense, resulting in a +1 to armor class at first level.

SPELLS: A chromatic mage casts arcane spells. Chromatic mages can only cast a limited number of spells, from each spell level, per day. The number of spells a chromatic mage can cast is limited in two ways. The first, and perhaps most important, is by the amount of mystical energy the chromatic mage has to expend. This is determined by his ability to draw upon Threads. Threads represent the amount of arcane energy the chromatic mage can channel through his or her person, combining and releasing them into a new weave of magical effects, before becoming utterly exhausted. The act of casting a spell is extremely draining, and failing at spell casting can even be damaging to the body of the chromatic mage. For this reason, Constitution is a vital attribute for all chromatic mages.

CASTING SPELLS: To cast a spell of her chosen color, the mage must pay a number of Threads equal to the spell's level plus one. She must then make a Spellcraft Check. This is a SIEGE check using her highest mental attribute (which becomes her Primary spellcasting ability) at a CL equal to the spell's level. Casting spells outside of her color is more difficult, and is detailed below.

BEGINNING THREADS: They start play with 6 + constitution bonus in Threads. At each additional chromatic mage class level, a character in a spell casting class gains 1d10 additional Threads.

The second limitation is the preparation the chromatic mage undergoes each morning. Chromatic mages are able to hold in their minds the means to cast only a certain number of spells at one time. Part of this is due to training, part to memory, and part to the innate ability of the mage to hold within them the powerful mystic energy which makes up magical spells.

Each spell represents a complex ritual that the mage must partially cast each day, holding off on only the final element—pulling and combining Threads—to complete the casting. The rituals he can undertake are represented by the Spells Per Day. The chromatic mage Spells Per Day Table lists the number of spells per day a chromatic mage may prepare of each spell level. For example, a 5th level chromatic mage can prepare six 0 level spells, four 1st level spells, and two 2nd level spells per day.

PRIMARY SPELLCASTING SCHOOL: The spells upon which a chromatic mage can call are based upon a Primary Spellcasting School chosen by the chromatic mage at character creation, and representing his or her philosophy towards and method of understanding magic. The chromatic mage chooses one color of magic, as outlined above, and may choose spells related to that thread color. Magi can cast spells outside of their primary school, but doing so costs double the normal thread cost. Thus, a spell that would normally cost 3 threads costs 6 threads to cast outside of a mage's normal school. In addition, the CL to cast these spells is one higher than normal.

SECONDARY AND TERTIARY CASTING SCHOOLS: As the chromatic mage grows in power and experience, she gains a limited ability to draw upon Threads of other colors at standard cost and CL. At 6th level, she may cast spells from a second color thread without paying double the thread cost and without the increased CL, but only of first level power. Her maximum level spell in her secondary thread will always be two levels behind her maximum level in her primary. Attempting to cast spells higher than her maximum level still carries an increased CL and thread cost as above.

At tenth level, she may cast first level spells in a tertiary color; the maximum spell level for her tertiary spells will always be four levels behind her primary. The number of spells she may have prepared daily does not change; only those spells to which she has access. Thus, for her first level spells, the tenth level caster may choose from her primary, secondary and tertiary lists. For her second through third level spells, she may choose from her primary and secondary list, but for her fourth and fifth level spells she may only choose from her primary list.

MULTI-THREAD CASTING: When the chromatic mage reaches twelfth level, she gains the astounding ability to combine multiple Threads into a single casting. She may at this level combine any level of her primary casting school with first level effects in her secondary school. At fifteenth level she may combine her primary school with second level effects in her secondary school. At twentieth level she may combine her primary school with up to fourth level effects in her secondary as well as first level effects in her tertiary school.

The CL to cast these spells is equal to the full CL of her primary spell, plus the average CL of her secondary and tertiary effects. She must also pay the full Thread cost for all spells she is casting. In the end, if she succeeds in casting the spells, they all go off simultaneously and she has full control over their effects and how they interact with one another.

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BONUS SPELLS: With a high mental attribute score, a chromatic mage gains bonus spells from her primary school and an appropriate amount of Threads with which to cast those spells. If the character's highest mental attribute is between 13-15, they receive an extra 1st level spell and 2 extra Threads. If the attribute score is 16 or 17, the chromatic mage receives an extra 1st and 2nd level spell and 5 extra Threads (2 for his first level spell, and 3 for his second), and if 18 or 19, the chromatic mage receives an extra 1st, 2nd, and 3rd level spell and 9 extra Threads (2, then 3, then 4 Threads, as he gains the respective spells).

Bonus spells and corresponding Threads are only acquired when the chromatic mage is at a high enough level to cast them. Thus, if a character has an ability of 16, he gets a first level spell immediately, plus 2 Threads. When he is able to cast second level spells, he gets his bonus second level spell and the additional 3 Threads, for a total of 5.

For example, a 4th level chromatic mage with an 18 intelligence receives four 0 level spells, four 1st level spells, and three 2nd level spells, plus an additional 5 Threads. No bonus 3rd level spell is acquired until the chromatic mage reaches 5th level, at which point he gains his bonus 3rd level spell and 4 bonus Threads with which to cast his bonus spell. See the Magic section for more information.

ABILITY	BONUS SPELLS	BONUS THREADS
13-15	Level 1	2
16-17	Levels 1 and 2	2 and 3
18	Levels 1, 2, and 3	2, 3, and 4

BOOK OF SHADOWS: A chromatic mage must prepare spells before casting them by studying from a Book of Shadows. While studying, the chromatic mage decides which spells to prepare. Spell casting and spell descriptions are covered in detail in the Magic section.

The number of spells that a chromatic mage has in their Book of Shadows at the beginning of play is equal to the number of spells they can cast at first level. For example, a 1st level chromatic mage with 14 Intelligence can cast four 0 level spells and three 1st level spells (2 + 1 bonus). So, the character would begin play with a spellbook containing four 0 level and three 1st level spells. The spells in the spell book can either be chosen by the Castle Keeper, the player, agreement between the two or randomly (use the Spell List Charts to determine).

At each subsequent level, the chromatic mage may add one new spell to her book, of any level up to the maximum level she can cast. Thus, upon reaching sixth level, a chromatic mage may add any one spell from levels one to three to her Book of Shadows.

Spells can also be discovered by scouring ancient tombs and books of arcane knowledge during the course of play. When finding a new spell, the chromatic mage may make a spellcraft check with a CL equal to the level of the spell being learned. Success means the spell can be entered into her books; failure means she cannot yet understand the formulae before her and may try again upon reaching a new level of experience.

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SPELLCRAFT (INTELLIGENCE OR WISDOM): The chromatic mage can identify spells and magic effects by seeing the different Threads of magic, their colors and how they are woven together. Every chromatic mage can see magical effects and magical energy in the form of the wisps, swirls and Threads of colored strands surrounding such effects, objects, enchantments, etc. Through the use of their spellcraft knowledge, the mage can tell exactly what magics are in play.

When attempting to identify a magical spell or effect, the CL for spellcraft checks relating to various tasks are generally based upon either the level of the spell or effect being identified (in the case of lingering or persistent effects), or the level of the chromatic mage who is casting or maintaining the spell or effect (in the case of consciously maintained effects or those in the process of being cast).

A spellcraft check is always made using the higher of the chromatic mage's intelligence or wisdom, and attempts to identify spells or effects cast by chromatic mages with the same spell casting school are always made at a +2. A green caster, for example, attempting to identify an effect cast by another green caster, would gain +2 to his check. However, if the green caster was attempting to identify a spell cast by a red caster there is no special bonus to do so.

FORBIDDEN LORE: Chromatic mages are a font of forbidden knowledge about all the things that reside in the darkest corners of the world—the monsters under the bed, in the closet, and between the light and dark. Any time such blasphemous lore could come into play, the chromatic mage gains +3 to his Ability Checks.

PRIME ATTRIBUTE: Constitution

ALIGNMENT: Any

HIT DICE: d6

WEAPONS: Short bow, light crossbow, dagger, javelin, staff, sling

ARMOR: leather, leather coat, padded

ABILITIES: Fast Reaction, Bonus Spells, Spellcasting, Book of Shadows, Spellcraft, Forbidden Lore

LEVEL	HD	BTH	EPP
1	6 HP	0	0
2	d6	+1	2,601
3	d6	+1	5,201
4	d6	+1	10,401
5	d6	+1	20,801
6	d6	+2	42,501
7	d6	+2	85,001
8	d6	+2	170,001
9	d6	+2	340,001
10	d6	+3	500,001
11	+3 HP	+3	750,001
12	+3 HP	+3	1,000,001
13+	+3 HP	*	+250,000

* +1 per four levels.

SPELLS PER DAY

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

THE DUELIST

A fast and nimble fighter with a tongue as sharp as his blade, the Duelist is a master of the use of two blades simultaneously, and is able to use his own wit as a weapon. Duelists have a talent for getting their comrades into trouble with their jibes and reckless nature, but are just as good at getting out of trouble. Typically, the duelist wields a rapier and a parrying dagger called a main gauche. But there have been instances in fiction and history of duelists using long swords and short swords, paired small axes, or other weapons designed to be used in tandem.

The Duelist represents everything from a swashbuckling pirate, to a brash Musketeer, to a dour, wandering Puritan adventurer. At the Castle Keeper's option, the Duelist could feasibly be used with paired firearms, representing the two-gun, Hong-Kong-style action hero—a different flavor of gunslinger than that presented later in this work.

DUELIST ABILITIES

FLORENTINE: The duelist gains an improved ability to fight with two weapons. This ability reduces the penalties for fighting with two weapons, allowing the Duelist to fight at penalties of -2 with his primary weapon and -3 with his off hand. Dexterity bonus can also offset these penalties, but does not result in



bonuses (penalties can only be reduced to zero). In order to use this ability, the Duelist may have a maximum AC bonus from costume of +4; any higher costume bonus creates too much bulky clothing and negates the ability. Also, the weapon in the duelist's offhand must be light and both weapons must be able to be wielded one-handed.

At third level, the Duelist, when fighting with two weapons, gains a +1 to AC due to his improving ability to coordinate the weapons in a defensive manner. This bonus increases to +2 at seventh level, +3 at tenth level, and increases by +1 for every three levels thereafter.

At eleventh level, the Duelist gains an additional (third) attack with his off-hand weapon, albeit at a -5 penalty.

This ability will combine with the benefits of the Two-Fisted Generic Class Ability.

DANGER SENSE (WISDOM): The duelist can sense danger within a 100-foot radius. This special sense means that he can never be surprised and can always react to an ambush. When the danger to the duelist is personal, the ability functions automatically with no roll necessary, unless the source of the danger is shielded by magic or psychic power. In this case, the Duelist must make a Wisdom check to sense the danger, with

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a CL equal to the primary spellcasting ability bonus or psychic power associated attribute bonus of the shielding Arcanist or Mentalist.

Reacting to a back stab or sneak attack requires a Dexterity check at a CL equal to the level of the attacker.

This ability also extends to those whom the duelist cares about—his companions and those under his care—albeit at a lesser reliability. Any time there is danger to a friend or companion, the Duelist may make a Wisdom check to sense that something is amiss.

TAUNT (CHARISMA): The duelist can use his razor wit to enrage an enemy. At first level, through jibes and insults, the duelist can cause enemies to focus their attacks upon him, ignoring all other potential threats. To accomplish this, the duelist insults his foe and makes a Charisma check, opposed by his victim's Wisdom save. If the duelist wins, the enemy must attack the duelist exclusively for a number of rounds equal to the Duelist's BtH bonus (minimum 1 round). Using this ability requires an action. At first level, this ability can be used against one foe. At fourth level, the ability can be used against two enemies, or against one a single enemy, inflicting a penalty of -2 to hit on that enemy.

At eighth level, the ability can be used against four enemies, or against up to two enemies inflicting a penalty of -3 to hit the duelist on each.

At twelfth level, the ability can be used against up to eight enemies, or against up to four, inflicting a to hit penalty of -4 on each.

DEFENSIVE FIGHTING: The duelist is an expert at fighting defensively. Beginning at 5th level, when fighting with dual weapons the duelist gains +1 to AC. In addition, he may choose to suffer a penalty of up to his BtH bonus to his attack rolls, and gain an equal bonus to his AC. At eighth level, so long as he wields two weapons, the duelist's AC bonus increases to +2 (in addition to any from sacrificing BtH bonus). At twelfth level, this extra bonus increases to +3 to AC.

TUMBLING (DEXTERITY): At 9th level, the Duelist can use acrobatic maneuvers to confuse his enemies and make him harder to hit. By suffering a -4 penalty to all his attacks in a given round, the Duelist can replace his standard base AC of (10 plus Dex bonus) with a Dexterity check (armor and two weapon bonuses still apply). For example, Leon the Swift decides to suffer -4 to his attack roll for a round and makes a Dexterity check. The result of the check comes up 18; adding his +3 bonus for armor and his +1 for Florentine Fighting, his AC becomes 22 for that round.

Furthermore, the Duelist can use this ability to reduce the damage from falls. By making a Dexterity check with a CL equal to 1 per 10 feet of falling distance, the Duelist suffers only half damage from a fall.

PRIME ATTRIBUTE: Dexterity

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HIT DIE: d6

WEAPONS ALLOWED: broadsword, cat-o-nine tails, cestus, club, dagger, dart, hand crossbow, light crossbow, light hammer, hand axe, knife, longsword, mace, main gauche, rapier, sap, shortbow, short sword, sickle, whip.

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

ABILITIES: Florentine, Danger Sense, Taunt, Defensive Fighting, Tumbling

LEVEL	HD	BTH	EPP
1	6hp	0	0
2	d6	+1	1701
3	d6	+1	3401
4	d6	+2	6801
5	d6	+2	13,501
6	d6	+3	27,001
7	d6	+3	54,001
8	d6	+4	108,001
9	d6	+4	215,001
10	d6	+5	430,001
11	+3	+5	645,001
12	+3	+6	860,001
+1	+3	+1/2	+215,000

THE LUMINARY

The luminary is the cleric of the world of Terrigan. While the **Abyss Walker** novels simply call these people priests and clerics, we have adopted the name Luminary to differentiate them from standard **Castles & Crusades** clerics.

A luminary is a holy person, a priest or priestess blessed by the gods, and granted the power to work miracles in their name. These miracles manifest in the form of magical abilities and spells. Like chromatic mages, luminaries draw magic from the Weave of colored threads surrounding the world. Unlike chromatic mages, luminaries don't have an academic understanding of how the Weave works, nor do they manipulate specific strands and threads to create magical effects.

Instead, a luminary prays to their deity, who grants them the power to manipulate the weave in a specific way. Thus, while a luminary casting a necromantic spell is still manipulating black threads, they are not looking into the Weave and choosing to manipulate certain threads. Rather, they cry out to their deity and the pattern of weaves forms itself before them, which they then pull and release.

Luminaries range from monastic healers and scholars to wandering warrior-priests who dive headfirst into the struggle between good and evil. They are utterly dedicated to their deity and cause, and are almost always found in service to a specific god, seeking to advance their tenets in the mortal world. These gods can be of any ethos or morality, from good to evil, lawful to chaotic.

While most avoid spilling blood and the use of edged weapons, there are those who wield weapons dedicated to their deity. A cleric of Rha-Cordan, for example, might wield a sickle or scythe in battle. A follower of the goddess of torture and pain would be within their realm to wield a cat o' nine tails. A luminary following the god of war may wield a 2-handed sword.

Luminaries who turn their back on their god, acting against their tenets, goals or demands, find themselves stripped of all clerical abilities, unable to advance in any way, alone, cursed and miserable, wanderers who live a stagnant life of misfortune until they find a way to repent, or are accepted by another god.

LUMINARY ABILITIES

SPELLS: The luminary casts divine magic. The number of threads they may pull every day, and their maximum spell level, is listed in the luminary class table. While technically luminaries access the same Weave of colored threads as a Chromatic mage, they are both more and less restricted in the spells they can cast.

Every luminary must choose two spell schools. One of these schools must be one of their deity's chosen schools; the other can be any school the cleric likes (the other school favored by the deity is most common, but by no means universal). In addition, all luminaries may also cast healing spells (and their reverse), which for them are considered clear threads.

The list of favored schools for each deity is listed under that deity's description, later in this work.

For luminaries, the color of the spell they are casting matters only in regards to the spell list they can access. It has nothing to do with the actual casting of the spell. Thus, a luminary whose chosen colors are Blue and Red may cast only illusion, evocation and clear healing spells; however, they do not prepare spells daily and may cast any spell from any of those lists as they choose, so long as they have threads left to pull.

As with a Luminary, each spell costs a number of threads equal to the spell's level plus one to cast. Thus, a cantrip costs 1 thread to cast, while a ninth level spell costs ten threads to cast.

BONUS SPELLS: High wisdom indicates a greater divine connection. Luminaries with a high wisdom gain bonus spells. These manifest in the form of additional threads for spellcasting each day. If they have a wisdom of 13-15 or higher, they receive 2 extra threads at first level. If the wisdom score is 16-17 or higher, they receive three additional threads at third level, and if 18-19 or higher, four additional threads at fifth level. These threads are cumulative; thus, if a luminary has a Wisdom score of 18, they gain 2 additional threads at first level, three more at third level, and four more at fifth.

TURN UNDEAD (WISDOM): A luminary has the ability to turn, or even destroy, undead monsters. To turn undead, a luminary must declare the attempt as an attack and then



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make a successful wisdom attribute check. The character must display a holy symbol toward the undead and utter a prayer, chant or other invocation of the character's deity. Turn undead is considered a special attack and takes one round. Turn undead has a maximum range of 60 feet.

Turning undead consists of channeling divine power. The ability to channel divine power is measured by the luminary's own willpower. Accordingly, charisma, not wisdom, affects the number of undead creatures that are turned with a successful turn undead check. In most cases, the number of undead turned will be 1d12 plus the luminary's charisma modifier. When a luminary is five or more levels higher than the HD of the undead being turned, the undead are instead destroyed.

Evil luminaries may, instead of turning undead, control them. An evil luminary must be at least five levels higher than the hit dice of the undead sought to be controlled. Evil luminaries can also turn paladins.

Turn undead is covered in greater detail in the **Castles & Crusades Players Handbook**, under Turning Undead.

WEAPON SELECTION: The luminary is only allowed to use certain weapons. They can, if they choose, wield the favored weapon in use by the deity which they worship. See the list of deities later in this work for the favored weapon of the deity. If no single deity is worshipped and a pantheon is instead worshipped, weapon selection is limited to the pantheon's major deities or the deity most closely associated with the activities the luminary intends to undertake.

RESIST ELEMENTS: At 2nd level, luminaries gain a +2 bonus to saving throws against fire, water, earth, air, cold and lightning attacks.

SHAPESHIFTING: At 6th level, luminaries gain the spell-like ability to change into a small or medium-size animal and back again once per day. This ability operates like the spell polymorph self. Upon attaining this ability, a luminary must choose a totem shape that is in some way related to their deity's sphere of influence. Thus, a god of death may choose a hyena or vulture, while a trickster may choose a raven or fox. The selection is permanent, and cannot be changed. Each time a luminary uses this ability, the character regains 1d4 hit points.

At 7th and 8th levels, the luminary gains a new totem shape. Each shape can be assumed once per day, and each must be related to the sphere of influence of the deity in some way, with the Castle Keeper's approval. At 12th level, the luminary gains the ability to take the shape of a large version of one of the previously chosen totem forms. This large form can be assumed once per day, and the luminary can decide between the three forms each time this ability is used. When assuming the large version of a totem form, the luminary heals 5d8 hit points. At 15th level, the luminary can take a totem shape twice per day and at 18th level, three times per day.

PRIME ATTRIBUTE: Wisdom

HIT DICE: d8

ALIGNMENT: Any (must be compatible with deity)

WEAPONS: Deity's favored weapon plus club, crowbill hammer, light or heavy flail, light hammer, light or heavy mace, Morningstar, quarterstaff, sling, war hammer

ARMOR: Any

ABILITIES: Spells, Bonus Spells, Turn Undead, Resist Elements, Shapeshifting

LEVEL	HD	BTH	THREADS/ DAY	MAX LEVEL	EPP
1	d8	+0	5	1	0
2	d8	+0	8	1	2,001
3	d8	+1	10	2	4,251
4	d8	+1	15	2	8,501
5	d8	+2	20	3	17,001
6	d8	+2	20	3	35,001
7	d8	+3	35	4	70,001
8	d8	+3	45	4	180,001
9	d8	+4	55	5	275,001
10	d8	+4	65	5	400,001
11	+3HP	+5	80	6	525,001
12	+3HP	+5	95	6	650,001
13	+3HP	+6	110	7	775,001
14	+3HP	+6	125	7	900,001
15	+3HP	+7	135	8	1,025,001
16	+3HP	+7	145	8	1,150,001
17	+3HP	+8	155	9	1,275,001

THE PIRATE

The scourge of the seven seas or the terror of an Amazon river area, pirates are men and women who combine the abilities of mercenaries and rogues to plunder others for riches and pleasure. Some pirates are of a more noble bent, acting as privateers for their sovereign state. Others take to plunder out of desperation, having been cast off from a normal life. For others still, piracy is a way of life. Consider the ancient Nordic raider against Stevenson's Long John Silver or Captain Hook. Then add into the mix the real-world Somali pirates that terrorize the Indian and Pacific Oceans. All have different outlooks, but all are pirates.

Just about every ability score is important to a pirate. Dexterity and Charisma are the most important attributes for pirates, as many of their abilities revolve around nimbleness and striking fear into their opponents. Constitution is also valuable for weathering the difficulties of life at sea, and Strength is important for climbing rigging and working the various ropes, chains, and mechanisms of a ship at sea. For those of a navigational bent, Intelligence and Wisdom come into play.



PIRATE ABILITIES

SEAMANSHIP: At first level, the pirate gains a bonus Knowledge in seamanship. If knowledge skills are not in play, the pirate still gains this one as a class ability. This knowledge covers all aspects of life on a ship, including using rope, balance, steering and navigation and adds +3 to all checks where it can be justifiably applied. A pirate who is landlocked can still apply this ability to navigate overland if the need arises, but suffers a -2 penalty to switch from seafaring to land-based navigation. As with all knowledge skills, it improves by +1 at levels 4, 8, 16 and 20.

TAUNT (CHARISMA): The pirate can use his razor wit to enrage an enemy. At first level, through jibes and insults, the pirate can cause enemies to focus their attacks upon him, ignoring all other potential threats. To accomplish this, the pirate insults his foe and makes a Charisma check, opposed by his victim's Wisdom save. If the pirate wins, the enemy must attack the pirate exclusively for a number of rounds equal to the Pirate's BtH bonus (minimum 1 round). Using this ability requires an action. At first level, this ability can be used against one foe. At fourth level, the ability can be used against two enemies, or against one a single enemy, inflicting a penalty of -2 to hit on that enemy.

At 8th level, the ability can be used against four enemies, or against up to two enemies inflicting a penalty of -3 to hit the pirate on each.

At 12th level, the ability can be used against up to eight enemies, or against up to four, inflicting a to hit penalty of -4 on each.

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OVERWHELMING ASSAULT (CHARISMA): Pirates tend to overwhelm their foes by going all-out on their initial push. If he so chooses, a pirate can, on the first round of combat, declare an overwhelming assault. This grants +2 to initiative, to-hit rolls, and damage that round. However, since he is going on the all-out assault, he suffers -2 to AC as a trade-off. At 7th level, these modifiers increase to +4 and -4, respectively, and the pirate gains an additional attack the first round of combat. At 13th level the pirate's modifiers increase to +6 and -6, respectively, and if he strikes an opponent on either of his attacks, he may make a charisma check with a CL equal to the average level of his opponents. Success indicates all opponents are stunned with fear for one round.

SIGNALING: At 2nd level, the pirate comes to understand one method of maritime signaling. These methods can include Morse code (if it exists), flag-based signaling, smoke signals, or even a special spoken pirate dialect. The types of communication available are up to the Castle Keeper and the individual campaign. At fourth, eighth, and twelfth levels, one additional method of signaling and communication is known.

WET THE DECK WITH BLOOD (CHARISMA): Beginning at third level, the pirate can freely dispatch one enemy who is at less than five hit points without using an attack action. The Castle Keeper will inform the pirate when an enemy he is fighting has reached this vulnerable stage—the enemy will fall to his knees, collapse unconscious, drop his sword to beg for his life, or some other equally dramatic effect. The pirate must successfully strike the enemy (but gains +4 to do so) and if successful, the enemy is killed outright. Thereafter, the pirate gains +4 to Charisma checks to intimidate enemies for 1d4 rounds. At 7th level, two enemies may be dispatched in this manner, and at 10th level, three enemies may thus be dealt with.

SNEAK ATTACK: At 4th level, the pirate can target vital areas any time an opponent is unaware or in a vulnerable position. Even if an opponent or victim is aware of the pirate, so long as they are unsuspecting of an attack, a pirate can use the sneak attack ability. For example, a pirate could be having a conversation with a potential victim while hiding a derringer up his sleeve, intending to strike once a piece of vital information is learned. Or, a pirate could be perched in the crow's nest, waiting for the perfect opportunity to use a blowgun, a bow, or (in later pulp settings) a sniper rifle. Alternately, if an ally is currently in combat with a foe, the pirate can take advantage of the situation, and strike the opponent in a vital area while his attention is split. Sneak attack situations do not necessarily require a previously successful hide or move silently check, although the game master could require success in one or both, depending upon the circumstances if necessary.

A pirate making a sneak attack gains a +2 bonus to hit and a +4 bonus to damage. Ranged weapons can be used for sneak attacks if the target is within the weapon's medium range increment. A pirate cannot aim with deadly accuracy from beyond that range. At 8th level, this bonus increases to +3 to hit, and +5 to damage, and at twelfth level the bonus increases to +4 to hit and +6 to damage.

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NIMBLE COMBATANT: Beginning at 4th level, the pirate can choose one enemy with whom he is in melee combat. Against that enemy, the pirate gains +1 to his AC. At eighth level, he may gain +2 to AC against one opponent, or +1 to AC against any two opponents. At twelfth level, the pirate's combat abilities improve so that he gains +3 to AC against one opponent, or +1 and +2 against two respective opponents, or +1 against any three opponents. This ability cannot be combined with Overwhelming Assault.

