

WILDERLANDS OF HIGH FANTASY™ SKILLS, FEATS, AND LANGUAGES OF THE WILDERLANDS™

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SKILLS, FEATS, AND LANGUAGES OF THE WILDERLANDS

Credits, Table of Contents, and OGL

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SKILLS, FEATS, AND LANGUAGES

NATIVE REGION AND HOMELAND

A character in the Wilderlands is more than a class and a race. A character's place of origin defines his or her culture, background and outlook. To reflect this, the Wilderlands is divided into "regions." The 18 regions of the Wilderlands correspond to the 18 campaign maps that detail the setting.

Regions: The regions that may be selected are as follows: Elphand Lands, Valon, Valley of the Ancients, Viridistan, City State, Tarantis, Desert Lands, Ebony Coast, Lenap, Isles of the Blest, Isles of the Dawn, Sea of Five Winds, Ghinor, Silver Skein Isles, Ament Tundra, Ghinor Highlands, and Southern Reaches. With the Judge's approval, a character may also come from one of four regions not on the main map: Western Karak, Valonaria, Infinite Desert, or Demon Empires.

At the time of character creation, a character must select the region where he was born and raised; this is his "native region." At start of play, the character is considered "familiar" with this region. See the "Skills" section, below, to learn the importance of region familiarity. In general, unless the character has selected the "World Travel" feat, a character cannot start play being familiar with more than one region.

Homeland: The character then selects a homeland within his native region. A homeland is a specific geographic location within a region. For example, a character might select City State as his region and Byrny as his homeland or

Dearthwood as his homeland, or Thunderhold as his homeland, *etc.*

SKILLS

Some skills are modified slightly in the Wilderlands and detailed below. This section also includes the new Craft (poisonmaking) and Sail skills.

CRAFT (POISONMAKING) (INT; TRAINED ONLY)

Class Skill: Alchemist, Assassin, Blackguard, Witch

Unlike other crafts, poisons do not take long to make but are expensive, difficult to make, and potentially deadly to the villain attempting the task. Creating a poison is more complicated than simply acquiring natural venom and applying it to a weapon. Creating a poison requires multiple delicate processes including distilling the essence of the poison, stabilizing it with other substances and creating the carrier medium of the poison. Creating a poison requires the Craft (poisonmaking) skill.

Making poisons using this skill follows the guidelines of the Craft skill with the following modifications:

1. Find the poison's Price.

2. Calculate the Craft (poisonmaking) check DC to create the poison. The base DC is equal to 10 + 1/2 the save DC of the poison, rounded down. The following modifiers to the Craft check DC apply:

Double batch: +5*

Fast creation: +5**

Antivenin: +5

Injury poison type: +0

Ingested poison type: +3

Contact poison type: +5

Inhaled poison type: +8

Poison causes permanent ability damage or special damage: +5

Poison from natural animal, vermin or plant: +0

Poison from magical creature or plant***: +5

Poison from an outsider or unique source****: +10

*A double batch creates two doses of the poison on final creation.

**Fast creation doubles the amount of daily progress on the poison (see below).

*** Includes black lotus extract, dragon bile, striped toadstool, id moss, lich dust, insanity mist, shadow essence, wyvern poison, and purple worm poison. Note: poison from any dire animal or from normal animals or vermin that are considered "giant" or "monstrous" and have a size of "Large" or greater fall into this category as well.

****Any poison which requires part of an outsider as a component is exceedingly difficult to create.

3. Pay for materials. For each dose of poison to be made the maker must pay 1/4 of the item's price for the cost of the raw materials if the poison is from a natural animal, vermin or plant; or must pay 3/4 of the item's price if the poison is from a magical creature or plant. Poisons made from magical or unique sources may only be obtained with the consent of the Judge or through extraction (see below). Making a double batch (see above) requires paying twice for the raw materials.

4. Extract materials in lieu of paying for them. Instead of paying the cost detailed above in step 3, an

alchemist may pay 1/5 the item's price reflecting basic raw materials and attempt to obtain the difficult ingredients by extraction. Extraction involves obtaining the venom or relevant ingredient from a living plant or freshly dead (within 15 minutes) animal or magical creature. Extraction requires a successful Craft (poisonmaking) check at a DC of 13 with a +5 for magical creatures or plants and a +10 for outsiders or unique sources. Having 5 ranks in a Knowledge skill related to the specimen (fauna for animals, flora for plants, *arcana* for magical creatures, planes for outsiders, etc.) gives a +2 synergy bonus to the extraction attempt.

A successful Extraction check results in one dose of the appropriate ingredient. If the check succeeds by 5 or more, the extraction results in 1d4 doses of the appropriate ingredient. Such extracted doses last for 2d4 months before they become useless. If extraction is of venom from a poisonous creature, a failed extraction check subjects the alchemist to the poison of the creature as if the alchemist had been bitten or stung by the creature. No preparations such as masks, gloves, magic or armor can prevent this, though magic may aid in the save against the creature's poison.

A poison maker can make a Craft (poisonmaking) check at DC 15 to identify an extracted ingredient or to determine if a dose of an extracted ingredient is still usable. The maker does not need to begin brewing the poison before he is allowed to extract ingredients. So long as the dose is fresh when it is used, extraction can occur prior to beginning the creation of the poison. A poison made with an extracted ingredient that is no longer fresh has no effect, other than perhaps causing an upset stomach.

5. Make an appropriate Craft check representing one day's work. If the check succeeds, you must determine your progress. Progress is equal to the check result multiplied by the DC of the check in silver pieces (sp). If the poison is being made using "fast creation" (see above), each day's progress sp value is doubled. Progress is cumulative each day there is a successful check. Once the value of the progress equals or exceeds the Price of the poison, the poison is completed. A completed poison yields one dose of the poison (unless a double batch is made, see above). Note: Unlike a normal Craft check, poisonmaking Craft checks are done daily but still yield progress in silver pieces.

6. Failure. If a poison maker fails his Craft check by 4 or less, he makes no progress for that day. If he fails a check by 5 or more, he makes no progress and he ruins half the raw materials and must pay half the raw materials cost again. In addition, he is subject to the full effects of the poison as if it had been completed and delivered to him. No manner of protections such as masks or gloves or magic can prevent this, though some magic may aid in succeeding at the save against the poison's effects as will Alchemical Resistance. The poison is not ruined, however, and the poison maker may continue to make Craft checks.

KNOWLEDGE

(INT; TRAINED ONLY)

When the Knowledge skill is selected, the character must choose an area of knowledge. The following areas of knowledge (also known as "fields of study"), with their various specialties (also known as "subcategories") listed in parenthesis, are available.

- **Arcana** (*magic traditions, schools, famous mages, arcane symbols, cryptic phrases, magic items, aberrations, constructs, dragons, fey, magical beasts, shapechangers*): This area of knowledge covers knowledge of the arcane from the Imperial, Distant, Modern, and Recent historical periods, including many the general teachings from Tula and other modern schools of magical thought.

Arcane information	DC Modifier
From Recent historical period	+0
From Modern historical period	+3
From Distant historical period	+5
From Imperial historical period	+10
From Ancient historical period	Impossible

- **Eldritch Arcana** (*Ancient and foreign arcane mysteries, ancient and foreign magic traditions, ancient and foreign arcane symbols, ancient and foreign cryptic phrases, ancient and foreign magical items, post-punk gothic rock singers, ancient and foreign magical creatures*): This area of knowledge covers knowledge of the arcane from the Ancient historical period and from foreign lands such as the Kingdom of Karak or the Demon Empires. A character may only take ranks in this area of knowledge if he or she already has 10 ranks in Knowledge [Arcana] and then only with the Judge's specific permission based on good cause, such as access to ancient tomes. A character is allowed to take one rank in Eldritch Arcana for each tome of ancient knowledge he has read. Note that reading such books does not automatically confer a rank in Eldritch Arcana, it merely allows a player to spend skill points on the skill. For example, a player has read three ancient tomes. He may not gain a fourth rank in Knowledge (eldritch arcane) until he has read a fourth ancient tome. This skill is a prerequisite to researching spells of 7th level or above, as the most powerful spells draw from the most ancient traditions of magic. Unless a character is a sage, this skill is also required to attempt to read ancient languages such as the languages

of the Markabs or the Elder Race. Player characters may not acquire knowledge of arcana from the Pre-Historical period without approval from the Judge.

Arcane information	DC
Learn spell of 7th level or above	10 + spell level
Research spell of 7th level or above	15 + spell level
Basic arcane knowledge from Ancient period	15
Identify Ancient language or arcane writings	15
When using <i>read magic</i> , identify Ancient symbol	20
Decipher Ancient magical writing	25

• **Architecture and engineering** (*modern buildings and structures, walls, modern building principles, aqueducts, bridges, castles and fortifications, cities*): This area of knowledge does not cover secrets from the Ancient or Pre-Historic time periods; such information is available by specific study and Judge permission only, not by skill. This skill has a synergy with the Craft skill. If you have 5 or more ranks in Knowledge (Architecture and engineering) you gain a +2 bonus on Craft checks related to architecture and engineering.

• **Art and Literature** (*books and poems, sculpture, plays, music, poems, paintings, instruments, playwrights, authors and poets, musicians, artists, sculptors*): This skill has a synergy with either the Performance or Craft skill. If you have 5 or more ranks in Knowledge (Art and Literature) you gain a +2 bonus on Craft or Performance checks related to arts and literature.

