Wayfarers

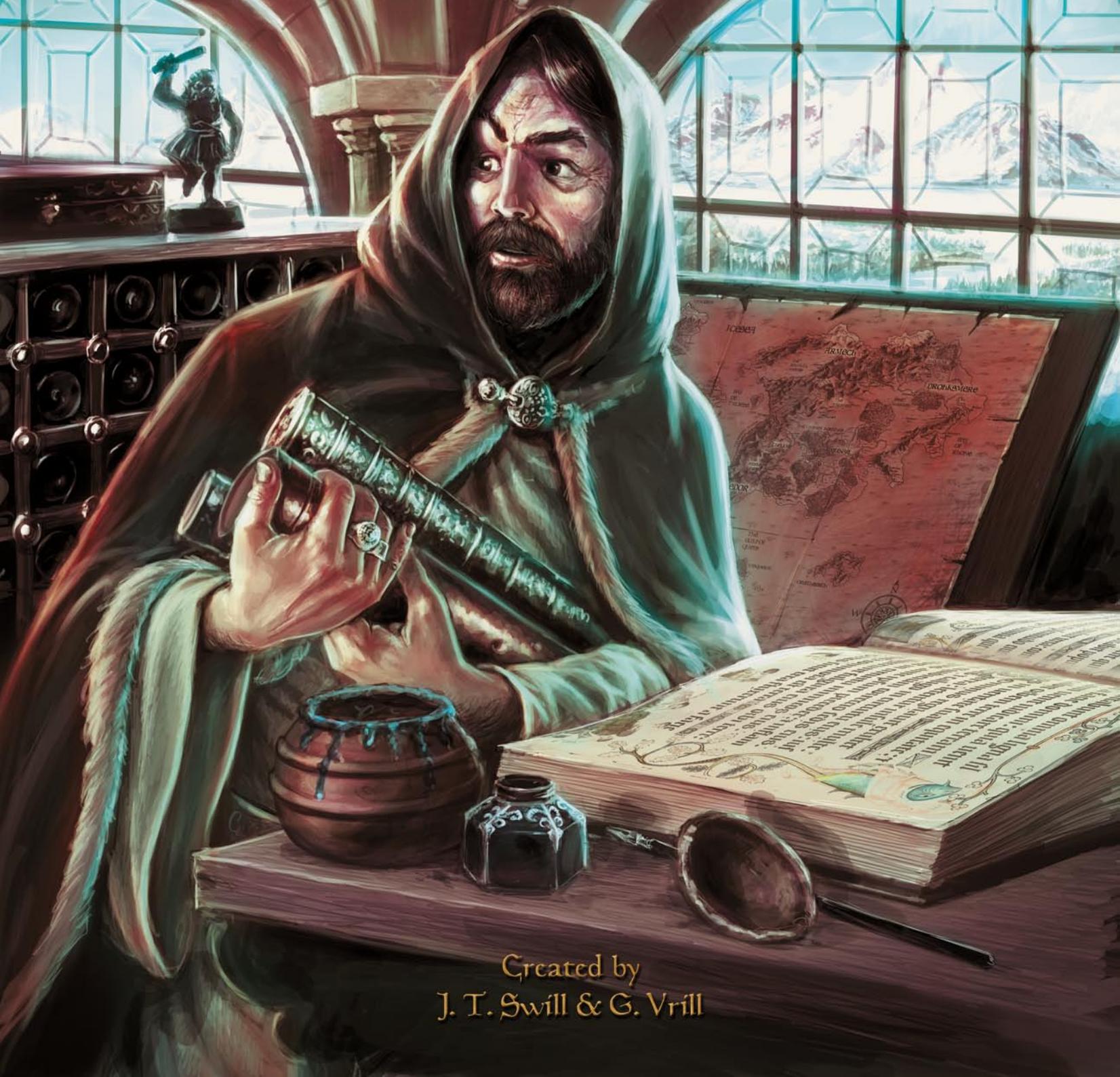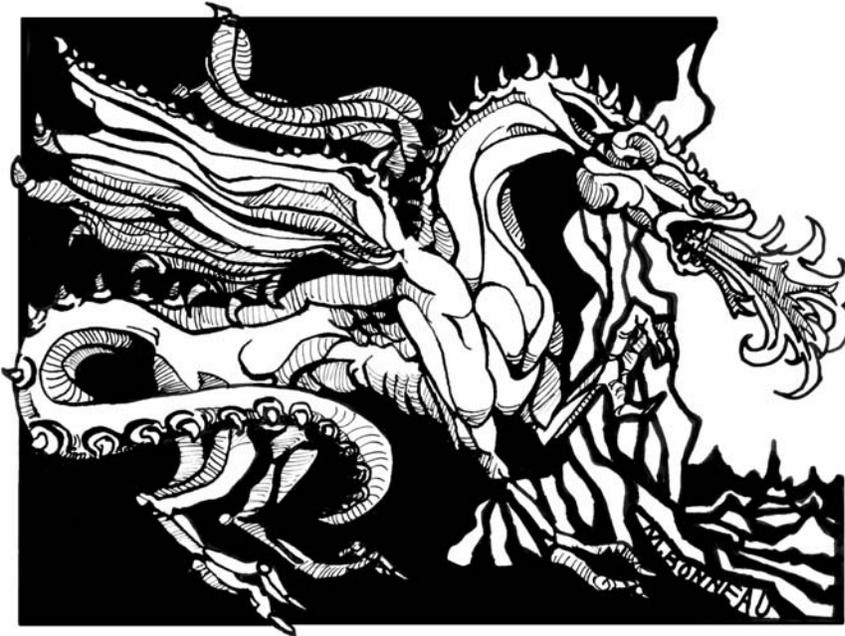### Fantasy Roleplaying Game

Game Master's Reference Book

Created by
J. T. Swill & G. Vrill

Wayfarers™

GAME MASTER'S REFERENCE BOOK

A roleplaying game by

J. T. Swill

&

G. Vrill

A Ye Olde Gaming Companye Creation

Copyright © 2012

by

J. T. Swill and G. Vrill

ISBN: 978-1-907702-98-3

http://www.yeoldegamingcompanye.com

Pronoun usage: Male and female pronouns are used throughout this book. However to improve readability, occasionally just one gender is used when either would suffice. -The game is meant to be played by all.

Note: It is assumed that the reader possesses the Wayfarers Player's Reference Book, and is familiar with its contents. This book is intended for those who wish to run Wayfarers games as the Game Master. If you have not read the Player's Reference Book, please do so before reading this book.

Credits

TABLE OF CONTENTS

TABLES, FIGURES AND LISTS

GAME MASTER'S REFERENCE

SKILL POINTS & CHARACTER SKILLS

Skill points are the currency of character experience. In general, PCs are granted skill points by the Game Master as a reward for their efforts and accomplishments during gameplay. Concurrently, as characters spend skill points to acquire new disciplines and proficiencies, the acquisition of skill points translates into a character's growth due to practice and experience. As a general rule, skill points should be awarded to characters at the end of each game session, or occasionally at the end of an adventure if a game session ends in the middle of an ongoing exploit.

Awarding of Skill Points

The rate at which characters are awarded skill points is ultimately left to the Game Master. However, as a general rule, a successful game session should award a character between 2 to 5 skill points. As an example, a character hired to find and capture an assassin might earn 2 skill points if the assassin is easily found and captured. However, if the assassin must be tracked across the country and extracted from his guarded lair, 4 skill points may be awarded.

Characters should not only be awarded skill points for achievements, but also for the quality of the player's gameplay. Good gameplay on behalf of a player means remaining engaged, actively working to keep the game enjoyable, and developing and maintaining a consistent and compelling character personality. Thus, based upon a player's

performance, the Game Master might adjust the number of skill points awarded to his or her character. Using the previous example, the character easily locating and capturing the assassin might earn 3 or 4 skill points if he stayed true to his persona and helped to make the game fun and exciting. Conversely, although the character might have traveled far and battled hard to capture the assassin, he could earn just 2 or 3 skill points if the player's performance was lack-luster, counter-productive, or if the character was played with little or inconsistent personality.

As mentioned, it is up to the Game Master to decide how many skill points a character may earn after an adventure. However, some examples of rewards are provided based upon successful gameplay:

1 skill point: The character successfully negotiates to obtain the character party passage upon a ship without alerting the local militia of their escape.

1 skill point: The character wins a bar-fight.

1-2 skill points: The character survives gladiatorial combat.

2 skill points: The character survives a bandit attack, and succeeds in protecting the caravan's valuable cargo.

2-3 skill points: The character sneaks into the mayor's house and steals a valuable painting.

2 skill points: The character frees his companion from jail.

2-3 skill points: The character locates a witch that has been capturing local children, and slays her in combat.

2-3 skill points: The character finds a band of gnoles plaguing a trade route, and returns with their chieftain's head for a reward.

3 skill points: The character discovers the location of an ancient library, and sells some uncovered tomes to a Hermetic guild.

3-4 skill points: The character raises a locale militia, and leads a successful revolt against a tyrannical feudal lord.

4-5 skill points: The character uncovers a local demon worshipping cult, fights the members and a demon, and discovers a powerful artifact.

Note: It should be stressed that these are only suggestions of skill point rewards. The Game Master may alter skill point rewards based upon his or her own designs for character advancement.

Awarding skill points to the character party: When awarding skill points to multiple characters, many Game Masters choose to simply give an equal number of skill points to each character. For example, after the character party fended off a pirate attack, the Game Master might give each 2 skill points to each PC involved. Awarding skill points equally has the advantage of being simple, and it usually diminishes the chances of a player feeling hurt due to uneven rewards.

On the other hand, equally awarding skill points to the character party can overlook one player's extraordinary behavior, or unfairly reward

the unexceptional gameplay of another. For this reason some Game Masters grant skill points on a character-to-character basis. However, if you choose to use this method, it is suggested you first award a base number of skill points to the entire party. Following this, then add 1 more skill point to the most outstanding of characters, making sure to note why they deserve such recognition. Overtly rewarding positive gameplay is usually much more successful than explicitly penalizing substandard play.

As the Game Master, it is up to you to decide how skill points will be awarded during your campaign. However, more important than the choice you make, is that you remain consistent with this method once you have decided.

Character skill levels: Each time a character gains 10 skill points, he or she advances to a new skill level. Characters begin at skill level 0 with 0 earned skill points. As provided in the Player's Reference Book, the following table indicates how characters increase in skill level, and the types of skill points they earn at each new level.

Table 1.1.1: Skill levels and skill points

Total skill points earned	Skill level achieved	Discipline points earned	Proficiency points earned
-	0	-	-
10	1	6	4
20	2	6	4
30	3	7	3
40	4	7	3
50	5	8	2
60	6	8	2
70	7	9	1
80	8	9	1
90	9	10	-
100	10	10	-
110	11	10	-
120	12	10	-
130	13	10	-
140†	14	10‡	-

† 10 skill points per level thereafter.
‡ 10 discipline points earned per level thereafter.

Skill point expenditures: Skill points earned between levels may only be spent upon achieving the next level.

Characters may only spend skill points at the Game Master's discretion. That is, if a character wishes to spend newly granted skill points on a new discipline or proficiency, the Game Master must decide if the environment permits the character to do so. Unspent skill points may be saved indefinitely until used. For example, if a character earned enough skill points to achieve a new skill level at a mountain fortress, it is unlikely he could spend them upon his Swimming proficiency.

As Game Master, it is up to you to decide if conditions permit the acquisition of new knowledge and skills. However, remember that characters work hard to gain their skill points. It is therefore suggested that characters be able to train themselves in most skills with limited difficulty.

Training time: Acquiring new skills should not be automatic. Generally it is assumed the character has put some work towards a new skill before spending skill points. However, it is also suggested characters need to spend some time in practice or training when acquiring or improving a skill. As a general rule, a character should spend two days in training for each skill point spent upon a new discipline or

proficiency. For example, if the character wished to learn the Disarm discipline (5 skill points), he would need to spend 10 days training in order to perfect his new skill.

Available disciplines and proficiencies: As the Game Master, you may decide that some skills are unavailable within your particular campaign setting. For example, in a world abandoned by the gods, you may wish to prohibit all Faith magic and Ritual magic skills entirely. Conversely, you may wish to create new skills that are not provided here (see Optional Disciplines and Proficiencies section). However, if you choose to modify the available skill list, it is suggested you do so before beginning the campaign. Furthermore, every player should be aware of which skills are or are not available prior to character creation.

Mechanics of Character Proficiencies

As explained in the Player's Reference Book, the use of a proficiency typically requires the character to make a proficiency check. A proficiency check is made by rolling 1d20 for each grade of the proficiency, discarding all but the highest rolled dice (see Skills & Skill Points section for details). For example, were the character to have the Tracking proficiency grade IV, he would roll 4d20 when making a Tracking proficiency check. If making a check, the dice showed 2, 12, 13, and 17, the result would be 17. After applying any modifiers, if the check results in a number equal to or greater than a target number provided by the Game Master, the check is successful. If the check results in a number less than the target number, the check fails.

Example: A character with Religious Knowledge grade III wishes to identify the holy symbol of an ancient religious sect. As the cult has been extinct for some time, the Game Master determines that a target number of 13 is necessary for revealing the provenance of the symbol. The character rolls 3d20 with a result of: 1, 7, and 14. The 1 and 7 are discarded. Thus, the final result of the character's Religious Knowledge check is 14; the character succeeds in correctly identifying the holy symbol.

Natural 1's and 20's: Whenever a proficiency roll results in a natural 1, regardless of any modifiers, the check is considered an automatic failure. Conversely, any proficiency check roll resulting in a 20 is considered an automatic success.

Refereeing Proficiency Checks

Proficiency checks are one of the most commonly used mechanics during gameplay. However, unlike many game mechanics, each use of a proficiency by a player character requires a judgment call by the Game Master. In the following section, we provide information regarding the refereeing of proficiencies, as well as an in-depth treatment of each character proficiency.

Proficiency check target numbers: As previously stated, the Game Master assigns higher target numbers to proficiency checks to reflect difficulty, whereas lower target numbers are assigned to reflect simplicity of a task. As an example, the character leisurely climbing an oak tree might be given a target number of 5 for his Climbing proficiency check, whereas the character ascending a castle wall in a blizzard might be given a target number of 16.

As the Game Master, it is up to you to assign target numbers for all proficiency checks. However, it should be stressed that target numbers should be fair, and most importantly, target numbers should be consistent. In fact, it might be worth making note of target numbers as they are assigned, so that future target numbers are in-line with those previously used. A rogue that has recently climbed a castle wall of

target number 10 would be unhappy to find a simple fence within had a target number of 12!

It is also worth mentioning that although there are no upper limits for target numbers, target numbers of greater than 20 are rarely necessary. Only in extreme cases, (as when a character is attempting the extraordinary), should a target number of 21+ be given. In fact, in such situations, it is often appropriate for the Game Master to simply tell the character the attempt cannot succeed and to move on. That being said, a target number of 23 or 24 might be used when only the most skilled character should have any chance at all of succeeding. Even so, it should be remembered that a natural 20 will give any proficient character a chance of success in these circumstances.

Here a table is provided to aid a Game Master in assigning proficiency check target numbers:

Table 1.1.2: Proficiency check target numbers

Difficulty of task	Proficiency target number
Average, straight-forward	5-9
Difficult, involved	10-14
Unlikely, complicated	15-19
Incredible, amazing	20+

Note: In addition to environmental factors, a proficiency check target number might also be adjusted by other influences, such as worn armor, magical items, spells, resources or lack thereof, time constraints, etc.

Using proficiencies: Remember, as the Game Master it is up to you to determine when proficiencies can and cannot be applied. Proficiency checks should only be used when they aid the roleplaying experience. When the result of a proficiency check has little to do with the story, or when a success or failure would be extremely detrimental, simply state the circumstances and move along.

Proficiency checks constitute the most variable mechanic in Wayfarers. When proficiencies can be used and what they can accomplish will vary from group to group. This is no mistake. Proficiencies skills have a wide-range of application and often interact with roleplay. For this reason, it is important that each group employs them in a manner that best matches their preferred style of play. There is no right or wrong way to use proficiencies in Wayfarers. However, for proficiencies to be a useful and additive mechanism, it is important their application remain more or less consistent within a particular campaign. For this reason, it helpful for the Game Master to consider when proficiencies can be used and what they can accomplish before starting a new game.

Can a character try to pick every lock? Can information be gleaned from every arcane text? Are there some walls that simply cannot be climbed? When proficiencies can be used and what they can accomplish largely depends on what proficiency skills represent. If you assume that proficiency skills represent extraordinary talent or knowledge, then it's likely that proficiency checks will be allowed for tasks ranging from the mundane to the superhuman. One the other hand, if you feel that proficiencies more accurately represent a range of conventional expertise, then proficiency checks might only apply when a task is humanly possible.

Consider a character making a Tracking proficiency check. The character examines a faint set of footprints along a forest path. The GM knows that three horses made the tracks two days prior. One horse carried a human, the other a gnome, and the third was a pack

horse. It has also rained since the tracks have been made. Due to the conditions, the GM decides a tracking check of 15 will enable the character to garner useful knowledge about them. The character making the Tracking check rolls a 20, the most successful result possible. Here, consider the responses of three different Game Masters:

GM1: "By the nature of the tracks, you can tell that three horses passed two days ago. Carefully examining the gait of these horses you can discern that one horse carried a man-sized rider, another a much smaller rider and the third was a pack horse laden with supplies.

GM2: "The tracks are faint and unclear due to rain. However, you can tell that three horses passed here two days ago, and it seems that each horse was carrying something, possibly a rider or supplies."

GM3: "The tracks are very poor. You are pretty confident that three horses made these tracks a couple of days ago, but the conditions make it impossible to reveal anything else about them."

It can't be said that any of these GMs ruled incorrectly. The three rulings simply reflect different styles of play. Whereas GM1 tends towards the fantastic, GM3 tends towards the realistic, and GM2 falls somewhere in the middle.

As the Game Master, when you allow for proficiency checks and what they can accomplish goes a long way in setting the tone of the campaign. A player that can climb a polished granite wall with a successful Climbing check will reasonably expect to be able to accomplish the unbelievable whenever a 20 is rolled. If this is what you look for in a game, that's fine. However, it is worth considering that such an interpretation of proficiencies can lead characters to expect to be able to use proficiency checks whenever they like. On the contrary, if a player feels their proficiency accomplishments are mundane regardless of what they roll, proficiencies will not represent a rewarding component of character development. As a result, it is suggested that the Game Master work to establish a consistent and meaningful use of character proficiencies.

In general, proficiency skills work best when the following rules hold true:

1: Not all actions that could require a proficiency check should. For many easy tasks, simply having the proficiency should be all that is required for success. For example, any character with Wilderness Lore should be able to make a fire in optimal conditions.

2: Sometimes a successful proficiency check is not possible. Just because a character has the proficiency skill does not mean they have a chance at succeeding at every related task. Some locks cannot be picked with normal tools. Useful herbs cannot be found on a glacier. A greased wall with no hand or foot holds simply cannot be climbed. Don't hesitate to tell a character that something is impossible.

3: Not all proficiency check successes are complete. Often a successful proficiency check means the best outcome considering the circumstances. For example, a character making a Religious Knowledge check about an extinct cult might recognize the cult's influences, and possibly the meaning behind the cult's symbolism. However, the check will not give the character knowledge that no longer exists.

Proficiency checks should be applied in a manner that is logical and conducive to gameplay. Proficiency skills enable players to define their characters not only in terms of magic and might, but as individuals with unique skills that allow them to navigate the campaign world. If used properly, proficiencies can make characters feel more well-rounded and unique. In the hands of a cooperative gaming group, proficiencies

can aid the players and Game Master when deciding upon what a given character can reasonably accomplish. However, if used improperly, proficiency skills can become an impediment or alternative to creative gameplay.

Proficiency checks without target numbers: In cases where success or failure is not absolute, proficiency checks may be made without target numbers. Here, the result of the check indicates not absolute success or failure, but how well the character performs the task. For example, a character attempting to hide in the shadows of a darkened street might easily go unseen by a drunken peasant. However, it might be much more difficult to avoid the attention of a patrolling city guard. Rather than the character make a Stealth check for each individual that might pass by, the result of his Stealth denotes how easily or difficult it is for passersby to detect him.

In cases where a character makes a proficiency check without a target number, the Game Master may apply modifiers to the character's check to indicate the difficulty of the task. For example, were a character to use Stealth to hide in a well-lit laboratory, the Game Master might apply a -3 modifier to the character's check to reflect the undesirable light conditions.

Related attributes: Each proficiency is related to one attribute. For example, the Acrobatics proficiency is related to the agility attribute. Thus, a high agility may benefit a character's Acrobatics proficiency checks. Conversely, a low agility score would penalize a character's Acrobatics proficiency checks. For these proficiencies, a character's attribute score may apply a modifier to the final die result of a proficiency check. The modifier of a related attribute score upon a proficiency check is such:

Table 1.1.3: Proficiency check attribute modifiers

Attribute Score	Proficiency modifier	Attribute Score	Proficiency modifier
1	-4	12-13	-
2-3	-3	14-15	+1
4-5	-2	16-17	+2
6-7	-1	18-19	+3
8-11	-	20	+4

For example, in the case of the Climbing proficiency, the related attribute is agility. Thus, a character with an agility score of 14 would have a +1 modifier to all Climbing proficiency checks.

Example: A character with a 14 agility attribute score and a Climbing proficiency of grade II, attempts to climb a wall with a target number of 9. He rolls 2d20 with a result of: 1, 8. The 1 is dropped. Thus, the final roll result is 8. However, as the character has a +1 agility-related proficiency modifier due to his 14 agility score, the final Climbing proficiency check result is 9. Therefore the character succeeds in climbing the wall.

Proficiency check failures: As a general rule, once a specific proficiency check is failed, all further checks made by the same character to attempt the same task will fail. If this were not the case, a character failing to pick a lock might simply roll until a success was indicated. Thus, it should be understood that a failed proficiency check does not necessarily represent one failed attempt at the task. In fact, a failed proficiency check is more accurately seen as a character's inability to perform the task at hand.