IRON STOMACH: Beginning at 8th level, the pirate gains +2 to all saving throws against poison and disease. This bonus increases by +1 per level after level 8, to a maximum of +10 and includes all poisons, toxins, drugs, bacteria, viruses and other vectors of infection or intoxication, including alcohol.

PRIME ATTRIBUTE: Charisma

HIT DIE: d8

WEAPONS ALLOWED: Blowpipe, broadsword, cat o' nine tails, cestus, club, dagger, dart, light hammer, hand axe, hand crossbow, javelin, knife, light crossbow, longsword, mace, main gauche, rapier, sap, sabre, scimitar, short bow, short sword, sickle, sleeve tangler, spiked gauntlet, sling, whip.

ARMOR: leather armor, leather coat, and padded

ABILITIES: Seamanship, Taunt, Overwhelming Assault, Signaling, Wet the Deck with Blood, Sneak Attack, Nimble Combatant, Iron Stomach

LEVEL	HD	BTH	EPP
1	8hp	+0	0
2	d8	+1	2,001
3	d8	+1	4,051
4	d8	+2	9,101
5	d8	+2	20,201
6	d8	+3	40,901
7	d8	+3	81,801
8	d8	+4	163,601
9	d8	+4	327,201
10	d8	+5	577,200
11	+4	+5	827,201
12	+4	+6	1,077,200
+1	+4	+1/2	+250,000

ADAPTING AMAZING ADVENTURES TO A FANTASY GAME

As stated earlier, adding the classes from *Amazing Adventures* to your *Castles & Crusades* game can greatly increase your options for a wide variety of play styles, and indeed can give your game in Terrigan a unique flavor separate from standard *Castles & Crusades* games. When combining characters, perhaps the trickiest part of using the *AA* character classes is figuring out what weapons and armor each should be allowed. Here are the suggested lists for each class.

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AMAZING ADVENTURES CORE BOOK CLASSES

ARCANIST

The arcanist is simply an alternate take on magic users: clerics, illusionists and wizards. It should theoretically be possible to use the arcanist alongside these traditional spell casters, but the diversity of the arcanist may give her something of an advantage over others, particularly the wizard and illusionist. It is recommended that if you choose to use the arcanist in your game, you use it in lieu of other kinds of spell casters, rather than in addition to them.

WEAPONS ALLOWED: As Wizard.

ARMOR ALLOWED: As Wizard.

GADGETEER

The gadgeteer makes for an interesting addition to fantasy games. His work should probably be flavored as being clockwork or steam-powered in form. In many games, gnomes would make ideal gadgeteers, carrying around huge, bulky items with gears, springs and levers that create phenomenal effects...when they work.

WEAPONS ALLOWED: Gadgets, plus Cleric weapons

ARMOR ALLOWED: Any

GUMSHOE

The Gumshoe, in many ways, is sort of like a ranger, except that instead of hunting animals in the wild, his domain is the streets and back alleys of cities. Gumshoes could be structured as bounty hunters or sheriffs of towns and villages, their special abilities well in demand when the party needs to track down a person or bit of information on the mean streets.

WEAPONS ALLOWED: All

ARMOR ALLOWED: As Rogue

HOOLIGAN

The Hooligan, quite simply, is a re-skinned rogue. There is not much difference between the two except for flavor, and Castle Keepers can choose one or both for use in their campaigns.

WEAPONS ALLOWED: As Rogue

ARMOR ALLOWED: As Rogue

MENTALIST

Psionics are always a controversial addition to a fantasy game. The system in *Amazing Adventures* tries its best to have its own flavor while being carefully balanced against the use of magic. Still, for many players and Castle Keepers, psychics feel distinctly "science fiction," and not all Castle Keepers may want to drop the mentalist into their fantasy game. If the mentalist is dropped into a game, certain monsters like the Aboleth might be given psychic powers in lieu of, or in addition to, their normal abilities.

WEAPONS ALLOWED: As Rogue

ARMOR ALLOWED: As Druid

PUGILIST

The pugilist is a different approach to the fantasy monk. Where the latter is very Asian-themed, the pugilist is designed to

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represent a character who is a street-fighter. These men and women are into boxing and wrestling as opposed to wuxia-style martial arts. There is no reason, however, why the pugilist and monk cannot exist side-by-side in any fantasy game.

WEAPONS ALLOWED: As Monk

ARMOR ALLOWED: As Monk

RAIDER

The Raider is very unique in a fantasy game, combining aspects of the bard, rogue and ranger all into one class. This character could be an excellent dungeoneer type, the expert scholar who enjoys delving into deep, dark ruins to uncover lost civilizations and ancient treasure. In other words, not much needs to be said about using the raider in a fantasy game—they are a natural fit!

WEAPONS ALLOWED: As Ranger

ARMOR ALLOWED: As Ranger

SOCIALITE

In many ways, the socialite is similar to the bard. They are a support character who relies on boosting their party's efficiency in the face of danger. However, they are even more of a "face" character than the bard, since their abilities lie largely in contacts, smooth talking, and navigating the aristocracy. A good hit die and decent BtH progression makes the socialite an attractive (no pun intended) addition to a fantasy game that is fun to play as well as useful in a wide variety of situations.

WEAPONS ALLOWED: As Bard

ARMOR ALLOWED: As Bard

AMAZING ADVENTURES COMPANION CLASSES

ACROBAT

The utility of the acrobat should be self-evident. Especially when combined with the rogue or assassin classes in *Castles & Crusades*, this particular character path can make for some very interesting concepts, from a traveling entertainer to a wire-walking cat burglar. Their limited martial arts capabilities add to their applicability; for those looking for the old-fashioned Ninja, try multiclassing the acrobat with the monk!

WEAPONS ALLOWED: As Assassin

ARMOR ALLOWED: As Assassin

ARCHER

Once more, the archer is a class that is custom-built for a game like C&C, and indeed, is a beefed-up version of the same class found in the Adventurer's Backpack. While the two classes have minimal differences, there may be enough of a flavor divergence to allow them to be run side by side. Rename one of the two classes the "Yeoman," and you have two slightly different flavors of archer for your game.

WEAPONS ALLOWED: As herein

ARMOR ALLOWED: As herein

DUELIST

The Duelist is a swashbuckling rogue whose flashing blades and rapier wit can add to many fantasy games. This class is designed

to mimic the tropes of Dumas' Musketeers or Howard's Puritan in black.

WEAPONS ALLOWED: As herein

ARMOR ALLOWED: As herein

FERAL

Wild-men are a staple of pulp and fantasy literature. The feral can be used to mimic a true wildling or a member of any number of primitive, tribal societies. Their abilities are drawn from their instincts to survive in the wild, and they can be a model for deep forest or jungle native tribes who have not yet lost their connection to nature, while adhering to a strict barbaric code of honor (or maybe, a displaced member of a savage cannibal tribe, trying to make his or her way in an entirely different kind of jungle: the urban environment).

WEAPONS ALLOWED: Simple weapons

ARMOR ALLOWED: None

GUNSLINGER

Of all of the classes in *Amazing Adventures*, the gunslinger presents perhaps the most challenge to work into a fantasy game. After all, most fantasy games do not have firearms! If your game includes black powder weapons, the gunslinger can be assumed to use those weapons and should add all black powder firearms to its list of proficient weapons.

If you are not using black powder weapons, you can retool the gunslinger as an alternate style of archer that specializes in crossbows! Any reference to a firearm becomes a reference to a crossbow, and any reference to a pistol or handgun becomes a reference to a hand crossbow. As an added bonus, members of this class using hand crossbows increase the damage for those weapons to 1d6 based on knowing just how and where to shoot. Light crossbows, in turn, deal 1d8 damage when wielded by members of this class. If you like, change the name of the class to "Bowslinger."

WEAPONS ALLOWED: Any

ARMOR ALLOWED: As Rogue

PIRATE

Not much needs be said about incorporating the pirate into a game. If you are running adventures on the high seas, or that deal in any way with waterborne trade, the pirate is a natural addition. Every society that isn't landlocked needs mariners; this class should drop right in with no problems.

WEAPONS ALLOWED: As herein

ARMOR ALLOWED: As herein

SOLDIER

An oft-overlooked (even by the author) option for characters, soldiers in fantasy games are often relegated to the status of "Fighter." In reality, the abilities of the professional soldier are specific and far different than those of the strong-armed sell-sword. This particular class could fill a hole in your campaign that you didn't even realize was there.

WEAPONS ALLOWED: Any

ARMOR ALLOWED: Any

CHARACTER RACES AND LANGUAGES



ace is the foundation of every character. The race you choose to construct your character upon affects both game play and role play. Remember, however, that race is only one aspect of every adventurer. Every individual person within a racial group is unique, and you should not feel limited by the descriptions of each race that follow or that are found in the **Castles & Crusades Players Handbook**.

RACIAL CHARACTERISTICS

To a large extent, the player character races in **Abyss Walker** world setting are greatly similar to those described in the **Players Handbook**. Any rule changes or important background information specific to a race are detailed in each race's description. Otherwise, reference should be made to the **Players Handbook** for such details as personality, relations, and names.

The most significant changes to each race are beginning languages, bonus languages, height and weight ranges, minimum starting age, and maximum age. Each race's beginning languages and available bonus languages are listed in the racial description. More details, however, on these characteristics, as well as the changes in height, weight, and age, follow the racial descriptions. Finally, religion differs from that described in the **Players Handbook**. A summary is provided below regarding each race's religion.

HUMANS

Humans are the primary race populating Terrigan. They are an adaptable and tough lot. The description and game rules on humans as detailed in the **Players Handbook** remain unchanged.

LANGUAGES: Humans speak common. Their bonus languages depend on the country/region they're from.

BEYKLA REGION: Dwarven, Elven.

KAI-HARKIA REGION: Dwarven, Goblin

ATEN REGION: Elven

LADATHON REGION: Elven

ABOE REGION: pick any two.

RELIGION: Humans worship a variety of different gods, with Beykla being the only nation to adopt an official national religion of Jusitcian—the worship of the God of Justice, Stephanis.

DWARVES

Dwarves believe they were the first people that existed under the mountains for tens of thousands of years before the elves. Their creator, Durion, was one of Dicermadon's victims during his quest for power. Panoleen secretly forged the dwarves from the early elves, expecting them to need to be able to survive the

rigors of battle and defend their homes. Their worship brought new life to the defeated Durion. Durion knew that to stand against Dicermadon's minions, he would need a hearty people that would have unmatched determination and constitution. Although they once populated all the lands and even plied the high seas, the dwarven population has burrowed deeper into the mountains and began to isolate themselves from the surface. These new dwellings have slowly caused change in those that never touch the surface, creating a much more rigid and brutal society.

Dwarves group themselves in clans, casting off their old clan name when joining a new one. It is uncommon for a dwarf to switch clans, but sometimes the clan king takes them in directions their members do not wish to follow. Some popular dwarven clans are Stoneheart, Hammercrest, Cutstone, and Bigbody to name a few.

RELIGION: The major Dwarven god is Durion, King of the Mountain. Dwarves also pay homage to the greater deities and various forefathers and heroes of their kingdoms. Some even worship Leska, the earth mother goddess.

LANGUAGES: Dwarves speak Dwarven and Undercommon. Their bonus languages are: Common, Giant, Gnomish, Goblin, Greyshalk, and Orc.

NAMES: In addition to the description in the **Players Handbook**, Dwarves tend toward names comprised of one or two syllables. Surnames are based on their clan name and only Dwarves of importance in the kingdom or of great achievement will have a second name that reflects their achievements such as Jergus, the Rock of Hammercrest. Sometimes a dwarf will be given a descriptive moniker, such as Grayeye Cutstone.

TRAITS: Other than the additional skills that follow, Dwarven racial traits do not differ from those described in the **Castles & Crusades Players Handbook**.

CRAFT: All Dwarves learn a Craft skill as they grow to adulthood. The character may pick one craft or trade in which they have expert proficiency, subject to the Castle Keeper's approval. Whenever making any attribute check where this craft applies, the attribute is treated as Prime even if it was not. If the attribute is already Prime, the check gains a +2 bonus.

LITERACY: All Dwarves begin play with 1 rank in Dwarven, as outlined in *The Player's Guide to Aihrede*.

ELVES

There are four types of elves in the **Abyss Walker** world – True Elves, Under Elves (also called Dark, Deep, Moon, and a few unsavory slurs), Savage Elves, and Wood Elves. The racial description of Elves in the **Players Handbook** is generally applicable to each type of Elf in **Abyss Walker**. Differences in background and game rules are detailed in their individual descriptions below.



TRUE ELVES

A True elf is a typical elf in the *Abyss Walker* world setting as detailed in the *Players Handbook*.

UNDER ELVES

The Under Elves left the surface before the creation of any other races. They vary from white skin and larger eyes to black skin and smaller eyes. Players can choose between these two types, white and black. The only difference from a cultural standpoint is the effect this has on their daylight sensitivity—white under elves suffer penalties to vision in daylight while they have keen night sight, and black under elves gain a bonus to hide in shadows, but are conspicuous in the light.

Unlike the surface Elves, they chose to remain isolationist. Rarely coming to the surface, they have made their homes and cities among the twisting and turning caverns of the undermountain. Their buildings of choice are carved into great stalactites and stalagmites using all manner of subterranean foods and animals for domestication and culture. Under elves do not live as long as surface elves due to the poor subterranean diet, making their more frequent leadership changes challenging for the long living surface elves to form trusting relationships.

During the Orc Wars, the Under Elves refused to help with the exception of small isolated militia groups that formed and fought for profit. There were plenty of rumors some of these fought for hire under the orc banner until the Minok Vale entered the fray. This led to an extreme distrust of the other races, particularly Beyklans.

PERSONALITY: The Under Elves have lost their connection to the surface vales. They tend to be serious, with mirth reserved for holidays among their own kind and for intimate relations.

PHYSICAL DESCRIPTION: Under Elves are the smallest of all the elves, standing between four to five feet tall on average. Their skin tends to either all black with black hair and small black eyes, or all white with large white eyes and white hair. They have no facial hair or body hair. Their ears are thin and extend wide from their head and are commonly adorned with jewelry and precious stones.

ALIGNMENT: They are as evil as they are good, but most are chaotic. Their reclusive nature makes them distrustful of surface races are more likely to respond with violence first and ask questions later.

RELIGION: The patron deity of the Under Elves is Leska, the Earth Mother. Evidence suggests that they also worship various deities that best support their societies or goals.

LANGUAGES: Under Elves speak Elven (Archaic dialect) and undercommon. Their bonus languages are: Goblin, Dwarven, Elven (True Elven, Savage, and Wood), and Gnomish.

NAMES: The name given an Under Elf at birth remains unchanged upon reaching adulthood. Unlike their surface cousins, Under Elves do not always make use of the surname rule. Under elves consider it arrogant and believe the surface elves use it to dominate other races. Under Elves do not consider themselves to be superior to surface races as a society, but rather on an individual basis.

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ADVENTURERS: Under Elf adventurers are extremely rare. Those that do take up adventuring do not survive long without a healthy distrust of others and willingness to kill for self-preservation. They have a generally negative view of the surface races, at best considering them untrustworthy and at worst, downright evil. If they do encounter a surface dweller worthy of their trust, they are unwaveringly loyal toward them, even going so far as to kill anyone wishing to do them harm. Once won, the loyalty of an Under Elf is more stalwart than that of any other race.

TRAITS: The racial traits of Under Elves differ as follows:

ABILITIES: +1 Dex, +1 Int, -2 Con.

WEAPON PROFICIENCIES: Proficient with either longsword, shortsword, scimitar, or rapier; and shortbow or composite shortbow. Other favored weapons include blowguns, javelins, hand axes, and any thrown weapon.

SUBTERRANEAN LORE (WISDOM): All Under Elves are experienced at survival in the underworld. With a successful Wisdom check, an under elf can always find food and water underground, and will be able to determine their depth below the surface, as well as divining compass directions, geographic features, and the like. It is difficult for an under elf to truly get lost in an underground region.

DAYLIGHT SENSITIVITY (WHITE UNDER ELVES ONLY): White under elves gain +2 to Wisdom checks related to eyesight when in darkness and -2 in daylight.

NIGHT STEALTH (BLACK UNDER ELVES ONLY): Black under elves suffer -2 to hide checks in the light and +2 to hide in darkness.

KEEN HEARING: Under elves gain +2 to Wisdom checks related to hearing.

LITERACY: Under Elves begin play with 1 rank in Archaic Elven and Undercommon, as outlined in *The Player's Guide to Ahrde*.

TYPICAL CLASSES: Rogue, Assassin

SAVAGE ELVES

Savage Elves also descend from the True Elves. During the ancient wars, unlike their cousins the Under Elves, they chose to seek refuge in the Wild Lands. In doing so, they completely isolated themselves from the other peoples of the world, even fringe indigenous societies. Aspects of halfling and barbarian culture help form the foundation of Savage Elf tribal society. Very few remnants of true elven culture remains among the Savage Elves. They despise any race that is not their own, and war commonly and frequently with the different tribes amongst themselves. They're so isolated, most Vales do not believe they're real, and instead, they use them in stories to scare children.

PERSONALITY: Savage Elves value honor and significant achievement. Life is less important than the afterlife, and thus

despite their long lifespan, they seldom make it to old age. They have an affinity for the land, and do not domesticate beasts. Any mounts are captured and forced into servitude. The larger and more dangerous the mount, the more revered it is within Savage Elf Society. The customs and habits of each tribe varies as much as human personality, but due to their value system and general disregard for life, they are most commonly viewed as evil by other races.

PHYSICAL DESCRIPTION: Savage Elves are about the same height as other elves, averaging about 5 foot 6, but they are far more muscular and dexterous. Their skin tends toward deep green to dark red. They can have any cool color of dark-hair, with eyes ranging from deep green to bright red. They have no facial or body hair with the exception of eyebrows and the top of their head. Their ears are long and extend far back behind their head. Their dress tends toward simple leather and hide clothing, decorated with natural stains and inks. They use metal working for weapons only. Savage Elf features are more rough than fine and their chiseled features match their strong forms.

RELATIONS: Savage Elves do not relate well to any other race. They understand orc motivation the best, but Orcs' general low intelligence makes them disliked by Savage Elves. Savage Elves respect for individualism, however, can lead to friends among enemies.

ALIGNMENT: Savage Elves value individuality and freedom. They are typically chaotic evil believing might makes right.

RELIGION: Savage Elves pay homage to Shakkarn, the nomadic God, but also pray to Leksa, the Earth Mother, and Kaph, the God of Strength--along with many animal and nature spirits that they believe permeate the forest.

LANGUAGES: Savage Elves speak Elven. They have no bonus languages.

NAMES: Savage Elves have only one name and it is likely a description of something else. "Green Bear," or "Tall Reed." Their names can change periodically throughout their lives based on deeds.

ADVENTURERS: Savage Elves take up adventure to explore the world. Most of all, they seek to test themselves, hoping to achieve great individual accomplishments. They generally cannot comprehend societal laws, rules, mores, or folkways. Even after living abroad for some time, they will break any law, or kill any person, (outside of friendships), if it means completing a great achievement.

TRAITS: The racial traits of Savage Elves differ as follows:

ABILITIES: +2 Str, +1 Con, -3 Cha.

WEAPON PROFICIENCIES: Proficient with spear; and shortbow, longbow, composite shortbow, or composite longbow.

NATURE LORE: This ability works identically to the Druid class ability of the same name.

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TYPICAL CLASS: Barbarian.

LITERACY: Savage Elves begin play with 2 ranks in Elven (Wild), as outlined in *The Player's Guide to Aihrde*.

WOOD ELVES

Wood Elves are said to encapsulate a bit of Leska's power within them. Magical and mysterious, Wood Elves believe they should be called True Elves. From moon wells to sun pools, they are the most one with nature. When the elves began dividing, the Wood Elves kept to their natural order. They chose not to create great cities, and instead, focused on smaller groves and tighter communities. Thus, the Wood Elves are more like their created selves than the True Elves.

PERSONALITY: Wood Elves are reclusive and secretive, though not isolationist. They are the natural protectors of the forests and its inhabitants. They are distrustful of permanent structures and despise those that would dwell in booming metropolises. Being hunter gatherers, they often find themselves in conflict with races that would domesticate animals or cut down forests to grow crops. Wood Elves do not govern as a nation or vale, but do so in groves, like Druids. This prevents them from being at war with nations, and instead, brings them to common conflict with civilized communities.

When in conflict, they prefer harassing their enemies by destroying fields, homes, and crops, rather than killing and maiming. However, for stubborn communities that do not get the hint, sometimes killing them is their only recourse to protect nature. Wood Elves do not forge metal, and make all of their weapons and tools from stone and wood. Their affinity to Leska's magic allows them to enchant their tools as easily as a mage might enchant a master crafted hammer.

PHYSICAL DESCRIPTION: Wood Elves are the most terrifying elven race upon which to look. Their skin is rough and hard, more resembling bark than flesh. They are commonly as tall as humans with thick dreadlock appendages instead of hair which are used to store water in times of droughts. Their skin ranges from shades of gray to dark brown. Their eyes change color with mood: pink when they're happy, blue when sad, and orange when angry. In great times of distress or sadness, their eyes have known to become black. In general they tend to exhibit a stern and curious expression that is then often betrayed by a bright smile.

RELATIONS: Wood Elves prefer the company of forest creatures and fey, and generally relate well to Dwarves and Halflings. They generally stick to their own affairs, but will rally to the cause of good if their lands are threatened by another civilized race's development.

ALIGNMENT: Wood Elves value the natural order of the universe. Thus, they tend toward a shade of neutrality with neutral good, and chaotic neutral being the most prevalent alignment.

WOOD ELVEN LANDS: Wood Elves consider all of Terrigan to be their lands. From the burned charred caldera of volcanos to the deep ocean floor. Little emphasis or importance is placed upon the biologic parents or siblings of a wood elf. Instead, the grove raises newborn Wood Elves, and each individual is groomed for a few particular roles in the grove. Which of these roles is eventually chosen is left to the individual, but once chosen, it becomes a life's commitment. Each individual declares their chosen role upon reaching adulthood.

RELIGION: Wood Elves revere Leska, the Earth Mother above all. But, they have been known to follow the nomadic God, Shakkarn, as well as any, or all, of the Elemental Deities.

LANGUAGES: Wood Elves speak Elven and Sylvan. Their bonus languages are: Common, Dwarven, Elven, Halfling, Draconic, Gnomish, Goblin, Hobgoblin, Kobold, Orc, Troll, Kriel, Greyschalk, and undercommon.

NAMES: Wood Elf names are chosen at birth. Like True Elves, Wood Elves do not provide their full names to non-elves. They only refer to themselves as their Grove name. Sanya Thickthicket would only introduce herself as her Grove name, Thickthicket. In rare occasions elves have been known to bestow their first names to non-elves; revealing that name to anyone else is considered a betrayal that demands blood.

ADVENTURERS: While it would seem likely that few Wood Elves would become adventurers because of the roles individual Wood Elves are nurtured to follow in their Grove, they are in fact the most prevalent adventurers of all the elven races. It is not uncommon for a Wood Elf to join a party of adventures to achieve a goal that their grove deems important. They are skilled note takers, and will commonly overwhelm their companions with questions about everything going on outside of the grove. In this way, the Wood Elves stay current with the happenings of the world and identify what damage, if any, the local races are doing to the environment. This is not to say that Wood Elf adventurers do not develop life-long friendships with their adventuring companions, only that the needs of the grove will always come before those of the adventuring group.

TRAITS: The racial traits of Wood Elves differ as follows:

ABILITIES: +2 Dex, +1 Con, -3 Cha.

WEAPON PROFICIENCIES: Proficient with either longspear or shortspear; and any type of bow. Other favored weapons include hand axes and knives.

NATURE LORE: This ability works identically to the Druid class ability of the same name. Literacy: All Wood Elves begin play with 1 rank in Elven, as outlined in *The Player's Guide to Aihrde*.

TYPICAL CLASS: Druid

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GNOMES

Gnomes are an offshoot of the dwarven family tree. They are fabled to be the living proof that halflings were once dwarves—or the other way around if you ask Halflings. Somewhere in their history, the Gnomes became distinctly different from their dwarven cousins. They lived largely above ground, and became smaller in stature. They are very adaptive to new terrains and environments.

The gnomish population suffered greatly during the Age of Dragons. They moved to isolated mountains rather than retreating under it. After the Great Dragons were defeated and sealed in their prisons, gnomes never expanded down into the realms like the other races did. They elected to spend their time creating gadgets and gizmos to better their life and solve community problems. The Gnomish clans, much like dwarves, have a central king—but prefer to spend their time making gadgets and other curiosities rather than weapons and armor.

PHYSICAL DESCRIPTION: The only difference in *Abyss Walker* Gnomes is that their height generally matches that of dwarves, but without hair. They are almost exclusively bald and while they're often as hardy as dwarves, they lack the physical strength commonly seen in dwarf culture.

RELATIONS: Gnomes get along well with Dwarves and Halflings, and engage in a large amount of trade with Humans. They have little contact with Elves. Dwarves see them as kind, but weak—and halflings view them as stuffy and boring, always locking themselves away in their workshops all the time.

ALIGNMENT: Gnomes tend toward good, with neutral good being the most prevalent alignment.

RELIGION: Gnomes worship a great number of Gods, but often they call on the spirits of their elders. They view Dicermadon as the supreme God of Gods, and often worship him above all for guidance and knowledge.

LANGUAGES: Gnomes speak Dwarven, Halfling and common. Their bonus languages are: Goblin, Kobold, and Undercommon.

TRAITS: The racial traits of Gnomes differ as follows.

VISION: Gnomes have both duskvision and darkvision (60 feet).

PROFESSION: All Gnomes learn a Profession skill as they grow to adulthood. The character may pick one Profession, subject to the Castle Keeper's approval. Whenever making a check related to this profession, their attribute is treated as though it were Prime, even if it is not. If the attribute is already Prime, the check gains an additional +2.

LITERACY: Gnomes begin play with 1 rank in Gnomish, as outlined in the *Player's Guide to Aihrde*.