• **Crafts and Craftsmen** (*a subcategory exists for each of the various subcategories of craft skills, mercantile products, trade, trade routes*): This skill has a synergy with the Craft skill. If you have 5 or more ranks in Knowledge (Craft) you get a +2 bonus on Craft checks related to crafts other than art and literature.

• **Dungeoneering** (*underground survival, caverns and cave formations, underground life forms, spelunking*): This skill has a synergy with the Survival skill. *If you have 5 or more ranks in Knowledge (dungeoneering) you get a +2 bonus on Survival checks in an underground environment.*

• **Fauna** (*animals, giants, humanoids, monstrous humanoids, oozes, vermin*): This skill has a synergy with the Handle Animal skill. If you have 5 or more ranks in Knowledge (fauna) you get a +2 bonus on Handle Animal checks.

• **Flora** (*plants, herbs, flowers, grains, trees, medicinal properties of plants*): This skill has a synergy with the Heal skill. If you have 5 or more ranks in Knowledge (flora) you get a +2 bonus to Heal checks.

• **Geography** (*lands, terrain, gemstones, rock formations, seismic activity, climate, population centers, survival*): This skill has a synergy with the Survival skill. If you have 5 or more ranks in Knowledge (geography) you get a +2 bonus to Survival checks.

• **History—[Historical Period]** (*royalty, wars, colonies, population migrations, politics, founding of cities, lineage, heraldry*): Characters selecting the History area of knowledge must additionally select a historical time period (Imperial, Distant, Modern, and Recent though not Pre-Historical or Ancient). There is no knowledge skill for Ancient or Pre-History historical periods; such information is so rare that it would not be a general skill. Such information may only be gained through adventure and experience. See the “Historical checks” note, below, which also apply to this area of knowledge.

• **Local—[Region]** (*legends, personalities, inhabitants, laws, customs, traditions, sports*

and games of chance, humanoid): Local knowledge is a different skill for each region. Characters selecting the Local area of knowledge must select a region with which they are familiar (see “Gaining Familiarity,” above). Because this skill cannot be selected unless the region is familiar to the character, this skill is not subject to the “unfamiliar region” modifier, above.

• **Military** (*wars, leaders, strategy and tactics, training, military organizations, weapons, armor, sieges and siege engines*).

• **Nature** (*seasons, climate, astrology, weather, fey, elements, shapechangers*). Note that some skills and abilities have an interaction with the Knowledge (nature) skill. Because these rules divide nature into different knowledge skills of flora, fauna, physical universe, and nature, the Judge should use whichever skill seems to best reflect this division.

• **Nautical** (*winds, currents and tides, navigation, sea battles, ships, shipbuilding, captains, nautical military strategy, nautical military history, nautical organizations, sailing*): This skill has a synergy with the Sail skill. If you have 5 or more ranks in Knowledge (nautical) you get a +2 bonus to Sail checks.

• **Nobility and Royalty** (*noble houses, noble customs, hierarchies, duties, heraldry, politics*).

• **Physical Universe** (*mathematics, astronomy, chemistry, basic physics, elements, interstellar void*).

• **Religion** (*gods and goddesses, domains, mythic history, ecclesiastic traditions, religious teachings, holy symbols, undead, outsiders*).

• **The Planes** (*travel between planes, outsiders, elementals, the void, alternate primes, Shadowlands, Netherworld, Celestial Realm, Arborea, The World Tree, souls, elemental planes, demiplanes, planar membrane*).

4 SKILLS, FEATS, AND LANGUAGES OF THE WILDERLANDS

KNOWLEDGE SKILL CHECKS

The following guidelines aid in resolving Knowledge skill checks.

General	DC
Information is basic	10
Information is uncommon	15
Information is rare or obscure	20
Information is rare and obscure	25
Information is a secret or special (subject to Judge's approval)	30
Modifier	DC
Native or Familiar Region	+0
Native or Familiar Region, Outside Homeland	+2
Unfamiliar Region*	+5
Outside Wilderlands**	+10
Extra-planar***	+5

***Unfamiliar Region:** Because the Wilderlands is so sparsely populated and because few people travel more than 40 miles from their home, knowledge is restricted by region. This is reflected by a regional modifier to knowledge DC checks. Refer to the regions map in the Map Overview chapter and the “Regions” section of this chapter, below.

Gaining Familiarity: A character gains familiarity with a region if he or she spends a significant amount of time (minimum of six months, longer at Judge's discretion) in a significant portion of the region (major city or large portion of the wilderness, or more subject to Judge's discretion) specifically becoming conversant with the region as it relates to his or her various skills, and within that region a “second home,” with which he becomes most familiar. Simply sailing through a region or briefly visiting a region or a portion of a region is insufficient to acquire familiarity. Characters should keep track, with the Judge's approval, of the regions with which they are familiar, and their second homes therein. The only exception to this rule of gaining familiarity is the sage, who may acquire regional familiarity by study. See that character class for more information.

Beginning Characters: Beginning characters are familiar with whatever region they select as their native region, and their homeland within that region. See “Regions.” Additionally, the World Travel feat allows for additional starting regions of familiarity.

****Outside Wilderlands:** This includes Valonaria and the Great Glacier to the north, the Infinite Desert and the Giant Lands to the west, the Demon Empires to the south, and the Kingdom of Karak to the east.

*****The Planes:** Information about the planes is inherently more difficult to learn, particularly in the Wilderlands where planar travel is much less common than some other settings. Note that planes, like regions, are subject to familiarity. For those campaigns using extra-planar knowledge and travel, each plane requires its own familiarity. Judges must use their own discretion in deciding when familiarity has been gained. As with other types of familiarity sages may gain familiarity through study and are not required to visit the region or plane. Gaining familiarity, however, simply removes the “unfamiliar” modifier, it does not eliminate the “extra-planar” modifier.

Historical Checks: When determining the DC of historical information, the question is how common was the information during that historical period. Thus, if the question is “how many people lived in the City State 100 years after it was founded,” while that information might be rather obscure now, it was basic back then. Thus, the base DC of the check should be 10. However, because historical information is inherently more difficult to know the older it is, the following modifiers apply despite the fact that the character has selected the specific period:

Historical Period	DC
Recent	+0
Modern	+2
Distant	+4
Imperial	+6

Thus, even for someone who has taken Knowledge (history [imperial]), the DC to know basic knowledge from the Imperial time period is 16.

Try Again: Sages, and only sages, may retry failed Knowledge checks (see the sage class, above).

Synergy: Some skill synergies are listed above, but the list is not exhaustive. Judges may grant skill synergies between Knowledge skills and other skills when they seem appropriate as long as the character has a minimum of 5 ranks in the relevant Knowledge skill.

READ LANGUAGE (NONE, TRAINED ONLY)

Class Skill: Sage

NOTE: *Unlike other campaign settings, illiteracy is the default of all characters in the Wilderlands. A character is literate if he possesses the Educated or Literate feat, or learns to read and write a specific language using this skill.*

This skill allows characters the ability to read a language. Each time this skill is selected, the character may select one language that he or she is able to speak. The character gains the ability to read and write that language. Because this skill is a cross-class skill for all classes (except sages), it costs 2 skill points to learn to read a language unless the character has selected the Educated feat, in which case the skill is a class skill and it costs 1 skill point. See the Languages section later in this chapter for more details on languages in the Wilderlands.

Ancient or Dead Languages: Since this skill allows characters

to learn to read languages they can speak, ancient or dead languages are a unique situation. Learning to read an ancient language requires 4 skill points (2 if it is a class skill). Plus, learning to read ancient or dead languages may have other prerequisites. See the Languages section, below.

SAIL (DEX, TRAINED ONLY)

The Sail skill works similar to the Ride skill, except that it allows a character to pilot a ship on the water. Because the ability to sail is rare, it is considered a “trained only” skill.

Check: Boarding or disembarking from a vessel doesn’t require a check for those with this skill. Otherwise a Balance check is required. All other actions require checks, even simple ones. Difficult weather conditions, difficult maneuvers, night, open seas or unfamiliar waters make sailing more difficult.

Task Sail	DC
Calm water	10
Rough water	15
Stormy water	20
Difficult maneuver	+5
Unfamiliar region	+5
Open water	+5
Night	+5
In combat	+5
Untrained crew	+5
Homeland	-3
Veteran crew	-5

Difficult maneuver: Includes coming about hard, rowing with extra speed, or any other non-routine sailing action.

Unfamiliar region: Most sailing is done in waters that are known to the sailor and in sight of land that is familiar. Removing that familiarity makes sailing more difficult.

Open water: Most sailors use landmarks for navigation and

orientation. Sailing in open waters out of sight of land makes sailing more difficult.

In combat: Even simple maneuvers are difficult in ship to ship combat and difficult maneuvers are made more difficult. Combat includes ship to ship combat as well as combat with water creatures of a size large enough to threaten the ship. A merchant ship, for example, is not threatened by a few sharks, while a small row boat or sail boat is.

Crew modifiers: These apply only to large ships with teams of rowers or sailors.

Failure: Generally, failure simply means that the attempted action failed or that the ship makes no progress. In inclement weather or during difficult maneuvers, however, there is a chance of capsizing. After a failed check under such conditions, the character may make another Sail check. The DC of this second Sail check is equal to the number by which the initial Sail check was failed. A failed second Sail check means the craft has taken on significant water. In a small craft, the craft is swamped and sinks. In a larger vessel, the Judge may allow persons to bail the craft if sufficient hands are available.