That being said, there are some circumstances where a character might be allowed to reattempt a task even after failing a prior proficiency check. For example, if a character that failed to pick a lock with only a toothpick was subsequently provided the appropriate lock-picking tools,

it is reasonable that an additional Lock-picking check could be made. However, reattempts of a previously failed proficiency check *must* reflect a substantial change in circumstances. As such, a player stating: "I would like to try that again. However, this time I take my time." does not constitute a compelling argument for an additional proficiency check.

Note: Upon achieving a new skill level, and/or spending more skill points on the proficiency, a character may attempt a failed proficiency check once again. Even so, it should be noted that spending additional skill points on a proficiency implies at least a minimum of training, which will likely take several days time.

Non-proficient checks: At times, characters may wish to attempt an action or draw upon knowledge that is covered by a proficiency they do not possess. This is reasonable. For instance, although a character may not have the Local Knowledge proficiency, it does not imply the character has no knowledge of his hometown at all. Thus, proficiency scores do not simply reflect possession of a skill or expertise. More accurately, a proficiency score reflects an uncommon degree of skill or expertise in that particular talent or subject.

For this reason, all characters may attempt 'non-proficient checks' in most proficiencies they do not possess. Nonetheless, these attempts are much more difficult, as they roll 2d20 and keep the lower of the two dice. This non-proficiency may be considered as proficiency grade 0. Just as with proficient checks, in the case of non-proficient checks, a natural roll of 20 is considered an automatic success. Similarly, a natural 1 rolled on a non-proficient check is considered an automatic failure.

Similar to proficiency checks, if a non-proficient check fails, the character may not successfully attempt that specific task again until achieving the next skill level. As previously stated, non-proficient checks may not be made for proficiencies that have a prerequisite skill, such as the Dweomercraft proficiencies, or when it is stated explicitly, as for the Healing proficiency.

Use of multiple proficiencies: Occasionally multiple proficiencies may be used for the same effort made by a character. For example, if a character wanted to know the name of a mayor of a small town, the World Knowledge, Regional Knowledge and/or Local Knowledge proficiencies might apply. In these instances, it is suggested characters be able to use all proficiencies available to them that might result in a successful check.

Still, it should be stressed the Game Master alone must determine which proficiencies are applicable to any given situation. Furthermore, each proficiency must be given a unique target number. In the example above, in order to recollect the name of a small town mayor, a World Knowledge check of 16, a Regional Knowledge check of 12, or a Local Knowledge check of 8 might indicate success.

Sometimes a task might allow for use of multiple proficiencies, but with each success resulting in a different outcome. For example, if the players were walking upon a wilderness path, the Game Master might ask the characters to make a Tracking check of 10, a Perception check of 11 or even a Wilderness Lore check of 13. In each case, success indicates the character recognizes a trail of faint footprints. However, whereas Perception only identifies the presence of the footprints, and Wilderness Lore is able to identify the creature as bipedal, only the Tracking proficiency could reveal the tracks were left by a large limping ogre, traveling south two days previous.

In all circumstances, it is ultimately up to you, the Game Master, to determine when each proficiency may be used and what a successful proficiency check indicates.

Note: Non-proficient checks may never be used in addition to proficiency checks.

A Treatment of the Proficiencies

A general description is provided for each proficiency in the Player's Reference Book. Here we provide a treatment of each skill from the perspective of the Game Master. Included are examples of how the skill might be used by players, and how possible outcomes might be refereed.

Acrobatics: The Acrobatics proficiency is somewhat self-explanatory. Any character with the proficiency possesses remarkable balance and athleticism. Typically Acrobatics checks should be required whenever an average person might be challenged by unstable footing, vertigo-inducing circumstances, or when he or she attempts to swing, tumble or leap in a manner that requires precision. Remember, walking a 2 ft. wide beam upon the ground is quite different than walking the same beam across a 100' deep chasm.

In addition to gymnastic feats, the Acrobatics proficiency enables a character to minimize or prevent damage that would be sustained from a fall, either by landing correctly, or slowing one's descent by the use of friction and handholds. In general, creatures suffer 1d8 for every 10' they have fallen, assuming they land on a hard, even surface.

In the event of a successful Acrobatics check, a character suffers only 1d4 points of damage for every 10' fallen instead of 1d8. For example, if a character with the Acrobatics proficiency falls 40', he or she will suffer 4d4 points of damage if a successful check is made or 4d8 points of damage if the check is failed. As a general rule, a target number assigned to a Acrobatics check will be 2 for every 10' fallen (rounded to 10') up to 100', to a maximum base target number of 20. For example, if a character fell 38', he would need to make a Acrobatics check of 8. A fall of 51' would require a Acrobatics check of 10. Target numbers assigned to Acrobatics checks may also reflect the surface below, the slope of the descent, or the opportunity for the character to slow his or herself.

Worn armor modifies all Acrobatics checks. However, armor may absorb falling damage. In addition to effects of armor, the Game Master may consider the equipment carried by the character when calculating Acrobatics proficiency check target numbers.

Typical Acrobatics target numbers are: rope ladder: 6, standing in a canoe: 8, walking atop of the city wall: 10, swinging across a chasm: 13, walking a tightrope: 16, carrying a fallen companion while walking atop a city wall: 18.

Ancient History: The Ancient History proficiency indicates the character has atypical knowledge of ancient personalities and events. Although historical knowledge may be political, military, cultural, and/or biographical in nature, the Ancient History proficiency does not necessitate a distinction between these subfields. Typically, a character with the Ancient History proficiency will employ the skill in order to garner new or supplementary information regarding some historical topic. Target numbers will generally reflect the rarity of such knowledge, as well as the resources, both past and present, available to the character. However, it should be stressed that a successful Ancient History check does not indicate complete knowledge of the topic by any means. Instead, a successful check will only guarantee the character accurate and useful information. Ancient History is both ancient and history. Thus, information rendered imperfect or incomplete over the course of time cannot be wholly restored regardless of the skill of the investigating scholar.

Typical Ancient History target numbers are: infamous emperor: 5, important battle: 7, ancient military commander: 11, little known sorcerer society: 14, purpose of an ancient ritual: 18.

Animal Handling: The Animal Handling proficiency regards the care, behavior, and training of a specific type of animal. Proficiency checks concerning immediate tasks will likely include: calming a disturbed or aggressive animal, evaluating the domestication or health of an animal, or inducing a trained animal to attempt an unusual or dangerous task. Actual training of an animal from a wild to useful and dependable temperament will require some resources, and generally an extended period of time. Ultimately, it is up to you, the Game Master, to determine the minimum requirements of a successful training regimen. As stated in the Player's Reference Book, training of a wild dog may take several weeks, whereas training an exotic animal such as a griffon might take several months of time. Animal Handling target numbers should be adjusted due to resources, time constraints, and/or the age, quality, and disposition of the animal. It is suggested that when training a new animal, the Animal Handling check be made at the outset of the training. After training for the predetermined time, the character should then be given some non-catastrophic indication of the animal's utility. In the case of failure, further training may be an option if circumstances permit. Typically, additional attempts to train an animal are more difficult than previous attempts, especially when conducted by the same trainer.

Unlike most proficiencies, the Animal Handling proficiency is subdivided into specific classes of animals. Thus, the class 'dogs' might include wolves, fox and domesticated dogs. As the Animal Handling proficiency is limited to one animal class, multiple Animal Handling proficiencies may be purchased. However, possessing Animal Handling for any animal is better than no Animal Handling at all. For example, a character with 'Animal Handling: dogs', would be more capable of calming a nervous horse than a character with no Animal Handling skill whatsoever.

Typical Animal Handling target numbers are: evaluating an animal's training/quality: 5, calming a nervous animal: 7, inducing an animal to run through/jump over flames: 14, training a similar species (i.e. dog vs. cat): 15, training a dissimilar species (i.e. horse vs. bird of prey): 18.

Arcane Knowledge: In many respects, the Arcane Knowledge proficiency may be treated similar to the Ancient History proficiency. Indeed, Arcane Knowledge might be named 'ancient magical history'. As such, Arcane Knowledge indicates extraordinary knowledge of the history of relics, mages, magical items, hermetic sects, curses, magic artifacts, and similar topics. Like Ancient History, the Arcane Knowledge proficiency does not require distinction between these subfields. Character with the Arcane Knowledge proficiency will most often employ the skill in order to gather new or ancillary information regarding some magical topic, symbol or device. Target numbers will generally reflect the rarity of the knowledge, as well as the resources made available to the character. However, like all knowledge proficiencies, a successful Arcane Knowledge check will only result in accurate and useful information; rarely will it provide comprehensive understanding.

The Arcane Knowledge proficiency will not enable a character to decipher Hermetic or Hedge magic runes. However, it is possible the magical nature of the runes may be known. For example, a successful Arcane Knowledge check might reveal that a magical seal is inscribed with symbols of abjuration magic. Similarly, Arcane Knowledge will not enable the utility of magical devices, but may provide insight into the nature of such devices. For example, a character finding a magical staff might employ the Arcane Knowledge proficiency to ascertain the

reputed magical properties of similar staffs. This knowledge will be greatly enhanced if the creator of the staff is known to the character.

Typical Arcane Knowledge target numbers are: recognizing the type of magical runes (Hermetic vs. Hedge): 5, infamous archmage: 8, typical use of a spell component: 10, symbol of a small fraternity of illusionists: 13, creator of an artifact: 19.

Artistic Ability: The Artistic Ability proficiency reflects a character's skill in a particular art form. Like the Animal Handling proficiency, the Artistic Ability proficiency requires the character to select a subcategory such as: painting, writing, sculpture, a musical instrument, or dance. For example, 'Artistic Ability: flute' and 'Artistic Ability: poetry' are both appropriate subcategories of the skill. As a purveyor of a discipline, the character with Artistic Ability also becomes both a scholar and critic. Thus, in addition to using the proficiency to create a work of art, it may also be used to determine the quality of a work, to identify the artist's influences, and as a resource of historical knowledge related to the specific art form.

If a character does employ the proficiency to create a work of art, it is suggested the Artistic Ability check be made after both time and resources have been spent. At this time, the character should then be given a general indication of the work's quality. However, it must be stressed that even a work of extraordinary quality will not necessarily be recognized as such by all who observe it. In fact, it should be remembered that many famous artists struggled to gain recognition and commercial viability for extended periods despite subsequent acknowledgment of their work's intrinsic value.

Artistic Ability checks do not typically require specific target numbers, but the results rather indicate the quality of the work. The Game Master might apply modifiers to the character's check to reflect resources and/or time, however.

Typical Artistic Ability results might indicate: street-art quality: 5, commercial craft: 8, apprentice quality: 10, fine art: 14, major achievement: 17, masterwork: 19, magnum opus: 20+.

Armor-making: The Armor-making proficiency reflects a character's skill in construction, repair, or resizing of armor. Provided with adequate funds, equipment and time, a character can fashion useable armor from raw materials. Armor-making proficiency target numbers should be adjusted due to resources, time constraints, and/or ornamentation. General guidelines for time, cost, and target numbers associated with standard types of armor are provided below:

Table 1.1.4: Armor-making

Armor type	Construction time	Material cost	Target number
Shield, metal	1 week	5 sc	5
Leather	2-3 weeks	10 sc	7
Padded	2-3 weeks	8 sc	5
Studded leather	3-4 weeks	30 sc	9
Ring	3-4 weeks	40 sc	8
Chain mail	5-8 weeks	65 sc	12
Splint	5-8 weeks	66 sc	10
Banded	6-8 weeks	80 sc	14
Plate	8-10 weeks	140 sc	16
Full plate	10-14 weeks	260 sc	17

Note: Although fashioning leather and metal armor is quite different, for game purposes, it is not generally necessary to make this distinction.

Shortages of resources or time, or additional ornamentation will likely increase the target number associated with the Armor-making check. In addition, unusual materials or alloys may affect the difficulty of the task. Conversely, extra time and/or quality materials may reduce the target number applied to an Armor-making check. It is suggested that the character make the proficiency check after both time and resources have been spent. A failed Armor-making check might indicate that further resources are needed for completion (perhaps due to unintended waste), or that the armor is flawed. In most cases, flawed armor may absorb less damage and/or have a higher strength requirement score than usually associated with the armor type. For example, a flawed suit of plate armor might only absorb 1d4 points of damage, or have a strength requirement of 20. On the contrary, extremely successful Armor-making checks (generally a result of 20+) may indicate a work of unusual quality. In these rare cases, the armor's strength requirement might be reduced, or the armor may actually absorb more damage than usual. It should be noted however, that finding such suits of armor should be extremely rare, and they will never be found in a public market environment.

Note: In addition to constructing and repairing armor, the Armor-making proficiency may be employed by the character to appraise armor as well.

Climbing: The Climbing proficiency indicates the character is adept at ascending difficult obstacles such as: trees, cliffs, buildings and walls. In general, characters climb at ¼ their movement rate; however, decrease this rate for extremely challenging climbs. As Game Master, assigning target numbers to Climbing checks is generally straight-forward. In most circumstances, failure of a Climbing attempt indicates the character falls. 1d4 may be rolled to determine at which point during the ascent the character fell: 1: near the bottom (no significant fall), 2: 1/3 the distance up, 3: 2/3 the distance up, 4: near the top. For example, if a character were to fail climbing an 80' cliff and rolled 1d4 with a result of 2, the character would plummet 27'.

In general, damage suffered from falling upon a hard surface is 1d8 per every 10' fallen to a maximum of 10d8. If a character falls upon a soft or sloped surface, -1 or -2 points of damage may be subtracted from each dice. Conversely, jagged or uneven surfaces might add +1 or +2 to each die rolled.

Typical Climbing target numbers are: tree: 6, rough cliff face: 8, rough city wall: 9, rough city wall with a lame arm: 13, smooth brick wall: 16, wall of ice: 18.

Contacts: The Contacts proficiency indicates the character has a number of useful social relationships within a specific region or locale. As such, the Contacts proficiency might be specific to either one large city, or several hamlets within a culturally unified area. Therefore, it is possible a character may have more than one Contacts proficiency, with each proficiency score relating to a distinct region. Typically, a character can draw upon contacts within these areas for services, aid and/or information. As a Game Master, it is important to require that a character spending skill points in the Contacts proficiency to spend a fitting amount of time in the area in which the contacts are to be established. Furthermore, even after contacts have been made, reciprocity is essential to maintain these relationships. Failure to do so should result in increased difficulty of future proficiency checks, or decrease the quality of the aid provided. Remember, the Contacts proficiency can work both ways. Thus, a well-connected character will

likely be approached for services and/or aid just as he might approach others within his network.

Typical Contacts target numbers are: passage upon a sailing vessel: 5, safe house: 8, fence for contraband: 11, informant within a house of government: 14, hired assassin: 17.

Disguise: The Disguise proficiency reflects the character's ability to alter his or her appearance, either through costume, acting or a combination thereof. Using Disguise, a character might attempt something as mundane as blending into a crowd, or as complicated as imitating a well-known persona. Typically, the difficulty of any Disguise attempt is a combination of the complexity of the disguise, and the acuity of the audience to be fooled. Instead of attempting a target number, a character should roll a Disguise check, with the outcome indicating the quality of the disguise.

To perceive individuals using Disguise, a character may use the Perception proficiency (or a non-proficient Perception check). To identify a disguised individual, a Perception check is made with a target number equal to the individual's Disguise check result. For example, to perceive a disguised individual who rolled a Disguise check result of 16, a Perception check of 16 or more must be made.

Using the Disguise proficiency a character may alter his or her own appearance to appear older, weaker, stronger, etc. As a general rule, a character may alter his height by up to 6", decrease his weight by 30 lbs., or increase it by 100 lbs. Disguise checks target numbers may be adjusted due to resources available, complexity of the alteration, or intelligence of the audience.

Typical Disguise check modifiers are: blending into a crowded market: +4, appearing wounded: +2, imitating a non-familiar persona: +2, imitating the opposite sex: -4, imitating a famous persona: -6.

Note: Imitation of a specific persona is nearly impossible if the viewer is extremely familiar with the person being imitated.

Distract: The Distract proficiency indicates a character has the trained ability to direct an audience's attention away from a specific object, person or action, using multiple attention-drawing schemes. However, although the Distract proficiency may be used in conjunction with Sleight-of-hand, the Distract proficiency alone does not enable a character to perform exceptionally dexterous actions as part of the deterrent. For example, employing Distract, a character might draw away a crowd's attention, enabling the switch of a false gemstone for the genuine article on display. However, the Distract proficiency will not enable the character to make such a switch in plain view, as the Sleight-of-hand proficiency might.

Instead of attempting a target number, when using the Distract proficiency a character should roll a Distract check, with the outcome indicating the effectiveness of the distraction.

To resist a distraction attempt, any character or creature present may make a Mental Resistance check with a target number equal to the Distract check result. If the Mental Resistance check is successful, the creature is not distracted. For example, if a character with Distract grade II who rolled 2d20 with a result of 7 distracted a shopkeeper, the shopkeeper could make a Mental Resistance check of 7 to resist.

As a general rule, if used in conjunction with Sleight-of-hand, a successful Distract check will improve the Sleight-of-hand check by +1 for each grade of the Distract proficiency the character possesses. For example, consider a character with Distract grade II successfully distracts a merchant and then uses Sleight-of-hand to pilfer his coin purse. The character may add a +2 modifier to his Sleight-of-hand roll.

Note: A failed Distract check combined with Sleight-of-hand will generally make the mark suspicious, adding a -4 modifier to the Sleight-of-hand roll.

Dweomercraft (Hedge): As the primary use of the Dweomercraft proficiency is to create new spells, its consequences can be significant and far-reaching. For these reasons, Dweomercraft may be one of the most difficult character skills to referee. It must be stressed that all attempts by a character to create a new spell must first have the explicit approval of the Game Master. As such, the Game Master must be allowed adequate time to review each spell before a character sets out to create it.

Hedge Dweomercraft may only be purchased by characters with Hedge Magic Potential. All spells created with the Hedge Dweomercraft proficiency should therefore fit within one of the Hedge magic schools: alteration, artifice, charm, divination, illusion, or jinxes. Only spells that conserve the spirit of the basic Hedge magic spell list may be made by the Hedge Dweomercraft proficiency. Thus, a Hedge magic spell causing a bolt of acid to shoot from the alchemist's finger should be summarily rejected. On the other hand, a spell causing an object to appear some distance from its actual position might be reasonably considered. As a general rule, newly created spells should be somewhat less potent than those provided in the basic spell list.

Note: It is the Game Master alone who must determine if a spell is appropriate for the campaign setting, and whether not a proposed spell is over-powered or unreasonable. If, as Game Master, you have misgivings about the creation of new spells, or doubt your ability to properly referee the creation of new spells, it is suggested that the Dweomercraft proficiency be removed from the campaign altogether.

The construction of new spells requires a substantial amount of time and resources. If after review it is determined that a character may attempt to make a new spell, the Game Master should provide the character with information regarding the resources and time required for making the spell. As a general rule, time spent making a Hedge magic spell is equal to 2 weeks per Circle of the spell to be created. In addition, it is encouraged that resources be required. These resources may be in the form of rare tomes, access to a library, or actual materials, such as rare ichors, powders or inks that must be consumed in experimentation. Thus, not every location will permit the character to conduct dweomercraft successfully. Although a flat monetary expenditure should not be adequate, a typical cost for creation of a new spell should be (spell Circle)^2 x 75 silver royals to be created. For example, a 3rd Circle spell will cost 675 silver royals, and a 5th Circle spell would cost 1875 silver royals.

Of course, characters may only attempt to create spells of Circles that they can cast. Hedge Dweomercraft checks should be made after the expenditure of all necessary resources. A successful check indicates the new Hedge spell has been created. In addition, the creator of the spell is now able to cast it. Failure indicates that no spell has been created.

Under most circumstances, Hedge Dweomercraft check target numbers are adjusted by the Circle of the spell that is to be created. As a general rule, this target number is 12 plus the Circle of the spell. For example, an alchemist attempting to create a new 4th Circle spell must make a Dweomercraft check of 16. However, an alchemist may increase his or her chances of dweomercraft success by spending more time. It is suggested that for each additional week spent making the spell (to a maximum of 4), the Game Master apply a -1 adjustment the Dweomercraft target number. For example, a character spending 4 weeks to create a 1st Circle spell would need to make a Dweomercraft check of 11. Nevertheless, if resources are not ideal, penalty modifiers may be applied.

If an alchemist character fails to make a spell, the character's next Dweomercraft check to make that spell is modified by +2.

The nature of a particular campaign setting may greatly affect the difficulty of making spells. For example, in a world where magic has been lost for eons, dweomercraft will always be a difficult and intensive undertaking. For this reason, it is strongly suggested that the Game Master feel free to modify the rules concerning dweomercraft as he of she sees fit. However, in such cases, it is advised the Game Master be as consistent as possible, and base his or her decisions upon the nature of the world, rather than simply the desires of those characters wishing to make spells.

Note: In addition to the creation of spells, Hedge Dweomercraft proficiency checks may be used in the construction of magic potions or scrolls. An explanation of this use of Hedge Dweomercraft may be found in the Creation of Magic Items section.

Dweomercraft (Hermetic): Hermetic Dweomercraft may only be purchased by characters with Hermetic Magic Potential. In most respects, the Hermetic Dweomercraft proficiency resembles the Hedge Dweomercraft proficiency. Furthermore, resources necessary for the creation of Hermetic magic spells are similar to those needed for Hedge magic Dweomercraft. However, the typical cost for creation of a new Hermetic spell should be (spell Circle)^2 x 100 silver royals to be created. For example, a 3rd Circle spell will cost 900 silver royals, and a 5th Circle spell would cost 2500 silver royals. In general, time spent making a Hermetic magic spell is equal to 2 weeks per Circle of the spell to be created.

Spells created by the Hermetic Dweomercraft proficiency must fit within one of the Hermetic magic schools: abjuration, alteration, annihilation, artifice, astromancy, charm, divination, evocation, horology, metamagic, or summoning. As these schools represent vast spell-making possibilities, the Hermetic Dweomercraft proficiency is especially difficult to referee. Thus, as stated in the Hedge Dweomercraft treatment: If, as Game Master, you doubt your ability to properly referee the creation of new spells, it is suggested the Dweomercraft proficiency be removed from the campaign altogether.