HALF-ELVES (AND HALF-FAERIES)

Half-Elves do not differ from the description in the *Players Handbook*, except that their physical description varies depending on whether they are the offspring of a True, Under, Savage, or Wood Elf. Half-Elves can also be the offspring of an Elf and a Faerie. Half Faeries are extremely rare, resulting from a liaison between a Human and a Faerie. Half-Faeries look like humans but will generally have one characteristic to set them apart, be it small horns, oddly colored hair or skin, or even vestigial wings.

RELIGION: A Half-Elf's religion is generally dependent upon their background, and is not limited to any particular deities.

LANGUAGES: Half-Elves speak Elven (dialect fitting the character's background) and common. Their bonus languages are: Dwarven, Elven, Gnomish, Goblin, Halfling, and Hobgoblin.

Half-Faeries speak Sylvan, Elven, and Common. Their bonus languages are: Elven

HALF-ELVEN LITERACY: Half-Elves and Half-Faeries begin play with one rank in either Elven or Common, as outlined in the *Player's Guide to Aihrde*.

HALF-ORCS

Half-orcs do not greatly differ from their description in the *Players Handbook*. Half-Orc adventurers, however, are rare.

RELIGION: Depending upon their alignment and background, Half-Orcs might follow any deity if they follow their human side. If they follow their Orc side, they most likely worship Drunda, the Mother Orc.

LANGUAGES: Half-orcs speak Common and Orc. Their bonus languages are: Goblin, Halfling, and Greyshalk.

LITERACY: Half-orcs are not literate. For more information, see the *Player's Guide to Aihrde*.

RACIAL TRAITS: Differ as follows:

ABILITIES: +2 Str, +1 Con, -1 Int, -2 Cha

TYPICAL CLASS: Fighter

HALFLINGS

Halflings are a short, happy-go-lucky people, natural gamblers and risk takers, who despise warfare slightly more than slavery. Their natural cunning makes them terrible slaves as they have a knack for escaping and causing general mischief, often beyond their value to their master. During times of war, Halfling villages often lie undisturbed, for the raiders frequently find that they have been taken for far more than they took. This forced isolationism has caused them to develop into a society of arcane enthusiasts, cat burglars... and incredible chefs.

The family unit is led by a patriarch and matriarch, and is composed of their children, siblings, and cousins. Most often,

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every member of a village claims they are related—whether true or not. Those of similar age are considered cousins, those older are aunts and uncles, and younger are nieces and nephews.

Because of Halflings' cultural value placed on cooking, they often enjoy food as often as possible.

The civilized Halflings of Terrigan generally fit the description given in the **Castles & Crusades Players Handbook**, with exceptions given below.

Halflings display a quick wit and cunning mind. They are singleminded when focused on achieving a goal. In combat, they prefer hit and run tactics, rarely facing any foe one-on-one. They greatly love their entire family unit, but accept that death is a part of nature.

Where magic is concerned, their one track mind helps them to excel in specialty schools. Halflings most commonly lean toward illusion and enchantment magic.

Among Halflings little concern is given to monetary wealth. Often, items are deemed desirable simply because they belong to someone else. The value of an item is not based on its monetary worth, but rather the adventure or story that came with the acquisition. Because of this, some of the most prized halfling treasure might be nothing more than a piece of wood, or an odd shaped rock.

PHYSICAL DESCRIPTION: Halflings average 3 1/2 to 4 1/2 feet tall and weigh 50-70 lbs. Their skin is tanned, and their eyes are typically brown or black, but sometimes green. They wear their often naturally curly hair long, sometimes in braids or tails. Facial hair is very rare. They tend toward light dress of simple and practical design, and prefer not to wear footwear.

RELATIONS: Halflings will engage trade and are on good terms with the cultures around them. They tend to avoid human settlements when possible, but often their adventurous sides overcome their better sense. Mostly, they stick to their own affairs.

ALIGNMENT: Halflings tend toward some aspect of neutrality.

RELIGION: Halflings worship a wide variety of deities, but most commonly the worship Lukerey, the Luck God.

LANGUAGES: Halflings speak Halfling and Common. Their bonus languages are: Dwarven, Elven, Gnomish, Goblin, Kobold, Orc, Sylvan, and Draconic

NAMES: Halfling names tend to be more like sayings that names. An example would be "Spot Kettlepot, sometimes here, sometimes not." While Spot Kettlepot might be his name, he will recite the entire phrase when introducing himself. This phrase can change as time goes on to reflect adventures or deeds earned.

ADVENTURERS: Halfling adventurers are those that are not able to find sufficient challenges and rewards in their own communities. They might be the sole survivor of a decimated

family, an escaped slave, or an outcast. Some Halfling magic-users must simply leave their families to seek out knowledge and to develop their craft.

TRAITS: The racial traits of Halflings are as follows:

NATURE LORE: This ability functions as the Druid class ability of the same name.

TYPICAL CLASSES: Illusionist and Rogue.

LITERACY: All Halflings begin play with 1 rank in Halfling, as outlined in the **Player's Guide to Aihrde**.

HEIGHT AND WEIGHT

A player may choose his character's height and weight as they see fit. For reference, there are height and weight tables for all of the standard races in the **Castles & Crusades Castle Keepers Guide**.

AGE

A character's age is left to the player to decide. Age ranges for the standard races can be found in the **Castles & Crusades Players Handbook**, or the **Player's Guide to Aihrde**.

RACE AND LANGUAGES

For game play, the Castle Keeper may decide to allow all beginning characters speak the common tongue. A character also begins play with the potential to speak additional languages depending upon the character's race. The descriptions of each race detail a character's starting languages.

INTELLIGENCE BONUS: A beginning character with an Intelligence score of 12 or higher begins play with additional languages that he can speak; one per point of intelligence bonus. The player chooses his bonus languages from the list contained in each race's description. A character possessing an Intelligence modifier greater than the number of bonus languages listed in his race's description does not begin play with any additional bonus languages. Instead, the character may learn additional languages over time if the opportunity presents itself as they explore Terrigan. If a character's Intelligence score modifier increases due to aging or magic, they gain additional bonus language slots at that time.

CLASS-RELATED LANGUAGES: Clerics, druids, and wizards can still choose bonus languages not detailed in their racial description as found in the **Players Handbook**.

LITERACY: Characters cannot read and/or write any languages they speak unless it is noted in their race's description. For a character to learn to read and write a language they speaks, they must learn 1 rank in the skill Literacy for that language. Not all races begin play with a Literacy skill, even in their native language. For more information about how Literacy works, see the **Castles & Crusades Player's Guide to Aihrde**. For those wishing a simpler take on literacy, see the **Castle Keepers Guide**.

THE MAGIC OF TERRIGAN



agic in the world of **Abyss Walker** comes from a combination of innate talent and learned skill. Chromatic mages have the ability to draw power from a web of mystical energy that encircles the world. Exactly like a spider's web, this mystic energy field is made up of Strands or Threads. The chromatic mage draws Threads from this Web, reshapes them and releases them once more to create a magical effect. The Threads that create different effects are of different colors.

The colors of Threads or Strands (the two terms are used interchangeably) determine the effects of the magic they can produce. The colors and general magical effects are as follows:

- Evocation-Blue. These chromatic mages are also referred to as evokers.
- Abjuration-Orange. These chromatic mages are also referred to as abjurers.
- Necromancy-Black. These chromatic mages are also referred to as necromancers.

- Enchantments-Green. These chromatic mages are also referred to as enchanters.
- Illusion-Red. These chromatic mages are also referred to as illusionists.
- Transmutation-Brown. These chromatic mages are also referred to as transmuters.
- Divination-White. These chromatic mages are also referred to as diviners.
- Conjunction-Yellow. These chromatic mages are also referred to as conjurers.

Each mage begins their training and progresses through lower levels of ability with a mastery of one color. As they increase in power and proficiency, they learn to draw upon other Threads, and even, at the highest levels, to combine them in astounding feats of magical prowess.

SPELLS BY COLOR/SCHOOL

SPELL	SCHOOL	COLOR	LEVEL
ABJURATION (ORANGE)			
Endure Elements	Abjuration	Orange	0
Hold Portal	Abjuration	Orange	1
Holy Aura	Abjuration	Orange	1
Protection from Alignment	Abjuration	Orange	1
Remove Fear	Abjuration	Orange	1
Resist Elements	Abjuration	Orange	1
Sanctuary	Abjuration	Orange	1
Shield	Abjuration	Orange	1
Shield of Faith	Abjuration	Orange	1
Undetectable Aura	Abjuration	Orange	1
Consecrate	Abjuration	Orange	2
Delay Poison	Abjuration	Orange	2
Protection from Arrows	Abjuration	Orange	2
Remove Paralysis	Abjuration	Orange	2
Dispel Illusion	Abjuration	Orange	3
Dispel Magic	Abjuration	Orange	3
Glyph of Warding	Abjuration	Orange	3
Magic Circle (Alignment)	Abjuration	Orange	3
Nondetection	Abjuration	Orange	3
Protection from Elements	Abjuration	Orange	3
Remove Blindness or Deafness	Abjuration	Orange	3
Remove Curse	Abjuration	Orange	3
Remove Disease	Abjuration	Orange	3
Anti-Plant Shell	Abjuration	Orange	4
Dismissal	Abjuration	Orange	4
Dragon Scales	Abjuration	Orange	4
Hallow	Abjuration	Orange	4
Minor Globe of Invulnerability	Abjuration	Orange	4
Neutralize Poison	Abjuration	Orange	4
Repel Vermin	Abjuration	Orange	4
Atonement	Abjuration	Orange	5
Death Ward	Abjuration	Orange	5
Dispel Alignment	Abjuration	Orange	5
Dragon Shadow	Abjuration	Orange	5
Guards and Wards	Abjuration	Orange	5
Anti-Illusion Shield	Abjuration	Orange	6
Anti-Magic Shell	Abjuration	Orange	6
Banishment	Abjuration	Orange	6
Globe of Invulnerability	Abjuration	Orange	6
Awe	Abjuration	Orange	7
Holy Word	Abjuration	Orange	7
Refuge	Abjuration	Orange	7
Repulsion	Abjuration	Orange	7
Sequester	Abjuration	Orange	7
Mind Blank	Abjuration	Orange	8
Screen	Abjuration	Orange	8
Antipathy	Abjuration	Orange	9
Imprisonment	Abjuration	Orange	9
CONJURATION (YELLOW)			
Create Water	Conjuration	Yellow	0
Mage Hand	Conjuration	Yellow	0
Prestdigitation	Conjuration	Yellow	0

Floating Disk	Conjuration	Yellow	1
Minor Creation	Conjuration	Yellow	1
Obscuring Mist	Conjuration	Yellow	1
Summon Familiar	Conjuration	Yellow	1
Unseen Servant	Conjuration	Yellow	1
Fog Cloud	Conjuration	Yellow	2
Magic Mouth	Conjuration	Yellow	2
Summon Swarm	Conjuration	Yellow	2
Web	Conjuration	Yellow	2
Create Food and Water	Conjuration	Yellow	3
Dragon Mount	Conjuration	Yellow	3
Gust of Wind	Conjuration	Yellow	3
Snare	Conjuration	Yellow	3
Stinking Cloud	Conjuration	Yellow	3
Summon Lesser Monster	Conjuration	Yellow	3
Tiny Hut	Conjuration	Yellow	3
Wall of Wind	Conjuration	Yellow	3
Black Tentacles*	Conjuration	Yellow	4
Dimension Door	Conjuration	Yellow	4
Phantasmal Killer	Conjuration	Yellow	4
Secure Shelter	Conjuration	Yellow	4
Sleet Storm	Conjuration	Yellow	4
Solid Fog	Conjuration	Yellow	4
Spike Stones	Conjuration	Yellow	4
Summon Animals	Conjuration	Yellow	4
Wall of Ice	Conjuration	Yellow	4
Faithful Hound	Conjuration	Yellow	5
Insect Plague	Conjuration	Yellow	5
Major Creation	Conjuration	Yellow	5
Plane Shift	Conjuration	Yellow	5
Secret Chest	Conjuration	Yellow	5
Summon Beasts or Plants	Conjuration	Yellow	5
Summon Monster	Conjuration	Yellow	5
Wall of Iron	Conjuration	Yellow	5
Wall of Thorns	Conjuration	Yellow	5
Summon Elemental	Conjuration	Yellow	6
Wall of Stone	Conjuration	Yellow	6
Creeping Doom	Conjuration	Yellow	7
Instant Summons	Conjuration	Yellow	7
Limited Wish	Conjuration	Yellow	7
Phase Door	Conjuration	Yellow	7
Shadow Walk	Conjuration	Yellow	7
Summon Greater Monster	Conjuration	Yellow	7
Summon Magical Beasts or Fey	Conjuration	Yellow	7
Clone	Conjuration	Yellow	8
Maze	Conjuration	Yellow	8
Summon Planar Ally	Conjuration	Yellow	8
Whirlwind	Conjuration	Yellow	8
Gate	Conjuration	Yellow	9
Storm of Vengeance	Conjuration	Yellow	9
Summon Elemental Swarm	Conjuration	Yellow	9

DIVINATION (WHITE)

Detect Alignment	Divination	White	0
Detect Illusion	Divination	White	0
Detect Magic	Divination	White	0
Detect Neutrality	Divination	White	0
Detect Poison	Divination	White	0

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Know Direction	Divination	White	0
True Strike	Divination	White	0
Comprehend Languages	Divination	White	1
Detect Secret Doors	Divination	White	1
Detect Snares and Pits	Divination	White	1
Detect Undead	Divination	White	1
Identify	Divination	White	1
Read Magic	Divination	White	1
Animal Messenger	Divination	White	2
Augury	Divination	White	2
Detect Thoughts	Divination	White	2
Detect Traps	Divination	White	2
Locate Object	Divination	White	2
See Invisibility	Divination	White	2
Speak with Animals	Divination	White	2
Clairaudience/Clairvoyance	Divination	White	3
Speak with Plants	Divination	White	3
Arcane Eye	Divination	White	4
Detect Scrying	Divination	White	4
Discern Lies	Divination	White	4
Divination	Divination	White	4
Locate Creature	Divination	White	4
Mnemonic Enhancer	Divination	White	4
Scrying	Divination	White	4
Tongues	Divination	White	4
Commune	Divination	White	5
Commune with Nature	Divination	White	5
Contact Other Plane	Divination	White	5
Humanoid Finding	Divination	White	5
Telepathic Bond	Divination	White	5
True Seeing	Divination	White	5
Find the Path	Divination	White	6
Legend Lore	Divination	White	6
Stone Tell	Divination	White	6
Greater Scrying	Divination	White	7
Vision	Divination	White	7
Discern Location	Divination	White	8

ENCHANTMENT (GREEN)

Influence	Enchantment	Green	0
Animal Friendship	Enchantment	Green	1
Bless	Enchantment	Green	1
Bless Water	Enchantment	Green	1
Calm Animals	Enchantment	Green	1
Charm Person	Enchantment	Green	1
Command	Enchantment	Green	1
Daze	Enchantment	Green	1
Hypnotism	Enchantment	Green	1
Sleep	Enchantment	Green	1
Aid	Enchantment	Green	2
Charm Person or Animal	Enchantment	Green	2
Hold Animal	Enchantment	Green	2
Scare	Enchantment	Green	2
Hold Person	Enchantment	Green	3
Suggestion	Enchantment	Green	3
Charm Monster	Enchantment	Green	4

Confusion	Enchantment	Green	4
Emotion	Enchantment	Green	4
Fear	Enchantment	Green	4
Rainbow Pattern	Enchantment	Green	4
Bind Elemental	Enchantment	Green	5
Feeblemind	Enchantment	Green	5
Hold Monster	Enchantment	Green	5
Mass Suggestion	Enchantment	Green	5
Nightmare	Enchantment	Green	5
Geas	Enchantment	Green	6
Insanity	Enchantment	Green	7
Power Word Stun	Enchantment	Green	7
Command Plants	Enchantment	Green	8
Mass Charm	Enchantment	Green	8
Power Word Blind	Enchantment	Green	8
Binding	Enchantment	Green	9
Power Word Kill	Enchantment	Green	9

EVOCATION (BLUE)

Acid Splash*	Evocation	Blue	0
Arcane Mark	Evocation	Blue	0
Fire Bolt*	Evocation	Blue	0
Light	Evocation	Blue	0
Ray of Frost	Evocation	Blue	0
Alarm	Evocation	Blue	1
Burning Hands	Evocation	Blue	1
Faerie Fire	Evocation	Blue	1
Magic Missile	Evocation	Blue	1
Minor Dark Chaos	Evocation	Blue	1
Shocking Grasp	Evocation	Blue	1
Sound Burst	Evocation	Blue	1
Acid Arrow	Evocation	Blue	2
Barkskin	Evocation	Blue	2
Continual Flame	Evocation	Blue	2
Dark Chaos	Evocation	Red	2
Darkness	Evocation	Red	2
Heat Metal	Evocation	Blue	2
Produce Flame	Evocation	Blue	2
Shatter	Evocation	Blue	2
Spiritual Weapon	Evocation	Blue	2
Call Lightning	Evocation	Blue	3
Explosive Runes	Evocation	Blue	3
Fireball	Evocation	Blue	3
Lightning Bolt	Evocation	Blue	3
Prayer	Evocation	Blue	3
Pyrotechnics	Evocation	Blue	3
Fire Shield	Evocation	Blue	4
Fire Trap	Evocation	Blue	4
Ice Storm	Evocation	Blue	4
Major Dark Chaos	Evocation	Blue	4
Resilient Sphere	Evocation	Blue	4
Sending	Evocation	Blue	4
Shout	Evocation	Blue	4
Wall of Fire	Evocation	Blue	4
Cloudkill	Evocation	Blue	5
Cone of Cold	Evocation	Blue	5
Flame Strike	Evocation	Blue	5
Wall of Force	Evocation	Blue	5

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Blade Barrier	Evocation	Blue	6
Chain Lightning	Evocation	Blue	6
Delayed Blast Fireball	Evocation	Blue	7
Prismatic Spray	Evocation	Blue	7
Fire Storm	Evocation	Blue	8
Incendiary Cloud	Evocation	Blue	8
Prismatic Wall	Evocation	Blue	8
Sunburst	Evocation	Blue	8
Meteor Swarm	Evocation	Blue	9
Prismatic Sphere	Evocation	Blue	9

ILLUSION (RED)

Dancing Lights	Illusion	Red	0
Dragon Mark	Illusion	Red	0
Ghost Sound	Illusion	Red	0
Magic Aura	Illusion	Red	0
Alter Object*	Illusion	Red	1
Change Self	Illusion	Red	1
Color Spray	Illusion	Red	1
Dragon Image	Illusion	Red	1
Faerie's Glamour	Illusion	Red	1
Head Fog	Illusion	Red	1
Illusionary Hounds	Illusion	Red	1
Invisibility to Animals	Illusion	Red	1
Silent Image	Illusion	Red	1
Ventriloquism	Illusion	Red	1
Angelic Image	Illusion	Red	2
Blur	Illusion	Red	2
Dragon Bite	Illusion	Red	2
Eyes of Fire	Illusion	Red	2
False Trap	Illusion	Red	2
Hypnotic Pattern	Illusion	Red	2
Invisibility	Illusion	Red	2
Minor Image	Illusion	Red	2
Mirage Arcana	Illusion	Red	2
Mirror Image	Illusion	Red	2
Misdirection	Illusion	Red	2
Silence	Illusion	Red	2
Ward's Temporary Invisibility	Illusion	Red	2
Displaced Image	Illusion	Red	3
Doubled Treasure	Illusion	Red	3
Illusionary Help	Illusion	Red	3
Illusory Script	Illusion	Red	3
Invisibility Sphere	Illusion	Red	3
Major Image	Illusion	Red	3
Secret Page	Illusion	Red	3
Hallucinatory Terrain	Illusion	Red	4
Idol of Death	Illusion	Red	4
Illusory Wall	Illusion	Red	4
Invisibility, Improved	Illusion	Red	4
Seeming	Illusion	Red	4
Shadow Conjuraton	Illusion	Red	4
Treasure Hoard	Illusion	Red	4
Dragon Breath	Illusion	Red	5
Dream	Illusion	Red	5
False Vision	Illusion	Red	5
Greater Shadow Conjuraton	Illusion	Red	5
Mirror Wall	Illusion	Red	5

Persistent Image	Illusion	Red	5
Project Image	Illusion	Red	5
Shadow Evocation	Illusion	Red	5
Ward's Extended Invisibility	Illusion	Red	5
Ward's Illusionary Portal	Illusion	Red	5
Cloak of Dark Chaos	Illusion	Red	6
Greater Shadow Evocation	Illusion	Red	6
Illusionary Lions	Illusion	Red	6
Mislead	Illusion	Red	6
Permanent Image	Illusion	Red	6
Programmed Image	Illusion	Red	6
Shades	Illusion	Red	6
Veil	Illusion	Red	6
Mass Invisibility	Illusion	Red	7
Simulacrum	Illusion	Red	7
Distort Reality	Illusion	Red	8
Symbol	Illusion	Red	8
Dreaming	Illusion	Red	9
Weird	Illusion	Red	9

NECROMANCY (BLACK)

First Aid	Necromancy	Black	0
Cure Light Wounds	Necromancy	Black	1
Invisibility to Undead	Necromancy	Black	1
Lesser Restoration	Necromancy	Black	2
Ray of Enfeeblement	Necromancy	Black	2
Speak with Dead	Necromancy	Black	2
Animate Dead	Necromancy	Black	3
Cure Serious Wounds	Necromancy	Black	3
Healing Circle	Necromancy	Black	4
Reincarnate	Necromancy	Black	4
Restoration	Necromancy	Black	4
Cure Critical Wounds	Necromancy	Black	5
Ethereal Jaunt	Necromancy	Black	5
Magic Jar	Necromancy	Black	5
Raise Dead	Necromancy	Black	5
Anti-Life Shell	Necromancy	Black	6
Create Undead	Necromancy	Black	6
Heal	Necromancy	Black	6
Finger of Death	Necromancy	Black	7
Greater Restoration	Necromancy	Black	7
Regenerate	Necromancy	Black	7
Resurrection	Necromancy	Black	7
Create Greater Undead	Necromancy	Black	8
Mass Heal	Necromancy	Black	8
Trap the Soul	Necromancy	Black	8
Astral Projection	Necromancy	Black	9
Energy Drain	Necromancy	Black	9
Soul Bind	Necromancy	Black	9
Temporal Stasis	Necromancy	Black	9
True Resurrection	Necromancy	Black	9

TRANSMUTATION (BROWN)

Druidcraft*	Transmutation	Brown	0
Mending	Transmutation	Brown	0
Message	Transmutation	Brown	0
Open/Close	Transmutation	Brown	0

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Purify Food and Drink	Transmutation	Brown	0
Alter Size	Transmutation	Brown	1
Erase	Transmutation	Brown	1
Feather Fall	Transmutation	Brown	1
Goodberry	Transmutation	Brown	1
Jump	Transmutation	Brown	1
Magic Stones	Transmutation	Brown	1
Pass Without Trace	Transmutation	Brown	1
Shillelagh	Transmutation	Brown	1
Spider Climb	Transmutation	Brown	1
Ward's Temporary Strength	Transmutation	Brown	1
Warp Wood	Transmutation	Brown	1
Alter Self	Transmutation	Brown	2
Enhance Attribute	Transmutation	Brown	2
Entangle	Transmutation	Brown	2
Knock	Transmutation	Brown	2
Levitate	Transmutation	Brown	2
Rope Trick	Transmutation	Brown	2
Alter Other*	Transmutation	Brown	3
Blink	Transmutation	Brown	3
Fly	Transmutation	Brown	3
Gaseous Form	Transmutation	Brown	3
Haste	Transmutation	Brown	3
Meld into Stone	Transmutation	Brown	3
Plant Growth	Transmutation	Brown	3
Shape Stone or Wood	Transmutation	Brown	3
Water Breathing	Transmutation	Brown	3
Air/Water Walk	Transmutation	Brown	4
Control Plants	Transmutation	Brown	4
Control Water	Transmutation	Brown	4
Freedom of Movement	Transmutation	Brown	4
Polymorph Other	Transmutation	Brown	4
Polymorph Self	Transmutation	Brown	4
Quench	Transmutation	Brown	4
Animal Growth	Transmutation	Brown	5
Awaken	Transmutation	Brown	5
Control Winds	Transmutation	Brown	5
Passwall	Transmutation	Brown	5
Permanency	Transmutation	Brown	5
Telekinesis	Transmutation	Brown	5
Teleport	Transmutation	Brown	5
Transmute Mud and Rock	Transmutation	Brown	5
Disintegrate	Transmutation	Brown	6
Fire Seeds	Transmutation	Brown	6
Ironwood	Transmutation	Brown	6
Move Earth	Transmutation	Brown	6
Repel Wood	Transmutation	Brown	6
Transmute Flesh and Stone	Transmutation	Brown	6
Transport via Plants	Transmutation	Brown	6
Wind Walk	Transmutation	Brown	6
Word of Recall	Transmutation	Brown	6
Changestaff	Transmutation	Brown	7
Control Weather	Transmutation	Brown	7
Teleport Without Error	Transmutation	Brown	7

Transmute Metal to Wood	Transmutation	Brown	7
Vanish	Transmutation	Brown	7
Animal Shapes	Transmutation	Brown	8
Polymorph Any Object	Transmutation	Brown	8
Teleportation Circle	Transmutation	Brown	8
Disjunction	Transmutation	Brown	9
Earthquake	Transmutation	Brown	9
Shapechange	Transmutation	Brown	9
Time Stop	Transmutation	Brown	9
Wish	Transmutation	Brown	9

CLEAR THREADS: HEALING MAGIC IN TERRIGAN

You will note above that healing spells (Cure spells, Heal, Restoration and the like) are listed as Necromancy. These spells are not available to Chromatic mages, who cannot cast healing magic. However, any of these spells which possess reverse versions (cause wounds, life drain and the like) are available as Necromantic spells.

These spells are, however, available to all luminaries and clerical types, regardless of the deity they follow, though they count as colorless (clear) threads, unattached to any color. In addition. Luminaries may also cast the reverse of these spells as clear threads, unlike chromatic magi, who may only cast the reverses as black spells.