SPEAK LANGUAGE

This skill allows characters to speak additional languages besides those gained at character creation. Unlike many settings where all peoples speak Common, language can be a true barrier in the Wilderlands setting and speaking numerous languages is a great benefit. See the sections on Languages later in this chapter to learn about new languages native to the Wilderlands.

FEATS

AMAZON BLOOD [GENERAL]

The blood of Amazons flows in your veins.

Prerequisite: You must be human, half-elven, half-orc, Demonbrood, or of some other race that can reproduce with humans.

Benefit: If you are female, you may be trained as and take levels in the Amazon Warrior class. There’s not much in it for males...

Special: You may only select this feat at character creation unless the Judge approves the sudden “revelation” of Amazon blood as appropriate to your character’s history.

Special: For all effects related to race, a character with Amazon blood is considered an Amazon. Your children, should you have any, must select this feat.

AMAZON SISTER [GENERAL]

You have been accepted by the Amazons as a fellow member in their sisterhood.

Prerequisite: You must be female and you must perform a great service for the Amazon tribe you wish to join.

Benefit: You may be trained as and take levels in the Amazon Warrior class even though you are not of the Amazon race. You are taught the Amazon language as a bonus skill.

Special: Though you have been accepted by the Amazons, you are not an Amazon for purposes of race. Your children will not have Amazon Blood unless they are sired by an Amazon male.

ANIMAL FRIEND

[GENERAL]

You have as much in common with the animals of field and forest as with the races of Man.

Prerequisite: Caveman, Cha 10

Benefit: Once per day you may speak with animals as per the spell cast by a druid, with your effective spellcasting level being your character level +2. You gain a +2 bonus on Handle Animal, Ride (horse), and Ride (mammoth) checks.

AQUATIC HERITAGE

[GENERAL]

Your ancestors had close, very personal relations with creatures from the elemental plane of water.

Prerequisites: Avalonian, High Viridian, or Demonbrood

Benefit: You can breathe water (fresh and salt) as well as air (this is an Extraordinary ability). You have a +10 racial bonus to Swim checks.

Special: You must completely immerse yourself in water for one hour per day. You suffer one point of temporary Constitution damage for every four hours you fail to immerse yourself.

Special: If human, you may only take this feat at character creation.

ARCANE AFFINITY

[GENERAL]

You have received arcane training uncommon to your race or region.

Benefit: Chose an arcane spellcasting class. This class is a favored class for you in addition to any other favored classes you may select. This may be used either to add an arcane class as a favored class to a race that normally does not have favored arcane casting classes or may be used to add an additional favored class in addition to one you have already selected. For

example, a halfling with this feat may now select an arcane class as a favored class. Similarly, a human multiclassed fighter/rogue could take this feat and add levels of sorcerer without suffering an experience penalty for multiclassing.

ARCANE TRAINING

[REGIONAL]

You come from Tula, the City of Mages, and have acquired special magical abilities from your rigorous training.

Region: Silver Skein Isles (Tula)

Prerequisite: Int 10

Benefit: You may cast the 0-level spells detect magic, read magic, mage hand, and arcane mark each once per day. You cast these spells as a wizard of your arcane spellcaster level (or 1st level if you have no arcane spellcaster level). These spells are in addition to any gained by spellcaster levels. If you wear armor, you suffer the normal chance of arcane failure. In addition, you gain a +2 bonus to Spellcraft checks.

Special: You may take this feat only at character creation and only if you have specified the city of Tula or its immediate surroundings as your homeland.

Special: Effective spellcasting levels from this feat stack with effective spellcasting levels gained from the Cantrips feat, though effective spellcasting level can never exceed character level.

ARISTOCRATIC KNOWLEDGE [REGIONAL]

You have spent a significant amount of time among the nobles and gentry of your homeland and understand the intricacies and social conventions of these social castes. You have the patina of a “properly civilized” person.

Region: Valon, Viridistan, City State, Tarantis, Silver Skein Isles (Tula or Rallu)

Benefit: You gain a +2 bonus to Diplomacy and Knowledge (Nobility and Royalty) checks in populated areas the size of a large town or larger (population above 2,000). You also gain a +2 bonus to Bluff checks when dealing with nobles or gentry. These bonuses increase to +3 when dealing with the nobles and gentry of your homeland.

ARTISTIC [GENERAL]

You have a special talent for the arts.

Benefit: You gain a +2 bonus on all Perform checks and to one Craft skill that involves the classical arts, such as painting or sculpture, for example, but not pure craft skills such as weaponsmithing.

BLOOD ARCANE

[GENERAL]

You innately possess some minor arcane abilities.

Prerequisite: Cha 10

Benefit: You may select two of the following 0-level arcane spells: *arcane mark, dancing lights, daze, detect magic, flare, light, ray of fire* (as per *ray of frost*, with fire instead), *ray of frost, ghost sound, mage hand, mending, message, open/close, prestidigitation* or *resistance*. You may cast each of the spells you choose once per day as a sorcerer of your arcane spellcaster level (or 1st level if you have no arcane spellcaster level). These spells are in addition to any gained by spellcaster levels. If you wear armor, you suffer the normal chance of arcane failure.

Special: You can select this feat multiple times. Each time you take the feat, you gain two more cantrips. Using additional feats, you may select the same cantrip more than once (but no more than once per feat), thus gaining the ability to cast it multiple times. If you have no arcane spellcaster levels, each

time you select this feat beyond the first you also increase your effective spellcasting level by 1 (i.e., 2nd level with the second Blood Arcane feat, 3rd level with the third, and so on), though your effective spellcasting level can never be greater than your character level.

BLOOD OF FIRE [GENERAL]

You have a special link to the elemental plane of fire, either through magic or through diluted blood of an efreet or other fire creature in your past.

Benefit: You receive a +4 bonus on saves against fire effects and gain Resistance to Fire 2 (or increase your current Resistance to Fire by 2). You also add +2 to the DC of saving throws for any arcane spells you cast with “fire” in the descriptor.

Special: You may only take this feat at character creation.

BLOOD OF ICE [GENERAL]

You have a special link to the elemental plane of ice, either through magic or through diluted blood of an ice creature in your past.

Benefit: You receive a +4 bonus on saves against cold effects and gain Resistance to Cold 2 (or increase your current Resistance to Cold by 2). You also add +2 to the DC of saving throws for any arcane spells you cast with “cold” in the descriptor.

Special: You may only take this feat at character creation.

BLOOD OF THE BABAU [GENERAL]

Your Demonic blood grants you the supernatural ability to manifest a protective slime coating on your body.

Prerequisites: Demonbrood, Demonic Form

Benefit: You may manifest a

protective slime coating on your body as a free action. A slimy red jelly coats your skin. Any weapon that touches it takes 1d4 points of acid damage from the corrosive goo, and the weapon’s hardness does not reduce this damage. A magic weapon may attempt a Reflex save to avoid taking this damage. Any creature who strikes you with an unarmed attack, unarmed strike, touch spell, or natural weapon takes this damage as well but can negate the damage with a Reflex save. The save DC is equal to 10 + your Con modifier. You may manifest the slime three times per day. The slime remains for 1 minute per level.

Special: Your own worn and carried items are unharmed by this acid.

BLOOD OF THE BALOR [GENERAL]

Your Demonic blood grants you the supernatural ability to manifest an aura of fire.

Prerequisites: Demonbrood, Demon of Fire

Benefit: You may manifest an aura of fire such that your entire body is wreathed in flames. Anyone who grapples you suffers 2d6 points of fire damage each round. You may manifest the fire three times per day. The fire remains for 1 minute per level.

Special: Your own worn and carried items are unharmed by this fire.

BLOOD OF THE GLABREZU [GENERAL]

Your Demonic blood grants you the supernatural ability to confuse foes.

Prerequisites: Demonbrood, Demonic Telepathy

Benefit: You have the spell-like ability to cause *confusion* three times per day, as per the spell. Your effective spellcasting level is your

character level. The save DC is equal to 13 + your Cha modifier.

Special: Your eyes glow red whenever you use this ability, and for 1d4 rounds afterward.

BLOOD OF THE HEZROU [GENERAL]

Your Demonic blood grants you the supernatural ability to manifest a terrible stench.

Prerequisites: Demonbrood, Demonic Form

Benefit: You may manifest a foul-smelling, toxic liquid on your skin as a free action. Any non-Demonic living creature within 10 feet must succeed on a Fortitude save or be nauseated for as long as it remains within the affected area and for 1 round afterward. Creatures that successfully save are unaffected. A creature that successfully saves cannot be affected again by your stench for 24 hours. A delay poison or neutralize poison spell removes either condition from one creature. Creatures that have immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is equal to 10 + your Con modifier. You may manifest the stench three times per day. The stench remains for 1 minute per level.

BLOOD OF THE MARILITH [GENERAL]

Your Demonic blood grants you the supernatural ability to manifest extra arms.

Prerequisites: Demonbrood, Demonic Form

Benefit: Three times per day you may manifest two extra arms as a standard action. You may attack with each arm as though you possessed the Multiweapon Fighting feat. The extra arms remain for 1 minute per level.

Special: You may select this feat a second time; if you do you manifest four extra arms rather than two, for a total of six arms, and the arms remain for 10 minutes per level. You may select this feat a third time to be able to manifest the four extra arms at will.

BLOOD OF THE NALFESHNEE [GENERAL]

Your Demonic blood grants you the supernatural ability to evoke a burst of unholy light.