Characters using Hermetic Dweomercraft may only attempt to create spells of Circles they can cast. Dweomercraft checks should be made after the expenditure of all necessary resources. A successful check indicates the new Hermetic spell has been created, and that the creator of the spell is able to cast it. Failure indicates that no spell has been created. Typically, Hermetic Dweomercraft check target numbers are 12 plus the Circle of the spell that is to be created. For example, a wizard attempting to create a new 6th Circle spell must make a Dweomercraft check of 18. Even so, a wizard may increase his or her chances of dweomercraft success by spending more time. It is suggested that for each additional week spent making the spell (to a maximum of 4), the Game Master apply a -1 adjustment to the Dweomercraft check target number. For example, a character spending 6 weeks to create a 2nd Circle spell need to make a Dweomercraft check of 12. If a wizard character fails to make a spell, the character's next Dweomercraft check to make that spell is modified by +2.

As mentioned in the Hedge Dweomercraft treatment, the nature of a campaign setting will significantly affect the Dweomercraft proficiency. For example, in a world where magic is abundant, and several magic guilds exist, dweomercraft may be a somewhat straight-forward undertaking. For this reason, it is suggested the Game Master modify the rules concerning Dweomercraft as he of she sees fit. Nevertheless, it is advised the Game Master be as consistent as possible, and base his or her decisions upon the nature of the world, rather than upon the desires of those characters wishing to make spells.

Note: In addition to the creation of spells the Hermetic Dweomercraft proficiency may be used in the construction of magic potions, scrolls, armor, weapons, wands and artifacts. An explanation of this use of Hermetic Dweomercraft may be found in the Creation of Magic Items section.

Engineering: The Engineering proficiency reflects a character's ability to plan, construct, or repair large scale projects of wood, earth, metal and stone. Bridges, towers, watermills, ramparts, and siege machines are all examples of possible engineering projects. Of course, a character with the Engineering proficiency will not be able to construct such works single-handedly. However, using the Engineering skill, the character may effectively employ and direct a labor force to accomplish the task at hand.

A character should be required to make an Engineering proficiency check at the outset of any project, as the consequences of success or failure might arise during resource appropriation, construction, or even initial use. In the event of complications, additional checks may be necessary in order to troubleshoot these setbacks. As the range of projects a character might undertake with the Engineering proficiency is great, it is left to the Game Master to determine the resources and time required for any particular project. However, as a general rule, most engineering projects are both costly and time consuming by definition. Of course, Engineering check target numbers may be adjusted due to resources, time constraints, or complexity. Failed checks may indicate that further resources are needed for completion, or that the project is flawed, and may have structural or mechanical deficiencies.

Typical Engineering target numbers are: rampart: 5, small cottage: 7, stone bridge: 10, wooden fort: 12, siege machine: 15, stone tower: 16.

Extra-planar Knowledge: The Extra-planar Knowledge proficiency reflects a character's study of extra-planar places and their denizens. In general, characters with the Extra-planar Knowledge proficiency may employ the skill to gain new or supplementary information regarding a personality, event, organization, place, or creature native to one of the outer Realms. For example, the Extra-planar Knowledge proficiency might be used to understand the culture of a clan of daevas, or to identify the location of a labyrinth within the Realms of Perdition. Target numbers assigned to Extra-planar Knowledge proficiency checks should reflect the rarity of the information desired, as well as the resources available to the character conducting the research. Like all knowledge skills, a successful Extra-planar Knowledge check should not impart comprehensive information or understanding. Instead, a successful Extra-planar Knowledge check will only provide accurate and useful, yet incomplete information.

Typical Extra-planar Knowledge target numbers are: natural environment of a plane: 5, city within another plane: 9, name of demon lord: 16, location of an ifriti castle: 19.

Gambling: The Gambling proficiency reflects a character's familiarity and skill with various games of chance and betting upon them. In addition, the Gambling skill indicates the character has an advantage over lesser skilled opponents when playing these games. As such, using the Gambling proficiency, the character may improve his or her odds of winning, or at the very least, hedge his or her losses. A character with the Gambling proficiency does not need to cheat to practice this skill. However, the character employing the Gambling proficiency will be more likely to notice cheating and should be aware of the odds, whether his or her handicaps are legal or otherwise. Nonetheless, a character with a Gambling proficiency may increase his odds through foul play. If a character wishes to do so, related Gambling check target numbers should be adjusted based upon the

specific circumstances and the skill of his or her opponents. As the Gambling proficiency comes with the promise of easy spoils, it is a proficiency apt to be abused. Thus, when refereeing Gambling proficiency checks, it is important to balance the risks and gains associated with the attempt. For example, impromptu games of chance at an inn will likely result in easy wins, but meager gains. Conversely, a high stakes game amongst members of a criminal organization will guarantee great risks and rewards.

If a gambling character opts to cheat, the Sleight-of-hand proficiency may be used in combination with the Gambling proficiency. If used in conjunction with Gambling, a successful Sleight-of-hand check will improve the Gambling check by +1 for each grade the character possesses in the Sleight-of-hand proficiency. For example, consider that a character with a Sleight-of-hand grade of III attempts to cheat while gambling at cards. After the character makes a successful Sleight-of-hand attempt in front of his opponents (perhaps sleeving a card), the character may apply a +3 modifier to his associated Gambling proficiency check.

Most often, gambling opponents may simply go head-to-head and roll their proficiency check dice, with individual with the highest result taking the most spoils.

Gambling target numbers may be used when playing against the house, or modifiers may be applied to reflect conditions such as: a drunken opponent: +2, crooked house: -4, ill-stacked deck or weighted dice: -6.

Note: A failed Sleight-of-hand check combined with Gambling will at the very least make the mark suspicious, adding a -4 modifier to the Gambling roll. However, in front of a veteran gambler, such a botched attempt will certainly be regarded as cheating.

Healing: The Healing proficiency allows a character to restore lost health points to him or herself, or another injured person. In general, it is not necessary to adjust Healing proficiency checks or assign target numbers. As explained previously, a Healing check roll result typically indicates the following:

1-4: No healing.
5-9: 1 health point restored.
10-14: 1d2 health points restored.
15-19: 1d3 health points restored.
20+: 1d4 health points restored.

For example, a character rolling a Healing proficiency check of 10 would heal the recipient 1d2 health points. Every Healing attempt should take a minimum of 2 rounds (20 seconds). For particularly grievous injuries, this time may be extended. It is also possible that a modifier might be applied to the character's Healing proficiency check if extra time is allotted for the treatment.

A Healing attempt may be made only once per day on any individual. However, a second Healing check is possible the same day if the recipient is subsequently injured after the first Healing check was made. As Game Master, you may require that bandages, salves, splints, and other first aid equipment be required for Healing proficiency checks. Healing cannot be performed by non-proficient characters.

Heraldry: The Heraldry proficiency reflects a character's knowledge in symbols and their use in representing groups, peoples, organizations, or at times, to convey other information. As such, a character might employ Heraldry to identify a family name associated with a coat-of-arms, the religion of a priest by the style of his cassock, or the symbol associated with a secret hermetic sect. In addition, the Heraldry proficiency may be used to determine less specific meaning associated with symbols that are employed by multiple groups. For example, the character might reveal that the recurrent theme of an eye is typically associated with matters of learning or revelation.

Typical Heraldry target numbers are: symbol of a major religion: 5, coat of arms of an illustrious family: 7, merchant emblem: 8, icon of a large crime organization: 11, dress of a secretive ritualistic sect: 17.

Herbalism: The Herbalism proficiency reflects a character's knowledge of useful plants and fungi. In general, a successful Herbalism check will enable a character to correctly identify flora or fungus, or to locate a desired specimen if conditions permit. Furthermore, in environments where vegetation is abundant, a successful Herbalism proficiency check might provide food for 1d3 individuals for one day.

In addition to sustenance, some plants and fungi have intoxicating, healing, or medicinal effects. In general, these herbs should be scarce, mild, and will likely include unfavorable side-effects. For example, consider that a character locates a rare mushroom that acts as a stimulant when eaten. In game terms, characters consuming this mushroom might get a +1 to their agility score for 2d10 rounds. However, unless the character consuming the fungus makes a successful Physical Resistance check, he or she might also suffer a -2 to their intellect score for a similar duration. As a general rule, the effects of such herbs should never be as powerful as magic potion, or as a 1st Circle spell. Furthermore, these herbs should be difficult to find, and very expensive if purchased.

Typical Herbalism target numbers are: jungle: 6, temperate forest: 8, finding a medicinal herb in average conditions: 10, desert: 14, rare exotic fungus: 18.

Inspire: The Inspire proficiency reflects a character's exceptional ability to motivate allied soldiers or companions. Typically, the Inspire proficiency may only be used in combat. If successful, an Inspire check will improve a character's ally's to-hit rolls, Physical Resistance, and Mental Resistance checks by +1. To inspire his companions, a character *must* combine the check with one bold or inspirational action. Such an action may be: leading an attack, resisting an onslaught of spells, or boldly exposing oneself to the enemy's wrath. In all cases, the Game Master determines whether an action is sufficient for an Inspire proficiency check. Inspire is prone to character abuse, it is important the Game Master reserve attempts to extraordinary (or at least uncommon) circumstances. As a general rule, the Inspire proficiency should only be allowed a maximum of one time per combat. Furthermore, Inspire should never be allowed when the character and his companions obviously have the upper-hand in a battle.

Once inspired, a character's allies will benefit from these bonuses for 2 rounds for every grade of the character's Inspire proficiency. For example, a character with an Inspire proficiency grade II may inspire his companions for 4 rounds. Even in extraordinary circumstances, Inspire may only be performed once per hour. The Game Master may adjust Inspire check target numbers based upon the severity of the situation, the present morale of the troops, or the reputation of the character using the skill. Employing the Inspire proficiency does not constitute an action in combat. Inspire cannot be performed by non-proficient characters.

Typical Inspire target numbers are: the recent appearance of additional support: 6, the character survives an extraordinary attack: 8, the odds of each side are even: 12, the character suffered a recent defeat: 15, a leading companion has recently fallen: 17, the objective appears suicidal: 20.

Note: The character making the Inspire check does not benefit from the skill. The Inspire and Intimidate proficiencies may be used in combination. However, the initial bold actions combined with each proficiency attempt must be entirely distinct. In rare instances the Inspire proficiency may be used outside of battle. For example, a sea captain might employ the skill to hearten his sailors before an oncoming storm.

Intimidate: The Intimidate proficiency reflects a character's exceptional ability to frighten or demoralize opposing forces. In many respects, Intimidate is similar to the Inspire proficiency. Similarly, Intimidate may generally only be used in a combat situation. However, when employed in combat, a successful Intimidate check will decrease a character's opponent's to-hit rolls, Physical and Mental Resistance rolls by -1. Like the Inspire proficiency, a character wishing to make an Intimidate check must combine the check with one bold action against the enemy. This action may include (but is not limited to): charging into a dangerous fray, surviving a powerful attack, grievously wounding an opponent. In all cases, the Game Master will determine whether an action is sufficient for an Intimidate proficiency check.

Once successfully intimidated, a character's enemies will suffer from these penalties for 2 rounds for every grade of the character's Intimidate proficiency score. For example, a character with an Intimidate proficiency grade III may intimidate his foes for 6 rounds. Intimidation may only be performed once per combat or once per day if the same enemy is reencountered. However, like the Inspire proficiency, Intimidate is prone to character abuse. Thus, it is imperative the Game Master reserve Intimidate proficiency checks to unusual (or at least uncommon) situations.

Unlike the Inspire proficiency, when using Intimidate, the character rolls a check, and all opponents within melee range of the character (typically 30' or less) must make a Mental Resistance check of the Intimidate result or be affected. For example, if a character with Intimidate grade IV who rolled 4d20 with a result of 18 was to intimidate an opponent, the creature could make a Mental Resistance check of 18 to resist.

Of course, mindless creatures, such as undead, cannot be intimidated. Likewise, large creatures of animal intelligence (intellect score of less than 3) will not be affected.

Intimidate checks usually do not require target numbers. However, a Game Master may modify Intimidate checks based upon specific circumstances, such as: the recent appearance of additional support: +2, the character survives an extraordinary attack: +3, the character suffered a recent known defeat: -3, a leading companion has recently fallen: -4, the tide of battle obviously favors the opponent: -6.

Note: The Intimidate and Inspire proficiencies may be used in combination. However, the initial bold actions combined with each proficiency attempt must be entirely distinct. Intimidate cannot be performed by non-proficient characters.

Jumping: The Jumping proficiency indicates the character has the ability to jump higher and farther than most. Typically, characters may standing broad jump 4', high jump 4', or running long jump 8'. However, for every grade of Jumping proficiency, a character's broad and high jumping distances increase by 1', and running long jump distances increase by 2'. For example, a character with a Jumping proficiency grade II has a base standing broad jump of 6', a high jump of 6', and a running long jump of 12'.

The Game Master should apply modifiers to Jumping checks if a character attempts to jump beyond these base distances. As a general rule, a target number of 2 is required to jump 1' farther than the character's base distance, and an additional +2 adjustment is made to the target number for each additional 1' to be jumped. For example, if the same character above is attempting to running jump over a 14 crevasse', a Jumping check of 4 must be made.

Wearing armor severely limits jumping distances. In addition to agility proficiency modifiers, worn armor impedance imparts a jumping distance adjustment for all jumps. After adjustments are made, any total jumping distance of 0' or less indicates the character cannot effectively jump while wearing the armor.

Note: Dwarven characters subtract 1' from their base jumping distances. Elven characters add 1' to their base jumping distances.

Leadership: In general, the Leadership proficiency reflects a character's ability to effectively lead a host of soldiers or allies in a coordinated action or combat. However, Leadership might also be used to run a political campaign, to lead a congregation, or to organize a trade guild. In addition, Leadership checks may be employed to recruit soldiers or allies for a cause. As an example, in neutral political conditions and with sufficient resources, a character might gather 4-40 recruits per day to join him in a cause or project. Leadership checks might also be made to maintain troop morale, to persuade a host into a prolonged march, or to face a daunting foe. Although a successful Leadership check will not guarantee that a character will achieve victory, multiple successful checks will increase the likelihood of a positive outcome.

If Leadership is employed to direct a military host, the Leadership and Martial Knowledge proficiencies may be used in conjunction with one another. In cases of military command, a character's Leadership proficiency checks may be modified by +1 for every grade of the Martial Knowledge proficiency he possesses. For example, if a character with Leadership grade II and Martial Knowledge grade III, is leading a cavalry charge through unfavorable terrain, he might employ a Leadership check with a +3 modifier due to his Martial Knowledge proficiency. A successful check might indicate the charge remains united, and thus bears down upon the enemy with maximum effect.

Typical Leadership target numbers are: veteran troops: 6, support of a local hero: 8, draft into a neutral cause: 11, poorly equipped force: 14, retreating across difficult terrain: 16, raising a peasant rebellion: 18.

Local Knowledge: Local Knowledge reflects a character's familiarity with a town, city or village, and the local terrain. Local Knowledge may incorporate either present day or historical information. In general, characters with the Local Knowledge proficiency may employ the skill to gain novel or additional information regarding a personality, event, organization or site within the locale. For example, the Local Knowledge proficiency might be used to understand the

composition of an influential family, as well as identify the location of their estate. Target numbers assigned to Local Knowledge checks should reflect the rarity of the desired information, as well as the resources available to the character. Like other knowledge skills, a successful Local Knowledge check does not impart complete information or understanding. A successful Local Knowledge check will only grant the character accurate and helpful, yet incomplete information.

Typical Local Knowledge target numbers are: mayor's name: 5, local tavern: 6, location of an abandoned mineshaft: 9, founding history of a town: 7, local legends: 8, location of thieves' guild: 14, identify local strain of schizothylerium: 20.

Lock-picking: The Lock-picking proficiency indicates a character's ability to open locks and similar security mechanisms. Typically, refereeing of Lock-picking is straight-forward. Target numbers for Lock-picking attempts reflect either the quality of the lock, or the resources available to the character. In most cases, Lock-picking requires special tools such as tension wrenches and picks. However, Lock-picking attempts may be made with simple or impromptu tools, usually with increased difficulty.

Typical Lock-picking target numbers are: inn room door: 6, warded lock: 9, pin tumbler: 12, disk tumbler: 14, rusted padlock 15.

Note: Successfully opening a lock does not circumvent any traps associated with the lock. Detection of such traps is the province of the Perception proficiency.

Magic Acuity: Magic Acuity indicates a character's extraordinary sensitivity to magical or extra-planar forces. Employing the Magic Acuity proficiency, a character might reveal that a particular item or place is enchanted, or sense the presence of unnatural or extra-planar beings. With difficulty, a character with Magic Acuity may even sense the nature of a particular enchantment, or the impression left by a recent spell. As the Magic Acuity skill can have significant consequences, it is at times prone to character abuse. As such, it is important the Game Master limit all information provided by Magic Acuity to vague impressions, or general sensations. Thus, the Magic Acuity proficiency might reveal that an item carries an evil dweomer. However, Magic Acuity will never reveal the function or provenance of a magical article. In addition, although the Game Master may encourage the character to make an occasional Magic Acuity check, the player should never assume that the character will be prompted to roll whenever an appropriate circumstance arises. Magic Acuity cannot be performed by non-proficient characters.

Typical Magic Acuity target numbers are: haunted tomb: 6, enchanted sword: 9, cursed item: 11, magical disguise: 16, spell cast in area within last hour: 20.

Martial Knowledge: The Martial Knowledge proficiency reflects a character's extensive knowledge of all things related to combat and war. Using the Martial Knowledge proficiency, a character can contribute to the organization and support of an armed force, assess the quality of a force, or plan and/or facilitate strategies of attack, defense, or siege warfare. Occasionally, Martial Knowledge may aid a character in assessing the strength of an individual opponent.

The Martial Knowledge proficiency does not indicate an ability to lead military forces, nor does it improve a character's ability to fight. More accurately, Martial Knowledge is an intellectual study of warfare and combat. Thus, although the Martial Knowledge proficiency may greatly benefit a military commander, leadership skills may be equally important when it comes to inducing soldiers to execute strategies. Thus, a successful Martial Knowledge check will not guarantee a

character victory. However, one or more checks may provide the character with information that could be used to increase the chance of a favorable outcome.

Typical Martial Knowledge target numbers are: determining advantages of local terrain: 5, assessing a swordsman's skill from observing him train: 8, supporting troops amongst a sympathetic local population: 10, planning an attack in a classical scenario: 11, identifying an opposing force's weakness: 12, maintaining troops with moderate resource shortages: 15.

Note: When directing armed forces, Leadership proficiency checks may be improved by the Martial Knowledge proficiency (see the Leadership proficiency).

Perception: The Perception proficiency indicates a character's extraordinary perceptiveness and awareness. Often Perception attempts, such as listening at doors or surveying a crowd, are made at the player's request. However it is also common practice for the Game Master to instruct characters to make Perception checks regarding unknown events or information. For example, a character walking into a new village would not likely ask whether the townsfolk had any unique markings upon them. However, as Game Master, you might allow a Perception check of 13 to be made by all characters. Those making the check successfully would recognize that each town member bears a small tattoo over their left wrist.

In addition, characters possessing Perception may detect persons using the Stealth, Sleight-of-Hand or Disguise proficiencies. To identify a stealthed or disguised individual, or a Sleight-of-Hand attempt, a Perception check is made with a target number equal to the individual's Stealth, Disguise or Sleight-of-Hand check result. For example, to perceive a stealthed individual who rolled a Stealth check result of 13, a Perception check of 13 or more must be made.

Typical Perception target numbers are: conversation behind a closed door: 7, forged signature: 12, approaching lion: 13, change in a person's handedness 16, false-floor trap 19.

Performance: In general, the Performance proficiency reflects the character's ability to entertain crowds with acting, singing, comedy, or similar means. Although Performance is an artistic ability, a distinction is made between Performance and the Artistic Ability proficiencies based upon its strong reliance on a character's innate charisma.

It is possible that a character could employ the Performance proficiency play a role, such as for purposes of deception or espionage. For example, a character might use Performance to act as a member of a town guard, in order to gain access to a restricted area. However, when doing so, the Performance proficiency is treated as Disguise, but observers only need to roll a Perception check equal to ½ of the character's Performance result. For example, to perceive an individual who rolled a Performance check result of 13, in an attempt to disguise himself, a Perception check of 7 or more must be made.

Performance checks do not typically require specific target numbers, but the results rather indicate the quality of the work. The Game Master might apply modifiers to the character's check to reflect resources and/or time, however.

Typical Performance results might indicate: street act: 6, tavern entertainment: 9, fine theatre: 12, major achievement: 16, masterwork: 18, magnum opus: 20+.

Persuasion: The Persuasion proficiency reflects a character's unusual skills of influence or negotiation. In some cases, the Persuasion skill may be used to haggle, or to extract concessions while negotiating.

However, Persuasion may also be employed in diplomatic bartering, politicking, fast-talking, manipulation, or contract negotiations as well.

As Persuasion can be used to benefit the character in a variety of circumstances, it is a proficiency prone to abuse. Thus, the Game Master must never allow a Persuasion check to substitute for good roleplaying. Instead, the Persuasion proficiency should be viewed as a means of augmenting role-play. As such, a successful Persuasion check may improve the outcome of a negotiation; however, it will not guarantee the character gets the terms he or she wishes. Similarly, a character using Persuasion to deceive another individual will not succeed upon a dice roll alone. In such cases the player should do the bulk of the roleplaying, and only use the Persuasion skill to coax the situation into his or her favor.

At any rate, whenever persuasion might have substantial consequences, the Game Master should require the player to role-play the exchange. Subsequently, the character may be allowed a Persuasion check to improve his or her chances of getting a favorable outcome. Persuasion proficiency check target numbers reflect the disposition of the second party, the reputation of the character, the believability of a story, or by external factors such as risks or consequences associated with the argument or transaction.