The complete list of spells that are unavailable to chromatic mages include the following. Spells marked with an asterisk (*) have reverse effects which can be learned by Necromancers:

- Cure Critical Wounds*
- Cure Light Wounds*
- Cure Serious Wounds*
- Delay Poison
- First Aid
- Goodberry
- Greater Restoration
- Heal*
- Healing Circle*
- Lesser Restoration
- Mass Heal*
- Neutralize Poison
- Raise Dead
- Regenerate
- Remove Disease*
- Restoration*
- Resurrection
- True Resurrection

ABYSS WALKER AND CASTLES & CRUSADES SPELL CASTERS

The Chromatic Mage character class presented herein is especially designed to reflect the unique properties of magic in the *Abyss Walker* campaign setting as presented in Shane Moore's novels. It is intended that this class will replace all spell casting classes in the core *Castles & Crusades Players Handbook*, including the Cleric, Druid, Illusionist and Wizard. Different types of magic user are largely flavor-based—clerics, druids, sorcerers, wizards, witches, warlocks, call them what you will, but all use Chromatic magic. The difference is that wizards take a scientific approach whereas divine casters might gain their knowledge from divine insight and sorcerers or psychic casters might have an intuitive understanding of magic.

There may be those, however, who simply like the way *Castles & Crusades* works as it stands, and wish to continue using the core C&C rules without making any changes to character classes. There may also be those who wish to use the C&C casters as written, while adding the Chromatic Mage as a new option for players.

Simply dropping the Chromatic Mage into your game is no problem; it should play just fine next to any of the core C&C classes with no adjustments necessary. The fact that the chromatic mage may be able to cast more spells on a given day than standard casters is offset by the greater range of spell effects available to standard C&C classes (any given magic using class in C&C has, effectively, access to all schools of magic at all times, thus providing a different kind of versatility).

Whether you are dropping the Chromatic Mage into your game or you choose to ignore it in favor of the standard classes, it is suggested that in order to maintain the flavor of the setting, the "Vancian" spellcasting of C&C should be described by the CK in such a way as to evoke the feeling of the setting. For example, when a wizard casts a Fireball, the CK might say, "You reach into the Web and draw forth the blue threads you need to create and shape the primal energies around, and hurl them at your foes, a glowing pinpoint of destructive force that explodes in a gout of flame as the threads break and erupt into a glorious ball of fire."

ADAPTING C&C CLASSES TO CHROMATIC MAGIC

If you would like to adapt the C&C classes to use with the Chromatic Magic of *Abyss Walker*, this is also possible by simply replacing the existing spell lists with lists based on the colors above, including secondary and tertiary threads.

NOTE: an early quick guide to this concept was presented in our *Hallowed Oracle* adventure campaign. These rules are more complete, and where they disagree with those presented in *Hallowed Oracle*, these take precedence.

WIZARDS

Wizards are exactly as written, only they choose colors (schools) in which they specialize. This includes their style of casting, which

remains in the "Vancian" style of having a set number of spells that can be cast per day instead of the more versatile method of threads and strands explained above. A Vancian wizard character may choose two schools of magic to form their spell list, gaining a secondary school at sixth level and a tertiary at tenth level. Secondary and Tertiary schools are limited in their maximum level as explained above; the maximum levels she may access in her Secondary color is two levels behind her primary, and in her tertiary school, four levels behind her primary colors.

ILLUSIONISTS

The Illusionist spell list is replaced by Red and White spells. At sixth level, she may also begin casting Green spells as per the "Secondary and Tertiary Threads" class ability. At Tenth level she gains a tertiary school of her choice, albeit at reduced efficiency per the above class ability. She gains no other class abilities of the Chromatic Mage, these being replaced by the standard Illusionist class abilities. Like the PHB Illusionist, she casts spells per day ("Vancian" style) rather than gaining threads and strands.

CLERICS AND DRUIDS

Druids and Clerics in Terrigan are represented by the Luminary. If you wish to use standard C&C Druids and Clerics, they remain the same as written in C&C, but as with Wizards and Illusionists are limited in their spell lists.

- Clerics gain a spell list built from Black spells, plus two other colors of magic as defined by their deity's outlook. Deities of war might provide Blue magic, while deities of knowledge may provide White spells whereas deities of protection, Orange.
- The Druidic spell list is formed of Green and Brown magic. At sixth and tenth levels, the druid gains a secondary and tertiary school, as above, respectively. Otherwise, the class remains exactly as written.

It is left to the Castle Keeper to determine whether clerics and druids draw upon and manipulate threads as do Chromatic Mages, or are granted a set number of prayers and rituals they can perform each day, as described in the standard *Castles & Crusades Players Handbook*. There may even be multiple sects and cults, each of which deals with magic in its own way! So one cleric might use daily spells, while another could have daily Threads which they pull and combine.

CANTRIPS

One of the core complaints many players have about spell casters in a fantasy game is that at low levels they run out of spells and spend a lot of time hiding behind the fighters. It can help to remember that zero-level spells, or cantrips, are a special form of magic. These represent the very rudiments of magic and the core of the training upon which all other spell casting is built. They are available both to clerical and arcane casters, and in order to help with the problem of the "paper mage," The following optional rule is suggested for the *Abyss Walker* setting.

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At the CK's option, cantrips do not cost threads to cast; rather, the Chromatic Mage (or cleric, or druid) simply pulls a basic thread and releases it, causing a minor magical effect to manifest. In game, magic users whether they are divine or arcane, have access to a given number of zero-level spells as listed in their casting table, and they may cast these spells at will, with impunity and without accessing or using up their number of daily threads. In addition, while cantrips do technically have colors, based on their school of magic, they are not restricted by school; that is, any caster of any color can learn and cast any cantrip without worrying about it matching their school (though they will naturally gravitate towards cantrips of their school and style).

This rule can apply to those casters both clerical and arcane adapted from the core **Castles & Crusades Players Handbook** as well. For daily casters imported from **C&C**, zero-level spells known are not limited by daily casting, but rather can be cast as often as the caster likes. The entry on a given class' table simply denotes how many cantrips are known, not how often they can be cast.

NEW SPELLS

ACID SPLASH, LEVEL 0 WIZARD

CT: 1 **R:** 60 feet **DURATION:** Instantaneous
SV: Dex Neg. **SR:** Yes **COMP:** V, S

You hurl a bubble of acid. Choose one creature within range, or choose two creatures within range that are within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 acid damage.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

ALTER OBJECT, LEVEL 1 WIZARD, LEVEL 1 ILLUSIONIST

CT: 1 **R:** Touch **DURATION:** 10 min./lvl.
SV: See below **SR:** Yes **COMP:** V, S

You cause an object to assume the form of a different object of essentially the same size and mass, including its material makeup. The object's side can only vary by approximately one cubic foot. This spell does not provide any special abilities of the new form (turning sugar into black powder, for example, would not confer an explosive quality), does not alter the perceived tactile or audible properties of the object. Anyone interacting with the object can make an intelligence save to see through the illusion.

ALTER OTHER, LEVEL 3 WIZARD

CT: 1 **R:** Touch **DURATION:** 10 min./lvl.
SV: none **SR:** none **COMP:** V, S

This spell functions exactly as Alter Self, but works on any living creature touched, rather than only on the caster.

BLACK TENTACLES, LEVEL 4 WIZARD

CT: 1 **R:** 90 ft. **DURATION:** 1 minute
SV: See below **SR:** yes **COMP:** V,S,M

Squirming, ebony tentacles fill a 20-foot square on the ground that you can see within range. For the duration, these tentacles turn the ground in the area into difficult terrain.

When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must succeed on a

Dexterity saving throw or take 3d6 bludgeoning damage and be restrained by the tentacles until the spell ends. A creature that starts its turn in the area and is already restrained by the tentacles takes 3d6 bludgeoning damage.

A creature restrained by the tentacles can use its action to make a Strength or Dexterity save (its choice) at the end of each of its turns. On a success, it frees itself.

DRUIDCRAFT, LEVEL 0 DRUID

CT: 1 **R:** 30 ft. **DURATION:** Instantaneous
SV: N/A **SR:** N/A **COMP:** V,S

Whispering to the spirits of nature, you create one of the following effects within range:

- You create a tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. The effect might manifest as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on. This effect persists for 1 round.
- You instantly make a flower blossom, a seed pod open, or a leaf bud bloom. Not for resale. Permission granted to print or photocopy this document for personal use only.
- You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of skunk. The effect must fit in a 5-foot cube.
- You instantly light or snuff out a candle, a torch, or a small campfire.

FIRE BOLT, LEVEL 0 WIZARD, LEVEL 0 CLERIC

CT: 1 **R:** 120 ft. **DURATION:** Instantaneous
SV: None **SR:** Yes **COMP:** V,S

You hurl a mote of fire at a creature or object within range. Make an Intelligence or wisdom check using the target's Armor Class as the CC for the check. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

RAY OF FROST, LEVEL 0 WIZARD, LEVEL 0 DRUID

CT: 1 **R:** 120 ft. **DURATION:** Instantaneous
SV: None **SR:** Yes **COMP:** V,S

A frigid beam of blue-white light streaks toward a creature within range. Make an intelligence or wisdom check using the target's AC as the CC for the check. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

TRUE STRIKE, LEVEL 0 CLERIC, LEVEL 0 DRUID

CT: 1 **R:** 30 ft. **DURATION:** 1 round
SV: Cha neg. **SR:** Yes **COMP:** S

You extend your hand and point a finger at a target in range. Your magic grants you a brief insight into the target's defenses. On your next turn, you gain +5 on your first attack roll against the target, provided that this spell hasn't ended.

A GUIDE TO THE WORLD OF TERRIGAN

OLD WORLD HISTORIES

THE DAYS BEFORE DAYS

In the beginning, Panoleen, goddess of creation, and Dicermadon, god of knowledge, came together and formed the mortal realms. Panoleen created all living things, and she created them in perfect balance. Dicermadon formed dragons from the great serpents, designing them based on his favorite colors of the Weave of magic; white, blue, black, red and green. He made them powerful and terrible, so that they would rule over Panoleen's creation. But the beasts were too powerful; they mated and grew, forming their own society and taking their own names.

It wasn't long before their numbers threatened to overwhelm the delicate balance of the cosmos. Still, they worshipped Dicermadon and this made him strong. In response, Panoleen created elves to record history and care for the realms. The elves in turn worshipped her and her own strength grew. This set off a competition between the gods which culminated in the formation of the Abyss, and yet Dicermadon continued to alter the races to his own designs.

Eventually, mortals acquired the power of prophecy, and foresaw that Panoleen would create a being who would destroy Terrigan and the heavens alike. So it was that Dicermadon laid a trap for Panoleen, seeking to steal her power. The goddess escaped, in the process breaking her power into the new gods of the four elements. In his rage, Dicermadon banished her to Terrigan to live out her days as a mortal, where she would die a normal human death, and thus never complete the prophecy.

THE ELVEN VALES

There are numerous elven vales through the entire **Abyss Walker** world setting. From savage, old-world indigenous elves in remote lands, to the dark skinned inner earth dwelling and desert elves. Regardless of their locale and population, their societal structure and functions are fairly similar. Distrustful of all races, they maintain a dynastic monarchy, where family heads act as council elders. Some use only male, some use only female. Their alignments are as varied as humans, but the majority are good-aligned due to their long lives and traditions.

Each house is likely to employ an Alkalidian. These warrior sorcerers are extremely deadly and consist of red, blue, yellow, green, orange, and white chromatic mages, multiclassed with fighters or rangers. Black Alkalidians are rogue members that have cast off their colors and sought power for themselves in the dark arts. Alkalidian alignments are most commonly lawful neutral, with a strong dedication to duty; often, duty is more important than life to the Alkalidian. Up until the most recent years, the Alkalidians were a secret society that did not play a public role. Often too powerful for militia or soldiers to fight on their own, they have started playing an integral role in domestic elven affairs and abroad. The training to be an Alkalidian is



lengthy, hard and even deadly for those who fail in their path, and as such they are not numerous. Each color has their own hierarchy and agenda independent of the house they serve.

No matter the vale, Elves do not provide their full names to non-elves. They only refer to themselves as their Vale name. Alexis Overmoon, the princess of the Minok Vale, for example, would only introduce herself as Overmoon. In rare occasions, elves have been known to reveal their first names to non-elves, but only to those they trust implicitly and with their very lives, as revealing that name to anyone else is considered a betrayal to the vales which can only be repaid in blood.

THE MINOK VALE

Total Population: 50,000 (but can swell to 500,000 during rare family conclaves)

ELVES: 95%

OTHERS: 5%

This elven sovereignty is nominally within the boundaries of Beykla, but forms its own, insular kingdom. It is a collection of vales in the northeast corner of the region, formed of several nominal nations which have come together to form a collective. While the numbers of ruling families on the council vary from year to year, there are normally (and currently) around 12 families. The Vale population is about 50,000 at any one time, but can swell to ten times that during great and rare events when all the families come together from far and wide.

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Of these, the Overmoon family is royalty, and the entire collective is ruled by a king from the Overmoon dynasty. The current king is Christopher Calamon Overmoon, who sits upon his polished oaken chair and dons the golden crown with eight horns representing the eight vales of Minok.

In terms of influence, the Strongbow family sit just below the Overmoon, and have been members since the beginning. The Al-Kalidus family has fallen completely out of favor with the collective, and has been banished from the Minok Vale entirely, due to the crimes of the king's ex-wife, Surelda, who is at the center of a recent (in the long memories of elves) scandal which rocked the kingdom.

Surelda and her son Kalen turned to shadow and the worship of demons in their unholy thirst for power and dominance over the vale, plotting to raise their family supreme through the deposing of King Overmoon. The two created a network of spies and assassins throughout the palace halls, and very nearly succeeded in assassinating the king. After seven failed attempts, they were unmasked and charged with treason. They then became desperate and staged an open coup, which failed quickly and decisively.

Unfortunately for the Vale, Surelda, Kalen and a number of their supporters vanished deep into the forest where they cemented their power base in such a way that they have not yet been able to be uprooted. King Overmoon is a good-hearted man and does not wish to see a great deal of bloodshed, so he was loath for a long time to send a military force against the Al-Kalidus traitors, who have been completely silent since their exile.

Indeed, were it not for the intervention of a group of adventurers, the king would have no idea where the exiles even are, and has let the folk of the Vale believe they are gone entirely, departed for distant lands where they pose no threat to the Vale. Eventually, the Al-Kalidus power base was broken, Surelda defeated and killed, and Kalen driven from the Vale, only to turn his own attentions to the dark arts. By the time of the novels, he has become a feared necromancer throughout the lands.

The Vale's buildings and structures exist high in the tops of Illiander trees, which are like enormous redwoods, though far larger and more massive than any redwood has ever grown. These trees are not native to Beykla, but were transplanted from the mysterious elven lands of Vidora. The structures themselves are equally mysterious and magical, being constructed (more aptly, magically fashioned) from the very wood of the trees, and the amber crystal from the tree sap.

There is a ground-based harbor where ships from the outside world can dock, and a Barbarian's Quarter near the docks where outsiders can visit and relax (such as it is) while in port. This is the only part of the Vale which is open to non-elves, who with very rare exceptions are almost never permitted into the Vale proper. The closest most people can say to having been there was having seen the gleaming wood and crystal structures shining high amongst the trees, and the distant and

tiny figures of elves moving among the high bridges connecting one tree to another.

NOTABLE ESTABLISHMENTS

Two of the more notable establishments in the region which are open to visitors include Old Auntie's Mill and Grille and the Illander Grove Inn.

OLD AUNTIE'S MILL AND GRILLE

Old Auntie is a retired female half-orc adventurer who is every bit as ugly as she is sweet tempered. Nobody knows her real name, and anyone who asks is just told, "Oh, just call me Auntie, Dearie." She serves the kind of hearty, home-cooked meals that sailors appreciate. The tavern is a good old-fashioned, sawdust-on-the-floor, dark wood establishment that smells of pipe smoke and stale beer.

It's a rowdy place, but Old Auntie doesn't tolerate fights. Her bouncer, a bruiser named Bruce who looks like an ogre but is actually just a really big and ugly human, helps keep the patrons in order, and if he can't handle it, more than one drunken vagrant has discovered that Auntie retired because she wanted to, not because she had to. Auntie and Curtis are old friends from their gladiatorial days.

Her best known dishes include lamb stew, venison steaks with seasoned red potatoes, and roast rabbit with fried rice. Any of these meals cost 1 silver per plate and all come with Auntie's fresh-baked bread which may well be the best bread ever baked anywhere in the world. Indeed, as good as her food and drink is, it's the bread that's the main attraction for most, and you can get just a plate of bread and hand-churned butter for 5 copper. Auntie, of course, won't give up her secret, save to say she mills the grain herself.

Beverage-wise she has a broad selection of wines, ales and spirits, with her apple pie mead (1 gp per glass) being especially well-loved due to both its rich and sweet flavor and its high alcohol content. It's a favorite dessert, and, most say, well worth the high cost. In addition, her house-brewed sarsaparilla, root beer and ginger beer (1 cp each per flagon) are well-liked. Her wine (5 cp per flagon) is passable, her rice spirits (5 cp/shot) quite potent, if a bit flavored of grain and not much else. Her beers, again all brewed in-house, consist of a red ale, which is characterized by a sour and somewhat tart character, a heavy oatmeal stout which many have called a meal unto itself, and a bitter ale which is very assertive and satisfying. Any beer is 3 cp per flagon.

THE ILLANDER GROVE INN

Run by an elven woman named Cory (like Old Auntie, she won't reveal her full name), who is the object of affection for every sailor (male or female) who walks through her door, the Illander Grove Inn claims to provide a genuine elvish experience for visitors to the Vale. It truly is a magical place, though a bit overwrought for tourism's sake, presenting more of a "what

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outsiders think elves are like" experience. It's an expensive and upscale establishment, but most people who visit say it's worth it, if for no other reason than to gaze on Cory and listen to her sing.

The entire place is decorated with natural wood, plants and leaves, creating a pleasantly fresh feel to the air as opposed to the smoke-and-stale-beer smell of Auntie's. The seats and furnishings are all a combination of stone, wood and magically-formed crystal which look hard but are astoundingly comfortable upon which to sit.

Popular menu items here are honey-mead, though Cory prefers to stick to a straight sweet mead rather than the flavored fare one gets at Auntie's. Her mead is also 1 gp per glass, with a decanter available for 5 gold pieces which will net six glasses. She also offers genuine elf wine, in varieties distilled from grapes, plum, elderberry, blackberry, raspberry and cherry. The cost for wine is the same as for mead. Cory does not offer ales or other beverages.

Food-wise, she has specially prepared dishes of local grains, flowers, nuts, fruits and meats including game meats which are seasoned with her secret elven recipe. Many of the dishes include combinations of fruits, meats and flowers that most would never even consider, but upon tasting them, the experience is magical. As an upscale establishment, dishes cost 1 gp per meal.

Desserts include elvish honey cakes, raisin custard, and Illander-fruit pie (when it's in season). Desserts are 5 sp each.

Specialty offerings at the Inn include Fig Root, a delicious Strongbow root that is dried and soaked in spirits, which has a flavor akin to chocolate and licorice and costs 5 gp each, and Lunarian Water, which costs 500 gp per draught, and comes from enchanted wells that priestly elves, or other good forest creatures, bless by the powers of Leska to rejuvenate and heal one another.

For more details on the Minok Vale, see the **Hallowed Oracle** campaign, specifically Episode 7: Sky Turned Red.

THE DWARVES

Abyss Walker dwarves arrange themselves by clan, with each clan comprised of a collection of several families, each of which assumes the name of their clan as their own familial name. While many are akin to the typical fantasy dwarves **Castles & Crusades** players are used to seeing, some clans have unique features—such as McTriocia (and the variant spellings) and their physical intolerance for alcohol. These create many interesting and colorful dwarven clans.

The oldest clan said to be created by Durion himself, are the Stormhammers. The clan is extinct, its final remnants destroyed by a great white dragon. There are rumors of an occasional surviving member, but these have never been substantiated.

(NOTE: it is worth mentioning that the **Hallowed Oracle** adventure campaign involves an ancient and insane white dragon

named Ingisted. While there is no canon association, there's no reason that in your campaign, Ingisted could not become the same dragon who destroyed the Stormhammer clan).

The dwarves prefer subterranean or mountain locations for their clans. Their short stature and hearty bodies make defending these stalwart fortifications much easier. In these under-mountainous regions, however, they build vast cities with breathtaking stonework, the likes of which cannot be found anywhere else in the world. Its craftsmanship and artisanship has been known to render the most stalwart adventurers speechless the first time they witness it.

HUMAN KINGDOMS

Kai-Harkia is located to the north in the vast mountain range of the polar flats. A tribal society, the toxic minerals in the mountains have allowed the inhabitants of this kingdom to become immune to all ingested poisons and nearly immune to all injected poisons. They are a hearty people, with bronze skin, dark hair, and a penchant for surviving the harsh tundra of the mountains.

Balfour is a Norse-like kingdom just east of Kai-Harkia which enjoyed thousands of years of peace until inexplicably, the kingdom sunk and they were submerged under the sea, forming the "Sea of Balfour."

South of Kai-Harkia were two small sister nations, Adoria and Andoria. Adorians were more traditionally civilized, while those of Andoria were more of a free people: big and hearty, they are descendants of the original Kai-Harkians. Not immune to poisons, they are nevertheless naturally big and strong people, most well over six feet tall, who tend to favor large weapons.

These two sister nations eventually erupted in war, and Andoria was defeated, with only a few tribes remaining.

West of Adoria is the feared queendom of Aten. This matriarchal, misandrist nation, where men are used for slavery and reproduction only, is run entirely by a powerful sorceress class, whose houses are broken down into color-based sects (see the Chromatic Mage under "New Classes"). They build fantastically large towers and participate in a society that condones political backstabbing and maneuvering for political power.

Only Aten blood males are used for reproduction and they are kept and sold by the queen to the septs. All other males captured or bought, with a charisma of 14 or greater, are sent for rigorous "training" which is actually brainwashing. (Males charisma 13 and under are simply killed outright. Elven males with charisma 10 and up are kept because of the Aten culture's deep love for elven designs).

Males enter this brainwashing known as "Sudas." This process involves years of systematic psychological torture, breaking down and removing the individual's identity, until the victim dies, or chooses to be transformed into a "Tuda" via becoming a eunuch. Perhaps fortunately for the rest of the world, the queendom spends too much time maneuvering against themselves for political power to wage war against any other kingdoms.

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To the west of Andoria is the kingdom of Beykla. A predominantly human society, it has developed cities, roads, commerce, and several significant cities. Mostly resembling ancient Rome, the king rules with an iron hand with the desire to continue to expand their borders. With the recent fall of Andoria, the king is looking to build outposts to the west and expand his rule. Dawson City is it's capitol, named after the great river that cuts the city, and the country, in half.

Though nominally the same nation, the southern regions of Beykla are known separately as Southern Beykla. With the king's resources stretched far too thin, and with the recent mistreatment of the Stoneheart dwarves, the southern folk have begun to rise in quiet rebellion. They are rumored to be preparing for secession, which could result in a civil war which has the potential to devastate the eastern portion of the continent.

South of Aten are the wild lands. They extend far south to the border of Nalir, far west to the ocean, and borders the great sea to the east.

South of Southern Beykla is the ancient collapsed city of Tyrine. It is now entirely a great desert, but was once a thriving kingdom that worshipped Surshy. Its ruler, Emperor Kahl, broke a deal with Surshy in his supreme arrogance, and the goddess' wrath was severe and final. She withdrew every drop of water from the kingdom in vengeance, dooming it in a matter of weeks, and killing all of those that could not make it to the border in time. After a few decades, the once tropical kingdom was reduced to a massive arid wasteland.

South of Tyrine is Ladathon. This tropical trading nation is known for its juggernaut war elephants, and other fantastic beasts of war. The Kingsford Griffin riders are some of the most feared knights in the realms. Kingsford City is the capitol of Ladathon and the largest city in the realms several times over.

West of Ladathon, just south of the great sea, is the elven nation of Vidora, a tropical nation surrounded by massive mountain ranges on all sides. With less than a dozen passes through, the nation has never been successfully invaded nor conquered. Its capitol, Navlashier, is built hundreds of feet into the canopies of a great Illiander forest. Ruled by a king and queen, the noble houses have their own soldiers and bannerman, often led by one of the deadly Alkalidian warrior vales (see Elven Vales).

South of Vidora, is the peninsula mountain nation of Aboe. This region is extremely hot and tropical, and due to the sheer geography of the region, road systems are impossible to create and maintain, which in turn makes trade and overall governmental regulation all but impossible. As such, every city functions as its own city state, replete with a small navy and a small army.

Great air ships fly back and forth from the mountainous peaked cities and their navies explore the vast uncharted island chains to the south - even as far to the south east of the rumored Minotaur island known as Kerisis.

THE POLITICS OF HEAVEN

As these great nations and civilizations rose and fell, it was only natural that the gods would become heavily involved. The politics of heaven are not so different from the politics of the mortal realms, with each god maneuvering and playing power games to achieve greater influence than their brethren.

As deities struggled to increase their power base, cultivating followers and visiting wrath upon those who angered them, Dicermadon stood supreme. In the great struggle to rule the realms which followed, the god of knowledge began demanding fealty from all the other gods.

A small but powerful, group of the gods banded together to rebel against Dicermadon in order to balance the power in the great heavenly city of Merioulus. In this struggle, the Goddess of Mercy, after angering Dicermadon, was effectively erased from the pantheon in punishment for her supposed hubris. She was cast to the mortal realms and, in vengeance, stripped of her divine power. This is where the story for the **Hallowed Oracle** opens.

THE ORC WARS

About twenty years before our story begins, the northern realms were set besieged by many of the humanoid races known as the Orc Wars. These wars were devastating to the civilizations of the north, while the Southern nations were most geographically immune to this uprising. As the orcish hordes raged over the worlds, the war came straight to the doorstep of Beykla, which found its lands and people utterly ravaged by the conflict.