Prerequisites: Demonbrood, Demonic Form

Benefit: Three times per day you can create a nimbus of unholy light. A nimbus of rainbow-colored beams dances around your body when you trigger this ability. One round later they burst in a 30-foot radius. Any non-Demonic living creature within this area must succeed on a Will save or be dazed for 1d6 rounds as it is hounded by unholy visions. The creature receives its full Dexterity and shield bonuses to AC if attacked but can take no actions. The save DC is equal to 10 + your Cha modifier.

BLOOD OF THE SPIDER [GENERAL]

You or your ancestors were warped by strange magic or terrible experiments, such that you possess arachnid qualities.

Benefit: For all effects related to race, you are considered both the base race and a spider. Your children, should you have any, must select this feat.

You can climb walls like a spider at a speed of 20 ft. Your hands and feet must be bare to use this ability. You have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. You use either your

Strength or Dexterity modifier for Climb checks, whichever is higher.

Animals can sense your unnatural nature; you suffer a -2 penalty to all Handle Animal and Ride checks.

Special: You may only select this feat at character creation. The Judge might assign this feat to you if you are unlucky and fall into the clutches of a mad wizard.

BLOOD OF THE SUCCUBUS [GENERAL]

Your Demonic blood grants you the supernatural ability to drain energy.

Prerequisites: Demonbrood, Serious Fangs, Bloodsucker

Benefit: Three times per day you can drain energy from a non-Demonic living being by simply planting a kiss on the victim. If the target is not willing to be kissed, you must start a grapple, which provokes an attack of opportunity. Your kiss bestows one negative level. The save DC to remove a negative level is equal to 10 + your Cha modifier.

BLOOD OF THE VROCK [GENERAL]

Your Demonic blood grants you the supernatural ability to emit a piercing screech.

Prerequisites: Demonbrood, Demonic Wings

Benefit: Three times per day, but no more often than once per hour, you can emit a piercing screech. All non-Demonic living creatures within a 30-foot radius who fail a Fortitude save are stunned for 1 round. The save DC is equal to 10 + your Con modifier.

BLOODSUCKER [GENERAL]

You develop a taste for blood, and the ability to get it without need for knives or other sharp objects.

Prerequisites: Demonbrood, Serious Fangs

Benefit: Your bite attack also drains blood in the form of Strength points, dealing 1d2 points of Strength damage (not drain) with every successful bite. You gain 5 temporary hit points on a successful bite attack. This does not affect creatures that do not have blood.

CANTRIPS [GENERAL]

You have learned some minor arcane abilities.

Prerequisite: Int 10

Benefit: You may select two of the following 0-level arcane spells: *arcane mark, dancing lights, daze, detect magic, flare, light, ray of fire* (as per *ray of frost*, with fire instead), *ray of frost, ghost sound, mage hand, mending, message, open/close, prestidigitation* or *resistance*. You may cast each of the spells you choose once per day as a wizard of your arcane spellcaster level (or 1st level if you have no arcane spellcaster level). These spells are in addition to any gained by spellcaster levels. If you wear armor, you suffer the normal chance of arcane failure.

Special: You can select this feat multiple times. Each time you take the feat, you gain two more cantrips. Using additional feats, you may select the same cantrip more than once (but no more than once per feat), thus gaining the ability to cast it multiple times. If you have no arcane spellcaster levels, each time you select this feat beyond the first you also increase your effective spellcasting level by 1 (i.e., 2nd level with the second Cantrips feat, 3rd level with the third, and so on), though your effective spellcasting level can never be greater than your character level.

CUTTER [GENERAL]

You can cut yourself in order to coat your weapons in your Demonbrood Blood Poison.

Prerequisites: Demonbrood

Benefit: As a standard action you may use your weapon (or claw, if you possess the Wicked Claws feat, or fangs, if you possess the Serious Fangs feat) to cut yourself and coat your weapon, claw, or fangs in your poisonous blood. This coat of poison is a contact poison and deals damage as per Demonbrood Blood Poison. The poison lasts for 1 minute, or until touched, or until you score a successful hit with the weapon, claw, or your fangs. You may cut yourself in this manner without doing damage to yourself a number of times per day equal to 3 + your Constitution modifier. Each time per day you cut yourself after that limit you suffer 1 point of Constitution damage from blood loss.

DARK BLESSING [GENERAL]

Your Demonic patron grants you a special power.

Prerequisites: Witch Pact with a Demon Prince

Benefit: You may select any one feat that requires the Demonbrood prerequisite as though you were Demonbrood. You must still meet any other prerequisites of the feat.

Special: You may select this feat more than once.

DEMON OF DARKNESS [GENERAL]

Your Demonic ancestors were not on best terms with the sun.

Prerequisites: Demonbrood

Benefit: You have the spell-like ability to cast *darkness* three times per

day; your effective spellcasting level is your character level. You also have Darkvision 60 ft.; if you already have Darkvision 60 ft. or greater, increase your Darkvision range by 30 ft.

Special: You are also sensitive to light, such that you are dazzled in bright sunlight or within the radius of a *daylight* spell.

DEMON OF FIRE

[GENERAL]

Your Demonic ancestors enjoyed the flames of the Netherworld...

Prerequisites: Demonbrood

Benefit: You have the spell-like ability to cast *pyrotechnics* three times per day; your effective spellcasting level is your character level.

Special: You also suffer a -2 penalty to all saving throws against all Water-based attacks.

DEMONBROOD [GENERAL]

Your ancestors were enslaved by the Markabs, a terribly inhuman and powerfully arcane race, and fused with demons in reality-bending eldritch rituals. Since the fall (or disappearance) of the Markab ages ago, your ancestors have survived as best they can, either enslaved in the Demon Empires of the South, or hiding in the shadows of the Wilderlands.

Because of the chaotic nature of your very existence, your Demonic abilities can manifest at any time, greatly altering your physical form and often granting you strange and terrible powers.

Benefit: For all effects related to race, a Demonbrood is considered both the base race and a Demon. Your children, should you have any, must select this feat.

When you select this feat, you may select an additional feat with the

Demonbrood prerequisite, provided you meet all other prerequisites.

You may select feats that require the Demonbrood prerequisite. You may even select such feats in place of the normal bonus feats granted by classes and prestige classes, i.e., if you are a fighter and gain a fighter bonus feat, you can select a Demonbrood feat instead.

Your blood is poisonous to all non-Demonic living beings. Any non-Demonic being that touches or consumes your blood must make a successful Fortitude (DC 10 + your Con modifier) save or suffer 1 point of Constitution damage. One minute later an additional Fortitude save (same DC) must be made or the victim suffers 1 point of Constitution damage. You are immune to Demonbrood Blood Poison.

Non-Demonic Animals can sense your unnatural nature; you suffer a -2 penalty to all Handle Animal and Ride checks.

Non-Demonic intelligent races react badly to Demonbrood. If you are known to be Demonbrood, non-Demons react to you with a default “unfriendly” attitude, and you suffer a -2 racial penalty to all Charisma-based skills you attempt against non-Demonic beings that are aware of your nature.

You may select Demonic as a bonus language.

Though you are a Demon, you are not an Outsider. You suffer only 1d4 points of damage from a direct hit with holy water, but suffer no splash damage. You are not affected by clerical turning that affects Demons.

Special: Though most take this feat at character creation, you are not required to take this feat

at character creation; because of the secrecy of the race, your character might not *know* he is Demonbrood, and might not manifest his Demonic nature until something terrible happens, or he encounters eldritch magic, or some other event comes to pass. This is at the discretion of the Judge.

DEMONIC DAMAGE RESISTANCE [GENERAL]

Your Demonic blood boils with such potency that even natural weapons fear to touch you.

Prerequisites: Demonbrood, any three other Demonbrood feats

Benefit: You gain Damage Reduction 5/magic.

Special: You may select this feat more than once. The effects stack, but to no greater than Damage Reduction 15/magic.

DEMONIC BRUTE [GENERAL]

Your Demonic blood is evidenced in your great size, as you tower above other members of your (ostensible) race. Unfortunately, your intellect is inversely related to your great height.

Prerequisites: Demonbrood

Benefit: Your size is one greater than normal for your race. If your race is Small-sized, you are Medium. If your race is Medium-sized, you are Large. If your race is Large, you are Huge. You have the following modifications:

Small to Medium: +4 Strength, -2 Dexterity, +2 Constitution, -2 Intelligence (minimum 3), -2 Wisdom, -1 AC, -1 to hit.

Medium to Large: +8 Strength, -2 Dexterity, +4 Constitution, -4 Intelligence (minimum 3), -2

Wisdom, -2 Charisma, +2 natural armor, -1 AC, -1 to hit.

Large to Huge: +8 Strength, -2 Dexterity, +4 Constitution, -4 Intelligence (minimum 3), -2 Wisdom, -2 Charisma, +3 natural armor, -1 AC, -1 to hit.

DEMONIC COURTESAN [GENERAL]

Your houri blood grants you a greater ability to blend in and dazzle your victims.

Prerequisites: Demonbrood, Houri, Cha 12

Benefit: Instead of using *alter self* and *charm person* once per day each, you may use *alter self* five times per day and *charm person* three times per day. Your racial bonus to Profession (courtesan) checks increases to +4.

DEMONIC FORM [GENERAL]

Your Demonic nature is as obvious as the horns on your head and the scales on your cheeks.

Prerequisites: Demonbrood

Benefit: You have small horns, your skin is scaly and of an unusual color (even for the Wilderlands), your body structure seems warped, and your overall features are definitively Demonic and bestial. If you do not (yet) have wings, you have useless vestigial wings.