In general, when a player attempts to use Persuasion, assign a target number, and alter the direction of the negotiation depending upon the degree of success or failure of the character's check. For example, assume a character is trying to convince a wary town guard to allow him entry through the city gates in the middle of the night. After some discussion takes place, the guard seems unmoved. However, the Game Master then allows a Persuasion check. Assuming the Game Master assigns a target number of 13, and the character's Persuasion result is a 15, the guard would be willing to reconsider. However, had the character rolled a 2, the guard would likely hear no more of it.

Typical Persuasion check modifiers are: character is held in high regard and the assertion mundane: +4, past negotiations have benefited both parties: +3, lack of trust: -2, character has previously deceived the second party: -6.

Regional Knowledge: The Regional Knowledge proficiency reflects character's familiarity with the culture and geography of a particular region. Although Regional Knowledge may incorporate historical information, it must primarily concern present day circumstances and events. As such, characters with the Regional Knowledge proficiency may use the skill to gain new or supplementary information regarding a contemporary personalities, events, or places within a particular region. For example, the Regional Knowledge proficiency might be employed to reveal the location of a popular trade route, the name of a wealthy merchant, or an oasis in an expanse of desert. Target numbers assigned to Regional Knowledge checks should reflect the rarity of the information, as well as the resources available to the character making the inquiry. However, like other knowledge skills, a successful Regional Knowledge check will not result in complete information or understanding. Instead, a successful Regional Knowledge check will provide the character with partial, but accurate and helpful information.

Typical Regional Knowledge target numbers are: governmental organization: 6, powerful political figure: 7, local festival: 8, geographical landmark: 12, location of an abandoned mineshaft: 16.

Religious Knowledge: The Religious Knowledge proficiency reflects character's knowledge of religious leaders, movements, cults and doctrine. As such, Religious Knowledge may be contemporary or historical in nature. For example, the Religious Knowledge proficiency might be used to reveal the organizational structure of a particular

church, or the creation legend associated with a particular faith. Target numbers should be applied to Religious Knowledge checks to reflect the rarity of the information, or the quality of the resources available to the character. Like all knowledge skills, a successful Religious Knowledge check will provide the character with partial, but accurate and helpful information.

Typical Religious Knowledge target numbers are: leader of an influential church: 5, holy symbol of modestly large sect: 6, religious holidays: 8, obscure cult: 15, rumored location of lost relic: 19.

Riding: The Riding proficiency reflects a character's ability to handle a steed, and to successfully perform actions such as attacking, while mounted. As a general rule, most characters can successfully ride a horse up to a trot. However, only a character with the Riding proficiency may spur a horse on to swim, jump over obstacles, charge into battle, or to run at top speed. Riding checks should be required when the rider attempts a difficult task while mounted, or if the steed is coaxed to perform a dangerous or difficult action. In general, characters without the Riding proficiency make melee attack rolls from the saddle at -2, and missile attacks at -4. However, characters with the Riding proficiency suffer no such penalties.

The Riding proficiency typically applies to horse or similar creatures. However, characters with a Riding grade of II or greater will feel comfortable upon most land-based creatures given a few hours of practice. A Riding proficiency grade of IV indicates the character can successfully pilot most flying steeds, such as griffons. In addition to riding, given proper time and resources, a character with the Riding proficiency may train undomesticated animals as steeds. In such cases, treat the character's Riding proficiency score as it were an Animal Handling proficiency score (see the Animal Handling proficiency).

Typical Riding proficiency target numbers are: charge on a trained war horse: 5, charge on riding horse, but other trained steeds present: 8, solo charge on a poorly trained steed: 14, jumping a 6' chasm in the saddle: 16.

Note: Even if a character possesses the Riding proficiency, untamed or unwilling animals are nearly impossible to ride. Only severely high Riding checks (20 or more) will indicate an untamed horse can be effectively handled. Most wild steeds cannot be ridden.

Rope Use: The Rope Use proficiency indicates the character has exceptional skill with employing rope as a useful tool. As a result, a character with Rope Use may tie an assortment of knots, create climbing or rappelling gear, or effectively employ a lasso. In general, using the Rope Use proficiency to tie knots, fashion harnesses, or to create climbing equipment should not require a proficiency check. Use of a lasso does require a Rope Use check, however.

To use a lasso in order to entangle another creature, a successful Rope Use check of 10, as well as a successful to-hit roll must be made. If both rolls are successful, the target creature has been lassoed. Any creature that has been lassoed suffers a -4 dodge adjustment, and a -2 to-hit adjustment until freed. In addition, spellcasters may not employ spells with a gestured component while lassoed. Creatures with an intellect of 5 (low) or greater may free themselves from a lasso in two rounds, or one round, if that creature possesses a knife or similar edged tool. Alternately, for normal rope, a Feat of Strength of 16 will break the creature free. Of course, not all creatures may be lassoed effectively. As a general rule, any creature more than 8' tall, or greater than 800 lbs. in weight, will be either too large or too powerful to be effectively contained by a lasso.

The Rope Use proficiency also benefits a character when employing a grappling hook. In general, attempts to use a grappling hook require a

to-hit roll, modifier by the distance thrown and the target to be grappled. Characters with Rope Use get a +1 to-hit modifier for each grade of Rope Use they possess. For example, a character with a Rope Use proficiency score of grade III would get a +3 to-hit modifier when using a grappling hook.

In addition to these feats, characters with the Rope Use proficiency also have a limited ability to free themselves if bound with rope or cord. In general, a character with Rope Use must make a successful check of 10 to escape his or her bindings. However, this may be modified due to the quality of the bindings or the skill of the captor tying them. Conversely, when binding creatures, any creature attempting to escape must modify its own Rope Use check by -2 for every grade of Rope Use the binder possesses.

Running: The Running proficiency indicates the character may run unusually fast and for long distances. As a general rule, unencumbered characters may run at a base speed of 120' per round for a number of rounds equal to twice their endurance score. After this time, the character must walk for 2 minutes (12 rounds), or rest completely for 1 minute (6 rounds) before running again. For example, a character with an endurance score of 13 could run for 26 rounds at top speed before needing a rest. However, running 25 rounds and resting for a round will not enable this character to run for 26 more rounds! At best, the character will be able to run for two more rounds before needing to rest. In most cases, movement rates need not and should not be calculated. However, in cases of flight or pursuit, distances and relative rates of movement may be critical.

For each grade of Running proficiency, a character's base running speed increases by 10' per round. For example, a character with a Running proficiency grade II has a base running speed of 140' per 10-second round. Thus, with a maximum Running grade of IV, the maximum movement rate of a character is 160' per round (just under a 6-minute mile). In addition, to an increased movement rate, a character with the Running proficiency may continue to run past the maximum number of rounds by six additional rounds (1 minute) for each successful Running check of 10 made. For example, if the character with the 13 endurance were to have a Running proficiency grade II, he could run for 26 rounds at 140' per round. After these 26 rounds, the character must make a Running check of 10. If the check is successful, the character could run 6 more rounds at 140' per round, until another check is required to continue. If at anytime a Running check is failed, the character must rest. Adjustments may be applied to Running check target numbers in instances of difficult terrain or extreme slopes.

Note: As Game Master, you may wish to allow characters to run at half-speed for twice as long, or to run 50% faster for half as long. In such cases, the Running proficiency can be similarly applied. However, the standard movement rules provided are adequate for most game-play.

Seamanship: Seamanship reflects a character's extensive knowledge of ships, rigging, sailing, and nautical navigation. A character may use the Seamanship proficiency to pilot various watercraft, to organize and conduct a crew, or to successfully navigate, whether it be up a river or across uncharted seas. As a general rule, a character must have one

grade of Seamanship for every 20' of vessel length in order to operate it in normal conditions without needing to make a proficiency check. For example, a character with a Seamanship grade of II could operate a properly manned ship of up to 40' in length in normal conditions without requiring a Seamanship check.

It is suggested that a Seamanship check of +1 for every 10' beyond this length be associated with larger vessels. Thus, were this character to captain a vessel of 180' in length, a Seamanship check of 14 would be required for all but the most basic maneuvers. Seamanship check target numbers may be modified by weather conditions, navigational aids, crew and/or vessel quality, or during naval combat maneuvering.

Search: The Search proficiency regards the character's ability to seek out and uncover hidden creatures, objects, or features that are concealed from plain sight.

It is important to note that unlike the Perception proficiency, which concerns the passive notice of unusual details or occurrences, the Search proficiency should be used exclusively for active investigation. For example, Search will not enable the character to notice that the fire in a room gives no heat. However if the character decides to search the room, the odd nature of the fire might be uncovered.

Furthermore, as the Search proficiency requires active examination, it usually cannot be performed in addition to other actions. It is suggested that properly searching a door should take 1 round, and searching a 10' x 10' area should take about 3 rounds. As a result, it is difficult to use search in a combat situation.

Typical uses of the Search proficiency are: examining a room for the location of a secret door, searching a private quarters for valuables, or searching a body for hidden items. Search proficiency checks may be modified due to poor lighting conditions, inadequate time, and the skill of the creature that hid an object.

Like the Perception proficiency, Search may be used to reveal characters employing the Stealth proficiency, however it will not detect the use of disguise, or sleight-of-hand. Using Search characters may detect persons using the Stealth proficiency, but only by active investigation that requires their full attention. To identify a stealthed individual, a Search check is made with a target number equal to the individual's Stealth check result. For example, to perceive a stealthed individual who rolled a Stealth check result of 13, a Search check of 13 or more must be made.

Sleight-of-hand: The Sleight-of-hand proficiency indicates a character's skill in the art of manual deception. Sleight-of-hand feats include, but are not limited to, card tricks, picking of pockets, or the filching off items in plain sight. As these activities can bring often bring reward with little effort, the Sleight-of-hand proficiency is prone to abuse by over-zealous rogues. As such, it is imperative the Game Master balance the rewards of Sleight-of-hand with the risks of getting caught. A few royals pilfered on the open market will likely risk little more than a brawl with an angry merchant. However, lifting a broach off of the mayor's wife will result in the swift removal of a hand or worse.

To perceive individuals using Sleight-of-hand, a character may use the Perception proficiency (or a non-proficient Perception check). To identify a Sleight-of-hand attempt, a Perception check is made with a target number equal to the individual's Sleight-of-hand check result. For example, to perceive an individual lifting a coin purse who rolled a Sleight-of-hand check result of 11, a Perception check of 11 or more must be made.

Typical modifiers to Sleight-of-hand checks are: drunken mark: +4, crowded market: +2, suspicious mark: -6.

Stealth: The Stealth skill could reasonably encompass a variety of covert activities. However, in general, the Stealth proficiency regards any attempt to remain unseen, especially while moving or performing a particular action. As an example, a character stealing an artifact from a monk-filled abbey would likely use the Stealth proficiency while sneaking about the premises. In simplest terms, a successful Stealth proficiency check indicates that creatures previously unaware of the character's position do not detect the character's presence or movement. Conversely, a failed Stealth check indicates that creatures with an unobstructed view of the character are aware of his or her presence. To successfully employ Stealth, environmental conditions must permit. As such, a candlelit temple is ideal for stealthy movement. A sun-baked desert plain is not.

Stealth is a proficiency prone to player abuse. As such, it is important that Stealth attempts only be allowed when circumstances are appropriate. Furthermore, in most situations, characters will likely be unaware of their own Stealth success or failure. Thus, two solutions are proposed: 1) The Game Master roll all Stealth checks made by characters, and the results be concealed. Using this method, the character is made aware of his success or failure via the response of creatures around him. 2) The Game Master allows players to roll their character's Stealth checks. However, the modifier to the check due to environmental conditions is known by the Game Master only. Employing this method, the character will have a general 'feeling' about the success of any Stealth check. However, only the Game Master will know with certainty what the final Stealth check result was. Either of these solutions may be employed successfully. However, as consistency is essential to good refereeing, it is suggested that only one be used.

A character that is under direct observation may not make a successful Stealth check. However, in most circumstances, if line-of-sight is broken for two or more rounds, a Stealth check may be made to avoid further detection. Although moving unnoticed through a crowd in plain sight is arguably a stealthy activity, such actions are the province of the Disguise proficiency.

To perceive individuals using Stealth, a character may use the Perception proficiency (or a non-proficient Perception check). To identify a stealthed individual, a Perception check is made with a target number equal to the individual's Stealth check result. For example, to perceive a stealthed individual who rolled a Stealth check result of 15, a Perception check of 15 or more must be made.

Typical Stealth check modifiers are: sunlit garden: -10, aware the stealthed individual is nearby: -4, candlelit study: +2, dark cemetery: +4.

If conditions permit, characters may move up to ¼ their movement rate while employing stealth. It is suggested that characters moving faster than this rate apply a -4 modifier to checks for moving at ½ normal movement, -8 for moving at ¾ normal, and -12 if moving at their normal movement rate.

Note: If a character successfully employing the Stealth proficiency is within striking range of an unsuspecting victim, the victim's dodge score is halved for the concealed character's first attack round.

Swimming: The Swimming proficiency reflects the character's extraordinary ability to swim quickly, for long distances, and to survive in rough waters. As a general rule, unarmored, unencumbered characters may swim in calm waters at a base speed of 20' per round for a number of rounds equal to twice their endurance score, or tread water for four times their endurance score before resting. For example, a character with an endurance score of 9 could swim for 18 rounds at top speed, or tread water for 36 rounds before needing a rest. After

this time, the character must rest 1 full minute (6 rounds) or drown. However, swimming for 17 rounds and resting for one round will not enable this character to swim for 17 more rounds! At best, the character will be able to swim for two additional rounds before needing to rest. In most cases, swimming movement rates need not and should not be calculated. However, in cases of flight or pursuit, distances and relative rates of swimming may be critical.

For every grade of the Swimming proficiency a character possesses, a character's base swimming speed increases by 10' per round. For example, a character with a Swimming proficiency grade III has a base swimming speed of 50' per round. In addition, the maximum durations for swimming or treading water are doubled for characters with the Swimming proficiency. For example, a character with the Swimming proficiency with an endurance score of 11, may swim for 44 rounds or tread water for 88 rounds before needing to rest. Furthermore, a character with the Swimming proficiency may continue to swim past the maximum number of rounds by six additional rounds for each successful Swimming check of 10 made. For example, if the character with the 11 endurance were to have a Swimming proficiency of grade II, he could swim for 44 rounds at 50' per round. After these 44 rounds, the character must make a Swimming check of 10. If the check is successful, the character could swim 6 more rounds at 50' per round, until another check of 10 is required to continue. If at anytime a Swimming check is failed, the character must rest or drown.

If characters attempt to swim in armor, a negative movement modifier indicates the character sinks. However, for characters with the Swimming proficiency, a Swimming check may be made each round to stay afloat, but by simply treading water. These Swimming checks are target number 10, adjusted by +1 for every 10' of armor movement rate modification below zero. For example, a character with the Swimming proficiency of grade II has a base swimming speed of 40' per round. If this character falls into the water while wearing plate armor (-10' total per round swimming movement rate), he must make a Swimming check at 11 each round to keep afloat.

Swimming checks may also be required if a character swims in rough waters, against strong currents, or if attacked by an aquatic foe. Typical adjustments to Swimming target numbers are: flotsam to hold: -6, calm waters: +0, moderate rapids: +4, churning surf: +6.

Characters without the Swimming proficiency cannot swim in rough waters or strong currents.

Note: Regardless of their Swimming skill, characters of encumbrance class II or more cannot effectively swim. As Game Master, in these circumstances you may wish to allow characters to swim at half-speed for twice as long, or to swim 50% faster for half as long. In such cases, the Swimming proficiency can be similarly applied. However, the standard swimming movement rules provided are adequate for most game-play.

Tracking: The Tracking proficiency indicates a character is adept at gathering information based upon the clues of a creature's previous passing. The Tracking skill may be used in a traditional sense, such as following a rider through the desert, or in other less conventional ways, such as locating an individual based upon his habits and contacts.

When employed in the traditional sense, Tracking may also be used to gather information on the nature of a party or individual that has recently passed. For example, a successful Tracking check might reveal that three men, one using a cane, passed through a gully several hours prior. In general, Tracking proficiency check target numbers should reflect the nature of the creature(s) leaving the trace, the time since passed, and environmental conditions allowing for signs of passage.

Typical adjustments to Tracking target numbers are: large group or large creatures: -4, sandy terrain: -3, rarely traveled ground: -1, forest: +0, light rain: +2, extended time has elapsed: +3, heavy rain or snow: +5.

Trade Skill: The Trade Skill proficiency reflects expertise in any common trade-related skill of the campaign setting. Agriculture, cobbling, masonry, carpentry, leatherworking, tailoring, blacksmithing, and gem-cutting are all examples of Trade Skills. It is left to the Game Master to decide how to referee such skills. However, it is unlikely that use of any of the Trade Skills will have critical impact upon gameplay. As an example, a treatment of Agriculture is provided here:

Trade Skill: (Agriculture): The Agriculture proficiency regards the cultivation of crops and/or management of livestock. As these are typically long-term endeavors, proficiency checks limited to immediate tasks will likely be akin to valuation of beasts of burden, addressing issues of irrigation, and identifying the appropriate crop for a specific climate. In addition, the Agriculture proficiency enables a character to correctly identify and maintain domestic flora and fauna. In general, a character should be required to make an Agriculture proficiency check at the outset of any long-term endeavor, as the consequences of success or failure will likely bear out over the course of a growing season or similar time period.

Typical Agriculture target numbers are: cultivating a vegetable garden: 5, evaluating livestock: 6, cultivating a large-scale crop: 9, establishing and cultivating a new crop: 12, providing adequate crop irrigation in drought conditions: 16.

The Game Master may use the weapon or Armor-making skills as templates for artisan skills such as blacksmithing and gem-cutting. Trade Skill proficiency check target numbers should be modified due to availability of resources, time constraints, and/or project complexity.

Note: When a player purchases Trade Skill points, he or she must allocate the points to one specific trade.

Weapon-making: The Weapon-making proficiency indicates a character's skill in the construction or repair of various weapons. Provided with adequate funds, equipment and time, a character can fashion standard weapons from raw materials. As Game Master, you may wish to require characters to subdivide Weapon-making into specific classes of weapons, such as 'Weapon-making: swords'. However, neglecting such distinctions is typically inconsequential.

Limited resources or time, unusual materials, or additional ornamentation will increase the target number assigned to the Weapon-making check. Conversely, extra time and/or quality materials should reduce the target number assigned to a Weapon-making check. It is strongly suggested the character roll the proficiency check after both time and resources have been spent. Generally, a failed Weapon-making check indicates that further resources are needed for completion (perhaps due to unintended waste), or that the weapon is flawed. In most cases, flawed weapons may inflict less damage and/or have a reduced range. For example, a flawed longsword might only inflict 1d8 points of damage, or a flawed short bow -20' to its range maximums. On the contrary, unusually successful Weapon-making checks (generally a result of 20+) may indicate a work of extraordinary quality. In these very rare cases, range of missile weapons may be increased, or the weapon may inflict more damage than usual. It should be noted however, these exceptional weapons will be extremely rare. Furthermore, such weapons will not be found in a public market.

Note: In addition to constructing and repairing weapons, the Weapon-making proficiency may be used to appraise the quality of weapons as

well. Like the Armor-making proficiency, Weapon-making check target numbers should be adjusted due to resources, time constraints, and/or ornamentation of the weapon. Likewise, general guidelines for time,

cost, and target numbers associated with standard types of weapons are provided:

Table 1.1.5: Weapon-making

Weapon	Construction time	Material cost	Target number	Weapon	Construction time	Material cost	Target number
Arrow	1 day	2 cc	5	Lance, heavy	1-2 weeks	18 sc	12
Axe, hand	4-5 days	5 sc	6	Mace	5-7 days	14 sc	7
Axe, battle	1 week	10 sc	8	Morning star	1 week	15 sc	11
Axe, pole	4-5 days	8 sc	8	Pike	3-5 days	8 sc	8
Bolt, crossbow	1 day	2 cc	5	Scimitar	2-3 weeks	20 sc	13
Bow, short	3-4 days	7 sc	11	Spear	1-3 days	4 sc	8
Bow, long	4-5 days	12 sc	12	Staff, wooden	1 day	2 cc	4
Club	1-2 days	5 cc	4	Staff, iron-shod	1-2 days	5 cc	5
Crossbow, light	1 week	12 sc	13	Sword, bastard	1-2 weeks	24 sc	13
Crossbow, heavy	1-2 weeks	20 sc	14	Sword, broad	1-2 weeks	20 sc	13
Dagger	2-4 days	6 sc	8	Sword, claymore	1-2 weeks	36 sc	14
Flail	1 week	16 sc	8	Sword, falchion	1-2 weeks	18 sc	16
Halberd	1-2 weeks	16 sc	7	Sword, long	1-2 days	22 sc	13
Hammer	5-7 days	2 sc	9	Sword, rapier	2-3 weeks	20 sc	14
Hammer, maul	1-weeks	5 sc	8	Sword, short	1-2 weeks	14 sc	12
Javelin	1-2 days	3 sc	8	Sword, great	1-2 weeks	34 sc	14
Knife	1-2 days	2 sc	7	Trident	1 week	8 sc	10
Lance, light	1 week	14 sc	11	Whip	1-2 days	1 sc	5
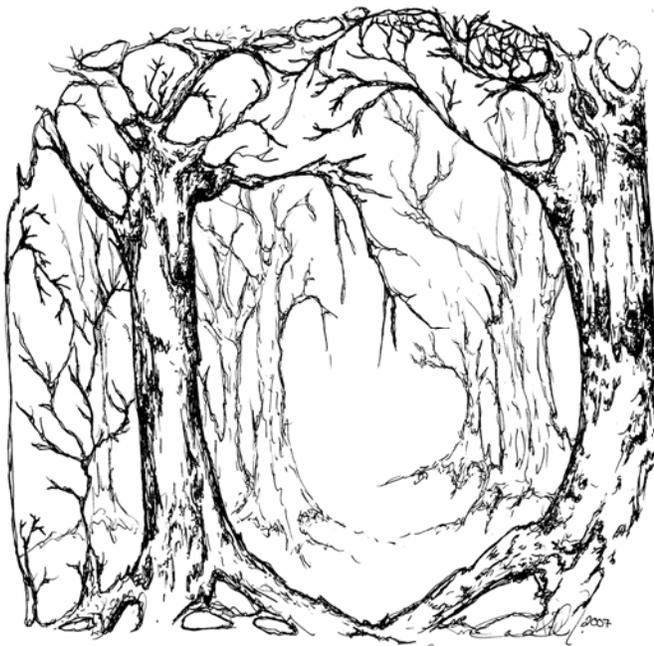
Wilderness Lore: The Wilderness Lore proficiency reflects a characters ability to make predictions about the natural environment, and to survive for extended periods of time in unsettled wilderness. Typically, employing Wilderness Lore involves finding food, fishing, hunting, creating shelter, building fires, and/or avoiding dangers posed by the natural environment.