For a time, the battle went back and forth with neither side gaining clear victory. When at last the grayshalks and the kriel joined the orcish ranks, it appeared as though Beykla would fall beneath the savage fury of the hordes. Then, just when all appeared lost, the Minok Vale emerged from their self-imposed isolation and joined with the ranks of the goodly races. Eventually the orcs were utterly defeated - indeed, their forces shattered, scattered and driven back.

To this day, a pure and unyielding hatred of orcs burns hot in Beyklan hearts, and any orc found in Beykla is killed on sight. Some towns even offer a bounty on orcish heads. Half orcs are not allowed in towns, and are often captured and killed by adventurers and lynch mobs. "The only good orc blood is spilled orc blood," is the saying in Beykla.

Every Beyklan town was touched by this ferocious war, and across the kingdom there are many monuments to local heroes and specific battles, both memorials to those lost and tributes to heroic victories. It is said that every family in the kingdom has a shrine to someone dear to them who was lost in the war, and the kingdom has vowed never to forget the depredations of the orc hordes during those dark days, nor the aid of the elves that served to turn the tide of the war.

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THE HERE AND NOW

Much of **Hallowed Oracle** takes place in Beykla, with the opening occurring on the Adorian/Aten border town of Lostom. Beykla is strengthening their armies and making a push west in a military campaign to annex what lands they can from the remaining defeated Andorian tribes. The Beyklans have discovered the Stone Heart clan of dwarves has been breaking their embargo of Andoria tribes, leading to historically high tensions between the dwarves and the Beyklans. In response, the humans have increased patrols to shut down trading, and added massive import taxes on trade goods from the small clan.

Torrent Manor is becoming more of a staging point for the inspection and enforcement action against the Stone Heart clan. The South is unhappy with the unfair sanctions against the Stone Hearts, and their nobles have repeatedly made trips to Dawson to express their displeasure. There are secret whispers of secession and potential civil war.

Adoria is a shattered nation with several leaders wrestling for power. They emerged victorious from the war with their sister nation Andoria, but suffered heavy losses in the conflict, leaving them extremely vulnerable. Fortunately, Aten is too preoccupied with their own maneuvering, but Aten slave hunters are out in greater numbers looking for attractive men to capture and sell in the slave markets.

With Beykla focused on expansions, the dwarves becoming more and restless with their unjust taxation, and the south's whisper of independence, the **Abyss Walker** prophecies are widely discarded or undiscovered, leaving the world ripe for the devastation that the **Abyss Walker** will bring when he rises....

TERRIGAN AND THE REALMS

THE GLOBE

Much like our earth, Terrigan is broken into two hemispheres, a north and a south. But, that's about where the similarities end. The same minerals that make all plants and animals toxic if eaten in the Kai-Harkian mountains are powerfully magnetic. Their polarization forces coupled with the incredibly thin mantle at the equator, creates massive force with the world literally split at the equator, and the two hemispheres spinning in opposite directions.

The mantle tears and heats up at the equator, making a ten mile wide ring of molten rock that encircles the globe. The mantle here breaks the surface and is protected by a small basalt mountain range that obscures the ring of fire. The extreme heat causes massive storms around the equator. The only ship to make it there and back is a pirate vessel known as Leska's Ghost. Their stories of the mountain range and the powerful shark god that rules the southern oceans are widely refuted by the maritime community.

CLIMATE

Terrigan is largely a temperate world, with all manner and variety of climates to be found, from frozen tundras to arid deserts, deciduous forests and thick jungles. Any common climate which exists on our world can also be found on Terrigan, but the polar areas are much more isolated to the extreme poles.

POLAR CAPS

The extreme north, an area known as the Polar Flats, is frozen snow-capped land north of the Kai-Harkian Mountain range. It is blanketed in a constant mist of mysterious origin. There are villages of indigenous people that live in a tribal society—with rumors of several large city states with great structures made of ice and stone in the far north.

MOUNTAINOUS TUNDRA

This climate can be found in most of the great mountain ranges through Terrigan and the entire Kai-Harkian range.

TEMPERATE REGIONS

Temperate regions in Terrigan encompass most of the great civilizations, such as Aten, Adoria, Andoria, the Wastelands, Beykla, and the Wildlands.

ARID

The great Tyrine desert is the only significant desert in Terrigan, with a few small exceptions between mountain ranges in various kingdoms/regions. It is worth noting, however, that the Wastelands, though technically a temperate zone, are an arid land—technically a temperate desert.

SUB TROPICAL/TROPICAL

Nalir, Vidora, and Ladathon are sub-tropical, with most of the Nalir covered in swampland and bogs.

TROPICAL

Aboe is the only true full tropical nation, and it is a collection of city state communes each with their own navy and armed forces. The mountains tropical land has scores of powerful mountain topped city states that dot the land and the coast.

FORESTS AND JUNGLE

The wild lands are a thousand mile long stretch of forest and sub jungle that extends from the southern border of Aten all the way down to the northern swamps of Nalir. It extends twice that long to the west making it the largest single uncharted territory in Terrigan. Adventurers have brought back all sorts of wild tales from giant wingless dragons of every variety to tribes of wild savage elves. This unmapped area might hold secret isolated societies and other long forgotten ruins and treasure. It is rumored that the giant casen beasts that are sometimes found around the realms originated there.

OF THE GODS AND PLANES



here are many extra planar realms including the elemental planes. Panoleen created them to surround Terrigan. These include the elemental planes of Earth, Water, Wind, and Fire, and the para-elemental planes that exist where the elements cross over, such as the plane of lightning where air and fire overlap, the plane of lava where fire and earth intersect, and others. It is said there are infinite para-elemental planes covering every form of matter or energy one can imagine. These elemental planes are the inner planes, and it is said that somewhere among them are the wastes of Hell.

Between the material world and the elemental planes are the astral and ethereal planes, realms of mist and formlessness, where reside strange creatures with little form and less substance, and where it is said the powers of divination reside. Of these, the astral plane separates the world from the divine realms of the gods, and the ethereal plane separates the world from the inner, elemental planes.

The dark planes of energy are those realms from which sorcerers draw positive and negative energy, and indeed, necromantic magic is tied directly to the negative planes, as are the undead.

OF THE DIVINE ORDERS

Dwelling in the outer planes are the beings mortals know as gods and goddesses. These great and divine powers are those that are said to have created the world, who rule the dreams, hearts and minds of men and who grant great power to their followers, but visit disaster upon those who displease them.

The gods of Terrigan are fickle, politicking, backstabbing and maneuvering. Indeed, if there is a trait that exists in the hearts of mortals, that trait is engendered in its purest form among one or more of the gods, who represent the ideal of that trait. This makes most deities single-minded and demanding, with each one believing that their personal portfolio is superior to all others, and constantly attempting to usurp the powers of their brothers and sisters to that end.

At the opening of the **Hallowed Oracle**, the pantheon has been turned into chaos. As Dicermadon, the all-powerful king of the gods, continues his ever-tightening and iron-fisted grip on the heavens, Gods and Goddesses are turning to their followers more than ever to gain more power through worship. These deities are served by angelic and demonic beings called "Athodrians." These powerful creatures do not have souls as mortals do that can be assigned, controlled, or enslaved, but do have magical essence. The lack of a soul allows them to do a great many things that mortals aspiring to become Gods/Goddesses cannot.

The "original" Gods and Goddesses, in whose image all the other deities were made, and two of whom were long ago corrupted and cast from the heavens, are known as the

Breedikai. The only Breedikai to still exist in his original form is Dicermadon.

THE LIMITS OF DIVINE POWER

None of the gods have the gift of prophecy; unlike deities in many settings, gods and goddesses of Terrigan, though unbelievably powerful, are by no means omniscient nor omnipotent. This requires them to deal with other powerful races such as the dragons or demons, and in some cases, mortal sorcerers. The gift of prophecy became a gift of the physical races, which was made manifest when the deity Panoleen created the immortal soul. The powers of any individual deity, though great, are purely based on the domain over which they preside.

THE CROWN OF DICERMADON

Once, many thousands upon thousands of years ago, dragons ruled over Terrigan with their might, their majesty, and their corrupt and evil magics. With the rise of the gods, Dicermadon saw the power of the dragons, and coveted it for himself. In his greed, his lust, and his desire to grow his strength, power and control over the entire cosmos, Dicermadon infused the power of his underlings, the lesser gods, into a crown.

When he donned this powerful diadem, he called upon all of the vaunted power within to cast down the dragons, to ensure they could be kept in check, and eventually sealed the greatest of their kind, those whose powers rivaled the gods themselves, into an impenetrable prison that could only be opened if the great Crown of the Gods was destroyed.

The great red dragon Rengargus, however, was gifted with the power of prophecy, and before he was imprisoned, the great red foresaw a time when the crown of the gods would indeed be destroyed, and his kind would be once more loosed upon the world to bring down the gods, raze the world of men, and retake their place as the dominant force upon Terrigan.

He called this time, the days of the **Abyss Walker**. It is said the **Abyss Walker** will create an army that will defy Rha-Cordan himself, and sweep across the realms, bringing destruction, devastation, and death to all who oppose him—including the heavens and Dicermadon.

CITY OF THE GODS

The city of the Gods is known as Merioulus. It rests in the clouds of the celestial plane, the highest of the outer planes. Here, time doesn't pass in the linear sense, which can often make direct interactions with the mortal realms an extremely challenging prospect.

The Gods overcame this challenge through the formation of a linking crystal that connects Merioulus with Terrigan. Despite their vast power, the Gods can neither stop time nor reverse it. This one ability is above all gods.

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THE CREATOR GOD

It is said that in the distant shadows of time, in the days before days, the time before time, and long before the dawn of days or even the mists of eternity, there existed an original god of creation. This god created time and created the rest of the gods to reign over it, but no one knows who this god was, or whatever became of them, and the knowledge of reigning over time has for countless millions of years been lost to the deities of Terrigan.

Indeed, if the existence and stories of this god are true, the god has long since passed on and their great truths were lost in this passing. It is, in fact, this very debate that resides at the very core of the dissension among the current pantheon.

Often the workings of one god overlap the workings of another as they battle for supremacy in the heavens, and all too often the mortals of Terrigan are the ones who suffer the collateral damage of these deific conflicts. This is, in the end, the core of what results in the rise of the **Abyss Walker**.

THE BREEDIKAI

The only known "original" gods, those from whom the other were made, are known as the Breedikai. These deities are Dicermadon, the God of magic and knowledge, Rha-Cordan, the god of love, and Panoleen, the Goddess of Mercy.

Ancient cults speak of a time the Breedikai were almost defeated by beings known as titans, but if these titans remain, or ever existed, there is little to no evidence about them, and indeed that is exactly the way the remaining Breedikai want it. The stories tell that mortals turned to worship of the Titans as if they were Gods, thus weakening the Breedikai. Though Dicermadon urged Rha-Cordon to join with him to destroy the titans, the God of Love could not bring himself to do that. Still, Rha-Cordan, hurt by the betrayal of the mortals, created a prison to hold their dark souls, deep within the inner planes, and thus was formed the Abyss.

Rha-Cordon and his angels were assigned to stand sentinel over these dark souls imprisoned in the abyss. Unable to turn them away from the titans, their dark souls began to permeate into the prison itself, infecting and defiling everything in the realm, including their own jailors. Constant exposure to this wickedness slowly poisoned and corrupted the God of Love into a dark and twisted form of himself, and his angels were forced to the torment of this corruption, lamenting and anguishing in the eternal abyss.

With the Titans defeated, and Rha-Cordon and his angels lost to darkness, Panoleen in her eternal mercy wiped the memory of his angels, so that they would never know what they had once been. The dark angels thus embraced their new wickedness and the demons known as succubae and incubi were formed.

With the titans defeated and Rha-Cordan sealed in the abyss, Dicermadon sought Panoleen for his own, seeking to have her rule beside him as his queen. The goddess of mercy, however,

held no love in her heart for Dicermadon. Though she refused to join him, she likewise was unable to defeat him. Fearful of his wrath at her refusal, she instead broke her power into parts to reign over all the elements of the earth and cast them to the globe, so that not one athodrin could undo what she had done.

In his rage and wrath, Dicermadon banished Panoleen from Merioulus, casting her to Terrigan and imprisoning her in a human form. He wiped her name and all memory of her from all texts, writings, statutes, and memories of all mortals. She was, for all intents and purposes, entirely unmade, wiped from existence and eternity.

The Gods and Goddess are as follows:

GREATER DEITIES

DICERMADON

God of Knowledge and magic, CN

Dicermadon is the god of magic, and is possessed of an insatiable thirst for knowledge and lust for power. Dicermadon has emerged as the self-proclaimed King of the Gods, seizing control of the heavens and demanding fealty from the rest of the pantheon. He is largely concerned only with his own advancement and increased power and is not a god who loves his followers, but only loves the power they give him. Though neither evil nor purely murderous in temperament, he is fickle, and his loyalties shift constantly—one moment he will profess undying love to a deity, and the next he will wipe her from existence. He is often depicted with long white hair, a white beard, and gray skin.

FAVORED COLORS/MAGIC SCHOOLS: Any

FAVORED WEAPON: Quarterstaff

FLUNT

God of Fire, LE

One of the four elemental gods, Flunt presides over the elemental plane of fire that encircles the mortal realms. He is depicted as a human with a mane of flame, and a cape formed of molten rock. Flunt views the creation of mortals as a reckless mistake, and believes those that do not fall into subjugation should be purged with fire. He is thus a god of destruction, who demands unflinching loyalty at all times.

FAVORED COLORS/MAGIC SCHOOLS: Blue (Evocation) and Red (Illusion)

FAVORED WEAPON: Axe

LESKA

Goddess of the Earth, LG

Another of the four elemental gods, Leska believes in the balance of nature, and in the inherent potential for goodness and order in all created beings. She despises wickedness and supports the lawful order of the world, understanding that the entire cosmos functions on a delicate balance of natural law, and that this balance is the root of all goodness. She values life very

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deeply, understanding that the circle of life, death and rebirth, is part and parcel of the cosmic law. She is often depicted as an elf, but is also seen as a perfect representation of whichever race follows her. Thus, temples of Leska in human kingdoms might depict her as a beautiful human woman.

FAVORED COLORS/MAGIC SCHOOLS: Brown (Transmutation) and White (Divination)

FAVORED WEAPON: Sickle or Scythe

PANOLEEN

Banished Goddess of Mercy, NG

Panoleen has no followers and there is nothing written about her. She has effectively been wiped from existence since Dicermadon wiped memory of her from every mortal being, and saw her name stricken from all books, scrolls, carvings, statues, or any writing or references. The only ones unaffected by Dicermadon's decree were athodrins of significant power. Statues and effigies made in her honor can be found, rarely, across the world, but these effigies are of a goddess who is only called the Unknown, or the Forgotten, making rumors and wild tales about her identity spread across the lands. Indeed, in some remote areas, cults of the Forgotten have risen, dedicated to all manner of wild theories—some beneficent and some purely malign in their goals. There are no clerics or luminaries of Panoleen or of the Forgotten; at least, none with any sort of clerical magic at their command.

She lived out her final days taking a man as her husband and giving birth to a son.

FAVORED COLORS/MAGIC SCHOOLS: White (Divination) and Orange (Abjuration)

FAVORED WEAPON: Any blunt weapons, particularly non-lethal.

RHA-CORDAN

God of Death and Dying, LE

Rha-Cordan was formally the God of Love, until he created the Abyss as a means to save the souls of the mortals that turned against the heavens and worshipped the titans. When he refused to destroy these souls outright and instead placed them in the Abyss, Dicermadon punished Rha-Cordan by assigning him to stand sentinel over those imprisoned souls. The end result was an entire realm of wickedness that permeated into the God, forcing him to fall from the heavens. He now holds every mortal in contempt and seeks to corrupt and claim every soul for eternal damnation.

FAVORED COLORS/MAGIC SCHOOLS: Black (necromancy) and Yellow (conjuration)

FAVORED WEAPON: Sickle or Scythe

SURSHY

Goddess of water, CG

The third of the four elemental gods, Surshy presides over the elemental plane of water that encircles the mortal realms. She is depicted as a blue skinned elf like being with a trident that has

a shepherds crook on one side, shaped like a fishhook. Surshy relishes that all beings need her power for life, which leads to her taking an arrogant and prideful view towards mortal beings. She demands fealty from all, regardless of whether they are direct worshippers of her, and has been known to be spiteful and vengeful against those she feels have betrayed her. For this reason, anyone taking to the seas is well advised to pray to Surshy, regardless of the deity they nominally worship, and even clerics and luminaries of other deities will grant the goddess of water this courtesy.

FAVORED COLORS/MAGIC SCHOOLS: White (divination) and Green (enchantment)

FAVORED WEAPON: Trident

WHISTEN

God of Air and Wind, CE

Whisten presides over the elemental plane of air that encircles the mortal realm. He shares Flunt's general distrust of mortals, and would rather use his power to scour the earth clean of these living parasites. He does, however, faithfully support the followers of the elements, while still holding them in contempt and believing all others should be blown away, especially civilized settlements. His support of his followers is more practical than dedicated—after all, a god's power resides solely in the number of worshippers he has, thus it is not in Whisten's interest at all to wipe out his followers. Should he ever find a way to maintain his power without prayer, however....

FAVORED COLORS/MAGIC SCHOOLS: Brown (Transmutation) and Green (Enchantment)

FAVORED WEAPON: Long bow

LESSER GODS

DRUNDA

Goddess of Orcs, CE

Drunda is said to have been a powerful warrior queen that took a Titan by force to be her mate. This union is what gave birth to the Orc race. Since the end of the Orc Wars, her power has diminished somewhat, and she seeks nothing more than to see her children rise to dominance and cover all the lands of Terrigan, wiping out the humans and elves that embarrassed them in defeat. Drunda is often seen as a wild, strong, tattooed and full-bodied orc female with braided hair, wielding two long, curved daggers.

FAVORED COLORS/MAGIC SCHOOLS: Blue (Evocation) and Black (Necromancy)

FAVORED WEAPON: Scimitar

DURION

God of the Mountain and of Dwarves, LN

Durion is the god earth and Stone, and possesses a deep love for fine works, sturdy carvings, artisan craftsmanship, and of course, a taste for honorable battle. He is rarely seen amongst

the other gods, and indeed, some say he has left the heavens entirely to reside among his people in an underground fortress in the middle of Mount Steeple, in Kai-Harkia. Durion is often depicted as a dwarf of mammoth proportions, towering over most humans in height, and wielding a mighty hammer and tower shield.

FAVORED COLORS/MAGIC SCHOOLS: Brown (transmutation) and yellow (conjunction)

FAVORED WEAPON: Any hammer

KAPH

God of strength, CG

Kaph is depicted in numerous ways, depending on the culture that is following him. His natural appearance is one of a golem formed of liquid metal, which solidifies and liquifies as needed. Minotaurs worship Kaph as if he were in their image, whereas Kai-Harikian worshippers believe he was the first Kai-Harkian.

FAVORED COLORS/MAGIC SCHOOLS: Orange (abjuration) and Blue (evocation)

FAVORED WEAPON: Clerics of Kaph do not use weapons, but fight unarmed.

SPECIAL ABILITY: Since they eschew weapons, all Luminaries of Kaph gain unarmed Primary and Secondary attacks as a Monk of the same level (see Monk Special Abilities table in the **Castles & Crusades Players Handbook**). They do not, however, gain the monk's armor class or fast movement. They also gain the Monk's Iron Fists class ability.

KOBLI

Goddess of Torture and Pain, CE

Kobli is a dark and sinister goddess, usually worshiped by evil races such as the dark dwarves. Kobli's origins come as a rebel manifestation from the Abyss. Her original form is lost to history; it is unknown whether she is a corrupted titan (likely), or an ascended succubus who gained in power by ruling over lesser beings in the Abyss. However, it is said that she is the mother of all of the monstrous and wicked demons in the Abyss.

Some say she is the consort of Rha-Cordan, and others say that the two despise each other; the truth is likely neither. Since both are chaotic and evil, they likely consort with each other one day, and hate each other the next. She is depicted as a black-haired woman clad in spiked leather, with the scars of a scourge crisscrossing her back, wielding a wicked cat-o-nine tails.

FAVORED COLORS/MAGIC SCHOOLS: Green (enchantment) and Blue (evocation)

FAVORED WEAPON: Cat-o-nine tails

LARUNTHUS

Goddess of the Hunt, CN

Worshipped most commonly by the Kriel, this Goddess of the Hunt is a lion-headed humanoid that believes all races

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are sharpened by the hunter/prey relationship. She despises domestication, believing it makes both species weak, though she makes allowances for owlbeats used in cavalry, provided that they are not completely broken as "pets," but are merely (and barely) controlled in battle.

FAVORED COLORS/MAGIC SCHOOLS: Brown (Transmutation) and Yellow (Conjunction)

FAVORED WEAPON: Short or Composite bow

LUKEREY

God of Luck and Mischief, CN

Lukerey is the trickster with a love for fun and mischief. He is followed by many races individually, but only halflings seem to follow as a culture and indeed, many consider him to be the patron deity of halflings. As such, he is often depicted as a halfling with hair the color of raven feathers, with a raven sitting on his shoulder, and twin daggers in his hands. He revels in jokes and pranks, the more dangerous the better, and though he rarely intends true harm to come from these jokes, he does find the suffering of others resulting from such a prank to be hysterically funny. He is also commonly associated with foxes, hyena and ravens.

FAVORED COLORS/MAGIC SCHOOLS: Red (Illusion) and Brown (Transmutation)

FAVORED WEAPON: Daggers

MERSHALK [AKA MERSHUL, MERSHIL, AND OTHERS]

God of Serpents, LE

Mershalk is the deity of serpents and is also known as the Dragon Father. Mershalk was behind the rise of the great dragons against the heavens, and went into hiding when they failed under the might of Dicermadon and his Crown of the Gods. He is generally worshipped by those who believe that dragons are the true gods of Terrigan, and who seek to bring about their release, and the return of the great ancient dragons to dominance in the world. His followers are seductive liars, expert at turning the hearts of humans and demihumans alike, convincing them through seduction and trickery to perform the darkest of acts to corrupt them to the worship of Mershalk. They revere magic and reptiles above all else.

The Order of Dragons and Sept of Serpents are two of the larger shadow cults that have arisen from worship of Mershalk, and it is rumored of a larger more influential cult called "White Sash" is involved in bringing about the **Abyss Walker** and setting the dragons free. Some believe that the White Sash is an ancient corrupted offshoot of the Sept of Serpents, but little is known about this cult, as it has operated so secretly for so many centuries.

For more on the Sept of Serpents and the Order of the White Sash, see Guilds and Orders, later in this work.

FAVORED COLORS/MAGIC SCHOOLS: Yellow (Conjunction) and Green (Enchantment)

FAVORED WEAPON: Whip

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RESCH

God of Judgement and Condemnation, LE

Resch is a violent and wicked God created to oversee the judgement and punishment of the mortals. Different than Kobli, Resch is not interested in the fate of the soul, but rather the destruction of the mortal body. Depicted as a humanoid in full plate male with an ominous helmet and long flowing purple cape, he is a fearsome site in all art depicting him.

His followers almost always make and emulate his armor choice in their churches and almost always wield oversized axes. They are not interested in law and trial, but rather their personal view of innocence and guilt. They are not concerned with the nature of the laws in a given area, nor with those who follow the law. They are concerned only with issuing forth the harshest punishment for any betrayal.

Indeed, for the most extreme of Resch followers, there is only one punishment for any lawbreaking, and that is death in the most painful way possible. It doesn't matter if the crime was murder, rape, or stealing a crust of bread to feed a starving family—if you have broken the law, a cleric of Resch will see you destroyed for it.

FAVORED COLORS/MAGIC SCHOOLS: White (Divination) and Blue (Evocation)

FAVORED WEAPON: 2-Handed Axe

SHAKKARN

God of Nomads, N

Shakkarn is pleasant and adventurous. His followers believe that much of the world's violence comes from being rooted in one place. There are no needs for borders, territories, or homes. These are all things that lead good peaceful people to war and death. Life should be experienced from the road on an adventure. The world offers too many sights to see to spend time looking at the same things every day.

Followers of Shakkarn take joy in the smallest things, every day. They have little use for possession or attachment, believing that these things are the key to suffering, and that the message of Shakkarn is to be completely free of those things that would result in anger, jealousy, greed and hate. When someone dies that is beloved of a follower of Shakkarn, the priest will not mourn their passing; rather, they will rejoice that they have rejoined the cosmos in the heavens. They may plant a tree or create a shrine in their honor, but change is the way of things, and when one thing ends, it is time to move on, and capture the next experience life has to offer.

It is, after all, only through experience that understanding comes, and understanding is the key to mending the broken bridges between all creeds, nations and races.

FAVORED COLORS/MAGIC SCHOOLS: Brown (Transmutation) and White (Divination)

FAVORED WEAPON: Scimitar

SHA-SHOR'NAI

Goddess of the Sun and Light, CG

Sha-Shor'Nai is the goddess of life and living. Most healing practitioners follow her. She opposes Rha-Cordan's belief in punishing those that turn away from the heavens, and would rather convert them by showing them compassion and healing. Her clerics are among the most charitable and kind in the world, placing the value of each individual life above all else.

Life is everything to followers of Sha-Shor'Nai, and they will even sacrifice themselves to grant another the chance to live. Because they are so very dedicated to the preservation of all life, the clerics of Sha-Shor'Nai are known as some of the most skilled healers in the world, their healing magic is more powerful than that of any other luminary.

Of course, this is not to say that these clerics will not fight, nor that they are complete pacifists. They are given to understand that there are those who would engage in wanton destruction if permitted, and it is the duty of these healers to protect life by destroying those that would snuff it out, if they cannot be redeemed.

FAVORED COLORS/MAGIC SCHOOLS: Blue (Evocation) and White (Divination)

FAVORED WEAPON: Longbow

SPECIAL: Luminaries of Sha-Shor'Nai cast clear healing spells as though they were one caster level higher than they actually are.

STEPHANIS

God of Justice. LN,

Stephanis attracts many lawful good followers, but he is really lawful neutral. True Stephanis belief revolves around justice for the society and the good of that society, not the person. They are not concerned with personal liberty, or the value of an individual life.