Non-Demonic Animals can sense your unnatural nature; you suffer a -4 total penalty to all Handle Animal and Ride checks rather than the usual -2 for Demonbrood.

You suffer a -4 racial penalty to all Charisma-based skills you attempt against non-Demonic sentient beings that are aware of your nature, rather than the usual -2 for Demonbrood.

You suffer a -4 penalty to Disguise checks.

You gain a +4 bonus on Intimidate checks.

DEMONIC RESISTANCE [GENERAL]

Your Demonic blood grants you resistance against one of the forces of nature.

Prerequisites: Demonbrood

Benefit: You gain a racial Resistance 10 against acid, cold, electricity, or fire.

Special: You may select this feat multiple times. You may choose a specific attack type no more than once. Demonic Resistance does not stack with any other Resistance; only the highest Resistance rating counts.

DEMONIC SHIFTER [GENERAL]

Your Demonic blood enables you to take on the form of another creature.

Prerequisites: Demonbrood

Benefit: Once per day you may assume an alternate form and back again as a standard action. Choose one of the following forms when you select this feat: bat, baboon, cat, Small monstrous centipede, (Medium monstrous centipede), (Large monstrous centipede), dog, hyena, monkey, rat, raven, Tiny monstrous scorpion, (Small monstrous scorpion), (Medium monstrous scorpion), Tiny viper snake, (Small viper snake), (Medium viper snake), Tiny monstrous spider, (Small monstrous spider), (Medium monstrous spider), toad, weasel, or wolf. Forms in parentheses may be selected only once the smaller-sized form has been selected. This ability functions like the polymorph spell. The effect lasts for 1 hour per level.

Special: You may select this feat more than once. Each time you select this feat you may select an additional form and gain the ability to shift once more per day.

DEMONIC SPELL RESISTANCE [GENERAL]

Your Demonic aura causes magic to roll off of you like water off a duck.

Prerequisites: Demonbrood, any two other Demonbrood feats.

Benefit: You gain Spell Resistance 5.

Special: You may select this feat more than once. The effects stack, but to no greater than Spell Resistance 35.

DEMONIC TELEPATHY [GENERAL]

You have the ability to communicate telepathically.

Prerequisites: Demonbrood

Benefit: You can communicate telepathically with any other creature within 100 feet that has a language. You can address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time. Those with whom you are speaking may respond telepathically to you (and only you), but you cannot otherwise read their minds with this feat. You may use Telepathy three times per day plus Charisma bonus. Each use of Telepathy lasts 10 minutes per level.

Special: Your eyes glow red whenever you are speaking telepathically.

DEMONIC WINGS [GENERAL]

You have monstrous wings and can fly.

Prerequisites: Demonbrood

Benefit: You have monstrous wings; choose bat, crow, dragon, or other fittingly vile form for the wings. You can fly at your land speed with average maneuverability.

DISCIPLINED [GENERAL]

You are admired for your single-minded devotion and determination. You are difficult to distract from your task.

Benefit: You gain a +1 bonus on Will saves and a +2 bonus on Concentration checks.

DIVINE AFFINITY [GENERAL]

You are a very pious person and your knowledge of lesser rituals gives you access to divine orisons even if you are not a cleric or druid.

Prerequisite: Wis 10

Benefit: You may prepare and cast any two 0-level cleric spells per day (or druid spells if more appropriate to your patron deity), so long as those spells are consistent with the restrictions of your patron deity. You cast these spells as a cleric or druid of your divine caster level (or 1st level if you have no divine caster levels). Your alignment must match that of your patron deity as if you were a cleric or druid of that deity. If your alignment ever moves outside of an alignment allowing you to be a cleric or druid of your patron deity, you lose the abilities gained by this feat until your alignment is restored and you have received atonement.

Special: You can gain this feat multiple times. Each time you take the feat, you gain two more orisons. Using additional feats, you may select the same orison more than once (but no more than once per feat), thus

gaining the ability to cast it multiple times. If you have no divine spellcaster levels, each time you select this feat beyond the first you also increase your effective spellcasting level by 1 (i.e., 2nd level with the second Divine Affinity feat, 3rd level with the third, and so on), though your effective spellcasting level can never be greater than your character level.

DOMAIN AFFINITY [GENERAL]

You are in tune with the many aspects of your patron deity, even if you are not a divine spellcaster.

Benefit: You gain a domain ability of your choice from one of the domains of your patron deity, even if you are not otherwise a divine spellcaster. That ability functions at your divine spellcasting level (or 1st level if you do not have a divine spellcasting level). Your alignment must match that of your patron deity as if you were a cleric of that deity. If your alignment ever moves outside of an alignment allowing you to be a cleric of your patron deity, you lose the abilities gained by this feat until your alignment is restored and you have received atonement. If you are a divine spellcaster, this feat allows you to choose an extra domain from the domains allowed by your deity in addition to the two normally allowed to clerics. You may choose domain spells from that extra domain in addition to gaining the extra domain ability.

Special: This feat may be taken more than once, allowing a new domain to be selected each time, though never allowing access to more domains than your patron deity provides.

Special: Effective spellcasting levels from this feat stack each time a new domain is gained. These

levels also stack with effective spellcasting levels gained from the Divine Affinity feat, though effective spellcasting level can never exceed character level.

DORIN [GENERAL]

Your heritage is such that you descend from the ancient and honored line of the Dorins, a cross-racial blood alliance of tribes native to the Infinite Desert.

Prerequisites: Human, dwarf, elf, goblin, half-elf, half-orc, halfling, or orc

Regions: Desert Lands, Lenap

Benefit: For all effects related to race, a Dorin is considered both the base race and a Dorin. Your children, should you have any, must select this feat.

You have a translucent nictitating membrane on your eyes that protect them from damage. You gain a +4 racial bonus to save against blindness, daze (due to light), blinding sand or wind, and similar effects.

You have Resistance to Fire 5. You are unaffected by any penalties caused by heat up to 150 degrees Fahrenheit.

Survival is always a class skill for you, and you gain a +2 racial bonus to use Survival when in a desert environment.

You are susceptible to cold, and suffer a -2 penalty on all saves against cold effects.

You are sickened whenever you are in a boat over water, immersed in water, or subjected to below-zero temperatures.

You may select the Dorin as a bonus language.

Special: You may only take this feat at character creation.

EDUCATED [GENERAL]

You have received the benefit of a full education.

Benefit: All Knowledge skills are class skills for you as is Read Language. You gain a +1 bonus on all skill checks with any two Knowledge skills of your choosing. You can read and write one (and only one) language that you speak.

Special: This feat may only be selected at character creation at which time the character must select the two Knowledge skills mentioned above.

NOTE: Some Judges may allow the Educated feat to be gained after character creation, provided the character spend at least one year “down time” studying full-time at an academy or other school of knowledge.

EXPERIENCED MERCHANT [GENERAL]

You excel at your particular trade and know the value of mercantile goods.

Benefit: You gain a +2 bonus on all Appraise checks and a +2 bonus to the Craft or Profession skill of your choice.

EXTENDED MONSTROUS FORM [METAMAGIC]

Your monstrous form transformations last longer.

Prerequisites: Witch Pact, Monstrous Shape

Benefit: When you transform using Monstrous Shape your transformation lasts one hour per level instead of the usual 10 minutes per level.

Special: This feat does not apply to use of the shapechange spell.

EXTREMELY POISONOUS BLOOD [GENERAL]

Your blood is black and runs thick with the poisons of your Demonic forebears.

Prerequisites: Demonbrood

Benefit: Your blood is extremely toxic to non-Demonic creatures. Instead of 1 point of Constitution damage per failed save, victims suffer 1d4 points of damage per failed save. In addition, your blood is poisonous even to other Demonbrood (but not Demons), dealing 1 point of Constitution damage per failed save.

FAST TALKER [GENERAL]

You are adept at quickly understanding people’s motivations and taking advantage of those motivations in conversation or oratory. You are good at talking your way out of bad situations.

Benefit: You gain a +2 bonus on all Diplomacy and Sense Motive checks.

FEY FORM [METAMAGIC]

You have the ability to shapechange into the form of fey creatures.

Prerequisites: Witch Pact (Cernunnos, Cilborith, Freya, Pan, Rhiannon, or other fey and wild patron as required by the Judge), Monstrous Shape

Benefit: You may use your witch-class based shapechange ability to change into fey forms, including any within your size restrictions. This counts as a monstrous form with a base duration of 10 minutes per level.

FOE HATRED [GENERAL, FIGHTER]

You come from lands plagued by a common foe and have learned how to fight that specific foe.

Benefit: When attacking your specific foe, you gain a +1 competence bonus on damage rolls with melee attacks and on ranged attacks at ranges up to 30 feet. You also gain the rage ability, as per the barbarian ability, which you may use up to once per day when fighting your hated foe.

Special: You may only take this feat at character creation or as a fighter bonus feat. Your homeland and background normally dictate your foe. Consult your Judge.

FOREST AFFINITY [GENERAL]

You are learned in the secrets of the forest.

Benefit: You gain a +2 bonus on all Concentration, Heal, and Survival checks while in a forest.

HEART OF PURE EVIL [GENERAL]

Your Demonic aura extends deep into the fabric of reality.

Prerequisites: Demonbrood, Unnatural, Evil alignment

Benefit: Your natural weapons (if any) and any weapons you wield are treated as Evil-aligned for the purpose of overcoming damage reduction. You gain the Evil subtype.

HARDY [GENERAL]

You have learned to survive in harsh environments.