There are several climates in which Wilderness Lore may be applied (such as arctic, mountain, jungle, desert etc.). However, as the basic tenets of survival remain the same, multiple versions of Wilderness Lore are not necessary. In addition to survival situations, the Wilderness Lore proficiency may be used to identify flora or fauna, or to assess the dangers or opportunities provided by the natural environment.

In survival situations, a successful Wilderness Lore check of 8 should indicate the character is fed and sheltered adequately for 1 day. However, for each additional person dependent upon the character, add one to this target number. For example, a character attempting to support 6 individuals with Wilderness Lore would need to make a check of 14 each day. Failure of a Wilderness Lore check indicates the character is lacking some critical element of survival, the consequences of which should be determined according to the circumstances.

Wilderness Lore check target numbers may be adjusted due to climate and/or environmental conditions. Typical adjustments are: lush flora and/or fauna: -4, mild season: -2, dry season or winter: +2, inclement weather: +3, severely undersupplied: +5.

World Knowledge: World Knowledge reflects remarkable knowledge of governments, culture, leaders, and geography of the known world. Although World Knowledge may incorporate a historical context, it must concern present day political, military, cultural, and/or biographical events. As such, characters with the World Knowledge proficiency may employ the skill in order to gain novel or additional information regarding a contemporary personality, a current event, or recent history. For example, the World Knowledge proficiency might be used to elucidate the governmental structure of a cluster of city states.

Target numbers for World Knowledge checks should reflect the rarity of the desired information, as well as the resources available to the character. However, like other knowledge skills, a successful World Knowledge check does not indicate complete knowledge or understanding. Instead, a successful check will only grant the character accurate and useful information, incomplete as it may be.

Typical World Knowledge target numbers are: structure of a large organization: 6, prominent religious leader: 8, economic trade information: 10, geographical landmarks: 10, regional conflicts: 12, regional festivals: 14, contemporary playwright: 16, city mayor: 17.

GENERAL MECHANICS & RULES

The following section provides in-depth information regarding the use of Game Mechanics from the perspective of the Game Master. Advice is given for the implementation of rules, and some example systems concerning in-game matters ranging from the acquisition of spells to the effects of poison are provided. As with all aspects of the Wayfarers game, it is expected the Game Master will modify or amend these rules as he or she sees fit.

Feats of Strength

The Feat of Strength is somewhat a unique game mechanic, and is therefore addressed here in its own subsection. In general, whenever characters wish to attempt feats of brute strength, such as bending prison bars, breaking open a door, or moving a large object, a Feat of Strength is required. To accomplish a Feat of Strength, the character must roll equal to or greater than a specific target number on 1d20.

Target numbers are determined by the Game Master, and reflect the difficulty of the task. For example, breaking an inn door might require a Feat of Strength of 14, whereas breaking down an iron gate might require a Feat of Strength of 19 or more.

Table 1.2.1: Feat of Strength target numbers

Strength Task	Feat of Strength target number
Break a broom handle	1-4
Break a chair	5-7
Break open a wooden crate	8-10
Break open a simple door	11-14
Lift a cask of wine	15-18
Break open an oaken door	19-22
Bend prison bars	23-26
Lift a portcullis	27-30

In some cases, the Game Master may allow characters working together to make combined Feats of Strength. For example, two characters attempting to move a boulder together might both roll 1d20 and add their modified results. However, it is important the Game Master consider whether each character has adequate space or leverage to contribute to such a task.

As indicated in the Player's Reference Book, a high or low strength attribute modifies a character's Feat of Strength checks as follows.

Table 1.2.2: Feat of Strength modifiers

Strength Score	Feat of Strength modifier	Strength Score	Feat of Strength modifier
1	-10	11	-
2-3	-8	12-13	+2
4-5	-6	14-15	+4
6-7	-4	16-17	+6
8-9	-2	18-19	+8
10	-	20	+10

Note: Feats of strength are unique to the strength attribute. Feats requiring tests of agility, endurance, intellect, or presence are limited to

proficiency checks, whereas tests of mental or physical resilience are determined by Mental or Physical Resistance rolls.

Spell Books & Spell Acquisition

Hermetic and Hedge magic-using characters learn and memorize their spells from books. Consequently, each wizard or alchemist possesses one or more spell books in which his or her spells are permanently inscribed. As the availability of spell books and spells can have a major impact upon a campaign, rules and advice for the management of spell acquisition are provided here.

Spell Books

Spell books contain spell formulae, but are essentially non-magical. They are written in either Hermetic or Hedge magic text, and typically can only be read by a character with the appropriate magic potential. Each spell within a spell book consists of approximately one page per Circle. Thus, a 4th Circle spell would require four pages of intricate text and/or diagrams. Occasionally spells will be found written upon loose parchments or upon non-magical scrolls, however most are bound. Some spell books contain only a few pages, whereas others may be hundreds of pages thick. These tomes may be made of any type of parchment and inscribed in any kind of ink.

Due to the intricacies of the text, only a character with Hermetic or Hedge Magic Potential may properly transcribe a spell from one source to another. Typically, a spell requires 1 hour per Circle to be transcribed. Thus, it would take 5 hours to copy a 5th Circle spell from its original source. A character does not need to learn a spell to be able to copy it. For example, a 2nd Circle alchemist could copy a 4th Circle spell into his book.

Initial spell books: Often a character will possess Hermetic or Hedge Magic Potential upon character creation. If this is the case, it is suggested the Game Master allow the character to begin play with a small spell book. Usually this initial spell book will contain between two to four 1st Circle spells, and rarely one 2nd Circle spell. In addition to these spells, the book should include 4-40 blank pages.

As a character with Hermetic or Hedge potential must have had previous schooling, it is usually assumed his or her spell book was acquired in the course of this education. If the Game Master decides the character does not possess an initial spell book (perhaps the character begins as a slave), he or she should make one available

within the first or second session of gameplay. Remember, acquiring Hermetic or Hedge Magic Potential requires a large number of skill points. Thus, a player will soon become discouraged if his character cannot practice this skill.

Spell Acquisition

Hermetic and Hedge magic-using characters may increase their catalog of spells by finding new spells, trading with other spell-casters, or creating a new spell. In each case, the Game Master plays a significant role. For this reason, these methods of spell acquisition are discussed in detail here.

<u>Finding new spells:</u> The most common way a wizard or alchemist character will increase his spell catalog is by finding new spells. Usually these spells are located in spell books or upon non-magical scrolls. These spells may be discovered, such as in the ruins of an ancient library, or they may be confiscated from another spell-caster. Once a character has acquired new spells, he may study those contained within which he has not already learned. However, a character may only learn spells of a Circle he may already cast.

As mentioned in the Player's Reference Book, learning a new spell is not automatic. To learn a new spell, a character must first study 1 day per Circle of the spell. Following this study, the character must roll 1d20 modified by +1 per Circle of the new spell. If the result of this roll is less than or equal to the caster's intellect score, the spell has been learned. However, if the result is greater than the caster's intellect score, the spell has not been learned.

Example: Magnus is a 3rd Circle wizard with a 14 intellect score. He finds a new book containing the 3rd Circle spell Levitation which he does not currently know. After studying the Levitation spell for 3 days, Magnus rolls 1d20 with a +3 modifier. He rolls a 9 which gives a result of 12 (9 + 3 = 12). As this is less than or equal to his 14 intellect score, Magnus has learned the Levitation spell. Thereafter, as long as Magnus has the Levitation spell available, whenever he studies, the Levitate spell will become part of his daily repertoire.

Note: If Magnus had rolled 1d20 + 3 with a result of 15-23, he would have failed to learn the Levitation spell. Still, this spell would remain in his book, and he could then reattempt to learn it after achieving the next skill level.

Wizards and alchemists need their spell books to refresh their daily repertoire. As a result, spell books are easily their most prized possession. For this reason, PCs as well as NPCs will guard their books very carefully. In fact, it is rare a wizard or alchemist will even reveal they carry a spell book, most often carrying it concealed upon their person.

<u>Trading for new spells:</u> Wizards and alchemists will occasionally trade spells with others. Usually this entails both spell-casters agreeing upon material to be exchanged, and then both individuals spending time copying the traded spells. When conducting spell-trading between a PC and a NPC, it should be considered that wizards and alchemists value their spell catalog highly and are often reluctant to part with secrets of their craft.

In all instances of spell-trading, it is assumed an equal number and Circle of spells will be swapped, along with an additional payment provided by the individual proposing the trade. For example, if a PC approaches an NPC in order to trade for a 2nd Circle spell, the NPC might trade the spell for one 2nd Circle, or two 1st Circle spells from the PC's catalog. In addition, the NPC might require a sum of money, an item, or possibly another 1st Circle spell before trading.

Spell trades typically concern only the copying of spell formula. Whether or not a caster may learn the copied spell is not considered during trading.

Note: Wizards and alchemists will rarely allow another to copy their spells for monetary payment alone. Usually spells are considered to be of a value that money cannot buy. Some magic-users will trade spells for magic items, however.

<u>Creating new spells:</u> Hermetic and Hedge magic-using characters may also create new spells with the Dweomercraft proficiency. This is explained in detail in the Skill Points & Character Skills section. As mentioned, the Game Master must determine if a proposed spell is appropriate for the campaign setting, and whether or not it is too powerful or unfair. As a general rule, a character-created spell should be slightly less potent than those of the same Circle provided in this book. If you have uncertainties about the creation of new spells, or doubt your ability to properly judge the balance of new spells, it is suggested you remove the Dweomercraft proficiency from the campaign altogether.

Before allowing creation of new spells, carefully read the Dweomercraft treatment provided in the Skill Points & Character Skills section. After considering these rules, feel free to modify them as you see fit. However, be as consistent as possible and base your decisions upon the nature of your campaign, rather than the desires of those characters wishing to create new spells.

Refereeing Combat

Combat is one of the most exciting aspects of the game. However, it is also potentially one of the most difficult to referee. This is because combat is not only chaotic and fast-paced, but it typically requires a more rigorous application of the rules than the rest of gameplay.

If you are new to Game Mastering, it is suggested that you and your players run a few practice combat scenarios in order to get comfortable with the combat system. In time, application of the combat rules will come naturally, and combat will become swift and fluid.

As with all aspects of the game, the Game Master is encouraged to run combat as it makes sense to him or her. No system can anticipate every possibility that can arise in a combat situation. In circumstances that are not covered by the rules provided, the Game Master should devise a simple and reasonable method of resolving the problem. When doing so, it is suggested the Game Master try to extend the existing rules to handle the issue, or to create new mechanics that best match the system as a whole.

The Combat Round

In order to simplify the chaos of combat, all conflicts between two or more adversaries are parsed out in sequential combat rounds. Generally, once any creature or individual makes an offensive move against another, a combat round has begun. Thereafter, combat rounds will occur and resolve in order, and continue to do so until the combat has ended.

Each combat round is assumed to last ten seconds. Typically, in this amount of time, each participant may attack with a weapon, cast a spell, drink a potion, or move his or her maximum movement rate. If any participant wishes to do something else during combat, it will take one combat round for every 10 seconds needed to complete the activity.

MULLEN

Example: After getting inadvertently separated while searching a catacomb, Radcliff and Millena reunite in a hallway, but are divided by a locked grate. Immediately after, Radcliff spots a pair of zombies as they emerge from the darkness behind Millena. Drawing her sword, Millena attempts to hold the zombies off while Radcliff tries to unlock the grate. The Game Master decides the lock-picking attempt will take Radcliff 20 seconds (whether he is successful or not). Thus, two rounds of combat will pass between Millena and the zombies while Radcliff works at the lock.

Initiative

Each combat round begins with each participant determining how quickly he or she may act. To do so, each individual within the combat rolls 1d10, and adds or subtracts his or her personal initiative modifier. The result of this roll is the individual's initiative score for that combat round. The character with the highest initiative result goes first. The character with the lowest initiative result goes last. Characters with identical initiative results perform their actions simultaneously.

Example: Magnus and Occum have been discovered while looting a minotaur's lair. Neither side is surprised. However, the minotaur attacks the two thieves immediately. For initiative, Magnus rolls a 3 and Occum rolls an 8. For the minotaur, the Game Master rolls a 7. Magnus has the Quick Draw discipline, and thus has adds a +3 modifier to his first initiative roll, giving him an initiative result of 6. Occum on the other hand has a 13 agility score, and thus adds +1 to his initiative rolls, giving him a result of 9. Finally, the minotaur has an initiative modifier of +2, giving it an initiative result of 9 as well. Thus, the order of actions for the first round of combat will be made first by Occum and the Minotaur simultaneously, and then by Magnus.

It is important to note that most combat actions, except for spell-casting, are assumed to be completed at the end of the character's initiative result. Thus, a sword blow at initiative 7 cannot be interrupted or affected by actions made at initiatives 6 or below. Nonetheless, some non-combat actions, such as opening a lock or climbing a tree, might take multiple combat rounds to accomplish.

If a character decides to perform a non-combat action during combat that requires multiple rounds of activity, the character must still roll initiative each new round. Thus, if during any point this character

chooses to abandon the non-combat activity and enter combat, he or she will use this last initiative roll.

Note: Although non-combat activities within combat may take multiple rounds to complete, initiation of such an activity occurs at an individual's initiative score.

Deferring initiative: Once initiative results are calculated for all participants in a combat, the participant with the highest initiative result, and only that participant, may choose to defer his or her initiative result to 0. This result of 0 may not be further modified. Deferred initiative reflects the possibility that acting late in a combat round may at times be of strategic benefit. However, as negative initiative scores are possible, deferring may not always guarantee this participant the last action within a combat round.

As Game Master, it is encouraged that you use the deferred initiative option for intelligent adversaries whenever possible. For example, a demon fighting a wizard may choose to defer its initiative in the attempt to interrupt any spell the magic-user might try to cast.

Note: If two or more participants in a combat tie for the highest initiative score, each of these participants may opt to defer to the 0 initiative.

Group initiative: Although it is not suggested for characters, at times, a Game Master may wish to use one initiative roll for a large group of adversaries. For example, if a party of characters were attacked by 6 goblins and 3 trained dire wolves, the Game Master might choose to roll one initiative result for the goblins, and another for the dire wolves. Thus, all six goblins would act at one initiative result, and the 3 wolves would act at another.

Grouping initiative is typically done to save time and to speed play. However, it is not suggested that the initiatives of multiple different creatures be grouped. For example, were the characters attacked by 2 goblins, 3 dire wolves, and a controlled zombie, it would not make sense to group any of these creatures together. In fact, the goblins have an initiative modifier of +1, the wolves +2, and the zombie a modifier of -2.

Nonetheless, if you do choose to group the initiatives of multiple creature types for any reason, it is suggested that all creatures grouped apply the lowest initiative modifier amongst those creatures. For

example, were the goblins, wolves and zombie from above grouped in one initiative result, a -2 modifier should be applied to all rolls.

Initiative modifiers: A combatant's initiative roll is typically altered by the agility attribute, armor impedance, disciplines, or surprise. In addition, each creature has a specific initiative modifier. All initiative modifiers are cumulative.

Agility: Characters' initiative rolls may benefit from a high agility attribute score, or be penalized by a low attribute score. The agility attribute table contains initiative modifiers resulting from a high or low agility. These modifiers apply to all initiative rolls made by that character (see the agility attribute table).

Armor impedance: Worn armor restricts movement and may modify a character's initiative rolls (see the Player's Reference Book for details). Modifiers due to armor impedance always lower an initiative roll.

Quick Draw: The Quick Draw skill adds a +3 to the character's initiative roll for the first round of any new combat (see the Skills & Skill Points section for details).

Improved Initiative: The Improved Initiative skill adds a +1 modifier to a character's initiative rolls for each grade purchased. This modifier applies to every initiative roll made by the character.

Pause and Study: The Pause and Study skill enables a character to further delay his initiative by -5 to gain a +2 to-hit modifier against one specific melee opponent for that attack round (see the Skills & Skill Points section for details).

Vital Strike: The Vital Strike skill enables a character to further delay his initiative by -5 to diminish the effect of a target's damage absorbance for one round of attacks (see the Skills & Skill Points section for details).

Surprise: Surprise imparts a +4 initiative modifier for those characters possessing the element of surprise. For example, an undetected thief waylaying a merchant in an alley would likely get the benefit of surprise. That is, the thief would most likely act before the merchant.

Multiple attacks per round: At times, characters may get multiple weapon attacks per combat round, either by wielding two weapons, or by increased skill in one weapon. Likewise, creatures often get multiple attacks within the same combat round.

For purposes of smooth gameplay, both on-hand and off-hand attacks are considered to occur at the same initiative. Thus, if a character wielding two daggers had an initiative result of 5, both his on-hand and off-hand dagger attacks would occur at initiative 5. Similarly, if a troll attacked at initiative 7, both its claws would strike at initiative 7.

Combat Spell-casting

Some characters and creatures may cast magical spells in combat situations. However, most spell-casting requires clarity of mind, freedom of movement, and uninterrupted concentration. Thus, spell-casting in combat is difficult and risky.

Spell-casting initiative modifiers: As mentioned in the Player's Reference Book, spell-casting applies a special modifier to an individual's initiative roll. This modifier represents a period of time during the casting of a spell in which the spell's caster may be interrupted. In general, the initiative adjustment for spell-casting is -1 for each Circle of power of the spell being cast. For example, a 4th Circle spell will normally apply a -4 adjustment to the caster's initiative roll.

If during this time the caster is hit, restrained, or otherwise disrupted, it is possible the spell may be lost without effect. For example, a mystic with an initiative result of 4 casts the 3rd Circle Ritual magic spell Roots (casting time: -3). The mystic begins casting at initiative 4. However, the Roots spell takes effect at initiative 1. Thus, if the mystic's concentration is broken during initiatives 4, 3 or 2, the Roots spell will be lost.

Note: A spell may not be interrupted during its initiative of effect. For example, a 4th Circle spell that begins at initiative 6 and takes effect at initiative 2 may only be interrupted by actions at initiative 6, 5, 4 and 3, but not at initiative 2.

All spells must be announced by their caster before any to-hit rolls are made within the initiative in which casting begins. For example, if a wizard attempts to cast the 5th Circle Fireball spell at initiative 3, he must announce this before any attack or damage rolls are made by any other individual acting at initiative 3. Although the Game Master is not required to announce the specific spell a creature or non-player character is casting, in general, he or she should announce the creature or individual in question has begun an incantation at its initiative.

Note: Innate magical abilities of creatures do not have casting times. Thus, innate magical abilities take effect at the creature's initiative, and may not be interrupted.

Loss of spell-casting concentration: If a spell-caster loses his or her concentration at any time during casting, the spell is lost without effect. This applies to the spells of wizards, alchemists, mystics and priests. If during the casting of a spell, a caster is hit, restrained, or otherwise forcibly interrupted, he or she must make a Mental Resistance check of 10. A successful check indicates the casting continues. A failed Mental Resistance check indicates the spell has been lost without effect. A spellcaster may not take any further actions within the round in which his or her spell has been disrupted.

Example: Randolph the mage has been assaulted by two thugs. Desperate, he tries to subdue the rogues with the 3rd Circle Sleep spell. Randolph's initiative result was a 6; therefore his spell will take effect at initiative 3. One thief wounded Randolph at initiative 7. Although this hurt Randolph, it cannot disrupt his spell as it had not yet begun. However, at initiative 4, the other thief hits Randolph again. As Randolph is casting the Sleep spell during initiative 4, he must make a Mental Resistance check of 10 or lose concentration. Randolph's Mental Resistance result is a 5. Unfortunately, his Sleep spell is lost, and he may not act again until the next combat round.

Critical Hits and Fumbles

As an optional rule, you may include critical hits and critical fumbles for all attack rolls. Critical hits and fumbles represent spectacularly successful or unsuccessful attacks. When employing critical hit and fumble rules, all natural attack rolls of 1 or 20 are deemed critical fumbles and critical hits, respectively. If adopted, all attack rolls must be subjected to critical hits and fumbles, characters and creatures alike.

Critical fumbles: A critical fumble (a natural attack roll of 1) indicates the attacker has over-reached, stumbled, or made some similar blunder. In response, the defender is allowed one free on-hand attack of opportunity. Only one counter-attack may be made in response to this critical fumble, and only with a weapon that is currently in-hand. This attack does not count as the defender's action for the round. No other actions may be made on the part of the defender in response to a critical fumble. If a creature is responding to a critical fumble, it may employ one primary attack in response. For instance, were a character

to critical fumble against a scorpion, the scorpion could either attack the character with one claw, or sting the character with its tail.

The counter-attack in response to a critical fumble is made at the next initiative following the opponent's attack. For example, if a character attacked and critical fumbled against a troll at initiative 4, that troll may take one attack against the character at initiative 3.

If a critical fumble is made with a missile weapon, any creature within 10' of the intended target may be hit instead. A creature other than the intended target is randomly determined to be the new target. The character making the critical fumble then rolls to hit this new target. If the new target is hit, damage is determined as normal.

Note: Critical fumbles do not allow a counter-attack when made upon a completely unsuspecting opponent. For example, if a stealthed character rolled a critical fumble while backstabbing an opponent, the target would not be granted a counter-attack.