Rigid order and the structure that maintains justice is of ultimate concern to Stephanis. They believe very strongly in letting the punishment fit the crime, but each individual follower may have widely divergent ideas about what punishment suits a crime. They tend to be rigid and unflinching in their outlook, and in following both their personal code and the laws of the society in which they currently reside, generally to the letter. Many Stephanis followers that have been violently wronged, have turned to Resch for personal satisfaction against those that have wronged them.

FAVORED COLORS/MAGIC SCHOOLS: White (Divination) and Brown (Transmutation)

FAVORED WEAPON: Greatsword

GUILDS & ORDERS

MILITARY ORDERS

DARYAL LEGIONNAIRES: These warrior ranger elves are most known for their characteristic two weapon fighting style. They wear light armor and prefer to overwhelm their foes with flurries of sword attacks. Any race of elf can join the legion, but most commonly they consist of True Elves. They seldom, if ever, travel alone—and instead prefer groups of at least two.

Characters wishing to play as a duelist are primed to be members of this particular military order. Indeed, this class can be easily custom-tailored to represent the Daryal Legionnaires. As with any guild or order, a character who belongs to this group may be called upon at any time to perform tasks or operations for their higher-ups, while those who are former members are either outcast or on the run from their former compatriots, which can form deep conflict in game terms.

The ideal Legionnaire would multiclass as a ranger/duelist, or undertake a class-and-a-half mix of the two, with duelist functioning as the primary class. Alternately, the CK could create a mash-up class of the Duelist and Ranger which uses the Duelist as its basis, but loses the Duelist's tumbling and taunt abilities, and instead gains the Combat Marauder, Survival and Track abilities of the Ranger.

AL-KALIDIAN: These deadly spell casting warriors are the epitome of elven cunning in warfare. There are seven sects. Red, Yellow, Blue, Orange, Green, Violet, and White. The black Al-Kalidians are rogue warriors that have abandoned their sects to pursue private interest. While there is nothing that prohibits other elves from being Al-Kalidian, the only known Al-Kalidians are True elves.

Master Al-Kalidians take on apprentice warriors for training. Some take only one, others take as many as four. It is very common for Master Al-Kalidians to create Nonuls for their service. A Nonul is a magically created golem like vessel controlled by a ring, bracers, or some other magical device. When defeating a particularly powerful enemy, they infuse the soul of that enemy into the Golem. If the enemy was strong enough, the soul enters the Golem forming a Nonul: a sentient slave and powerful golem.

The souls that are not strong enough to withstand being ripped from their bodies and placed in nonuls are destroyed, leaving behind a mindless body. The Al-Kalidians preserve these bodies and animate them into what are known as Hunters. Hunters are awkward and require significant concentration to command, so it's unlikely an Al-Kalidian has more than two hunters or a single Nonul at a time. A Nonul is easily characterized from a normal Golem by its humanoid eyes. A hunter is indistinguishable from a normal human with the exception that it has no eyes. The empty sockets are commonly sewn shut to stave off potential infection, and they often wear helmets without openings for eyes.

AL-KALIDIAN CHARACTERS

In game terms, portraying an Al-Kalidian warrior requires multiclassing as both a warrior and a spell caster. The majority of these warriors are class-and-a-half ranger/chromatic mages, with ranger serving as the primary class. There are also fighters, knights and other warrior classes in the sect as well as a few Luminaries dedicated to the gods of war. However, it's important to remember that in almost every way that counts, the Al-Kalidians are an evil order; any group that makes a practice of tearing the souls out of their victims in necromantic practices to create golems is not appropriate for an heroic PC. However, it could be possible to portray a former Al-Kalidian who is on the run from their organization...

ROCK BENDERS: This group of dwarven clerics are adept in shaping stone for their purposes of war. They can make lightweight stone tools and armor and are skilled at crafting the mightiest golems. Indeed, the highest-level, most skilled members of this group possess secret knowledge that allows them to craft armaments from stone that is as lightweight, well-balanced and keen as the hardest steel weapons, and which even possesses magical properties. Moreover, they will be backed up by several powerful stone golems. A contingent of Rock Bender warriors, fully outfitted for battle, is a fearsome sight indeed; they are clad in full suits of plate formed from marble and granite, and they wield axes carved from blocks of dark gray flint, or gleaming swords fashioned from quartz and gleaming in the sun. These forces are rare in the modern era, due to the decimation of the dwarven peoples, but those occasions when they do come together are of historic note.

ROCK BENDER CHARACTERS: It is possible to play a Rock Bender dwarf in game; these heroes will always be either fighters or luminaries, and they do not possess the normal Dwarven resistance to arcane magic. Instead, they gain access to Rock Bender equipment: all begin play with a granite coat of plates armor (Expert; +6 to AC), a flint battle axe or quartz bastard sword (choose one), and a medium marble shield. These weapons are all as sturdy, balanced and keen as their metal counterparts would be, and all are considered to be expert weapons and armor (see the **Castles & Crusades Players Handbook**). In addition, all rock bender weapons have the ability to affect monsters that are normally only affected by magical weapons.

Finally, in the hands of anyone other than the Rock Bender, these items become mundane stone creations; weapons lose their keen edge and count (at best) as improvised weapons, heavy and awkward, and armor provides only half its AC bonus and is triple its weight.

Becoming a high-level stone shaper in the Rock Bender organization is largely left to the CK's discretion, but it should naturally involve spells such as stone shape, magical weapon, permanency, and potentially even Wish, as well as a range of secret techniques and knowledge for stone carving and potentially even access to secret troves of stone that is ideal for working in this manner.

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WHITE SASH: This cultish group, also known as the Cult of the Dragon, operates widely as a secret society. Not much is known about them, their members, or their influence—other than all are substantial and they seek to bring about the **Abyss Walker** prophecy. In truth, they were founded centuries ago by a psychotic white dragon named Ingisted, who maintained her lair in an ice castle deep in the heart of the Polar Flats, in a realm some claim to be beyond the north winds—a place where the unending icy mist of the north gives way to jagged, rocky passages and icy peaks. Surrounding this castle was a village of fanatical worshippers. It is said that sometime shortly before the rise of the **Abyss Walker**, a noble group of adventurers tracked Ingisted to the heart of her lair and destroyed the dragon. This, however, did not put an end to the machinations of the White Sash, who continue their depredations to this very day.

The White Sash are spread across the entire world, serving in many capacities, depending on where one finds them. In Lostom, they are street gangs and mercenaries in the employ of certain organized crime families, and deeply in league with the tribes of wererats that live in the city sewers. In Crossroads, they form a power base of hidden influence, whispering in the ears of nobles and crime syndicates alike.

Some say that even in Dawson the White Sash has members hiding in the very court of the King himself. They are a shadowy organization that operates at every level in every major city, and in some towns and villages. They are decentralized, so that no sect is aware of the operations of any other, nor do they know who their bosses or higher-ups are. All that anyone knows is that they are a deadly enemy that uses warriors, sorcerers, spies, and assassins to spread the influence of the **Abyss Walker** cult wherever they can.

They are primarily opposed by the silver dragon Darrion Queness, who was freed by the same group of adventurers that defeated Ingisted. Once a primary guardian of the Blue Book and Key that would enable the forces of light to battle against the **Abyss Walker**, Darrion was captured by Ingisted and held captive for centuries. During this time, his own sect, known as Darrien's Guard, was overrun and all but wiped out by the **Abyss Walker** Cult.

Now that he is free once again, Darrion has rapidly been rebuilding his own organization to oppose the **Abyss Walker**, and to stop the machinations of the White Sash wherever they can be found. He is currently fighting a losing battle, but the dragon is ancient, and if there's one thing he's good at, it's playing the long game. He has made his first in-roads recently, and the shadow war between Darrion's Guard and the White Sash has begun once again.

For those who are fans of the **Abyss Walker** novels, the White Sash have not been detailed in that series; rather, they are only found in *The Hallowed Oracle*. For more on the White Sash and the story of Ingisted and Darrion Queness, see the **Castles & Crusades: The Hallowed Oracle** mini-campaign.

SEPT OF SERPENTS: This cult transcends races, but is predominantly human. They believe the Dragons are the true gods and seek to reestablish them as the rulers of the realm.

They are constantly seeking the fabled five dragon orbs. Most worship Mershalk and can take on draconic features. Like the White Sash, they form a potentially deadly enemy for player characters, and will go to any lengths to overthrow the cults of the gods, and restore dragonkind to what they view as its proper place in the cosmos.

The Sept of Serpents could be encountered in any number of ways. The heroes might go up against them as they seek to subvert the leading nobility in a given city, in an effort to corrupt the state religion towards their own goals. They could be behind a series of attacks on temples throughout the region, attempting to start a cult war, following which they will be the only ones left standing. They might even, upon discovering the truth behind the White Sash, attempt to combine forces, or even take over that organization (especially if they become aware that Ingisted is destroyed).

Another possibility is that the White Sash is an offshoot of the Sept of Serpents which drifted away from their mother sect with the rise of Ingisted. This could lead to an inter-cult war as each side attempts to overtake the other, each viewing its sister organization as a rival, possibly not even aware after centuries that they were once the same group.

STONE LORDS: This thieves guild was once a stone mason's guild in Dawson that turned to thievery due to corruption and political differences. When it became less tenable to do business honestly as masons, the guild turned to darker paths. Backstabbing, political maneuvering, and criminal activities entered the picture. At first it was a bribe here, a thrown job there, a quick theft of some valuables from a wealthy patron—small things to make ends meet. Gradually, the crime became more and more prominent and the masonry less.

Today, the masonry aspect of the Stone Lords is a loose front for a widespread criminal enterprise which has spread beyond Dawson. In fact, the Central City mason's guild recently joined them after being betrayed by Duke Dolin Blackhawk. This betrayal caused the Central City guild to seek aid from their bigger cousins, and they quickly learned about the organized crime syndicate the Stone Lords had become. The two banded together and began raiding the Duke's business interests in the city.

The Central City chapter is led by a master mason named Dimitrin. Unlike their Dawson cousins, this branch tends to avoid violence and focuses on theft, vandalism and destruction of property. They view themselves as noble in spirit and in doing the right thing, sharing the wealth they plunder with the poor, and are deeply protected by the poverty class of the city. Unfortunately, they don't shed a tear when innocents get caught in the crossfire, as long as those innocents are "deserving" upper crust.

When one treads such a thin line, it is likely only a matter of time before the wrong people get in charge, or the top dogs in the chapter get greedy, or even just in over their head, and the thieves with honor learn the truth behind the adage that there is no honor among thieves...

OF THE LANDS AND THEIR PEOPLE

ATEN

RULER: Queen Yara Blueweaver

CAPITOL: Aquabar

PREDOMINANT CITIES: Aquabar, Meara, Vendaiga,

CLIMATE: Temperate

The queendom of Aten is named after the great Beyklan Sorcerous Queen Atenious Theobold. As the fledgling nation was emerging into becoming the main nation of the region through a bloody hundred year long civil war, her husband was slain and she was captured as a prize by Jackoo Forlinger, a skilled mage. Her son assumed the throne of the fledgling nation, but was unable to defeat the Forlinger's Duchy in open combat. Atenious secretly made a deal with a succubus named Aclia. She was infused with some of the demon's power and murdered the evil wizard. Without their leader, the Forlinger's fell against the Theobolds. Beykla was united into one country.

Atenious could not face the public scrutiny and rumors that she betrayed her husband to marry the evil wizard, so she set off on her own to the west. She called on other demons for power, angering Aclia. Abandoned to her devices, she became lost in wickedness, but not before becoming incredibly powerful. After rescuing a group of women from sex slavers, she took the women on as her first apprentices, instructing them in how to use the arcane arts and forming the first Sept of Red, the same color as her family's Beyklan crest.

Thus she became a major influence in the region. Within two decades, a trading metropolis had formed around her tower and she declared Aten the realm's first Queendom. Fearing men would try to usurp her rule, she created a system of laws limiting men's ability to own land and other community roles, eventually evolving into the misandrist society Aten has become today.

There is, as one might expect, an underground resistance of escaped male slaves, and women from the community who believe that the best results come from true equality between the sexes; this resistance, currently, is small but growing and fighting what appears on the surface to be a losing battle. Still, more people join every day, and it has succeeded in making a few in-roads by secretly attracting a few powerful nobles to support the cause.

Atenians are indistinguishable from Beyklan humans with the exception of their heavy tongued accents.

MARZHANA'S TOWER: There is a tower located on the border of Aten and Adoria, just a few miles east of Lostom, run by Marzahna the Yellow, an exiled sorceress from Aquabar. While she isn't an active member of the resistance, her strongly-held belief that men should be treated equal has lost her favor with the ruling Aten tower. Marzahna is a 13th-level Chromatic Mage (Primary: Yellow, Secondary: Blue, Tertiary: Orange), who is thought of as a priestess and evoker, and a 6th level luminary priestess of Shar-Shor-Nai (in game terms, she is a class-and-a-half chromatic mage/luminary)

The First Mistress of the tower, under Marzhana, is named Mary, and is an accomplished 7th level chromatic mage (blue/evoker). In addition, Marzhana has various other spell casters, women of lower levels and freemen that work in her tower. She respects the cultural differences, but still holds her Queendom's bias.

KAI-HARIKIA

RULER: Grand Chief Ironstar

CAPITOL: Ironstar Lodge

PREDOMINANT CITIES: None

CLIMATE: Tundra

Kai-Harkia is the name of twelve core tribes of the mountainous region north of the Adorias. The tribes are nomadic and assemble once a year at the Ironstar lodge. The Chief is less of an undisputed leader of a given tribe, and more a figure who is elected to oversee the resolution of disputes as well as acting as the voting tie breaker in tribal disputes.

The Kai-Harkian mountain range is made up of toxic deep mantle minerals that have pushed to the surface after tens of millennia of tectonic shifting. Over time, these exposed minerals became absorbed by every plant, making the plants toxic to consume and killing all animal life in the region. Over the next thousand years, small insects began to build an immunity to these poisons, an immunity which eventually trickled down into the animals that gradually moved back into the region, and then finally into the humans seeking to settle in the mountains. Because of this, native Kai-Harkians are immune to all ingested poisons and they have substantial natural defenses to injected poisons.

Kai-Harkia is not an actual nation, but is more of a geographic region inhabited by a number of tribal groups, with each tribe possessing a warrior class to defend against aggressive humanoids, other tribes and external interlopers. The extreme mountainous terrain of the surrounding areas, combined with the sheer toxicity of the native plants and animals, has made their lands completely impervious to invading armies.

Kai-Harkians are large, barrel chested humans with bronze skin and dark black hair. They decorate their skin with tattoos made with "mountain ink" which is toxic to all other races.

KAI-HARKIAN PLAYER CHARACTERS: Players wishing to play a native Kai-Harkian may choose to have immunity to poisons instead of a third Prime Attribute.

ADORIA

RULER: King Varl Addon

CAPITOL: Yishton Harbor

PREDOMINANT CITIES: Yishton Harbor, Lostom, Dalzon

CLIMATE: Temperate/Plains

Adoria is nestled in the foothills of Kai-Harkia. The region is protected from spring and fall storm weather by the Kai-Harkian mountains, which also causes these seasons to be devoid of rain

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clouds, with the autumn being a particularly dry season. The spring, though it does not experience much in the way of rain, comes with massive snow melt off, and the accompanying river swell causes annual localized flooding along the banks. During this time, the capitol, built on a braided river island inlet, becomes a true island for 30 days, two different times of the year.

During the “wet season” of the runoff, the mud that washes down streams from the Kai-Harkian mountains is combined with straw and used to make some of the best bricks in Terrigan. However, the toxic minerals do make their way all the way into the haunted sea, and have had ghastly effects on the denizens of that aquatic world. Adorians look like a cross between a Kai-Harkian and a normal human. Their body type is indistinguishable from a Beyklan, but they generally have darker hair and darker skin.

Adoria has recently emerged victorious in their civil war over Andoria. And while their military and people have been severely weakened, they are rebuilding and growing quickly. This is of necessity, as their eastern neighbor Beykla is in a westward land grab of Andorian lands, while Aten is investing in the border cities to further their own financial interests and male slave trade—especially in the city of Lostom. Adoria is trapped between wolves with their jaws bared, and is in something of a precarious position as a result.

THE CITY OF LOSTOM

TOTAL POPULATION: 3000-3500

HUMAN: 78% (Male 40% Female 38%)

KAI-HARKIAN: 7%

HALFLING: 2%

DWARF: 7%

ELF: 1%

OTHER: 3%

Lostom is a city of thieves. It's a major city, located along the shores of the North Sea, but it's a city of shadows, where street gangs and thieves' guilds run the night. It's a place where deals get made, and betrayals just as quickly follow. When you want to find hard-to-locate items, or get lost in the crowds, Lostom is where you vanish. The problem is, the unwary tend to vanish permanently.

The nobility in Lostom are as corrupt as the people in the shadows, making backhanded deals, playing at politics and betrayal, and ignoring the plight of the common people. It's not a good place, but it's a place that functions, because there are unwritten rules by which the guilds play. It's a city run by organized crime families who maintain a delicate peace between their various unsavory enterprises, a constant powder keg ready to blow.

The city itself straddles the Blank River, sitting just on the edge of the Adorian wastelands. The populace is an equal mix of merchants, sailors, slavers and farmers. The residents keep their heads down, keep to themselves, and focus on survival and profit as well as avoiding conflict. It's not uncommon for “medal merchants,” those authorized to trade in the Queendom

of Aten, to stop in Lostom, a last “safe” haven before entering the Queendom, wherein men have no rights outside the limited privileges their merchant medal affords them.

Lostom is considered an open city, with small ferries at work taking people from the east to west river banks and vice-versa. The river is fast-moving and impassable by swimming. There are bridges available for those who don't care to take a ferry, though ferries tend to be faster and less likely to be targeted by brigands. In Lostom, the attitude is “you mind your business, friend, and I'll mind mine.”

Government: The town is governed by the heads of the four major industries that fuel its economy: Slaver, Merchant, Sailor, and Mayor. This council is overseen by a wealthy Duke who lives in a keep to the east of the town. The council meets monthly to discuss any issues their supporters may have brought to their attention. Of these, the merchant leader is the target of the most disdain, as his supporters are the most transient, but at the same time he brings the most money to the economy, so he wields the most temporal power. Taxes in the town come from businesses as opposed to individual residents. There is a town Mayor, who has a seat on the council but no real voice; they are elected by the citizens and basically oversee the day-to-day administration of the town as well as bringing the issues of the common people to the table.

MILITARY: The town has no militia to speak of, but each of the four groups (and the Duke) maintain their own armed force and work together to police the town, and contribute to its defense. There is a single communal jail, though each power group certainly holds its own “facilities,” into which private prisoners sometimes disappear, never to be seen again.

ECONOMY: The slavers work with sailors and the mayor to auction off their slaves discreetly. Merchants work closely with sailors and the Duke and are entirely focused on profit and building the coffers of the town. Sailors work closely with the fishing industry, the slavers and the merchants. They wield a great deal of power in this regard, and they also don't particularly like the Duke or the mayor. The mayor caters to the citizens, oversees the town's function, and hates the slavers. Finally, the Duke is disinterested in politics and simply focused on profit and financial gain. Much of his wealth comes from a mine he has deep in the Kai-Harkian Mountains.

For more on the City of Lostom, see the **Hallowed Oracle** adventure campaign; specifically, Episodes 1 and 2, which take place in and around that city and the Queendom of Aten. In addition, Episode 3 of the campaign takes place almost entirely in the Adorian Wastelands.

RELIGION: The only forbidden practices in Lostom are Rha-Cordon and dark necromantic magic. The devastation of the Battle of Calito is still strong in the minds and hearts of the populace, who remember the necromancer Randolph Forelinger and his undead army sacking the city, a battle ultimately won by Lostom.

50 CASTLES & CRUSADES

LANGUAGE: Common

MAJOR GUILDS: Lostom has no major legitimate guilds. All activities are regulated by the various criminal syndicates and power groups outlined.

ANDORIA

RULER: None

CAPITOL: None

PREDOMINANT CITIES: Burstal, Trystal, Yarvin Hill

CLIMATE: Temperate/Plains

Andoria is nestled in the foothills of Kai-Harkia. Protected from spring and fall storm weather by the Kai-Harkian mountains, this also causes these seasons to be devoid of rain clouds, with the autumn to be particularly dry. With no major rivers or waterways, most of Andoria's trade came from the "West Road" (has many other names) that cuts across the small nation from east to west. Cities line this road based on industry that each city offers.

The former Capitol, Galensburg, was burned to the ground by Adorian forces, and only small gangs and bands of outlaws reside there now. Trade routes through the city have all but detoured around, with those that get to close being attacked by various rogue bandits.

The rest of the cities have taken to trading with barter system and copper/steel/iron coins, which are little more than hammered discs of metal that have value based on weight. Iron is the most valuable of the coins for its myriad of uses.

Andorians blame just about everyone for their civil war loss with the exception of Kai-Harkia. They despise Beyklan invaders almost as much as they despise Adorians. If any PCs or NPCs are even suspected of being from any border nation, they most likely will be killed by mobs on sight.

Andorians are much like a mixture of Kai-Harkians and Beyklans, they are naturally strong and have the thick barrel chest of the Kai Harkians. Andorians are extremely tall and skilled in wielding two handed weapons with one hand. They only take half of the normal penalty for this weapon usage and they get full strength bonus on damage. They generally have dark hair and tan skin, and their heights range from 6' to 6'10."

ANDORIAN PLAYER CHARACTERS: Player characters of this race can choose to forego their third Prime attribute to gain +2 to Strength, -2 to Intelligence, and the ability to wield 2-handed weapons with one hand.

BEYKLA

RULER: King Theobold.

CAPITOL: Dawson

PREDOMINANT CITIES: Crossroads, Central City, Westvon, Dawson

CLIMATE: Temperate

Beykla is the oldest established human kingdom. Their main

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focus and culture is built around security and military might, using a belief that their superior morality and justice system should be expanded for the benefit of all the realms, and that all those tribes, nations and peoples that resist are just showing evidence of their wickedness. Over the centuries, this fanatical belief has allowed Beykla to develop a strong infrastructure for commerce, which further feeds their military expansion. Each king is judged, not on the integrity of their rule, but rather how much they expand their borders and how much wealthier the ruling class becomes.

In the last hundred years, Beykla has expanded south into the orc lands, using superior military tactics and might to completely conquer the orc tribes, and pushing the remainder of the orcs into the great Tyrine Desert, or into hiding into the less explored, uncharted and undeveloped Beyklan deep forests.

Eventually, however, the orcs fought back. Rallying behind an unknown power, they poured forth from their exile with previously unseen discipline and might. Thus began the Orc Wars, just one year after King Theobold inherited the crown. The Orc Wars were eventually won, but they devastated the countryside and drained the Beyklan treasury, forcing the crown to begin taxing and embargoing the dwarven clans in the south and the north. The northern clan, Stoneheart, responded to this taxation by secretly entering into trade agreements with the Andorians, during their civil war with Adoria.

At this time, Beykla began construction of a large keep to oversee the taxation/embargo of the Stoneheart clan, angering the south and the all dwarven clans in the area. Torrent Manor became an important political and strategic location for the kingdom, but has also become problematic to the crown as it, combined with the city of Crossroads nearby, have enough influence to hold a degree of autonomy, a status quo that the crown knows it cannot afford to allow to last for long.

With his legacy threatened due to his failure thus far to expand the kingdom's borders, King Theobold decided to invade Andoria, which is still suffering from the aftermath of its own civil war. This imperialism, combined with the foul treatment of the Stoneheart dwarves, has served only to enrage his citizens to the south, and it is likely that a civil war is brewing.

CROSSROADS, TORRENT MANOR, AND SURROUNDING ENVIRONS

The roads that eventually come together to form the town of Crossroads number four. The first comes from the west and the Adorian Wastelands. The second travels south to Central City, just east of the King's southern domain, Kalliman Castle. The third goes north to the Beyklan capital of Dawson City. Finally, the fourth leads eastward to Torrent Manor.

The area where the heroes currently journey is far from the civilization they may have expected and is a wild, untamed and frontier area constantly marred by conflict. Still, never before has it seen the ravages of humanoid hordes that it faces now.

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While they are more common in the southern regions, Beyklan forces dot the land as the King annexes town after town and tries to force subjugation and taxation on the Stoneheart dwarf clan in the underground city of Mountain Heart as well as the small pockets of Adorian refugees that dot the region, most of whom are simply trying to build new lives for themselves. The people frequently revolt and fight.

Between the Kriel and Grayshalk and the military of Beykla, this is an entire country under siege, and the manor represents both a microcosm of the overall state of the region, as well as a tipping point; Torrent broke from the crown not long ago during the recent civil wars, and since then has stood as something of a bastion of freedom for the people of the area and should it fall, darkness will follow. The crown, on the other hand, wants it back desperately as the original purpose of the Manor was for the king to enforce taxation throughout the region.

THE ATEN ROAD

The west road from Aten is where this chapter of our story begins. It is not well maintained until it comes within about fifty miles of Crossroads. It's wild country, and encounters with beasts, humanoids, and highwaymen are quite common until the characters reach the final leg of their trip to Crossroads.

THE CENTRAL CITY ROAD

The South road heads directly into Central City. This is a dirt road, well-traveled and patrolled by the Kingsmen of Beykla, who are marked by their brass scale armor and red capes. These forces tend to be overbearing bullies, little more than highly-trained highwaymen with royal backing, and most travelers are well-advised to avoid them when possible.

THE DAWSON ROAD

The north road eventually turns east along the coast touching many smaller coastal towns that have never been mapped or mentioned by name. It eventually reaches Dawson City, the capital of Beykla. It is split by the mighty Dawson River. Ocean water from the Balfour sea actually feeds the south flowing river making it the only salt water river in the realms. Dawson's walls are long and sloped, like a pyramid's but with less pitch.

THE TOWN OF CROSSROADS

Crossroads is a busy city, an area of strategic importance. It is marked by a full garrison of Beyklan troops. Though the town is not directly under the control of the Crown, it is a hotbed of political intrigue. The King would love to call the town his own, but its strategic position and the power of the merchants that pass through allows it to maintain a semblance of neutrality.