Benefit: You gain a +2 on Fortitude saves as a result of environmental conditions as well as a +2 on Survival checks in hostile climates (extreme heat or cold).

HIDDEN EVIL [METAMAGIC]

You are able to physically and spiritually hide your Demonic heritage.

Prerequisites: Demonbrood

Benefit: Three times per day as a standard action you may transform to your base racial type and back again. When transformed to your base racial type any and all physical Demonbrood traits disappear, as though with the *alter self* spell. The

effect lasts for 1 hour per level or until you end it. You may only change into the form you would have had had you no Demonic blood (i.e., the form is you, just without nasty fangs, big claws, wings, and glowing red eyes). While transformed you are also protected by an effect similar to *undetected alignment*, however, reading of your alignment gives off a specific alignment of your choice (chosen when you select this feat).

Special: This feat cannot be used in a *consecrated* area; the effect ends immediately upon entering such an area and cannot be re-activated for 10 minutes thereafter.

Special: You may select this feat a second time; when you do so, you gain the ability to use the feat as often as desired.

HOURI [GENERAL]

Your Demonic heritage includes the houris, a special race of Demonbrood designed by the Markabs as slave courtesans for their lieutenants to enjoy... and as spies and assassins to keep tabs on said same lieutenants.

Prerequisites: Demonbrood, must be female, Cha 12

Benefit: Your base physical form changes to the following (roll Skin, Hair, and Eyes each separately):

D100	Skin	Hair	Eyes
01-30	Ivory White	Brunette	Brown
31-50	Ebony Black	Blonde	Hazel
51-65	Blood Red	Auburn	Blue
66-77	Saffron Yellow	Sable	Green
78-82	Eggshell Blue	Silver	Black
83-85	Apple Green	White	Red
86-90	Downy Gold Fur (with cat tail and ears)	Blue	Silver
91-94	Raven Feathers (with clawed feet)	Green	Gold
95-97	Swan Feathers (with swan feet)	Purple	Iridescent
98-99	Snake Scales (with fangs)**	Iridescent	Each different*
100	Transparent to Bone***	Bald	Solid color*

* Roll again, ignoring rolls of 98-100

** Bite deals 1 point of damage and injects Demonbrood Blood Poison.

*** Your hair and eyes are also automatically transparent and colorless. In the dark can be readily mistaken for an animated skeleton.

Once per day you may use *alter self* and *charm person* as spell-like abilities, with your effective caster level equal to your level and saves being Charisma based. Profession (courtesan) is always a class skill for you. You also gain a +2 bonus to Profession (courtesan) checks.

Special: You suffer the full 2d4 damage from a direct hit and 1 point from splash with holy water, regardless of your alignment. You can be affected by clerical turning that affects Demons.

Special: Any children you bear will be born not only as Demonbrood, but also female (with a bonus of +2 Charisma); males will be stillborn.

LITERATE [GENERAL]

You have spent time learning to read and write.

Benefit: You are literate. You can read and write any language you speak.

MASTER TELEPATH [GENERAL]

Telepathy is second nature to you.

Prerequisites: Demonbrood, Demonic Telepathy

Benefit: You have unlimited use of your Telepathy ability.

MONSTROUS MULTIFORM [METAMAGIC]

You have the ability to change into many different monstrous shapes... at a cost.

Prerequisites: Witch Pact, Monstrous Shape, non-Good alignment

Benefit: You may use your witch-class based shapechange ability to change into additional different monstrous forms beyond those you have gained through experience. In order to transform into a different monstrous form, you must consume the blood of the monstrous form you wish to take; three drops are needed, no less, though they may be from different individuals of the same creature type, and more excessive of blood, flesh, and organs works just as well. The blood is consumed in the transformation, and so the form can only be taken once, until more blood is acquired. Note that the witch does not take on the specific form of the individual whose blood she drinks; she merely takes on a generic form of that creature type.

Special: If the witch drinks a mixture of blood from different creatures, she will take on the shape of a strange chimera made of all the creature types. She must immediately make a Will save (DC 20 + number of creatures) or be rendered unconscious for the duration of the change. Even if the witch remains conscious, she is sickened and staggered for the duration of the change, which she cannot willingly end until she makes a second Will save (against the original DC); she may attempt a Will save every 10 minutes.

MOUNTED WARRIOR [REGIONAL, FIGHTER]

You come from a culture that stresses hunting and fighting from horseback.

Regions: City State, Altanis, Tarantis, Desert Lands, Karak

Benefit: You are proficient in the use of a composite shortbow, Handle Animal and Ride are always class skills for you, and you gain a +2 bonus on Handle Animal and Ride checks.

POISON IMMUNITY [GENERAL]

Natural poisons are as sweet nectar to your palate.

Prerequisites: Demonbrood

Benefit: You are immune to all natural (non-Demonic) poisons. This feat provides no protection against Demonic poisons.

SERIOUS FANGS [GENERAL]

You have an overbite that would make a vampire wary.

Prerequisites: Demonbrood

Benefit: You have a natural bite attack that deals 1d6 points of damage (1d4 points of damage if you are Small, 1d8 points of damage if you are Large). You also gain a +1 bonus to Intimidate checks.

Special: Your Demonic nature is harder to disguise, and you suffer a -2 penalty on Disguise checks.

SPIDER BITE [GENERAL]

You have fangs with which you can inject a poison.

Prerequisites: Blood of the Spider

Benefit: You grow fangs with which you can inject poison in the target on a successful bite attack. Your bite attack deals 1d3 points of damage. You may inject the venom a number of times per day equal to 3 + your Constitution modifier. Poison: Injury, Fortitude DC 10 + Constitution modifier, initial damage 1d6 Dex, secondary

damage 2d6 Dex. You are immune to your own poison and gain a +2 racial bonus to save against all other spider-based venoms.

Special: Your unnatural arachnid nature is harder to disguise, and you suffer a -2 penalty on Disguise checks.

STREETWISE [GENERAL]

You have a knack for inquiring about and interacting with the “criminal element” in any populated area.

Benefit: You gain a +2 bonus on all Bluff, Disguise, and Gather Information checks when dealing with or attempting to impersonate a member of the “criminal element” of any populated area the size of a Town or larger (population above 900).

TAINT OF THE DRAGON [GENERAL]

One or more of your ancestors were Dragon Lords.

Prerequisites: Alryan, Altanian, or Orichalan human

Benefit: You have deep purple skin with patches of light dragon-like scales, purplish-black hair, a draconic cast to your face, and angular eyes with amber orbs and black iris.

Though you attain youth at normal human age, thereafter you age as per half-elves.

You are immune to sleep and paralysis effects.

Sorcerer is a favored class for you.

You innately speak Draconic as a free bonus language regardless of Intelligence (you must still spend skill points to read Draconic).

Special: Though most take this feat at character creation, you are not required to take this feat at character creation; your Dragon

Lord blood might not manifest until you encounter a living, breathing dragon, or until you are exposed to eldritch magic, or some other event comes to pass. This is at the discretion of the Judge.

THICK SKIN [GENERAL]

You have thick skin, whether scales or hide or chitin or other nasty, unnatural covering.

Prerequisites: Demonbrood

Benefit: +1 natural armor.

Special: This feat may be taken more than once; the effects stack.

Special: Your Demonic nature is harder to disguise, and you suffer a -2 penalty on Disguise checks.

TRUE SCION OF CHAOS [GENERAL]

Your Demonic aura extends deep into the fabric of reality.

Prerequisites: Demonbrood, Unnatural, Chaotic alignment

Benefit: Your natural weapons (if any) and any weapons you wield are treated as Chaotic-aligned for the purpose of overcoming damage reduction. You gain the Chaotic subtype.

TRUE SCION OF THE WASTES [GENERAL]

Your Dorin blood burns hot and bright, granting you special powers.

Prerequisites: Dorin, Cha 10

Benefit: You may use the following spell-like abilities each once per day: *daze*, *flare*, *light*, and *ray of fire* (as per *ray of frost*, only with fire instead). You cast each as a sorcerer of your character level. If you wear armor, you suffer the normal chance of arcane failure

UNNATURAL [GENERAL]

You have an extra heaping helping

of the Demonic heritage running through your blood.

Prerequisites: Demonbrood, any two other Demonbrood feats, non-Good alignment

Benefit: Your type changes to Outsider (Native). You gain the ability to smite good once per day for every five levels; you can make a normal melee attack that deals extra damage equal to your level (maximum of +20) against a Good-aligned foe. You may use *desecrate* one per day at your level.

Special: You suffer the full 2d4 damage from a direct hit and 1 point from splash with holy water, regardless of your alignment. You can be affected by clerical turning that affects Demons.

VERMIN FORM [METAMAGIC]

You have the ability to shapechange into the form of insects and other creepy-crawlies.

Prerequisites: Witch Pact, Monstrous Shape

Benefit: You may use your witch-class based shapechange ability to change into vermin forms, including any within your size restrictions. This counts as an Animal transformation, and lasts one hour per level.

WEBSPINNER [METAMAGIC]

You have the ability to create webs.

Prerequisites: Blood of the Spider

Benefit: You can throw a web four times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to Medium size. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a successful Escape Artist check or burst the web with a Strength check. The check DCs are 10 + your Strength modifier, and the Strength check DC gains a +4 racial bonus. The web has 6 hit points, hardness 0, and takes double damage from fire.

You can also create sheets of sticky webbing from 5 to 60 feet square, with each sheet counting as one web use for the day (regardless of size). Approaching creatures must succeed on a DC 20 Spot check to notice a web, or they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing receive a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section has 6 hit points, hardness 0, and takes double damage from fire.