<u>Critical hits:</u> A critical hit (a natural attack roll of 20) indicates an unusually lethal blow has been landed. Whenever a critical hit is made, the attacker rolls the weapon damage twice, including the application of modifiers, as if two separate attacks had hit. For example, a critical hit scored with a mace (2-8 damage) wielded by a character wth a +1 damage bonus, will inflict 6-18 points of damage. Critical hits with missile weapons are treated similar to melee weapons.

The Element of Surprise

As mentioned in the Player's Reference Book, the element of surprise confers a +4 modifier upon the attacker's first initiative roll. In addition, the dodge score of the surprised defender is halved until his or her own initiative. In these cases, it is considered the attack is directed at either the front or flank of the defender, where the attacker will be made visible as the attack is made. For example, a bandit leaping from the cover of roadside bushes to waylay a passing traveler would have the element of surprise.

If a character is attacked from behind, or is otherwise unaware of the attacker's presence until the blow is landed, the attacker gets one full free attack of opportunity. For example, a rogue successfully concealed in the shadows and attacking from behind would get one free full attack against his victim before initiative was rolled. Like surprise, the defender's dodge score is halved in regards to this free attack. However, after this attack, normal combat may commence, beginning with a normal 1st round initiative roll.

As Game Master, it is important that you distinguish between surprise attacks, and attacks made against an unaware opponent. As a general rule, if the victim has no awareness of the attacker until the first blow is landed, the attacker is awarded a full attack of opportunity. However, if the victim is able to glimpse or hear the attacker before the first blow is landed, the attacker has the element of surprise.

Attacking a Sleeping or Unconscious Opponent

Due to their defenseless condition, opponents whom are sleeping, restrained, or unconscious may be somewhat easily dispatched without need for an attack roll.

If the victim is sleeping or unconscious, and the attacker is using an edged weapon, the defender is automatically hit, and he or she must make a Physical Resistance check of 10. If the check is unsuccessful, the defender dies. However, if the Physical Resistance check is successful, the defender is reduced to ½ his current health points.

If the opponent is sleeping or unconscious, and the attacker is using a blunt weapon, the defender is automatically hit and must make a Physical Resistance check of 10. If the check is unsuccessful, the defender is reduced to 0 health points. If the Physical Resistance check is successful, the defender is reduced to ½ his current health points. For example, a character with 23 health points is attacked with a mace while sleeping. If the character makes his Physical Resistance check of 10, he is reduced to 12 health points. If the character fails his Physical Resistance check, he is reduced to 0 health points.

If a restrained opponent is attacked with either a blunt or edged weapon, no to-hit roll is needed; the defender is automatically reduced to 0 health points. If a sleeping, unconscious, or restrained opponent is attacked at 0 or less health points, the defender automatically dies.

Note: These rules apply for creatures of approximately human size or smaller. Extremely large creatures, such as giants or dragons may not be so easily dispatched by average weapons.

Cover

In missile weapon combat, partial cover can decrease a character's chances of being hit. Missile weapon to-hit modifiers for targets under partial cover are:

25% cover: -2 to-hit.
50% cover: -4 to-hit.
75% cover: -6 to-hit.

These are approximations only. During gameplay the Game Master should decide what benefits, if any, are gained due to cover. Nevertheless, taking cover is typically a defensive maneuver. Unless the environment is particularly fitted for defensive combat (such as an arrow slit in a castle wall) characters must expose themselves substantially when attacking. Under most circumstances, in order to effectively use a missile weapon, one must be at minimum 25% exposed to return fire.

Note: Due to proximity, cover does not apply to melee combat.

Mounted Attacks

In general, when on horseback, characters without the Riding proficiency make melee attack rolls from the saddle at -2, and missile attacks at -4. Characters with the Riding proficiency suffer no penalties when attacking from horseback or similar mount.

In most cases, characters without the Riding proficiency cannot ride flying-creatures. Characters with a Riding proficiency of grade IV may attack without penalty while mounted upon a flying steed. Nevertheless, most attacks from a flying steed will be missile attacks. Any character riding a flying steed without a Riding proficiency of grade IV will suffer a -2 penalty on melee attack rolls from the saddle, and a -4 penalty for missile attacks.

Drawing or Switching a Weapon in Combat

As a general rule, a character drawing a weapon or switching weapons in combat may make only one on-hand attack that round. This may not be increased by the Multiple Attacks discipline. In addition, a weapon drawn or switched into the off-hand may not be used in the same round.

Example: Rhajan has Multiple Attacks II in weapon class E. Thus, he gets two attacks per round with his longsword. In addition, Rhajan fights with a dagger in his off-hand. During a combat round Rhajan

draws his sword and his dagger. However, he may make only one attack with his longsword.

Note: The Quick Draw discipline enables a character to switch weapons and get a full round of attacks with all weapons drawn.

Attacking with a Shield

Any character wielding a shield can choose to bash or slash with it as an off-hand weapon. A character may inflict 1d3 points of damage with a buckler, or 1d4 points with a average size or kite shield. Spiked buckers may inflict up to 1d6 points of damage. For game purposes, this attack is made as if it were an off-hand weapon attack at the character's initiative. As a result, any attack with an on-hand weapon while attacking with a shield applies a -2 to-hit modifier.

If a character attacks with a shield, the protection of the shield is reduced for the initiative of the attack, and remainder of the combat round. Proper defensive use of a shield requires positioning that cannot be maintained by a character employing it as a weapon. During and after the attack, the shield absorbs 1 less point of damage.

Grappling

If a character punches or kicks an opponent, he or she inflicts 1d3 points of damage. This may be done once per round. However, at times a character will desire to grapple with an opponent rather than strike outright.

As a general rule, grappling will result in one of the two opponents becoming pinned and unable to move. In order to grapple successfully, the attacking individual must make an unarmed to-hit roll upon the opponent. If this roll is successful, grappling will ensue.

Grappling between two opponents should be determined by each individual attempting a Feat of Strength with a target number equal to the opponent's strength score. If one individual fails this Feat of Strength and the other succeeds, the winner may either hold the opponent or break free. If both individuals succeed or fail the Feat of Strength, grappling has no result.

While grappling, A Feat of Strength is modified by the following:

+1 for every 50 lbs. heavier than the opponent.
-1 for every 50 lbs. lighter than the opponent.
+2 for every grade of the Unarmed Combat discipline.

Thus, a character grappling with an opponent 100 lbs. lighter would apply a +2 modifier to his grappling Feat of Strength. Conversely, his opponent would apply a -2 modifier to his Feat of Strength.

Once held, a pinned opponent must wait until his or her next initiative to attempt to break free. This is done by both individuals repeating their Feats of Strength. Only if the pinned individual succeeds and his opponent fails does he or she break free.

Example: Olaf notices that a gnomish thief has just lifted his coin purse. However, rather than attack the gnome, Olaf decides to hold him and call for the town guards. Olaf rolls to-hit the gnome and with the benefit of surprise, he succeeds. Grappling begins. Olaf weighs 190 lbs., whereas the gnome weighs 70 lbs. Thus, Olaf applies a +2 modifier to his Feat of Strength. He rolls a 12. As the gnome's strength is 8, his result of 14 succeeds. The thief attempts his Feat of Strength, applying a -2 modifier. His result is 2, which fails (Olaf's strength is 12). Thus, Olaf has pinned the gnome. However, initiative begins and Olaf gets an 8 and the gnome gets a 7. At initiative 8, Olaf continues to hold the thief, and yells for the guards. At initiative 7, the gnome attempts to break free. His Feat of Strength result is a 15, which is successful. However, Olaf makes a Feat of Strength as well and rolls a 9. As Olaf is successful as well, the gnome is still held.

Note: A pinned opponent may attack his grappling opponent with any weapon of 2' or shorter with a to-hit modifier of -4. This weapon must be in the individual's hand prior to being pinned, however.

The dodge score of a creature pinned by another or pinning another is reduced by ½ regarding all other opponents. For example, if while pinning the gnome, Olaf was attacked by the gnome's accomplice, his dodge score of 11 would be reduced to 6.

Grappling with creatures: For purposes of grappling, the Game Master may assign strength scores to creatures as he or she sees fit. For example, a minotaur might have a strength score of 18-19, whereas an imp might have a score of 4-5.

Combat Movement

Most movement during combat will be somewhat fluid, and should not be explicitly calculated from round to round. In general, movement rates should be considered carefully only when an individual is trying to cover ground in a limited amount of time, or if in a situation of flight and pursuit. Such movement in combat is divided into two primary types. These types of combat movement are passive movement, and charge.

Passive Combat Movement

Passive movement in combat includes any movement characters make under ¼ of their full movement rate in distance in one round. For example a character with a movement rate of 140' can passively move up to 35' per round. In general, passive movement does not alter combat actions. Instead, passive movement just gradually changes the character's position round to round.

A character moving passively may cast spells, attack or perform any normal combat action. However, if a character takes an action, he or she does so at the end of this movement. For example, a character with a movement rate of 120' may move up to 30' and attack. This attack is assumed to take place after the individual has moved 30'. A character may not attack an opponent and move away from the opponent within the same round.

Charge

A charge includes any movement characters make between ¼ and their full movement rate in one round. For example, a character with a movement rate of 140' can charge between 35' and 140' per round. Characters making a charge state their intention to do so at their initiative. Their initiative is then adjusted by -5. At this new initiative, the character may make one on-hand melee attack or switch hand-held items. This action is considered to be completed at the end of this movement. No other actions may be performed.

Example: Turning into an alley, Radcliff discovers a merchant being accosted by a gang of thugs about 60' away. Radcliff has a movement rate of 130'. Radcliff rolls initiative and gets a result of 7. Deciding to aid the merchant, Radcliff draws his sword and charges into combat. As 60' is over ¼ of his full movement, but less than 140', Radcliff may charge into combat, getting one sword attack at initiative 2 (7 - 5 = 2).

Receiving Charges, Interception and Retreat

Characters and their opponents will often engage or disengage as they move about in melee combat. Three special considerations resulting from such actions are receiving a charge, interception and retreat.

Receiving a charge: Whenever an individual charges into a melee, any creature within passive movement of the charger's destination who is aware of the incoming opponent may move to 'receive the charge'. A character receiving a charge may make one simultaneous on-hand melee attack against the charger that round. A character receiving a charge must indicate to the Game Master they will do so upon their initiative.

An individual receiving a charge may take no other actions that round. He only defers his initiative to the charger's arrival, and makes one on-hand melee attack upon the charger.

Example: Continuing the example above, two of the thugs accosting the merchant see Radcliff enter the alley. These thugs get initiative results of 8 and 4. Radcliff announces he will charge at initiative 7, and will thus arrive at initiative 2. At initiative 4, Radcliff has not yet arrived. Thus, the thug with an initiative 4 chooses to receive Radcliff's charge. As a result, both Radcliff and this thug exchange one on-hand attack at initiative 2. As Radcliff didn't begin his charge until after the first thug acted, that thug could not receive his charge.

Note: If one of the thugs had an initiative result of 1 or less, he could take a full round of melee attacks against Radcliff.

Interception: Sometimes opponents will charge at each other, or one opponent may intercept another who is charging. As a general rule, any creature that is intercepted while charging may make one on-hand melee attack against the interceptor. However, to do so, the running character must stop short at the point of interception. Similarly, any individual intercepting an opponent may make one on-hand melee attack against the charging opponent, regardless of whether they stop or not. No other actions may be made while intercepting.

Example: Once again using the example above, two of the thugs accosting the merchant see Radcliff enter the alley. These thugs get initiative results of 8 and 4. Radcliff announces he will charge at initiative 7, and will thus arrive at initiative 2. At initiative 4, Radcliff has not yet arrived. However, the thug with an initiative 4 chooses to passively move forward 20' and intercept Radcliff's charge. As a result, the thug may make one on-hand attack upon Radcliff at initiative 4. Here, Radcliff has two choices, he may stop and make one on-hand attack upon the intercepting thug, or (if space permits) bypass the thug and continue with his charge, arriving at initiative 2.

Retreat: Any withdrawal out of melee combat is considered a retreat. A retreat may be made by any type of movement. As characters may attack only after moving during a round, a retreating character may not attack the melee opponent he is retreating from. However, a character could retreat from one opponent and possibly attack another some distance away.

Once an individual retreats from combat, any opponent currently in melee with the individual who has not yet acted (has a lesser initiative) has two options. These are: 1) immediately take one on-hand melee attack upon the character as he leaves, or 2) waive the attack, and perform another action at his or her normal initiative.

Option one, attack: Any opponent that has not yet acted this round may immediately take one on-hand melee attack upon the character as he leaves. Any attack made upon a fleeing character takes place immediately upon the initiative of the fleeing character. Once this attack has been made, the opponent may no longer act within the

same round. Only melee attacks may be made in response to a fleeing character. No other actions, such as casting a spell or drinking a potion, may be performed. If a character retreats by charging, his opponents may attack at the initiative as he leaves, not at his initiative adjusted by -5.

Option two, ignore: Any opponent that has not yet acted this round may choose to ignore the character fleeing combat. This opponent may act as normal at his or her initiative.

Example: Magnus and Occum are waylaid by an orc and a hobgoblin. For initiative, Magnus gets a 7 and Occum a 6. The orc gets an initiative of 5 and the hobgoblin a 3. At initiative 7, Magnus runs away. The orc chooses ignore Magnus. However, the hobgoblin takes one on-hand attack against Magnus and does so at initiative 7. At initiative 6, Occum attacks the orc. At initiative 5, the orc decides to chase Magnus. As the orc is leaving combat with Occum, this is considered a retreat. However, Occum has already acted, thus he may not attack the fleeing orc. Finally, the hobgoblin with an initiative of 3 has already acted for the round. The round is over, and a new round may begin. Magus is being pursued by the orc, and Occum is in melee combat with the hobgoblin.

Refereeing Combat Movement

A system designed to address all types of possible combat movement would be extremely complicated and difficult to implement. Furthermore, constant referencing of the rules can slow gameplay and detract from the excitement of combat. For these reasons, it is encouraged the Game Master use the rules of combat movement provided as guidelines only, and to alter their implementation as he or she sees fit.

Here are the rules of combat movement distilled for the sake of simplicity:

1: Characters in combat may take any action, or switch weapons and make one on-hand attack if moving up to 25% of their movement rate (passive movement).

2: Characters may make one on-hand attack if moving 25-100% of their movement rate (charging).

3: Receiving a charging opponent enables both adversaries to make one on-hand attack against each other at the charger's initiative.

4: Intercepting a charging opponent enables both adversaries to make one on-hand attack against each other at the interceptor's initiative.

5: Retreat enables all opponents in melee to make one on-hand attack against the fleeing individual.

General movement and combat rule: If anyone moves between 25-100% of their movement rate, that individual and anyone attacking him in melee, gets only one on-hand attack while he moves.

An Example of Combat

At first glance combat may seem a complicated enterprise. However, after a few engagements, both the Game Master and players will become very familiar with combat rules and movement. An example of combat is provided below.

Occum, a 3rd level human swordsman, Magnus, a 4th level human wizard of 2nd Circle spell-power, and Millena, a 3rd level half-elven rogue, are traveling along a riverside trail when a large wolf leaps

from the bushes, attacking them. We begin our example just prior to the wolf's appearance.

Game Master (GM): You've been making your way along the river at a steady pace. It's been 3 hours since sunrise. -Each of you may make a Perception check of 12.

Occum: I don't have the Perception proficiency, but I'll try. (Occum's player rolls 2d20, with a result of 8 and 13.) No good. I got an 8 with a non-proficient Perception check.

Magnus: I don't have Perception either. I got a 10.

Millena: I've got Perception grade II. (Millena's player rolls 2d20, with a result of 7 and 10.) Ugh, I got a 10. -Unfortunately, I don't make a 12. Does something happen?

Unbeknownst to the characters, concealed in the bushes, a hobgoblin mystic hides with a trained wolf. 100' further up the trail, an orcish archer is hiding as well. The Game Master decided a Perception check of 12 would enable the characters to sense the trap. However, as no character made a successful Perception check, the bandits get the element of surprise.

GM: Actually, yes. From the bushes to the right of the trail, a large dog or wolf springs upon you, Occum. It's nasty looking, and is wearing a spiked collar. Please roll initiative.

Occum: Ugh. I got a 3.

Magnus: Great, I got a 9!

Millena: I've got a 6. What's the wolf's initiative!?

The Game Master rolls initiative for the hobgoblin, orc and wolf. As they have the element of surprise, he adds +4 to each of their initiative rolls. The hobgoblin, orc, and wolf get initiatives of 9, 7, and 11, respectively.

GM: Sorry, the wolf has it with an 11. Occum, he tries to bite you. You have a dodge of 12, correct?

Occum: Yeah, it's a 12. Also, don't forget I'm wearing studded leather! That absorbs 1d2 points of damage if the wolf hits. (The Game Master nods. Rolling 1d20 for the wolf's attack, the result is 10. However, the wolf has a +3 to-hit modifier, giving a result of 13. In addition, since this is a surprise attack, Occum's dodge score is temporarily halved. The wolf hits Occum. Rolling 1d6 + 1 for damage, the result is 5.)

GM: The wolf bites into you Occum, for 5 points of damage. However, you can roll for your armor absorbance.

Occum rolls 1d2 with a result of 2.

Occum: Well, that helps some. -My armor absorbs 2 points, so I take 3.

GM: That's right. You have 11 health points left, Occum.

Magnus: Alright, now it's our turn! I'm going to cast Force Bolt on that wolf!

GM: Ok, Magnus. You can begin to cast at initiative 9. However, just as you do, a filthy looking humanoid rises from the bushes from where the wolf appeared. He looks somewhat like a goblin, and is covered in a variety of odd trinkets. It appears he is casting as well!

Millena: Damn! I'm next. I attack that caster at initiative 6!

GM: Not so fast, Millena. Magnus' Force Bolt spell goes off at initiative 8, as does the goblin-like creature's spell. Magnus, roll for your Force Bolt damage.

Magnus: Can I switch my Force Bolt to the goblin caster?!

GM: No. He appeared as you started casting your spell targeting the wolf. Sorry. -Please roll your damage.

Magnus: (Magnus rolls 1d8 + 2 for a result of 4.) I got it for 4 points. Take that you mangy hound!

The wolf has 10 health points. The GM notes that it has 6 health points left.

GM: The wolf yelps, but it still looks pretty good. Occum, the caster has targeted you with his spell. Please make a Mental Resistance check of 11.

The hobgoblin has targeted Occum with the 1st Circle Ritual magic spell, Weakness. Occum's player rolls 1d20 with a result of 6. Occum has no Mental Resistance check modifier and fails to resist the spell. Rolling 1d4 + 4, the Game Master determines that Occum loses 5 points of strength.

GM: Occum, unfortunately the spell affects you. You instantly begin to feel a loss of strength, almost as if you were affected by a severe illness. As a result, you lose 5 points of strength. This may also modify your Physical Resistance checks.

Occum: (Groaning) Arrgh! That drops my strength from 13 to 8! What's worse, my armor impedance score is adjusted by +5 and I've got a -1 Physical Resistance modifier! Now, I've got a dodge of 7. -I'm going to kill that goblin!

Millena: Ok, now can I go?

GM: Sorry, but there's one more surprise first. About 30 yards up the trail, you see a figure stand. He's armed with a bow and shoots at... Magnus, you have a dodge of 13? (The Game Master rolls 1d20 with a result of 15. The orc's arrow hits Magnus. 1d8 indicates Magnus takes 5 points of damage from the arrow.) ...Magnus, the archer hits you. An arrow sticks in your leg and you take 5 points of damage. You have no armor to absorb it, so you go from 13 health points to 8.

Millena: This is looking bad. Is there anyone else around?!

GM: Ok, make a Perception check of 10, Millena.

Millena: (Rolling 2d20, Millena gets a result of 2, 8. Ugh, I got an 8. Do I see anyone else?

GM: No, besides these three adversaries, no one else seems to be around. You do notice the archer looks like an orc, however. Millena, we are now at initiative 6. You may act.

Millena: Finally! I am going to stab that goblin spellcaster with my rapier. Is he close enough?

The hobgoblin is just 15' away. As this is less than ¼ of Millena's 120' movement rate, Millena may passively move up to the hobgoblin. The Game Master nods. If the wolf had not yet attacked this round, the wolf could have opted to immediately attack Millena as she leaves. However, she may retreat from this melee without any recourse. Millena rolls 1d20 to-hit with a result of 20.

Millena: Ha, critical hit! (She rolls 1d8 twice for damage, with a result of 1 and 6.) 7 points! I got him good.

GM: You sure did, Millena. He looks badly hurt, and screams in frustration. (The hobgoblin has no armor, and is reduced from 14 health points to 7.) Occum, you can act at initiative 4 now.

Occum: Good. I slash this wolf with my longsword. (Occum rolls 1d20 to-hit with a result of 5. He adds +2 for his Weapon Mastery II discipline, yet a 7 misses the wolf with a dodge score of 13.)

GM: Ok everyone, that's the end of the first round. Roll for initiative. - Occum, don't forget your new armor impedance now gives you a -5 modifier to your initiative roll.

For initiative, Occum gets a 4, Magnus an 8, and Millena a 3. The hobgoblin, orc, and wolf get initiatives of 9, 4, and 3, respectively.

GM: Alright, the goblinoid caster begins another incantation at 9. (The GM decides the hobgoblin is going to cast his last spell Steal Strength, upon Occum.) He's not yet done casting at initiative 8, however. -You may act Magnus.

Magnus: Great, I am going to cast a Fog spell, centered upon that orcish archer. That should give him some trouble.

GM: Nice, Magnus. Your spell goes off at initiative 7, surrounding the orc in a dense fog. However, the goblinoid's spell takes effect at initiative 7 as well. Occum, make another Mental Resistance check, but this time with a target number of 12.

Occum: Me again?! Magnus, you should have targeted this goblin! (Occum rolls 1d20 for his Mental Resistance check and gets a 10. Occum fails to resist the Steal Strength spell.) Arrgghh! I missed it!

GM: Occum, just when you thought you couldn't feel worse, you do. You feel even weaker, losing another 4 points of strength. You now have a 4 strength. Your studded leather armor feels crushingly heavy now. You have an armor impedance of 9, making your dodge a 3. You don't think you can move too quickly either. Also, recheck your Physical Resistance modifier. We are now at initiative 4. Millena, you notice that the goblinoid seems to look a bit tougher, in a somewhat unnatural way.