All-in-all, much like Loston to the distant northwest, the town is a powder keg just waiting to blow, but for far different reasons. Every so often the fuse gets lit, and inches just a little bit closer to detonation before someone cuts it off once more and things settle down. It feels oppressive, but at the same time open. The

royal soldiers taunt and make fun of local militia calling them, "The poverty brigade" and "Soft Skins" referring to their leather armor as a sign of poverty. Town guards skirmish regularly with agents of the Crown, just as often as they put down rebellions from dissatisfied peasants and battle thugs in alleyways.

Crossroads is roughly diamond-shaped and like most towns is separated into quarters, with each quarter lying between two of the roads that pass through. It's protected by wooden walls which stand more to discourage casual assaults than to hold against an active military siege. The ramparts are patrolled and watchmen demand the business of all who enter, charging an entry tax which varies based upon the perceived wealth of those entering. Characters may be able to negotiate the entry tax, which starts at 5 gold each (they are as adventurers, after all).

The Northwest quarter is the merchants' quarter, where most of the markets are held and goods are bought and sold. It's also an area where industrial espionage is rife and powerful organized crime families engage in shady dealings.

The Southwest quarter is colloquially and derisively known as "Heaven and Hell." It's here that most of the temples to the various gods are built; with a city like Crossroads that sees people passing through constantly, there's not a deity that isn't represented here in some fashion. Some temples are older, neglected and crumbling, while others are opulent and well-attended. Like the northwest quarter, shadow wars go on here with cults engaging in surgical strikes against opposing sects, religious leaders assassinated and fingers pointed everywhere. While this is where the temples are, most residents don't generally consider it a very holy place.

While the official religion of Beykla is that of Stephanis, the God of Justice, the locals have rejected this religion as well as the crown, a point of stark tension among locals and agents of the crown in Junction. Indeed, the temple of Stephanis, while not exactly crumbling, is upkeep only by volunteer work of those traveling from the Beyklan crown's more solidly-held cities.

The Northeast quarter is actively walled off from the rest of town; this is the gated community where the wealthiest aristocrats reside. Of all areas, this is one of the safest to walk around at night; it's also a favorite destination of the thieves' guild, whose members are constantly trying to prove themselves by slipping in and emerging with untold treasures. The most important factor of this particular quarter? These nobles have the kind of wealth that buys armies...armies that keep the Beyklan crown decidedly at bay and unable to conquer the town.

Finally, the Southeast quarter is shanty town. This is the dregs, the ghetto where many Adorian refugees end up living. It's wattle and daub huts, basic clay brick structures, and closely-packed townhomes. It smells, living is cramped and largely joyless, and it's not the safest place to be. Gangs rule the streets, and the thieves' guild is located here - or more accurately, guilds. The same organized crime families who operate out of the merchants' quarter have hidden bases of operations here, and many also have homes in the Northeast quarter.

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It's also home to the cheapest boarding houses in the city, as long as you don't mind your pockets getting picked, your room being broken into, and the potentially being attacked in the street every day.

Among the crime families here are an extension of the Spot's Gang thieves' guild from Central City. Spot obtained his name due to a scar on his face gained from taking a fire spell to the face. His gang is exceptionally violent and tends to dismember their enemies.

THE TORRENT INN

It had thick marble pillars out front with long flowing red silk tapestries hanging from the upper balconies. Bright green shrubberies were out front set in interesting landscaping designs. Well-dressed stable hands waited to stable horses and carriages of patrons. The community seemed small-but it was a hot bed of activity. Nobles came and went from the lavish inn.

—*The Wererat's Tale II*

There are many inns and boarding houses in Crossroads/Junction, but the largest and by far the most famous and popular is the Torrent Inn. This was originally the Torrent Manor, before the current keep and manor were built to the east. It is a high-class and upscale establishment that caters to the wealthiest nobles and dignitaries.

TORRENT MANOR

Torrent Manor is a small walled village with a large keep at the center. It has a west-facing portcullis and tall battlement walls, with the current lord's keep situated along the far eastern wall. The manor is located roughly three days' ride east of The Crossroads. The small settlement within the walls hosts about five hundred people; merchants, stable-hands, innkeepers, blacksmiths, and other freefolk and tradesmen and their families make up the bulk.

Here also may be several dwarven merchants and smiths who craft fine weapons and equipment for the people of the village, raising spirits and helping them find a purpose in the world. Its current ruler is Lord Morton Ganover, a 6th level knight, who welcomes refugees from among the dwarves and the Adorian Wastelands

Such a purpose is important, as these civilians are mostly Adorian refugees who have not been treated well by the Beyklan crown. Almost all merchants coming or going to the west are well defended with mercenaries or guards and often carry high end materials to make such a long journey for trade worthwhile.

The manor is a major trade destination, where most northern farmers bring their crops to sell to haulers that ship it into Central City in bulk.

In times of war the small force that mans the wall has proven thus far indomitable in defending the place, much to the chagrin

of the Beyklan crown. Defenses include oil and rolling pitch balls as well as conventional walled defenses and siege engines. The manor has never been successfully sacked. Torrent Manor is detailed in part 4 of the **Hallowed Oracle** adventure path.

THE CITY OF DAWSON

TOTAL POPULATION: 600,000 (approx..)

HUMAN: 85% (Male 45%, Female 40%)

KAI-HARKIAN: 5%

HALFLING: 1%

DWARF: 5%

ELF: 1%

OTHER: 3%

Dawson is the capital city of Beykla and is the single largest city in the entire world. At least a day's journey out, any travelers begin to see the signs of civilization, in the form of homesteads and small farms dotting the countryside. These outliers are known as "Non-propers," with those inside the city called "proppers." Of these, farmers tend to be the wealthiest and often sit on the "People's Guild," or a group of less well-off (read: poor) politicians who lobby for the needs of these outlying farmsteads.

Citizens in the area are treated well and have rights, and the Graywind family is well-liked in the area, being one of the few noble houses that don't snub or look down upon non-proppers. Indeed, the Graywind family are champions of the common people, and are beloved of the downtrodden, while the crown sees them as a plausible threat, potentially garnering the support of commoners in a bid for the crown. In truth, Graywind has no such aspirations, though they will call upon all of their resources to fight back if the crown moves against them. Should a civil war erupt with Southern Beykla, it is feasible that house Graywind might secretly support the rebels.

THE WALLS OF DAWSON

Travelers headed to Dawson can see the walls of the city at a distance. They sit at a steep 45-degree angle that makes them nearly impossible to break through, because the lowest points are the thickest. The mighty city has never fallen since the walls were added, nor have they ever been breached; climbing is even more difficult because the burning oil spills don't go away. The walls themselves are marvels of dwarven engineering the likes of which have never been seen anywhere else in the world.

Dawson is home to one of largest populations in the world, at just over 600,000 souls, the vast majority human with a very few elves. Halflings are disliked and mistrusted as "travelers, thieves and beggars," and gnomes are lumped in with halflings. Absolutely zero orcs, half orcs or other monstrous humanoids are allowed within the walls. This could present problems for player characters of half-orc blood. Such characters would need a solid reason (such as the support of a noble house) to enter town, and even then they would be subject to an armed escort at all times, overt and bitter hostility from locals, and even real danger to their own lives - after all, in Dawson, it's not a crime to kill a half-orc, it's encouraged and even celebrated.

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That's not to say that there aren't any monstrous humanoids living in Dawson, but they tend to be those who managed to slip in unnoticed or who escaped from slavery. They hide in the low-rent districts, the slums and criminal-controlled ghettos.

TOWN LAYOUT: Dawson is arranged in two general neighborhoods: the East and West Sides. Both sides have their own nobles and the income is about the same—divided between the haves, the middle or merchant class, and the have-nots. Three major bridges, six smaller bridges, and 12 ferry masters allow for travel between the east and west sides.

Ferry masters only transport goods for merchants and do not accept civilian travelers—at least, not without hefty coin slipped quietly between palms.

The real difference between east and west comes from the many criminal organizations that are on either side, and these organizations are where most of the monstrous humanoids find refuge if they wish to remain in the city. Each gang/guild has territory north and south of each side, always vying for control of the streets.

The sewer system is massive, and the rapidly flowing water of the Dawson is channeled into the sewers with massive brick channels. The flowing water then cleans out the main sewer arteries. The ebb and flow of the tide, also creates interesting dangers when moving in the sewers.

Merchant districts are evenly spread throughout the city, with public “free markets” open in various locations. These are comprised of brick stone works where those smaller merchants that cannot afford a full time building for a shop can rent space from the city, and set up tents.

Dawson is a major port city; the docks are vast and broken into three types. The central docks are known as the river docks. These are for river merchants and are on both sides of the river. They're owned by the merchant's guild and have no east/west allegiance.

The west docks are poorer and can't handle super large ships. Fishing vessels and other ships dock here. It's rumored that the floating Pirate City has contacts in these docks for those that wish to find it, but the city has been trying forever to get an in with the east docks to infiltrate the fabled floating pirate haven without success, leading many to believe it simply does not really exist (it does, in fact, but is far too clever, careful and established to be undermined by such pedestrian tactics).

The east docks are massive with a foundational base of stone piers; these only accept the largest military and merchant vessels.

There are eateries, rooming houses, inns and taverns scattered throughout the city of varying quality. Seafood is, naturally, a common menu item, and the local wine and mead are outstanding even in the lowliest taverns, with each tavern brewing their own vintage of wines, meads, spirits and ales. Local favorites are ginger beer and root beer, fermented with each house's own special blend of spices.

The king has a palace in Dawson, but prefers to spend his time in his keep far to the southeast of Central City. The day-to-day affairs of the city are overseen and managed by a duke appointed by the king. This appointment changes regularly, with the current duke being Lord Alistair Humphries, who tends to be rather aloof toward the people and isn't often seen walking or driving through the streets (though his tax collectors certainly are!)

There are literally hundreds of religions, cults, syndicates and power groups in the city dedicated to just about every cause, faith and movement one can imagine. Most of the gambling dens are run by the church of Lukerey, the god of luck; most of Luckerey's cult members are the much-maligned halflings.

People from Dawson are proud, and somewhat ignorant, sheltered and privileged, which leads to a degree of arrogance and ethnocentrism. They tend to be unaware of events in the rest of the world and are more than a little insular and prejudiced towards people from other nations and regions. This isn't because they are evil; on the contrary, most are decent, hard-working folk. Unfortunately, many of them have simply never left the city and they can't comprehend the real dangers of the world. This often makes it all-too-easy for dark forces like the White Sash or Sept of the Serpent to gain footholds in their criminal underworld.

SOUTHERN BEYKLA

RULER: King Theobold.

CAPITOL: Dawson

PREDOMINANT CITIES: Motivas, Portia, Aldist

CLIMATE: Temperate, subtropical.

Southern Beykla is much more wild and less developed than the north. While both regions are Beyklan, since it's colonization, the south has developed a self-identity and culture with less nationalistic ideals. The southern nobles have been meeting in secret and quietly ruling their own areas while the crown is preoccupied with encroaching into Andorian lands while illegally taxing the dwarves to fund it.

While the taxation and imperialism go on in the north, the southern regions are plotting their way to independence. A secession movement is underway, with trade goods trickling in from the Stoneheart dwarves and the Andorians, to whom Southern Beykla has promised support when the time comes. The nobles are quietly forming a confederacy, have already drafted a preliminary government structure, and are building their armies with conscripts, volunteers, and mercenaries, all right under the nose of the crown. While the hope is the secession will go peacefully, with the very threat of conflict holding off the war, the truth is (and the nobles are well aware of this) that the road is being paved for a potentially bloody civil war that could be even more devastating than the all-too-recent Orc Wars, which nobody in the region has forgotten.

Southern Beykla understands, however, that such an apocalyptic war may be necessary to win their freedom, for the power of the Beyklan crown will need to be broken to avoid eternal wars. A

defeated but intact crown will be honor and tradition-bound to attempt every generation to re-take the south, after all.

TYRINE

RULER: None

CAPITOL: None

PREDOMINANT CITIES: Fantastic ruins and structures.

CLIMATE: Arid/Desert

Legend claims that Tyrine was once a thriving tropical paradise of a nation. It was highly developed and economically advanced, with fantastic rivers and sprawling metropolises in the far-off days when Beykla was first expanding out from Dawson. Its monarchic dynasty in those days was under the rule and guidance of a family called the Kahls. The Kahls built fantastic pyramids, towers, and other massive structures at the center of all of their scores of major metropolises.

While no one knows for sure exactly what caused the Tyrine civilization to get wiped from the land, it is said that the Kahls broke an agreement with the goddess Surshy, and in vengeance she not only cursed them and the land, but took back every last drop of water in the entire kingdom, from the wells to the rivers themselves. Today, all that remains is a vast desert of sand, monsters, and peril for all those that seek to plunder the ancient ruins.

Many adventurers report carnivorous feline humanoids and giant sand worms large enough to swallow horses and wagons in plenty, but in truth the realm is devoid of any ruins or proof that any civilization was ever there. Some say these stories are simply tales to frighten children who fail to behave with proper devout respect towards the gods; others insist that they are true, a cautionary and morality tale against hubris.

LADATHON

RULER: Chancellor Vargus Taryhn

CAPITOL: Kingsford City

PREDOMINANT CITIES: Kingsford, Andrebach, Randleton Bay

CLIMATE: Tropical

Ladathon is massive republic with elected officials serving in every government position. The leaders are selected by land owner voting, with those owning more land getting a louder voice in government. That is, the more land one owns, the more votes are able to be cast, with the caveat that these land owners see increased taxes for each additional vote that they use for the next term of office, regardless of whether their candidate wins or loses. As such, many wealthy land owners have lost everything they own by committing too much to get their candidate elected, then being unable to afford the subsequent electoral tax or suffering retribution if their candidate loses.

Land owners are allowed to have knights and courts, but those bannerman are hired by the government and assigned to the land owner. Wages of these knights and their courts are set by the crown. Given the native animals of Ladathon, their knights often ride fantastic beasts, some with the ability to fly, and are more skilled at warfare than any other army in all the realms.

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The challenges that protect Ladathon from invasions are the same that prevent them from expanding beyond their existing border. It's too challenging, for example, to transport their mounted units of elephant riders on ships to other lands to the east and the south, the Great Tyrine Desert isolates them from the north, and a massive snow-capped rocky mountain range to the west insulates them from the Elven lands of Vidora.

Because of this, Ladathon has not seen much war throughout its history, and has enjoyed general peace and prosperity for all its generations. It is, as such, the most populated country in Terrigan. Ladathon has the three largest cities in all the realms. Kingsford City is the largest, some five times the size of Dawson and home to over 3 million souls of many races. Andrebach is number two at roughly 2.8 million souls, and Randleton Bay being home to more than 1.5 million people. These massive cities are fantastic in their own rights with fully developed and functioning sewer systems, towers reaching high into the skies, mighty rivers, aqueducts and waterways, and spire-capped keeps.

The Ladathon jungles are deep and sparse, and there isn't much civilized population outside of the mega cities, though tales tell of lost and ancient civilizations of high sorcery and legendary treasures, even lost cities of gold. This leads many adventurers on excursions into the deep jungles in search of ancient magic and treasure. Many don't return, and those that do have tales of horrific monsters and deadly peril.

VIDORA – THE ELVEN VALES

RULER: King Jermaen Rustou Al'Kldor

CAPITOL: Valdore

PREDOMINANT CITIES: Valdore, Navlashier, Avanea,

CLIMATE: Tropical/Jungle

The forests of Vidora are expansive, uncharted and largely unexplored by the outside world. They are the domain of the elven vales and outsiders are not welcome here. Indeed, trespassers are often captured and sold into slavery within the elven nations. The illiander trees that grow exclusively in the forest are known as the largest in all of Terrigan. For over a millennia the forest has been cultivated to grow into what it is today. The largest trees are home to the elven vales themselves, carved inside and wrapped in extensive platforms and tiers that comprise entire cities in the tree tops hundreds of feet off of the ground. Uninvited guests to this forest tend to discover that not all elves (indeed, elves in general) are universally the goodly and beneficent race people tend to believe.

While a great many cities span the region, their nobility is divided primarily by the five main vales. But none hold sway over Vidora as much as the Red vale of Valdore. Considered the capital vale, Valdore spans over seven hundred illiander trees and is estimated to be nearly twelve miles wide. The next largest and most powerful vale is Navlashier, which is controlled by the White Vale and acts as a sort of trade outpost between all the vales. All prisoners are taken to Navlashier and auctioned off in a monthly ritual called the Rite of Julkoro.

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Avanea is much smaller compared to Valdore or Navlashier, being nearly a quarter the size of the former, and half the size of the latter. It is controlled by the Blue Vale and located to the far west, midway between the desserts of Tyrine and the mountains bordering Nalir.

Even travelers with merchant passes or permission avoid the fortress of the witch queen, Sinstrinian Al'Kyel, the Defiler. Officially, she is a citizen of the Red Vale, and at one point even held a claim to the throne. But her claim evaporated when Jermaen Rustou Al'Kldor seized the mantle for himself. Since then she has retreated to the marshlands of eastern Vidora, where she has created an army of nonuls, hunters, and other slaves. One day she hopes to reclaim what she believes was stolen from her.

There are numerous long forgotten tombs hidden among the forest floor, as well as a few human villages along the southern border. Many adventurers have successfully delved into these tombs to abscond with grand treasures, but such a feat is often merely luck, as the elves don't take kindly to grave robbers or trespassers. Survivors of encounters with the elves often wish they had died during the skirmish; death is a far better alternative than being sold into bondage or twisted into one of their mindless creations.

NALIR

RULER: King Hector De Scoran

CAPITOL: Shining Spire

PREDOMINANT CITIES: Shining Spire, Brightwood, Blue Bay

CLIMATE: Temperate/Swamp

The harsh swamps of Nalir are a direct reflection of their king, Hector De Scoran, a cunning, ruthless man who is more than willing to do whatever it takes to ensure his legacy lives on. And while most fear his name, no one can deny his accomplishments. The swamps of Nalir used to stretch from the Raynard Cliffs, west of Vidora, to the coast. Mud and bog swallowed anything and everything that dared set foot in the unforgiving land. But Hector had a vision, and the land submitted to his rule.

A vast majority of Nalir is built atop wooden planks, levees, and quarried pits that have been walled and reinforced with palisades. The entire land mass was constructed and fortified to serve one purpose: to protect the city keep. Walls, roads, blockades, and levees are all rigged to systematically collapse atop any army that dares march upon King Hector. To this day, no one has been brave enough to try.

Unlike most kingdoms, Nalir is unique in the fact that all cities are designed around the defense of a central keep. King Hector controls the entire region, and as a result has managed the populace to prevent any possible uprising. The bogs of Nalir are surrounded by heavy machinery that resemble large windmills. Year round, they suck large gouts of water from the collected areas and discharge it into the sea to the west. This allows islands of rich, fertile land to be used for crops and other agricultural purposes. In addition to its rich farming communities, Nalir

is also known for its beasts. While extremely treacherous to stumble across unprepared, the creatures of the area provide large quantities of meat and leather.

ABOE

RULER: None

CAPITOL: None

PREDOMINANT CITIES: Ithane, Prorinth, Kahlcis.

CLIMATE: Tropical

Aboe is a wild and dangerous land. It starts just south of the Vidoran Southern range and extends down in a massive east curving peninsula. The jungle is so thick that construction and city-building is nigh impossible; the very few roads that do exist are brief at best. The area is covered by many crisscrossing snow-capped mountain ranges, making travel over land nearly impossible for great distances.

MOUNTAINS, FORESTS, GREATER RIVERS AND OTHER TERRAIN

LALIN PLATEAU

COUNTRY: Beykla, Southern

DESCRIPTION: Plateau in the center of Southern Beykla.

CLIMATE: Tropical

The Lalin Plateau is little more than a simple raised land mass resting near the center of Southern Beykla. The core of the realm, Castle Keeperark, is the home to the Cutstone Dwarves. It's also known for the massive cave at the base of its thousand-foot high cliff face that swallows the Dawson River.

The weather at the top is year round heat from many of the subterranean thermal vents which constantly let off steam. In particularly high heat events in the winter, this heat creates condensation in the air which can cause thick clouds and fog to form around the plateau, which is called "Winters Cap" by the locals.

While the cliffs are nearly impossible to climb, it's rumored that there is a thick forest at the top which is said to hide a number of long lost Dwarven ruins. Among these lost sites is the Dome of the Rock, an ancient temple believed to be built by Durion himself. The dwarven god was a great craftsman and blacksmith, as most dwarves are, and was believed to have built a grand forge, where the dwarven god crafted his own weapons. Some even claim that Durion still resides here, and the difficulty in reaching this place is his own doing.

In addition to the numerous unexplored ruins scattered atop the plateau, it is also believed that the Dome of the Mountain serves as the prison for a great and ancient wyrm: Yohr-Acht the great green dragon, who has been imprisoned there for thousands of years.

Many dwarven adventurers seek to climb the deadly walls in hopes of reaching the temple of their god, but very few ever make it. And those that do rarely return. Fortunately, that

means the treasures are still plenty for anyone willing to brave the climb and face the ancient dragon.

WILD LANDS:

COUNTRY: Aten/Nalir

DESCRIPTION: Westward extending land mass with thick forests and wild beasts.

CLIMATE: Temperate/sub tropical

The Wild lands extend thousands of miles to the west from South of Aten and North of Nalir. The wild lands are home of many dire beasts, often called "Casen" animals, savage elves, monsters, and other indigenous populations. The origins of the wild lands are just as their name, wild. Some cultures believe the first elves came from there. Others argue there is a deep portal where orcs are reborn after being killed.

The wild lands host a plethora of fantastic land formations including the Ocean of Grass and the Plains of Vendiaga.

GLASS SEA

COUNTRY: Tyrine

DESCRIPTION: Several hundred-mile expanse in the Great Tyrine Desert made of glass.

CLIMATE: Arid/Desert

The Glass Sea is a several hundred-mile diameter area in the desert where the heat has become so hot, it has turned the sand into glass. It covers the ground much like a frozen bubbling brook. The temperatures on the surface can get hot enough to burn wood and skin with some portions becoming so hot, those that have risked traveling across it have fallen through brittle crust into molten red-hot pits of glass, leading to an unavoidably excruciating death.

It is rumored this area was once the capitol city of the great Tyrine Empire and its major trade outliers before Emperor Kahl in his arrogance and hubris betrayed the goddess Surshy. To this day, however, no one has successfully traversed the deadly sea of glass and returned to tell the true tale, if indeed there is one to tell.

HAUNTED SEA

COUNTRY: Adoria, Beykla/Southern, Tyrine, Wild Lands.

DESCRIPTION: Sea filled with strange aquatic life

CLIMATE: Temperate/sub-tropical

The Haunted Sea is one of the most easily explained phenomenon in all of Terrigan. The toxic minerals from Kai-Harkia have drained down the river systems into this massive sea for eons. The minerals have made the water toxic, and created horrific effects within the animal life. While the sea is vast and the toxins flowing into it not enough to make it purely deadly, the sea's toxicity has caused the fresh water sea to have a horrible taste, but quite the alcoholic kick when used as the basis for brews. Much of the sea life has developed various mutations, some beautiful, like bioluminescence, others horrific like pods of spiked and poisonous tentacles.

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A string of cities have popped up along the coast of the Haunted Sea called "The Collective." While technically they are trade outposts, ownership of their lands claimed by various countries, these cities consider themselves independent city-states and make their own trade agreements. The largest community is known as Eldred, (Pronounced "Ale Dread") has made quite a sum by selling brewed grog called "Flatner" across the realms. The drink tastes horrible, but is popular among Kai-Harkians, and indeed many across the realms, for its sheer potency. Dwarves do not like the taste, but will give a nod to the potency of the drink and claim that adding the right concentration of mushroom spirits can make it palatable.

MOUNT STEEPLE

COUNTRY: Kai-Harkia

DESCRIPTION: Largest Mountain on Terrigan

CLIMATE: Artic/Sub Artic

Mount Steeple is the largest mountain on Terrigan. It extends some nineteen thousand feet above sea level from base to summit. On clear days it can be seen from over sixty miles away, and in the summer casts a shadow over the Balfour Sea from the afternoon to sunset.

There are superstitious rumors that Mount Steeple is home to everything from the prison of the most powerful dragon in the realms, known as Renagargus, to a gateway directly into the underworld itself, making Mount Steeple a popular attraction for adventurers looking for fame and glory.

Mount Steeple, though tall, is largely indistinguishable from other mountains and is scalable until the climber reaches about thirteen thousand feet. From that point, the rest of the mountain spires straight upward, with few sizeable plateaus for resting or camping, sheer walls, and very few hand- or footholds. No one can claim to have reached the summit, though countless adventurers have declared it their goal.

PYBERIAN MOUNTAINS

COUNTRY: Beykla

DESCRIPTION: Small rocky mountain chain extending from the Kai-Harkian range across the northern coast of Beykla.

CLIMATE: Temperate/Tundra

This small mountain range extends almost a hundred miles from the south eastern tip of the Kai-Harkian range along the North West coast of Beykla. Home of Mountain Heart, the city of the Clan Stoneheart dwarves, the Pyberian mountains have expansive cave systems that extend deep into Beykla, the Andorian wasteland, and up into Kai-Harkia.

SEA OF BALFOUR

COUNTRY: Balfour

DESCRIPTION: Expansive sea north of Beykla and East of Kai-Harkia

CLIMATE: Temperate/sub artic

The Sea of Balfour is an expansive body of water that touches the entire north border of Beykla and extends out into the Morning

HALLOWED ORACLE: PLAYER'S GUIDE

Ocean to the east. It was once the ancient human kingdom of Balfour before it fell into the sea. There are many rumors that the kingdom betrayed Leska, and she cast it into the sea, but many believe that the expansive cave network under the Pyberian Mountains once spanned far deeper and under Balfour. The Morning Ocean eventually infiltrated this cave network and dissolved the limestone layer, dropping the much heavier and denser granite layer, and the entire kingdom of Balfour, into the sea. It's rumored that a few of the mountain top spire keeps dot frozen islands just barely sticking above the surface.