You can move across your own sheet web at your climb speed and while on the web can determine the exact location of any creature touching the web.

When you first choose this feat you must choose the location on your body from which your webs are released.

Special: You may select this feat multiple times. Each additional time you select this feat you gain four additional webs per day and the Escape Artist and Strength DCs of victims are increased by +1.

WICKED CLAWS

[GENERAL]

Your hands are unnaturally large for your size, and your nails are sharp as steel.

Prerequisites: Demonbrood

Benefit: You have a natural claw attack that deals 1d4 points of

damage (1d3 points of damage if you are Small, 1d6 points of damage if you are Large). You also gain a +1 bonus to Intimidate checks.

Special: Your Demonic nature is harder to disguise, and you suffer a -2 penalty on Disguise checks.

WORLD TRAVEL [GENERAL]

You have traveled beyond your homeland and home region prior to starting your adventuring career. You know more about the world than most people.

Benefit: For each selection of this feat, you may select an additional starting region with which you are considered familiar.

Special: You may only take this feat at character creation. You may select it more than once, but even these multiple selections must be taken at character creation. Your character background must reflect this travel.

LANGUAGES

Not all races speak Common. Instead, each race (noted above in this chapter) lists the language or languages members of that race speak by default. A character's race may also indicate what bonus languages they may select as a result of their race.

Refer to the Bonus Languages by Region and Spoken Languages charts on the inside cover for quick and easy reference.

BONUS LANGUAGES BY CLASS

In addition to these racial languages and bonus languages, characters may select the following bonus languages based on class:

Alchemist: Orichalan

Cleric: Abyssal, Celestial, Infernal and any other language relevant to

their chosen deity (such as Terran for an earth god, etc.)

Druid: Sylvan

Witch: Sylvan plus Infernal and Abyssal if evil or Celestial if good

Wizard: Draconic

Sage: Any

BONUS LANGUAGES BY REGION

In addition to bonus languages listed above based on race and class, other bonus languages must be selected based on a character's starting region, as listed in Table XX: Bonus Languages by Region. Several languages are allowed only if both the region and homeland (in parenthesis) are met. For example, a character from the Valon region may select Orichalan only if his homeland is Malikarr. Similarly, only a character from the Elphand Lands may select Ghinoran only if his homeland is Damkina.

LANGUAGES AND ALPHABETS

In addition to details on the language speakers and written forms (if any), also listed here for convenience are regions where the language is the Common Tongue. Note that there are no Common Tongues in the following regions: Elphand Lands, Valley of the Ancients, Desert Lands, Ebony Coast, and Ament Tundra.

Alryan [*Common Tongue: Roglaras*]: This is the Common Tongue of the City State of the Invincible Overlord and the Roglaras. It is based on the tongues spoken by the Tharbrian, Altanian, and other barbarian tribes that founded the City State, heavily assimilating elements of Viridian. In its modern form it is written using Balozkinarian Runic,

a unique alphabet developed by the Warrior-King Balozkinar (he of the horribly inaccurate calendar). Prior to the late 40th century, Alryan was written with a wild array of different alphabets depending on the writer, though most used a variant of the Viridian alphabet, and so only sages who speak and read both Alryan and Viridian can read most City State documents before that era.

Altanian [*Common Tongue: Altanis*]: Spoken by the red-skinned barbarian Altanians, this language is predominant in the Altanian Peninsula and is pervasive among the common folk of the region of the City State. Altanian is historically not a written language, though it could be phonetically written using Balozkinarian Runic.

Amazon: This is the language of the Amazons. It is never taught to men; an Amazon would rather bite out her own tongue than let a man learn how to speak Amazon. It is only taught to fellow Amazons. It is an ancient tongue, though has been greatly diluted by the long years of wandering of the Amazon tribes. Each tribe has a distinct dialect. Like Altanian, it is a barbarian tongue, and has no specific written form, though some tribes adopt local alphabets for their own use.

Antillian: A common, modern version of Ancient Antillian, this language is spoken in and around the city of Antil and is used as their trade language, though more folk of the region speak Altanian rather than Antillian.

Avalonian [*Common Tongue: Valon*]: The language of the people of Valon, and the language of Avalonian wizards, Avalonian uses the strange Aquan alphabet.

Demonic: This is the common tongue of the Demonbrood and

other denizens of the Demon Empires to the south. Though there are many other languages spoken there, this is the most common. Demonic uses the Demonic alphabet and is derived from the ancient language of the Markabs, who created and kept the demonbrood as a slave race in prehistory. Demonic is not to be confused with Abyssal, which is the actual language of Demonic outsiders from the Netherworld.

Dorin: Spoken by Dorins and by related desert peoples, such as the desert elves and other humans, Dorin has become somewhat of a trade language of the desert. It is the Common Tongue in the Infinite Desert west of the Wilderlands. In its written form, however, it uses the ancient and alien Ignan alphabet, so it is most commonly only spoken, except by Dorins.

Dunael: This language is a bastardization of elven and Alryan, with a few loan words from Druidic, spoken by the human woodmen and rangers of Dearthwood. It uses the Elven alphabet, though it is infrequently written.

Ghinoran [*Common Tongue: Lenap, Sea of Five Winds, Ghinor, Silver Skein Isles, Ghinor Highlands, Southern Reaches*]: Spoken by the peoples descended from the Ghinoran Successor States of ancient Kelnore, Ghinoran is spoken as the Common Tongue throughout most of the southern Wilderlands. Ghinoran uses a unique and complex alphabet known as Glyphis, which some claim is a simplified form of the complex Glyphic writing of ancient Kelnore.

Gishmesh [*Common Tongue: Tarantis*]: Spoken by both the Gishmesh and Paldorian tribes of Tarantis, Gishmesh uses the Tarantine alphabet, descended from

misunderstood runes of ancient Kelnore. Gishmesh has been adopted by traders from Karak as the language of the Wilderlands.

Karakhan: This highly structured and complex language uses a system of glyphs and figures said to be handed down since the founding of the Kingdom of Karak by the First Dynasty more than 30 millennia ago. Karakhor, the written form of the language, is nearly impossible for non-native speakers to learn.

Karzulun: A cousin tongue of Karakhan, this language is spoken by the savage tribes south and east of Tarantis. There is no written form, though the tribal priests often use ancient pictograms found on large black stones in their religious ceremonies.

Orichalan [*Common Tongue: Isles of the Bless*]: This harsh language is said to be based on the speech of dragons. Though the Orichalan Dragon Lords have all but been extinguished, those of Orichalan blood have maintained the language, though they normally use it only among themselves, and in secret when not in their native lands. Orichalan uses the Draconic alphabet.

Skandik [*Common Tongue: Isles of the Dawn*]: The language of the Skandiks is a simple language that normally has very few shades of meaning, though they have dozens of words for “boat,” “water,” “axe,” and “blood,” each with a subtle distinction. Though they do not live near any dwarven homeland, at some point the Skandiks adopted Dwarven Runic as their alphabet.

Tharbrian: The Tharbrian language is the language of the nomad Tharbrian people and is a beautiful and musical language, despite the coarse nature of many of its speakers. Many ancient tales

and songs were composed in Tharbrian. Tharbrian is historically not a written language, though it could be phonetically written using Balozkinarian Runic or, more readily, Tharbriana Script.

Tharbriana: This language is a close cousin of Tharbrian, as the Tharbriana are descended from settled Tharbrians. As Alryan borrowed heavily from Tharbriana, so too does modern Tharbriana borrow heavily from Alryan. There are also no few loan words from Elven, Dunael, and Skandik in the language. Tharbriana is written using the beautiful Tharbriana Script, developed by Tharbriana bards in the first centuries after the founding of Modron.

Tlalic: This strange language is a polyglot language based on the language of many races that have come to need a commonly understood magical language. It is not well suited to common conversation or trade, being more focused on precise descriptions of things arcane. The language is spoken almost exclusively among wizards in Tula and knowledge of it is a prerequisite to study in any of the schools there. Tlalic uses the Draconic alphabet.

Troll: In the Wilderlands the troll races have their own tongue, distinct and unrelated to Giant. It is a guttural tongue with much hooting and screeching. There are many different words for “eat,” each depending on context, and not a single word dealing with “hygiene,” “diplomacy,” or “love.” All Diplomacy checks made while speaking Troll suffer a -2 penalty. There is no written form, though the ancient predecessor of the tongue had a complex and rich written form.

Viridian [*Common Tongue: Viridistan*]: Spoken in and around Viridistan, Viridian (along with Tharbrian and Altanian) is the basis for the Alryan tongue. Viridian is the debased and common version of High Viridian, primarily based on the tongue of the ancient Wild Men who were conquered and later assimilated the True Viridians. Viridian is spoken by many merchants as Viridistan has for so long been a center of commerce. Viridian uses the Viridian alphabet, a variant of Infernal with influence from Aquan.

High Viridian: High Viridian is spoken by nobles of Viridistan. High Viridian itself is a debased form of Ancient Viridian, though unlike the completely bastardized Viridian tongue High Viridian remains based solidly on Ancient Viridian with merely borrowings from the ancient language of the Wild Men. High Viridian is spoken by the nobles and gentry of the Falling Empire; commoners who speak simple Viridian can usually make out what a speaker of High Viridian is saying, when they are being patient and speak slowly. High Viridian uses the Infernal alphabet.