Occum: Great, I'm an invalid with a wolf trying to eat me. Well, I try to hit it with my sword. (Occum sighs as he rolls a 1d20 with a result of 3.) No good, I miss.

The orc also has an initiative of 4. The Game Master decides the orc is perplexed by the fog, and rather than shooting, he will spend two rounds, the first round the orc will walk forward and switch his bow for a club. The next round the orc will charge towards the party. He mentally keeps note of this as the next rounds pass.

GM: Ok, we are at initiative 3. Millena, you and the wolf act simultaneously. Occum, the wolf bites you again. (Rolling a 13, the wolf easily hits the feeble Occum for 3 more points of damage. Occum rolls for his armor absorbance and gets a 1.) Occum, you are now at 9 health points. Millena, what do you do?

Millena: I stab this goblin again. (Millena rolls a 12 to-hit which just misses.)

GM: Alright everyone, new round. Roll those initiatives.

For initiative, Occum gets a -3, Magnus a 7, and Millena a 10. The hobgoblin, orc, and wolf get initiatives of 6, 6, and 5, respectively.

GM: Millena, you have it with a 10. Do you want to defer to initiative 0?

Millena: No way! I attack this goblin again. (Millena rolls a 13 this time, just hitting the hobgoblin. Her rapier inflicts 3 points of damage. The Game Master notes the hobgoblin now has 4 health points.) Ha! Don't worry, Occum. The tide is turning!

GM: Magnus, you are next with an initiative of 7. What do you do?

Magnus: Can I see the orc? What is he doing?

GM: Yes, you see a faint outline of him within the fog. It's difficult to say what he's doing though.

Occum: Magnus, kill the wolf! Help me already!

Magnus: Ok, ok. I am going to cast my 2nd Circle spell, Force Weapon. I'll make a Force Weapon in the form of a great sword. - Sorry, I can't do more this round Occum. It's either that or my dagger.

GM: Ok, Magnus. Your Force Weapon will materialize at initiative 5. However, the goblinoid goes at initiative 6. Millena, he sneers as he draws a wicked looking morningstar. -He swings upon you but misses narrowly. (The Game Master notes the orc also draws his club and advances 30' out of the fog towards the party, now 70' away.) At initiative 5, Magnus' Force Weapon materializes, and the wolf attacks you once again, Occum. (Rolling, the Game Master determines the wolf hits Occum again for 4 more points of damage.) He bites you for 4 more, Occum. Roll your armor absorbance.

Occum: I got a 1. I take 3 more putting me at 6 health points. Can I finally attack?

GM: Yes, Occum. You go last at -3.

Occum: Alright, here it goes again. I swing my longsword at the wolf. (Occum rolls to-hit getting an 18. He has +2 to-hit due to his Weapon Mastery II, giving him a final result of 20.) I finally hit! (Occum rolls 1d10 for damage with a result of 3. His Weapon Mastery II gives him a +1 damage modifier. However, his 4 strength gives him a -2. Thus, Occum inflicts 2 points of damage on the wolf.) That's 2 points. -Not so great.

The Game Master notes that the wolf suffers 2 points of damage. It has 4 health points left.

GM: You just nick the wolf, Occum. Ok, that does it for round three. Roll your initiatives, please.

For the fourth round initiative, Occum gets a 2, Magnus a 5, and Millena an 8. The hobgoblin, orc, and wolf get initiatives of 8, 6, and 11, respectively.

GM: Well, the wolf has it. He's intent on you, Occum. (Once again, the Game Master rolls and determines the wolf bites Occum again for 3 more points of damage. Occum's armor absorbs 1 point of damage again.) Occum, you are now at 4 health points.

Millena: Who's next? I got an 8 for initiative.

GM: Actually Millena, you and the goblinoid have tied. He swings at you again (rolling) and gets a 14. You have a 14 dodge? He just hit you. (Rolling 1d10 for the Morningstar, the GM gets an 8. However, the hobgoblin naturally gets a +1 modifier to damage. Combined with a +2 modifier due to his Steal Strength spell, the hobgoblin hits Millena for 11.) Ouch! Millena, he lands a mighty blow upon you for 11. Your

leather armor absorbs 1, but you still take 10. You are now at 2 health points.

Millena: (Cursing) Alright, I am taking this nasty guy down! (Millena rolls to-hit with a result of 7.) No! I'm sure that doesn't do it.

GM: No, it doesn't. Sorry, Millena. The goblinoid chuckles maliciously. You now notice notice the orc is charging at the lot of you. -He's brandishing a large club. Magnus, you are next at initiative 5.

As the orc is greater than ¼ of his movement rate away (30'), but less than his full movement of 120', the Game Master decides the orc will charge into combat this round. Therefore, at initiative 1 (6 – 5 = 1) the orc will get one on-hand attack against one of the three characters. As the orc only gets one attack per round normally, this active charge does not decrease his number of attacks.

Magnus: Ok. I help Occum and attack this wolf with my Force Weapon great sword. I got a 13, with the +1 to-hit modifier from the weapon, that's a 14. (The GM indicates it's a hit.) Great, (rolling a 2d6 + 2 for damage) that's 7 points!

GM: That does it, Magnus. The wolf yelps loudly and falls to the ground, lifeless. (The players sigh in relief.) Seeing the wolf fall, the goblinoid screams in rage. The orc hasn't reached you yet. Occum, it's your move.

Occum: I'll try to return the favor Magnus, I'm attacking the orc.

GM: He's running towards you, do you want to run out to intercept him?

Occum: No! I'll wait until he gets to us. I don't want to fight him alone.

GM: Alright Occum, you prepare to receive the orc's charge. You can make one on-hand attack upon the orc when he reaches you at initiative 1. Go ahead.

(Occum rolls an 11. However his +2 to-hit makes it a 13. The Game Master indicates it's a hit.) Ha! He takes… 3 points of damage.

GM: Nice job Occum. However, the orc attacks simultaneously with you. Magnus, as you seem to be the greater threat. The orc swings his club on you. And… he hits. Magnus you take 4 points of damage, putting you at 4.

The Game Master notes the orc has been reduced from 14 to 11 health points. Taking stock of the situation, the Game Master observes the orc is slightly wounded, whereas the hobgoblin has been wounded badly. The hobgoblin's Weakness and Steal Strength spells each last for 10 minutes; they won't be ending soon. Nonetheless, due to the loss of the wolf, he decides that if the next round does not go well for the orc and hobgoblin, they will flee the battle.

GM: Alright, we are going into round five. Roll for initiative. Magnus keep track of your Force Weapon duration, you have 9 rounds left.

For the fifth round initiative, Occum gets a 3, Magnus a 10, and Millena a 2. The hobgoblin gets a 7 and the orc a 10.

GM: Magnus, you and the orc have tied. Do you want to defer to 0? (Magnus shakes his head) Fine, the orc doesn't defer either. In fact, he attacks you. (The Game Master rolls a 6 for the orc's attack.) However, he swings wide and misses you, Magnus.

Magnus: Great! I'm going to take him out! (Magnus rolls his to-hit and gets a 1.) No! A critical fumble?!

GM: Sorry, Magnus. Stepping into the attack, you roll your ankle over a large stone in the path. As you try to regain your balance, the orc brings his club down upon you once again. His counterattack comes at initiative 9. And… this time it's a hit. 5 more points of damage. That's enough to drop you, Magnus. In fact, you are at -1.

Magnus: No!

Occum: Can I grab his Force Weapon and use it against the orc?

GM: No, Occum. Actually, the Force Weapon falls from his hand and disappears as Magnus collapses. Anyway, the goblinoid cheers and attacks Millena again at initiative 7. (The Game Master rolls.) …but, he misses. Occum, it's your action at initiative 3. What do you do?

Occum: What else can I do?! I attack this orc! (Occum rolls to-hit, but gets a 4.) Ugh, I miss. Take that goblin out, Millena!

Millena: I'll try… (Millena rolls to-hit and gets a 16. The Game Master indicates it to be a hit. Millena rolls for damage.) Take 4 points, you ugly bandit!

GM: That's just enough to do it, Millena. You run the goblinoid through, and he crumbles to the ground! Nice work. Seeing his comrade fall, the orc gives a reluctant growl. That's it for this round. However, there's still the orc left. Roll initiative.

For the sixth round initiative, Occum gets a -2 and Millena an 8. The orc gets a 9, however. The Game Master decides that the orc will run. Thus, the orc retreats.

GM: Well, looking obviously worried, the orc turns and runs.

Occum: He runs?! Can we attack him?

GM: You can, Occum. You may take one on-hand attack against him. However, although Millena is close, she isn't close enough to attack the orc as he flees. She would have to cover about 15' first. Still, either of you may pursue him instead.

The players hurriedly discuss their options.

GM: Quickly now, there's no time for conversation.

Occum: No, we won't pursue him. We don't want to leave Magnus unguarded. Besides, I think Millena is the only one with a chance of catching him. I'm just too weak. Nevertheless, I'll swing on him as he leaves.

GM: Fine. Roll for your attack.

Occum rolls a 9, and despite his +2 modifier, he just misses the orc's 12 dodge.

GM: Well, the orc feels your sword brush the hair on his neck. However, you miss and he retreats unscathed. Are you sure you don't want to give chase?

Millena: No, we've had enough for one day. I watch to make sure he keeps running, but I am not going anywhere. Occum, let's get Magnus off this path. You have the Healing proficiency, right?

From this point, the characters may begin non-combat actions. Thus, exact bookkeeping of passing time is no longer necessary. Nevertheless, the Game Master may decide the orc has sought reinforcements, and will return once again in an hour. If this were the

case, he may mentally note the time required for the character's subsequent actions.

Damage & Death

Adventure is a dangerous business. Throughout the course of their exploits characters may be hurt, poisoned, infected, drowned or worse. However, in Wayfarers the old adage rings true: Nothing ventured, nothing gained. As a Game Master, it is your job to present the characters with challenging, yet surmountable obstacles. Still, due to the random elements of the game, even careful players can perish in a fair Game Master's world. The following section concerns character injury, disease and death. In addition, a short discussion regarding the introduction of replacement characters is included.

Damage

Characters and creatures have a number of health points that represent the amount of physical damage they can take before they die. If for any reason an individual's health points reach zero, that character falls unconscious.

If a character's health points fall below zero by half of their endurance score, he or she dies. For example, a character with an endurance score of 11 dies at -6 health points. The table below indicates this endurance-based threshold:

Table 1.2.3: Endurance score and death

Endurance Score	Health points at which the character dies	Endurance Score	Health points at which the character dies
1-2	-1	11-12	-6
3-4	-2	13-14	-7
5-6	-3	15-16	-8
7-8	-4	17-18	-9
9-10	-5	19-20	-10

Note: The endurance score used to determine death is the character's current adjusted endurance score. Thus, if a spell lowered a character's endurance of 12 to 8, while affected, he would perish at -4 health points instead of -6.

Unless stated otherwise, creatures without an endurance score fall unconscious at 0 to -5 health points and die at -6 health points or below.

Although loss of health points can cause death, an individual's health point total does not directly relate to damage suffered. Thus, for game considerations, a character with 1 health point may perform any action he or she could while at 10 health points. Undoubtedly, a character at 25% of his total health points will appear battered and bruised. However, translating degrees of injury into game effects quickly becomes tiresome, and its slowing effect upon gameplay usually outweighs what realism is gained. That being said, rules for such effects of damage may be found in the Optional Rules section.

For all intensive purposes, a character's health point total should be viewed as a combination of physical health, resilience and luck. Only when each of these runs out is the character defeated.

Falling: As previously stated, if a character falls straight down and lands upon a hard, even surface, he or she will suffer 1d8 points of damage for every 10' of the fall. This falling damage ceases to increase beyond 100' feet, or 10d8.

Any time a character falls, he or she may make a Acrobatics check to resist the damage. If the Acrobatics check is successful, the character suffers only 1d4 points of damage for every 10' fallen instead of 1d8. Generally, the target number assigned to a Acrobatics check should be 2 for every 10' fallen (rounded to 10') up to 100', to a maximum base target number of 20. For example, if a character fell 44', he would need to make a Acrobatics check of 8. A fall of 67' would require a Acrobatics check of 14. Target numbers assigned to Acrobatics checks may be adjusted to reflect the surface below, the slope of the descent, or if the character has the opportunity to slow his descent.

Note: Of course, armor may absorb falling damage.

Asphyxiation

A character may hold his or her breath for a number of rounds equal to half of his or her endurance score. After this time, the character must make a successful Physical Resistance check of 10 every round thereafter. If the character fails this Physical Resistance check, he or she must immediately breathe or fall unconscious. For example, a character with an endurance score of 9 may hold his or her breath for 5 rounds. The character then must make a successful Physical Resistance check of 10 for each additional round thereafter.

After a character falls unconscious due to asphyxiation, he or she will still survive for twice his or her endurance score in rounds without breathing. For example, a character with an endurance score of 12 could survive 24 rounds without breathing, although he or she might fall unconscious after just 6 rounds without air.

Note: Cambions (listed as an optional player character race in the Optional Rules section) may hold their breath for a number of rounds equal to five times their endurance score or fall unconscious. However, after this duration has passed, the character must make a Physical Resistance check of 10 each additional round as described above. A cambion may survive for 10 times their endurance score without breathing.

Paralysis and Stun

Some poisons or magical effects will paralyze or stun a character. For ease of gameplay, paralysis and stunning have generalized mechanical effects. The Game Master may wish to adjust for unique circumstances, however, in most cases the following rules may be applied:

Paralysis: A paralyzed character or creature experiences severe rigidity and numbness in the limbs, making it impossible to stand or to effectively grasp items. The affected individual's dodge score is reduced to ¼ (min. 1), and movement is ¼ of normal. For example, a character with a dodge score of 13 and a movement of 120', has a dodge of 3 and a movement of 30' if paralyzed.

In general, a paralyzed creature remains prone, and may only slowly move itself about. A paralyzed character may not attack or use items, and can cast spells requiring a verbal component only.

Stun: A stunned character or creature is considered to be temporarily reeling from an insult or shock. While stunned, an individual's dodge score and movement rate are both halved. For example, a character with a dodge score of 12 and a movement of 130', has a dodge of 6 and a movement of 65' if stunned.

In general, a stunned creature may remain standing, and can retain held items. However, a stunned character may not attack, use items, or cast spells.

Poison

Poison frequently presents a difficulty for Game Masters. Often players will wish to apply poison to their weapons, expecting that a hit with such a poison will cause instant paralysis or death. Of course, many toxins may kill an adult human in short order. However, employing poison is not usually as easy as one imagines, and most useful poisons are difficult to obtain.

Types of poisons: For game purposes, poisons may be divided into four classes. These are caustic, metabolic, neurotoxic, and sedative.

Caustic: These poisons are chemically corrosive, often being extremely acidic or basic. In game terms, caustic poisons will typically cause health point loss. Caustic poisons may be applied to edged weapons, but usually with limited effectiveness. In addition, caustic poisons may corrode the weapon after multiple exposures. A low-grade caustic poison may require the victim to make a Physical Resistance check of 8 or lose 2 health points. Conversely, high-grade caustic poison may require the victim to make a Physical Resistance check of 14, suffering 10 health points of severe chemical burns if the check is failed, or 5 points if the check succeeds. Ingesting a caustic poison usually doubles its effect.

Metabolic: Metabolic poisons usually weaken or partially debilitate an individual. In game terms, a metabolic poison may reduce a victim's endurance score and or strength. Often metabolic poisons are slow-working, and most must be ingested or injected. Some metabolic poisons may be applied to a weapon, but the effectiveness is usually reduced substantially. A low-grade metabolic poison may require the victim to make a Physical Resistance check of 10 or lose 1d4 + 1 endurance points (min. 1) for 2 days. On the other hand, high-grade metabolic poison may require the victim to make a Physical Resistance check of 14, or lose 2d4 endurance points (min. 1) and 2d4 strength points (min. 1) for one week.

Neurotoxic: Neurotoxic poisons affect the nervous system, causing psychosis, seizures, paralysis or even death. In game terms, neurotoxic poisons may cause the victim to hallucinate, lose agility points, be paralyzed, or to die suddenly. As many neurotoxins are topically active, they may be applied to weapons with modest success. Nevertheless, these toxins are not typically effective if exposed to the air for extended periods. Neurotoxins are by far the most expensive of poisons. A low-grade neurotoxic poison may require the victim to make a Physical Resistance check of 8 or lose 1d4 + 1 agility points (min. 1) for 1 day. In contrast, high-grade neurotoxic poison may require a Physical Resistance check of 14, or the victim falls into seizures and dies within 1d3 hours.

Sedative: Sedatives are those substances that induce grogginess, lethargy or unconsciousness. In game terms, sedatives may cause a victim to lose agility points, become cataleptic, or to fall unconscious. Most sedatives must be ingested or injected. Like metabolic poisons, some sedatives may be applied to a weapon, but the effectiveness is usually significantly reduced. A low-grade sedative may require the victim to make a Physical Resistance check of 10 or lose 3 agility points (min. 1). Conversely, a high-grade sedative might require a Physical Resistance check of 15, or the victim falls comatose for 3d6 hours.

Applying poison to a weapon: Occasionally characters may wish to apply a poison to their weapon in hopes the victim will suffer the effects of the poison in addition to weapon damage. Unfortunately, this is usually not as simple as the player imagines. Of course, poison must be applied to an edged or piercing weapon. However, most players do not realize that cutting a victim causes an outflow of blood, which immediately washes much of the poison out of the wound. For this reason, weapon-delivered poisons are usually less effective than when properly injected or ingested.

As a general rule, metabolic or sedative poisons delivered via an edged weapon have a -6 adjustment applied to the poison's Physical or Mental Resistance check target number. Caustic poisons apply a -4 adjustment, and neurotoxic poisons a -2 adjustment. For example, if a character were to apply a caustic poison that normally required the victim to make a Physical Resistance check of 12 or suffer acidic burns, a character hit by a weapon coated in that poison would need to make a Physical Resistance check of 8 or suffer the same effect.

As poisons are typically effective only in liquid form, they do not remain effectual upon a blade for long. Generally, caustic, metabolic and sedative poisons will remain effective upon a blade for 10 rounds. Neurotoxins will only remain effective for 5 rounds. Thickening poisons with sap or oil reduces their delivery, and hence does not work. In all cases, once a poisoned weapon has struck an individual, the applied dose is expended.

Purchasing poison: In most civilized areas poison may not be sold on the open market. For this reason, and as poisons are difficult to formulate, they can be quite expensive. It is left to the Game Master to determine the price and availability of poisons in his or her campaign. However, it is suggested that PC use of poison should be limited. After all, if the PCs use poison frequently, who is to say their opponents won't do so as well?

Harvesting poison: Occasionally a character may wish to harvest poison from a recently slain venomous creature. In most cases the Game Master should allow the character a reasonable chance of garnering one or two doses. Unless the character is specifically skilled in this trade, the poison obtained will usually be somewhat less potent than the original.

Disease

Characters will typically only contract diseases via magical means or through contact with infectious creatures. In all cases, the effects of disease will be provided with the spell or creature description. However, if a Game Master so desires, he or she can devise other situations in which the character might be acquire sort of infection or malady. For example, if a group of characters were tracking a creature through the city's sewer system, the Game Master might require a Physical Resistance check to avoid a general sort of infection.

Similarly, a plague might sweep through the campaign world, causing characters to be wary of travelers, or even to be trapped within a quarantined town. Such afflictions might cause the character to lose endurance points, to develop unsightly sores until cured, or even to result in a slow and painful death.

In general, disease will have only a minor role during gameplay. However, at times disease may serve the Game Master as a plot device or other useful facet of the game. The causes and effects of disease are left to the Game Master's discretion. Still, as with all such decisions, careful use of disease is required to maintain a fair and appealing campaign environment.

Recovering Lost Health Points

As explained in Player's Reference Book, the natural recovery of lost health points is determined by the character's endurance score, their health point recovery modifier, and his or her level of physical activity. The following table indicates the rate of health point recovery based on these three factors:

Table 1.2.4: Base health point recovery

Endurance score	Normal activity	Minimal activity	Bed rest
1-2	-	-	1
3-4	-	-	1
5-6	-	1	1
7-8	1	1	1
9-10	1	1	1
11-13	1	1	2
14-15	1	2	2
16-17	2	2	3
18-19	2	3	4
20	3	4	5

Note: Numbers indicate health points recovered per day. Thus, a character with an endurance score of 12 getting bed rest will regain a base of 2 lost health points per day, plus the character's health point recovery modifier.

Health point recovery modifier: In addition to the health points a character regains as indicated above, a character gains an extra one-tenth of his maximum health points back each day. Thus, a character with 8 maximum health points regains 1 more health point per day, whereas a character with 21 maximum health points regains 2 more points per day. For example, a character with an 8 endurance score that has 14 maximum health points, regains 2 health points per day with bed rest.

Normal activity: The character makes little to no effort to rest or reduce normal physical activity. Normal activity includes all types of travel and possibly even combat. Nevertheless, it is suggested a character must get at least 4 hours of sleep before any health points are regained.

Minimal activity: The character performs few or no physical tasks. Riding on horseback, or walking slowly constitutes minimal activity. It is suggested the Game Master be strict in deciding what constitutes this type of recuperation. For example, simply climbing a tree should change a character's activity level from minimal to normal.

Bed rest: The character remains in a constant state of rest. This type of rest must be uninterrupted. If the character is to be moved, it must be in a cart or litter where the character is able to remain prone. Simply walking will change the character's activity level from bed rest to minimal activity.

Magical healing: The effects of magical healing are usually immediate, even if the character is brought back to consciousness as a result. Nevertheless, if a character regains consciousness due to magical healing, particularly in a combat situation, the character may not take any actions until the following combat round.

Magical healing does not cure all ills. Most magical healing concerns physical damage only. Unless specifically stated, a healing potion or spell will not neutralize poison or cure mental or physical disease.