The northern regions of this sea are dotted with thick icebergs and other hazards which force ships to mostly keep to the Beyklan northern shore when sailing, though a few brave expeditions have made it to the Polar Flats and back.

DALGUN ISLAND

COUNTRY: Aboe

DESCRIPTION: Moon shaped Ilse in the Fire Island chain near the end of the world.

CLIMATE: Tropical

Dalgun island is a moon shaped island in the Fire Island chains near the edge of the world. One of the largest islands in the chain, it is home to diverse life and culture. The capital, Harbor Mountain, is the main shipping export and import for the other island cities, and surrounding islands for shipping goods. A haven for pirate and brigadier alike, including some of the most expensive elven wine in the realms, Dalgun island is a significant hub in the southern Aboe tropical chains.

KERISIS

COUNTRY: Kerisis

DESCRIPTION: Large island in the South Morning Ocean

CLIMATE: Tropical

Kerisis is a large island to the far east of Terrigan. Known to only a few mariners. The island has a small half-moon shaped mountain range that opens on the east side of the island to human settlement. The rest of the island is inhabited by a dozen or more minotaur tribes. There are small skirmishes from time to time when the minotaurs try to push through the narrow mountain passes, but the beast-men are always repelled. As the humans are unable to defeat the minotaurs in open combat due to their sheer ferocity, over the past several centuries they have resigned to defend the mountain passes by building large stone walls and siege defenses. As the minotaurs are not a seafaring race and do not construct ships, this wall-based tentative peace has continued unabated.

POLAR FLATS

COUNTRY: None

DESCRIPTION: Polar snow covered flat ice region

CLIMATE: Artic

The Polar Flats exist in the extreme north of the world of Terrigan, a desolate frozen wasteland north of the Kai-Harkian range. They are a broad plane of ice, snow, and hard, rocky

ground, constantly blanketed in a thick, icy mist. Harsh winds blanket the planes, blowing stinging crystals of ice with them. Blizzard-like conditions are a regular occurrence.

This harsh environment is home to a few indigenous humans that more resemble Kai Harkians than any other. They make their structures of Ice and build them in circular formations, facing inward to protect from wind and blowing snow. They can be found about a hundred miles north of the Kai-Harkian range and the sea of Balfour.

Beyond that, they call the area the void and no one survives crossing it. The indigenous people here tell of a history where their land was once a tropical paradise and it will one day return, but there are no ruins or structures to support such wild claims.

Despite their name, however, the Polar Flats are not entirely featureless. In the northern regions of the area stands a range of rocky cliffs and spires of ice, forming a deadly maze. It is into this maze of ice and rock that our heroes must penetrate to find the hidden fortress of the Cult of the Dragon, the followers of the **Abyss Walker**, who have hidden deep within this remote place for countless centuries.

TRAVEL IN THE FLATS

Travel in the flats is slow-going as the travelers have to carefully pick their way over terrain that ranges from uneven, rock-strewn earth, slick ice floes, and deep snow drifts, and the terrain can change at a moment's notice. In general, the speed of travel in these conditions are roughly half that what a person can manage under normal travel conditions.

It is possible to travel at a normal rate, but heroes suffer endurance reduction and penalties (See the **Castle Keepers Guide** for guidelines on endurance) for exhaustion if they do so, as such travel is considered to be "stressful." Heroes are thus forced to pick their way slowly and carefully across these bleak, frigid wastelands.

THE POLAR MIST

The Polar Flats are constantly blanketed by a thick mist that makes it impossible to see more than a few dozen feet at most, making travel all the more difficult. Actual light sources—even magical ones--don't help, as they reflect off of the ice particles in the air and blind the heroes trying to see much further.

Treat the entire landscape as though it is blanketed by a perpetual Obscuring Mist spell which cannot be dispelled by any means. Since the mist is everywhere, even magic that conjures wind can't disperse it; it merely agitates the fog. Scholars are uncertain as to what exactly causes this mist—theories range from subterranean thermal sources to the breath of a dead forgotten god.

For more on the Polar Flats, including rules for arctic survival, see Episode 8 of the **Hallowed Oracle** adventure series that serves as a companion to this volume.

HEROES OF TERRIGAN



This section will provide a brief background and character statistics for a few of the major heroes and villains that appear throughout the *Abyss Walker* series. For more information on these characters and how they fit into the world of Terrigan, see the novels by Shane Moore.

A few of these characters appear in the companion **Hallowed Oracle** adventure path. Their statistics here will differ, being more advanced and presenting the characters at a later stage in their heroic journey. Castle Keepers working through the adventure path can feel free to modify or substitute any statistics they like.

In addition, where certain specific abilities were not available, we have invented them based on the general “feel” of the character or item in question. The abilities of Apollisian’s artifact weapon Songsinger (and the sword of Trinity), for example, are detailed for use in **C&C**, as they are not fully described within the context of the books). Future volumes of the *Abyss Walker* series may contradict the statistics presented here; in this case it is left to the Castle Keeper to determine whether or not to re-create the items in line with the books in the series.



AMERIX STORMHAMMER

Amerix Stormhammer is an ancient dwarf who is quite simply too mean to die; he has something of a death wish, a desire to be killed in battle, but is too stubborn to throw a fight, and unfortunately, too good a warrior for most people to take him out. Amerix and a handful of others fled the destruction of his clan at the hands of a Quieness white dragon and an army of dark dwarves.

Amerix eventually settled with the Stoneheart clan and easily proved himself a worthy warrior, very quickly rising to the rank of general. He later, however, betrayed his king’s wishes and led a widely successful siege on the Torrent Manor, sacking it and all the inhabitants, defeating Apollisian Bargoë, and starting a war with Beykla which led to devastation among the Stoneheart clan.

He later led a second campaign, this time against Central City, but here was routed definitively. In defeat, he fell from the Dawson River bridge and washed up further down shore. Since then he has wandered clanless, angry and bitter, seeking as glorious a death as he can find.

Amerix is an exceptionally tall dwarf, towering over five feet in height, sporting black hair and a black beard, both streaked with silver. He originally wielded a dwarven Axe and shield, but later switches to a pair of powerful and magical dwarven axes. In book six, he defeats a young adult green dragon in one-on-one combat wielding these axes.

AMERIX STORMHAMMER (*This CN dwarf fighter’s vital stats are HD 15d10, HP 102, AC 16, Spd 30ft. His primary attributes are Strength and Constitution. His significant attributes are Strength 18, Constitution 15, Wisdom 15. He wields dual magic axes (1d6+9 each) and wears scale armor. His special abilities are weapon specialization, combat dominance, extra attack, elven animosity, deepvision, determine depth/direction, enmity (orcs/goblins), defensive expertise, magic resistance, fear resistance, poison resistance, stonecraft. He possesses dual magical artifact axes which are +4 to hit and damage, dragon bane, and allow him to attack twice per attack action at no penalty, for a total of four attacks in a single round.*)

APOLLISIAN BARGOE

Apollisian Bargoë is a hero inside and out, through and through. He is the paragon of paladinhood and dedicated to setting the world to rights. He was raised by his mother when his father abandoned them in his childhood after being seduced by an enchantress.

Apollisian tasted the thrill (and horror) of death at an early age when he killed his first man in defense of his mother, to protect her from being raped. After this experience, Apollisian grew up with heavy morals, refusing to engage in dishonest dealings even to save his mother and him from deep poverty.

He later was sent to the academy in Westvon, where he trained to become a Paladin. Later, he impressed the king of the Minok Vale so much, the king sent his daughter and heir Alexis to travel with Apollisian for a time. She was to learn from the paladin what she could to help her rule when the day came for Alexis to take the throne.

During the Breach of Crowns, Apollisian felt his connection to Stephanis disrupted, and feared he had offended his God. His entire life, the paladin had felt an intimate connection to the god, almost as if he could hear Stephanis speaking to him, feel him

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sitting by the paladin's side. When this was interrupted, Stephanis was devastated. Whether due to a real lost connection or a simple loss of faith in himself, Apollisian was during this time unable to heal Alexis when she sustained life-threatening injuries.

During the final battle against Trinity, his sword, Songsinger, was shattered and Trinity's sword called to him. He picked it up and wandered to into the dark, broken, defeated, and very angry. His future is yet to be determined—is he a broken, fallen paladin, or is there redemption in the cards for this once-mighty hero?

APOLLISIAN BARGOE OF WESTVON KEEP (*This 11th level Lawful Good Paladin's* vital stats are HP 55, AC 21. His primary stats are strength, dexterity, and constitution. His significant abilities are strength 16 and dexterity 14. In combat he wields the enchanted artifact +5 longsword, Songsinger (1d8+7) and a +1 shortsword (1d6+3). He wears +1 plate armor and shield. His special abilities are Cure Disease, Detect Evil, Divine Aura, Divine Health, Lay on Hands, Turn Undead, Divine Mount, Aura of Courage, Smite Evil. He carries the enchanted intelligent +5 Holy Avenger longsword, Songsinger**, a +1 short sword, and 2 potions of healing. He carries a fair amount of gold, usually around 250 gp at a time, but normally only uses it for expenses for travel. He does not embellish in finer things.*)

**At the Castle Keeper's option, following the claiming of Trinity's sword, Apollisian may become an 11th level Knight instead of a paladin, and see his alignment reduced to Lawful Neutral or even true Neutral. In this case he would instead have the special abilities of Birthright Mount (his Divine Mount becomes mundane for this purpose), Horsemanship, Inspire, Embolden, Demoralize, Battlefield Dominance and Call-to-Arms.*

***Songsinger is LG in alignment with Will 17, semi-empathy and the ability to cast bless once per day.*

After losing Songsinger, Apollisian picks up Trinity's sword, which is an unnamed intelligent artifact blade with similar abilities, though it is a more powerful, and dark version of a Holy Avenger. While it grants Apollisian the same combat statistics, it has Will 21, possesses telepathy, sight and hearing, and can cast arcane eye, darkness, hold person, and suggestion once per day, as well as cause fear in enemies at will, and detect opposing alignment at will. The sword is neutral evil and is dedicated to gradually corrupting Apollisian to darkness.

An earlier, younger version of Apollisian as a paladin can be found in the **Hallowed Oracle** adventure path.

LANCE ECNAL (LANCALION LEVENDIS LAMPARA): THE ABYSS WALKER

Lance is an orphan from Bureland of Beykla area who eventually discovers that his mother was none other than the forgotten Goddess of Mercy, Panoleen. Lance was raised in poverty by his wood cutter uncle who cared about him deeply, but discouraged the boy from pursuing the arcane arts towards which Lance felt an inexorable call.

As fate would have it, Lance came to possess an old book which held the first four tiers of necromancy spells. When he was confident

enough in his abilities to survive on his own, he entrusted his only friend and companion, Jude, to go on an adventure with him to discover what he could about his true parents, and to track down those he believed to be responsible for their murder.

He would eventually discover that his mother was none other than the lost and forgotten Goddess of Mercy, Panoleen, and would fall in love with an assassin succubus named Delania who was originally sent to kill him. When she was banished back to the abyss, Lance's heart shattered and he was driven to darkness, calling upon his necromantic magic to tear open a portal to the abyss in order to journey to that dark realm in a quest to rescue her, becoming the **Abyss Walker** in the process and dooming all the realms to a dark cataclysmic event that will last hundreds, if not thousands, of years.

These are Lance's statistics as of the time of book six in the series.

LANCE ECNAL, THE ABYSS WALKER (*this LE human demigod chromatic mage/luminary 7's vital stats are HD 7d8+25, HP 68, AC 22 (persistent dragon scales, shield, blur spells), Speed 30ft. His primary attributes are Intelligence, Wisdom and Charisma. His significant attributes are Constitution 16, Intelligence 18 and Wisdom 16. He wields a variety of weapons in combat, but prefers to use magic. His special abilities are spellcasting as a 17th-level chromatic mage and luminary whose preferred colors are black, blue and red. He can pull 251 threads per day, casts all spells at 17th level, and has access to all spells. He possesses a necromantic spellbook, and other treasures that may vary widely based on his individual appearance.*)

ALEXIS OVERMOON

Alexis Alexandria Overmoon is the daughter of King Overmoon, and heir to the throne of the Minok Vale. She is a fiery spirit who nevertheless is kind and loyal, and who always desires to do the right thing. Her ultimate goal when she sets out is to learn about the world and the ways of justice and honor, so that when she eventually takes her place on the Minok Vale throne, she can be a worthy leader for her people.

However, in traveling with Apollisian, she learns far more than the wisdom to lead her nation. She also learns what it means to truly, deeply love another as she falls in love with the paladin. She is an ace shot with a bow, serving as the perfect companion to Apollisian.

ALEXIS ALEXANDRIA OVERMOON (*This CG Elf Class-and-a-half Ranger/Fighter's vital stats are HD 7d10, HP 40, AC 16, move 30ft. Her primary stats are strength and dexterity. Her significant abilities are Dex 19, Str 13 and Charisma 17. She wields a +1 elven long blade (+8 to hit; 1d8+5 damage) or +2 elven long bow (+10 to hit; 1d8+6 damage). Her special abilities are Combat marauder, conceal, delay/neutralize poison, favored enemy (orcs), move silently, scale, traps, survival, track, weapon specialization (longbow). She wears +2 elven chainmail. She carries elven long bow +2 and an elven long blade +1 which allows using dexterity instead of strength in combat, 1 potion of healing, and boots/gloves of elvenkind. She carries a small amount of gold, usually around 5-10 gp at a time, but has access to the fortunes of the Minok Vale.*)

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An earlier version of Alexis (at 4th level as a single-class ranger) can be found in the **Hallowed Oracle** adventure path.

KELLACUN

Kellacun was born to a wererat. Her father was a betrayed mason's guild member who contracted the disease during a failed assassination attempt. She was destined to go on to become star-crossed lovers with Joshua, the son of the Duke.

After surviving an attempt on her life by assassins sent by the Duke that killed her parents, Kellacun discovered she was born into lycanthropy, making her faster and stronger than the afflicted that contracted the curse.

Despite her love for Joshua, she started her journey to hamper the Duke's financial efforts, and kill him if possible. This creates a great deal of tension between her and her beloved. Though

inexperienced as an adventurer, her birth lycanthropy affords her great advantages. After being banished from Central City, she goes on many adventures down in the elf lands of Vidora, eventually returning and securing her long-sought revenge against the Duke.

KELLACUN (This LE 6th level wererat assassin's vital stats are HD 6d6+18, HP 42, AC 19, Spd. 30ft/40ft, 20ft (climb) as rat. Her Primary attributes are Dexterity and Charisma. Her significant attributes are Dexterity 17, Charisma 16. She wields twin short blades in combat plus a bite for 1d4 plus lycanthropy, or throws 3 daggers per round. Her special abilities are Lycanthropy, alternate form, regeneration 1, rat empathy, twilight vision, case target, climb, death attack, disguise, hide, listen, move silently, poisons, sneak attack, traps. She wears leather armor and carries a pair of short swords, a bandolier of 8 daggers, and 2d10 silver pieces).

STEINY GITTLEDORPH

Steiny Gittledorph is a halfling treasure finder who is hell bent on having a good time and living life to its fullest. In fact, Steiny treasures the fun of a caper far more than a successful result, which has gotten him into more than his share of problems through his short career. It is this fly-by-night attitude and careless whimsy that results in Steiny getting mixed up with the Dragon Darrion-Quieness.

Darrion, seeing a useful ally in the halfling, manages to convince Steiny that he has trapped the halfling's wee soul in a gemstone, and uses this leverage to force Steiny into service. Thus, the young rogue is lured into many misadventures on the dragon's behalf, eventually leading him to cross paths with the company of Lance Ecnal, the man who would become the **Abyss Walker** himself.

STEINY GITTLEDORPH (This CN halfling rogue's vital stats are HD 5d6, HP 18, AC 15, speed 20ft. His Primary Attributes are dexterity and charisma. His significant attributes are Dexterity 18, charisma 15. He wields a short sword in combat and wears leather armor. His special abilities are fearless, hide, move silently, duskvision, resistant, back attack (x3), cant, climb, decipher script, listen, open lock, pick pockets, traps, sneak attack. He carries a short sword, leather armor, and 3d6x10 gp in coin and gems).

MONSTERS OF TERRIGAN

GREYSHALK

NO. ENCOUNTERED: 6-36 **SAVES:** P
SIZE: Large **INT:** Average
HD: 3 (d8) **ALIGNMENT:** Lawful Evil
MOVE: 30 ft. **TYPE:** Humanoid
AC: 17 **TREASURE:** 2
ATTACKS: Weapon (weapon) **XP:** 20+3
SPECIAL: Darkvision 60 ft.

Greyshalks are giant, hairy, humanoid creatures. Their thick mats of fur are often riddled with fleas and ticks, adding irritation to their naturally aggressive personalities. They are naturally stealthy. They are attracted to treasures and loot of all kinds, but have little capacity to delineate between the actual values of many of those items they collect. Greyshalks are very adept in the arts of mortal combat. It is, in fact, about the only thing they perform well as much of their life is spent in bloody battle. They utilize a vast assortment of arms and armors while in combat and always attempt to outfit themselves better than their foes.

Greyshalks do not believe in the practice of fair play, and travel in war bands containing from 6 to 36 males. If more than 10 Greyshalks are encountered, there will be one with maximum hit points. If 20 or more are encountered, there will be one with maximum hit points, an AC of 18, and an extra +3 to hit. If encountered in their lair, there will be a number of females and young equal to 50% of the number of males. These creatures have the same living style as goblins and typically dominate their lesser brethren including orcs, goblins and even Kriel.

COMBAT: More than anything else, combat is the greatest source of pleasure for Greyshalks. They actively seek after enemies to slaughter and slay, often provoke others into battle if they seem reluctant and then lay them low with a few dirty tricks. They are fond of disarming opponents, punching them, knocking them down or any other various methods of gaining an advantage. There is no honorable manner of fighting for a Greyshalk, the honor is the fight. Greyshalks love weaponry, wield any weapon with exceptional skill, and can even hurl melee weapons as ranged weapons if needed.

Because they revel in combat, however, they are also tactically deadly foes. Though nominally they tend to dominate other humanoids like Kriel, a force of Kriel and Greyshalks working together is one to fear, as the Greyshalks will suppress the Kriel competition, resulting in a force that naturally and instinctively works like a well-oiled tactical machine. Indeed, when combined Kriel and Greyshalk units appear on the battlefield, Greyshalk have been known to possess Owlbear cavalry just like Kriel, with the same fear check required (see "Kriel Cavalry," below).

KRIEL

NO. ENCOUNTERED: 2-8, 20-200 **SPECIAL:** Darkvision 60 ft.
SIZE: Large **SAVES:** P
HD: 2 (d8) **INT:** Low
MOVE: 30 ft. **ALIGNMENT:** Chaotic Evil
AC: 15 **TYPE:** Humanoid
ATTACKS: Slam (2d4), **TREASURE:** 1
Weapon (weapons) **XP:** 10+2

Kriels are humanoids with the heads of canines, often predators or scavengers like wolves, jackals, hyenas and coyotes. They are tall and gangly, if mighty-thewed, averaging 7 feet in height or more, and have gnarled, shaggy limbs that end in sharp, clawed hands. They are completely covered in reddish-yellow fur. Kriels are found in many climes and most temperate zones. They are vicious, cunning and canny, and work together through an instinctual pack mentality. This would make them a deadly military force, if only their innate instinct to battle each other for pack supremacy can be kept under control.

Kriels possess little material culture of their own, using weapons and tools looted from other peoples. Kriels migrate in large, loose tribal associations, forming groups of 20 to 300. They live in caves and ruins, and are frequently accompanied by dogs, coyotes, or jackals. If more than 50 are encountered, 30% of them will be female, and 30% will be pups. Females fight as orcs, and the pups fight as goblins. For every 50 encountered, there will be a pack leader with 3 hit dice and an armor class 16. If 200 or more are encountered, a warlord with 5 hit dice and an armor class of 18 will command the overall horde.

COMBAT: Cruel and sadistic, Kriels stalk their prey like their animal cousins. They always use superior numbers, and instinctively use flanking tactics. If attacking a large group, they will launch sudden, fierce attacks with a few of their number, to scatter the foe. Then, smaller attack groups will fall upon the separated enemies, focusing on the young and the weak, and annihilate them slowly and painfully. They generally use flails, morning stars, maces or scimitars, and wear patched-together studded leather armor with large steel shields. Pack leaders and warlords wear better armor, and often wield whips. Kriels do not suffer loss well, being cowards at heart, and if 20% of their number are wounded or slain, they usually retreat from combat. If a warlord is slain, the strongest pack leader will assume control and immediately retreat.

KRIEL CAVALRY: One of the most devastating tactics Kriel have in their arsenal is their ability to domesticate owlbeats, which they use as mounts for their cavalry charges. A unit of owlbear-mounted Kriel charging across a battlefield has been known to send even the most stalwart warriors running in terror, and indeed, anyone with levels/hit dice equal to or fewer than 7 must succeed at a CL 5 Wisdom save, or be affected as if by the Fear spell for 1d6 rounds.

Statistics for owlbeats can be found in the Monsters and Treasure tome and a mounted Kriel/Owlbear pair will each attack their target on the same initiative count, each gaining its full attack routine.

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NONUL

NO. ENCOUNTERED: 1-4 **SAVES:** P
SIZE: Large INT: Animal
HD: 7 (d10) **ALIGNMENT:** Neutral
MOVE: 30 ft. **TYPE:** Construct
AC: 18 **TREASURE:** 5
ATTACKS: 2 Slam (2d8) **XP:** 315+7
SPECIAL: Berserk, Immunity to Magic, Damage Resistance

Nonul are a grotesque collection of stitched body parts, sewn together to form a macabre humanlike appearance, and then animated by powerful rituals. These creatures possess a rudimentary level of intelligence, slightly higher than that of a domesticated animal. In truth, a Nonul may quietly possess a very high intellect, but cannot act to use any of their original skills or memories unless forced or allowed to do so by their controller.

Nonul do feel pain, and are aware that they are alive. They can be distinguished from normal golems by their fully human eyes; while normal golems possess cold, dead and largely unfocused eyes, the eyes of a Nonul are possessed of a sharp, canny intelligence, as though they are aware of everything they do, but have no control over their own actions. In many ways this is true, as the spark that animates a Nonul is the living soul of another, ripped by foul necromancy from its original body, and forced into the construct body, enslaving it to the will of its controller in the process.

Nonul are made by evil clerics and wizards. It takes a great deal of wealth (10,000gp at least) and power to fashion such a creature. At minimum, the following spells are needed: wish, polymorph any object, geas, protection from normal missiles, and strength.

BERSERK: A Nonul can be commanded to go berserk by its controller, or will automatically go berserk if its controller is killed. While berserk, it will rampage, trying to kill anything living it encounters. A berserk Nonul gains +2 to all "to hit" rolls. The controller must succeed at a CL 4 intelligence save to stop a Nonul that is berserk.

IMMUNITY TO MAGIC: A Nonul is immune to all spells and spell effects, except as noted here: All spells that inflict fire or cold damage to any degree act as a slow spell for 2d6 rounds; spells that inflict electrical damage will instead heal the golem; the golem will heal 1 hit point per die of damage.

DAMAGE RESISTANCE: Nonul can only be struck by magical weapons of +2 or better. Normal weapons deal no damage to them whatsoever.

HUNTERS

NO. ENCOUNTERED: 1-4 **SAVES:** P
SIZE: Medium **INT:** Nil
HD: Varies (See below) **ALIGNMENT:** Neutral
MOVE: 30ft **TYPE:** Aberration
AC: Varies (See below) **TREASURE:** 1
ATTACKS: Varies (See below) **XP:** Varies
SPECIAL: Enchantment and Illusion Immunity; Varies (See below)

Hunters are the result of a failed attempt to create a Nonul. When a creature's eyes are removed and its soul ripped from its body, sometimes the ritual to implant it into the Nonul fails. When this happens, the soul is largely destroyed, but the barest spark remains in the original body, which is animate, but loses every aspect of its intelligence and personality. It can be controlled by the would-be creator of the Nonul, but these bodies are exceptionally difficult to command, since the process leaves them a complete blank concerning personality, will and intellect.

To create a hunter after a failed Nonul ritual, the necromancer must succeed at a test of wills. This is a Charisma check with a CL equal to the hit dice of the original body. A success means a hunter has been created; failure means the body is irrevocably dead. Thereafter, commanding the hunter requires a Charisma check with a CL equal to the hunter's hit dice, plus the total number of hunters controlled. However, once mastery is established, a failed Charisma check to command a hunter simply means the hunter stands passive and fails to obey, not that it dies. This allows the master to try again, but still, for this reason, it's rare for a controller to possess more than a 2 or 3 hunters.

A Hunter can be identified by their lack of eyes, since these are removed in the initial ritual to create the Nonul. Often, the empty eye sockets are sewn shut, to keep out the possibility of infection that could kill the body (they are still subject to disease, poisons and the like as they are technically alive). Since they have no eyes, hunters often wear helmets with no eye holes.

COMBAT: Hunters are generally very straightforward in combat—they attack with whatever weapon they are armed and trained to use. They are not generally tactically adept, and are used as basic bodyguards, distraction, and for general slave labor by their commanders more than they are any kind of military force.

ENCHANTMENT IMMUNITY: As creatures without intellect, hunters are immune to any enchantment or mind-affecting magic, including sleep, command, mesmerism, or any other spell that affects or controls the mind, save the commands of their creator once the test of wills is established. In addition, as they have no eyes to perceive their effects, hunters are also immune to any illusion spells.

VARYING ABILITIES: Hunters are widely varying, as their souls can be taken from those of just about any level, class, or way of life. As such, Hunters possess all of the skills and abilities they had in life, provided that these abilities do not require a will or intellect to pursue; that is, mages and clerical types lose their ability to cast spells, control undead, and create magical effects. Likewise, bards would lose their charisma-based abilities.

A fighter, however, will still have all of its combat abilities. As a rough guideline, hunters retain any abilities based upon Strength, Dexterity or Constitution, or which are not dependent upon an ability score. They lose any magical effects or abilities related to Intelligence, Wisdom and Charisma.

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