ANCIENT LANGUAGES

In addition to the modern living languages listed above, there are a number of ancient or dead languages that exist primarily in written form. They may be selected using the Read Language skill (they are not free through the Literacy or Educated feats). Learning to read an ancient language often has some prerequisites, which are discussed below in the description of the ancient languages. The primary prerequisite to learning an ancient or dead language is having access to a book or work large enough from which the ancient language can be studied (Judges discretion).

It ordinarily takes one year to learn to read an ancient language given a proper source, unless one has a tutor who can teach the language, in which case the time equals the number of skill points spent in months. Unless otherwise noted, learning to read an ancient language requires spending 4 skill points on the Read Language skill, plus the time spent in study.

Ancient Antillian: Spoken by the extinct people of Antil, this language uses the Elven alphabet. To learn this language, in addition to having access to a book containing the language, one must know how to read Antillian. Sources of Ancient Antillian are plentiful and this is perhaps the easiest ancient language to learn. Many spells related to animals and plants and animal summoning can be found in texts written in Ancient Antillian.

Ancient Draconic: Spoken and written by dragons. A source text is nearly impossible to find. The primary source would be to be tutored by an ancient dragon directly, which brings its own difficulties. Dragon Disciples often seek to learn this language. Many powerful and ancient spells are written in Ancient Draconic. Reading Draconic is a prerequisite.

Ancient Viridian: One of the few languages on this list that is not *quite* dead, Ancient Viridian is spoken by the remaining Viridians (though there are only two) and by high priests of Armadad Bog during high rituals. Many religious tracts dedicated to Armadad Bog are in Ancient Viridian, so securing a number of books from which the language can be learned is less difficult than with other ancient languages—though such books are not for sale and priests of the god

hunt any person stealing such works. Ancient Viridian uses the Infernal alphabet with a strange Aquan influence. To learn Ancient Viridian, a character must first be able to read Viridian, Infernal, and Aquan.

Auld Trollish: Remnants of this ancient tongue can be found upon ages-worn stela throughout the Wilderlands from easternmost Karak to the Sunset Isles and from the Great Glacier to the shores of the Searing Seas. Modern trolls have little to do with these text-ridden stones, and often consider them taboo when they consider them at all. Sages find what little they can decipher from them to be most disturbing indeed. Auld Trollish is a difficult tongue to grasp, requiring 6 skill points to learn.

Elder Tongue: The language of the ancient race said to have populated the Wilderlands. The alphabet of the Elder Tongue is Galactic, an alien alphabet not designed for human pronunciation. This language can only be learned if a character has a rank in Knowledge (eldritch arcana) and can read Draconic, Terran, Aquan, Ignan, and Auran. Several ancient artifacts written in the Elder Tongue are reported to exist that hold the secrets of epic magic.

Kelnoran: This ancient language is highly complex and uses the near-indecipherable language of Glyphic on which the Ghinoran alphabet of Glyphis is said to be based. To learn to read Kelnoran, one must first speak and read Ghinoran. One must also have access to a source text. This will prove the largest barrier as few surviving works are written in Kelnoran, though it is rumored that the library at Damkina has a collection of such tomes.

Logii: This language is the logical language of the ancient Philosophers based on pure reason. It is written in a precise and unique mathematical alphabet called Physik. Most tracts written in this language were destroyed in the War of the Pious and Philosophers. Learning to read Logii takes 6 skill points due to its cryptic nature and razor-sharp logic unless the student possesses 10 ranks in Knowledge (physical universe).

Markab: This language is altogether alien, and often uses pictograms. The spoken language is written in Ancient Demonic, an alphabet from which the modern Demonic language is derived. Learning to read Markab requires 6 skill points due to its alien nature.

Tlanitlan: This tongue was spoken by a now vanished human race, once said to have lived in and ruled much of the southern Wilderlands centered on the fallen city of Tlan. Many great wizards and clerics were said to have been from this people, including Kukalan the Storm King. Ancient scrolls, histories, and treasure maps are written in the strange pictographs of this language.

BONUS LANGUAGES BY REGION

Region	Common Tongue	Bonus Language(s)
Elphand Lands	<i>none</i>	Sylvan, Tharbrian, Viridian, Ghinoran, Elven, Halfling, Dwarven
Valon	Avalonian	Alyran, Tharbrian, Dwarven, Halfling, Elven, Gnome
Valley of the Ancients	<i>none</i>	Avalonian, Gishmesh, Dwarven, Elven, Halfling, Orc
Viridistan	Viridian	High Viridian, Tharbrian, Altanian, Alyran, Dwarven, Elven
Roglaras	Alyran	Tharbrian, Altanian, Skandik, Viridian, Dwarven, Elven, Halfling
Tarantis	Gishmesh	Karakhan, Alyran, Karzulun, Elven, Dwarven, Orc
Desert Lands	<i>none</i>	Dorin, Tharbrian, Antillian, Viridian, Elven, Dwarven, Halfling, Orc
Altanis	Altanian	Antillian, Tharbrian, Alyran, Elven, Dwarven, Goblin
Ebony Coast	<i>none</i>	Karakhan, Gishmesh, Ghinoran, Elven, Halfling, Orc
Lenap	Ghinoran	Dorin, Tharbrian, Elven, Dwarven, Halfling, Orc
Isles of the Blest	Orichalan	Tharbrian, Altanian, Alyran, Elven, Dwarven, Orc, Halfling
Isles of the Dawn	Skandik	Ghinoran, Karakhan, Orichalan, Dwarven, Halfling, Goblin, Elven
Sea of Five Winds	Ghinoran	Dwarven, Elven, Halfling
Ghinor	Ghinoran	Orc, Dwarven, Elven
Silver Skein Isles	Ghinoran	Karakhan, Elven
Ament Tundra	<i>none</i>	Ghinoran, Elven, Halfling, Dwarven, Orc
Ghinor Highlands	Ghinoran	Dwarven, Elven
Southern Reaches	Ghinoran	Orc, Dwarven, Elven

Any other languages must be studied and purchased with the Speak Language skill. Remember that all classes, save the sage, are illiterate.

SPOKEN LANGUAGES

These languages are in addition to those included in the SRD.

Language	Typical Speakers	Alphabet
Alyran	Alyrans of the City State and Roglaras	Balozkinarian Runic
Altanian	Altanians of Barbarian Altanis	<i>none</i>
Amazon	Amazons	<i>none</i>
Antillian	Antillians of Antillian Peninsula	Elven
Avalonian	Avalonians of Valon	Aquan
Demonic	Demonbrood of the Demon Empires	Demonic
Dorin	Dorins of the Infinite Desert, Desert Lands, Lenap	Ignan
Dunael	Dunael of the Dearthwood	Elven
Ghinoran	Most peoples of the southern Wilderlands, Damkina	Glyphis
Gishmesh	Gishmesh and Paldorians of Tarantis, Karakhans	Tarantine
Karakhan	Karakhans, some Gishmesh	Karakhor
Karzulun	Karzulun, some Karakhans and Gishmesh	<i>none</i>
Orichalan	Orichalans, Moonrakers, Roglo, Malikarr	Draconic
Skandik	Skandiks of the Pagan Coast and Isles of the Dawn	Dwarven
Tharbrian	Tharbrian nomads	<i>none</i>
Tharbriana	Tharbriana of Byrny, Modron, and northeastern Roglaras	Tharbriana Script
Tlalic	The arcane language of the wizards of Tula	Draconic
Troll	Trolls	<i>none</i>
Viridian	Viridian commoners, craftsmen, merchants, and military	Viridian
High Viridian	Viridian nobles, gentry, and military	Infernal

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The Ancient Empire of the Enneadim elves rules the lands along the River Itephar, since time immemorial regarded as demi-gods walking among their mortal subjects. Countless thousands of peasants and slaves toil to support the decadent lifestyle of their nigh-immortal lords. Supported in their rule by clans of mercenary Amazon warriors, the dissipated elves imbibe fine wines as they debate battles won and lost a dozen millennia ago. Meanwhile, their human subjects seek freedom and vengeance for their long suffering...

The Mgonanomads of the plains and wastes wander where they please with their vast herds of aurochs. Wherever they go they are led by their warrior-knights astride their war lizards, ready to rend flesh and bone from any who would deny them passage. Some day a great shaman shall arise from among the clans and unite the tribes into one people, who will sweep the Enneadim and all others from the Southern Reaches...

The Tulamite barbarians of the northern forests and hills prefer to be left to their own devices, save when the war-priests of the Morrighan call upon them to bring red ruin to neighboring clans, tribes, cities, and kingdoms. The might of the Tulamite druids is balanced by the power of the savage wizards trained in Tula, the City of Mages, who have their own plans for their backward brethren. And the fearsome priests of the newly powerful Temple of the Dawn Star, dedicated to the King of All Devils, have their own plans for the souls of the Southern Reaches...

The Ironfoot dwarves of the Ghinor Highlands seek heathens to burn at the stake in the name of their Burning God, and gold to make into

his bloodstained idols. Fortunately for the Southern Reaches the kingdom of the dwarves is rent in twain, as rebel dwarves seek to overthrow the vile theocracy of their forefathers. But will the internecine war spill over into the lands of other peoples in a terrible Crusade of Fire and Ash?

The Demonbrood orcs rule the southern mountains and plains, where they fester and breed in their great orc-pits, awaiting the day when their numbers are again great enough to seek to take the Quicksake Vale along the River Itephar and the dwarven lands of the Ghinor Highlands. Once they sate the lusts of their ancient enmity upon both peoples, they and their Demonic overlords plan to fall upon the northern lands as a dragon upon a lamb...

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