Character Death

As characters are wont to engage in dangerous activities and combat, it is inevitable that at some point a character will die. Of course, even in the case of a valiant sacrifice, players are usually somewhat despondent after the death of a favorite character. This is understandable. Yet, it should be remembered that character death is an essential risk within the game. Players who do not fear the prospect of character death will not sense the thrill of danger the game can afford. Similarly, without palpable risk, rewards become empty, victories ring hollow, and accomplishments feel pointless. Only when players feel they have something to lose will they really feel they have something to win.

Nevertheless, because of the nature of the game setting, death is not necessarily the end. Magic elixirs and items may be found that can restore life, and powerful priests can either reincarnate or resurrect those they feel worthy of their blessing.

That being said, the life-giving powers of powerful magic items or spell-casters are normally unattainable by the lowest level of characters. However, replacement characters may be more easily introduced at the lower skill levels, and novice characters are usually less important to their players. As characters develop into more significant entities, their options for resurrection typically improve.

Replacing a deceased character: Although one member of an adventuring group is irrevocably lost, the character's player need not quit the campaign. Instead, the player may create a new character, and in the course of gameplay, the Game Master can work the new individual into the adventuring group.

Of course, a new character of skill level 0 will not likely succeed if he or she joins group of characters of skill levels 7 and 8. For this reason, it is suggested that when a player makes a replacement character, the new character begins with a number of skill points equal to half of those earned by the previous character.

Example: Roger's character, Olaf the Barbarian, has perished while fighting a wyvern with his comrades. Without means of resurrecting Olaf, his companions give him a proper burial upon the windswept tundra, and continue their journey towards a remote arctic outpost. However, as the other players continue with their expedition, Roger gets to work on creating a new character. After some deliberation, he decides to create Oswald Gutterson, a skilled tracker and bounty-hunter. Olaf had achieved the 6th skill level and earned 66 skill points at the time of his demise. Thus, Oswald Gutterson will have earned 33 skill points and be 3rd level upon creation. Getting approval from the Game Master, Roger begins creating Oswald. To do so, Roger must first generate Oswald at 0 level, and then advancing him though the 1st, 2nd and 3rd skill levels of development. Once Roger has completed his bounty-hunter and the Game Master has approved the new character, Oswald may be worked into the story. In this case, the players encounter Oswald in this isolated fort and hire him to lead them to the ruins of a nearby temple.

Note: It is important that a replacement character be generated in a sequential level-by-level manner as disciplines and proficiencies may only be improved one grade per level. Furthermore, all initial skill points must be spent upon character creation at 0 level.

Death Due to Aging

In most circumstances character death due to age is a result of magical aging processes.

Each player character race has a life expectancy determined by the Game Master. For example, the human life expectancy is suggested to be 80-100 years. If at any time a character advances in biological age beyond the lower limit of the life expectancy, he or she has a 1% chance per year beyond this limit of death due to an age.

Example: A human character is targeted by a powerful relic, causing him to age to 84 years. As a result, the character has a 4% chance of immediately dying due to the aging process.

Although a very rare occurance in gameplay, occasionally a character might naturally advance beyond his or her natural life expectancy.

After reaching one year beyond the lower-limit of life expectancy, and each year thereafter, the character has a 1% chance of expiring within the year, per each year beyond the minimum. For example, an 83 year-old human has a 3% chance of death within the year, whereas a 98 year-old has an 18% chance of expiring.

Death due to natural aging should be determined by the Game Master, and should not be directly disclosed to the character. Refereeing death due to aging is left to the Game Master. However, it is suggested the character be made aware of a rapid decline in health, which allows for 2 to 8 weeks to tie up loose ends, or to seek magical intervention.

Light & Vision

Light is one of the most common environmental factors to affect gameplay. Furthermore, due to racial differences in vision and/or magical effects, light levels will often affect individual creatures and characters differently.

As strict consideration of lighting can complicate and slow the progress of play, it is suggested light intensity be described in its effects upon human vision. In short, there are four levels of natural light intensity, ranging from daylight to pitch darkness.

In game terms, loss of sight most directly affects a character's to-hit rolls, movement, and dodge score. In general, vision impairment can range from twilight: -1 penalty, to complete darknessness: -5 penalty. As described in the Player's Reference Book, light can affect the various character races differently. These effects are described below:

Table 1.2.5: Vision impairment due to light

Race/Light level	High noon	Dawn/dusk	Moonlight	No light
Dwarf	-	-	-	-5
Elf	-	-	-	-5
Half-elf	-	-	-	-5
Half-orc	-	-	-	-1
Hobgoblin	-1	-	-	-1
Human	-	-1	-3	-5
Orc	-1	-	-	-1

Note: Penalties provided indicate melee to-hit modifier and dodge score adjustment. Missile weapon to-hit modifiers are 2x those of melee. Movement rate adjustments are 10'x the penalty. Thus 'no light' conditions would incur a -50' movement penalty upon a human.

Unlike light-levels, vision impairment due to particulates such as fog or smoke affects all races equally. Examples of vision impairment are:

Table 1.2.6: Effects of vision impairment

Penalty/Effect	To-hit modifier*	Dodge score adjustment	Movement rate adjustment†
Light Fog	-1	-1	-10'
Blizzard	-3	-3	-30'
Blind	-5	-5	-50'

* Missile attack to-hit modifiers due to vision impairment are twice that of melee attacks. Thus a character would apply a -2 to-hit modifier if employing a bow in a light fog.
† A character may move at full movement rate with impaired vision. However, such movement typically risks falling or injury.

Of course, if the Game Master wishes, he or she may choose intermediate effects, such as applying a -2 or -4 penalty to attack rolls and dodge scores due to limited vision. However, the simple system provided works well in most situations.

Vision impairment and movement: Movement penalties due to impaired vision are not absolute, but reflect a rate at which the character may move without stumbling. For example, it is suggested a character with a base movement rate of 120' might slog through a pitch-black tunnel at a rate of 70' per round without tripping or running into a wall.

That being said, as environmental factors will affect the movement of characters with impaired vision, as Game Master you may adjust such movement rates on a case-by-case basis. In fact, Perception and/or Acrobatic proficiency checks should be required of characters trying to move quickly with impaired vision.

Example: Sleeping at an inn, Mr. Bolar is awaken by a thief looting his room. The thief takes flight, and Bolar decides to pursue the rogue in the darkness. Following the sound of the thief's footsteps, Bolar chases his opponent down the hall at full tilt. Bolar is faster than the thief. However, to catch him, Bolar must quickly navigate a turn and a small flight of stairs. The Game Master determines that Mr. Bolar must make a Perception check of 13 or miscalculate his path. Unfortunately, he misses this check. As the Game Master decides that Bolar misjudged the stairs, he deems that an Acrobatics check of 11 will avert disaster. Unfortunately Mr. Bolar does not have the Acrobatics proficiency. Missing this check as well, Bolar rolls head-over-heels down the stairs.

Note: The Blindfighting discipline reduces penalties caused by vision impairment by +2. Thus, total blindness resulting in a -5 to-hit modifier and a -5 dodge score adjustment, would modify a Blindfighting character's to-hit rolls by -3, and adjust his dodge score by -3. Furthermore, if a movement rate penalty is applied due to vision impairment, the Blindfighting discipline will offset this penalty by +20'.

It is worth mentioning the rules for blindness, particularly in combat, are grossly over-simplified and benign. In reality, loss of vision in a combat situation is devastating. The mechanics provided here are intended to be fair and simplifying but not overly realistic or permitting for instant-kill situations.

Light Sources

Adventuring parties will typically employ some artificial means of light when traveling at night or underground. It is not advised the Game Master spend considerable time or effort determining light-levels due to the use of different light sources. Nevertheless, to quickly estimate the effect of light sources upon visibility, the following table is provided:

Table 1.2.7: Light sources

Light source	Light intensity			
	Daylight	Dawn/dusk	Moonlight	No light
Candle	5'	20'	40'	80'
Lamp or lantern	10'	40'	120'	180'
Torch	20'	60'	140'	200'
Bonfire	30'	70'	160'	240'
Illuminate spell	20'	40'	80'	120'

Note: The light intensity provided concern individuals at the indicated distance from the source of light. For example, and individual standing 80' from a single candle would have no practical light about his person. The individual would be able to see the candle from his position, however.

The distances in the previous table indicate the outermost point at which the light source provides light of a given intensity. For example, torchlight will provide an intensity of light equal to noon daylight within a 20' radius, or a 40' diameter circle. Between 20' to 60' away from a torch, light levels are considered equal those at dawn or dusk.

Again, it is stressed the Game Master simply estimate the effects of light upon vision in all but the most obligatory of circumstances (such as a character attempting to read a scroll in a poorly-lit prison cell).

Invisibility: In general, all melee attacks upon an invisible creature will be made at -5 to-hit. Missile attacks upon an invisible creature are -10 to-hit. Furthermore, attacks made by an invisible creature are made at +3 to-hit.

Note: Invisibility adds a +10 modifier to Stealth proficiency checks.

Water Combat Rules

Environmental factors will occasionally call for the alteration of game mechanics for movement, vision, combat, etc. In such cases where the rules do not contain appropriate mechanics, the Game Master should devise the most simple and rational solution possible, and keep the game moving along. However, as combat in water is relatively frequent, some rules are provided for these circumstances.

Water combat movement: Unencumbered characters can swim at a base rate of 20' per round, modified by +10' for every grade of the Swimming proficiency they possess. A character swims at the same speed on the surface or underwater. In terms of combat movement, no adjustments must be made. Charges, retreats and passive movement may all occur in water as on land, at reduced rates.

However, due to the resistance of the fluid, physical combat within water is altered. All characters within water experience a measure of impedance. Characters and all other land-dwelling creatures apply a +5 impedance adjustment when in water. This water-based impedance does not affect a character's movement rate. As a result, a character in water applies a -5 adjustment to his dodge score, and a -5 modifier to initiative rolls, agility-related proficiency checks, and to Hermetic/Hedge casting failure rolls.

All creatures native to water should not apply this water-based impedance modifier. In addition, for each grade of the Swimming proficiency a character possesses, the +5 water-based impedance score adjustment is reduced by 1. For example, a character with Swimming grade II would suffer a +3 impedance adjustment when in water.

Underwater Vision: Vision underwater will depend upon water clarity, but will always be worse than in air. In clear water, apply an additional -2 to-hit modifier, and a -2 adjustment to dodge. This dodge penalty is added to water-based impedance. Movement is not affected by underwater vision impairment. For liquids that are less clear, or for dirty water, larger modifiers and adjustments may be applied, up to -5 to-hit, and -5 to dodge, which indicates blindness. Creatures that naturally swim underwater do not suffer underwater vision impairment.

Limited sight distances and/or additional combat penalties may be applied due to poor visibility. Infrared vision will also be adversely affected by water temperature and poor heat transmission. The Blindfighting discipline offsets underwater vision impairment as normal.

Spell-casting in water: Aside from spell failure due to water-based impedance, spells containing a verbal component may not be cast underwater. In addition, many material components are impractical underwater. It should also be considered that the effects of certain spells may be altered in water. For example, the 4th Circle Hermetic spell Lightning Bolt will likely have an area of effect (including the caster), whereas the 3rd Circle Hedge spell Trace would likely fail outright. In each case, it is best the Game Master decides what follows.

Limited damage from slashing or bludgeoning weapons: Due to the resistance of water, only piercing weapons can be used effectively. To reflect this, when underwater, slashing weapons inflict ½ of normal damage and bludgeoning weapons just ¼ of normal damage.

Injury due to water pressure: Water pressure can be crushing and cause injuries due to an imbalance between the diver's internal pressure and that of the water above. Temporary deafness or possibly damage may be suffered for a character diving or pulled down too deep. 150' is the maximum depth for unaided divers.

As a general rule, surface-dwelling creatures suffer 1d8 for every 50' of descent below 150'. In addition, a creature must make a Physical Resistance check of 10 modified by -1 for every 50' below 150' or be rendered deaf for 1d4 hours per every 1d8 rolled (a natural 1 indicates permanent deafness). As an example, a character pulled down 300' by a giant octopus suffers 3d8 points of damage, and must make three Physical Resistance checks (11, 12 and 13) or be deafened for up to 3d4 hours. Damage and deafness is incurred during descent.

Travel

In general, the rate of long-distance travel by foot is more dependent upon the local terrain than it is a character's movement rate. Thus, unless encumbered, characters are assumed to walk over long distances at roughly the same speed. Of course, there are more efficient means to travel over long-distances than walking.

In all cases, the travel time from one place to another should be determined by the Game Master, accounting for conditions such as weather, terrain, encumbrance, quality of steeds, and possibly knowledge of the land. However, in order to aid estimations of travel time, general rates (in miles per day) of common modes of travel are provided.

Table 1.2.8: Rates of travel

Method of travel	Poor conditions	Average conditions	Optimal conditions
Foot	8	15	30
Camel or mule	10	15	25
Horseback	8	25	50
Mule-drawn cart	4	12	20
Horse-drawn cart	3	15	25
Sailboat, small	15	40	60
Sailboat, large	20	50	60
Galley	25	35	45
River raft	15	25	40
Canoe	10	20	35
Rowboat	8	12	20

Travel conditions are simply rated as: poor, average, and optimal. Nevertheless, the effect of the environment upon traveling varies between modes of transportation. Consider, optimal travel conditions by sailboat would include strong and steady winds; however, a canoe would be slowed by such conditions. When multiple methods of locomotion are used together, it is important the Game Master set the pace according to the least efficient member of the convoy.

As an option, men or beasts may travel at 1.5x normal movement for up to two days in a forced-march fashion. After one day of a forced-march, the next day of travel must be reduced to ½ the normal travel rate, or else the third day must be spent resting. After two days of forced-march, no substantial travel is possible upon the third day.

MAGIC ITEMS & THEIR CREATION

Magic items are clothing, potions, weapons, armor or other articles permanently enchanted by a powerful spell-caster or extra-planar being. As they may only be created by the most powerful of individuals, magic items are normally rare, if not singular.

In general, lesser magic items such as potions or scrolls will be more common than permanent ones such as armor, weapons or artifacts. Relics are the rarest magic items of all. Of course, the prevalence of these items will vary somewhat from campaign to campaign. However, one of the biggest rewards for a character is to discover an unusual or powerful magic item. Consequently, it is suggested that magic items be introduced sparingly, lest they lose their allure by becoming commonplace.

As with all aspects of the game, the Game Master is encouraged to create his or her own magic items. As a Game Master, feel free to devise items that match your campaign setting or distinctively rewards PCs for achieving a challenging goal. Due to their nature, magic items present a unique opportunity for referee creativity. Of course, game balance should always be considered when introducing a new item into a game. Nevertheless, the following section provides a list of many magic items that may be used in your campaign, either modified or as is.

Magic Items

Magic items are divided into seven general classes. These are: armor, artifacts, weapons, potions, scrolls, wands and weapons. Potions and scrolls are usually the least potent, whereas artifacts and relics are often the most powerful. Due to their potency, it is not advised that magic items ever be placed haphazardly into a campaign. Still, at times a Game Master may wish to randomly select a magic item for various reasons. Therefore a table of random selection is provided.

1-16: Armor, pg. 36
17-25: Artifacts, pg. 37
26-50: Potions, pg. 47
51-54: Relics, pg. 51
55-75: Scrolls, pg. 57
76-88: Wands, pg. 58
89-100: Weapons, pg. 59

Note: The previous table has been weighted to reflect a relative rarity amongst the different classes of magic items.

Magic Armor

Although some rare magic armor may impart special powers upon the wearer, most magic armor will absorb additional damage, and/or improve the armor's associated strength requirement. Lesser magic armor will absorb only one additional point of physical damage, or have a strength requirement adjustment of -1. In contrast, the most powerful magic armor might absorb 3 additional points of physical damage per impact, or have a strength requirement adjustment of -6 compared to its non-magical form. As an example, an extremely powerful suit of magic plate armor might absorb 1d6 + 2 points of damage, and have strength requirement of 13.

The Game Master is encouraged to both design and make magic armor available as he or she sees fit. Nonetheless, the following is a list of assorted magic armor, representative of what may be found in a typical campaign setting:

Table 1.3.1: Magic armor

d100	Armor type	Magic modifier to physical damage absorbed	Strength requisite	d100	Armor type	Magic modifier to physical damage absorbed	Strength requisite
1-4	Shield, bucker	+1	-	68-70	Chain mail	+1	9
5-6	Shield, bucker	+1	0*	71	Chain mail	+2	10
7-8	Shield	-	0*	72-73	Chain mail	+2	14
9-12	Shield	+1	1*	74-75	Chain mail	+2	12
13	Shield	+1	0*	76	Splint	+1	14
14-15	Shield	-	1*	77	Splint	+1	12
16	Shield, kite	+1	3*	78-79	Splint	+1	15
17	Shield, kite	+1	2*	80	Scale	+1	12
18	Leather	+1	6	81	Scale	+2	13
19-22	Leather	-	5	82	Scale	+1	14
23-26	Leather	+2	7	83	Scale	+1	10
27-32	Leather	+2	6	84-85	Banded	+1	18
33-36	Leather	+2	5	86	Banded	+1	16
37-40	Studded leather	-	7	87-88	Banded	+1	14
41-46	Studded leather	+1	8	89	Banded	+2	15
47-49	Studded leather	+1	6	90	Banded	+2	12
50	Studded leather	+2	8	91	Plate	-	17
51	Ring	+1	7	92	Plate	-	15
52	Ring	-	7	93-94	Plate	+1	18
53-55	Ring	+1	6	95	Plate	-	13
56	Ring	+2	8	96	Plate	+2	17
57	Chain mail	+3	14	97	Plate	+1	15
58-59	Chain mail	+1	12	98	Full plate	-	15
60-64	Chain mail	+1	11	99	Full plate	+1	18
65-67	Chain mail	-	11	100	Full Plate	+1	17

* Indicates the impedance score of the shield.

Artifacts

In general, artifacts are powerful magic items that harness the power of planar forces to alter reality in a particular and controlled manner. Some artifacts are created by powerful wizards. However, most artifacts that are found are remnants of ages long since past, fashioned by ancient beings that employed lost magic. As a general rule, artifacts are rarely found. When they are located, it is almost certain they will be coveted, and seldom traded or sold.

The possibilities regarding magic artifacts are endless. For this reason, it is encouraged the Game Master creates artifacts for his particular campaign setting as he sees fit. Nevertheless, below is a list of artifacts that might be found in a typical campaign:

Table 1.3.2: Artifacts

d100	Artifact	d100	Artifact	d100	Artifact
1	Arrow of Accuracy	34	Flying Carpet	67	Ring of Deception
2	Bag of Useful Goods	35	Gauntlets of Swordplay	68	Ring of Flying
3-4	Bag of Sustenance	36	Gloves of Nimbleness	69	Ring of Invisibility
5	Bell of Shattering	37	Hammer of Returning	70	Ring of Magic Resistance
6	Belt of Facility	38	Hammer of Thunder	71-72	Ring of Protection
7	Belt of Swimming	39-40	Hourglass of Meditation	73-74	Ring of Protection from Cold
8	Boots of Climbing	41	Horn of Banishing	75-76	Ring of Protection from Heat
9	Boots of Speed	42	Ioun Stone	77	Ring of Protection from Charm
10	Boots of Stealth	43-44	Javelin of Distance	78	Ring of Quickness
11-12	Bowl of Purification	45	Lamp of the Djinn	79-80	Ring of Regeneration
13	Bracers of Defense	46-47	Lens of Scrying	81-82	Ring of the Rogue
14	Bracers of Might	48-49	Lens of Translation	83	Ring of Strength
15	Chalk of Portal Creation	50	Lens of Magic Detection	84	Ring of Telekinesis
16	Chameleon Cloak	51	Magic Bag	85	Ring of Water-breathing
17	Cloak of Shadows	52	Magic Lantern	86	Rod of Transformation
18	Clockwork Creature	53-54	Magic Rope	87	Scarf of Silence
19-20	Codex of Enlightenment	55	Manual of Parlous Edification	88	Scepter of Undead Command
21	Cudgel of Demolition	56	Mask of Disguise	89-90	Staff of the Druids
22-23	Dagger of Life Stealing	57	Necklace of Appeal	91	Staff of the Elements
24-25	Dust of Disappearance	58	Necklace of Concealment	92	Sword of Speed
26	Dust of Flying	59	Necklace of Prot. from Undead	93	Talisman of Luck
27	Elemental Stone	60	Ocarina of Pacification	94	Talisman of Translation
28	Ever Full Flask	61	Paladin's Sword	95	Tiara of Iron Will
29	Ever Full Quiver	62	Pocket Boat	96	Tome of Understanding
30	Exploding Shot	63	Robe of Eyes	97	Traveler's Boots
31	Familiar Figurine	64	Robe of the Magi	98	Twinstones
32	Flaming Sword	65	Rod of Command	99	Witches' Ring
33	Flute of Animal Charm	66	Ring of Darkvision	100	Whip of Silence

Arrow of Accuracy: The Arrow of Accuracy appears as a well made arrow, fletched with the feathers of a brightly colored fowl, such as a bird of paradise. When shot, the Arrow of Accuracy imparts a +4 modifier to-hit and damage. In addition, the Arrow of Accuracy has a range three times that of a normal arrow, whether shot from a short or long bow. Typically 1d8 of these arrows are found together.

Bag of Sustenance: Upon first inspection, this item appears as a simple shoulder bag, stuffed with quality provisions. However, twelve hours after the pouch is completely emptied, it will once again become filled with the same amount of food. These rations of fresh bread, cheese, dried fruit, and smoked meat will be adequate to feed one adult for three days.

Bag of Useful Goods: This pouch appears empty, and will not lose contents when overturned. However, whenever a hand is reached into the pouch, one of twenty items will be grasped:

1: 20' rope	8: padlock	15: hair comb
2: 6" knife	9: mallet	16: ale mug
3: torch	10: flint stone	17: candle
4: spyglass	11: flask of oil	18: quill
5: hand mirror	12: whistle	19: ink
6: parchment	13: bell	20: blanket
7: chalk	14: dice	

When first reaching into the Bag of Useful Goods, the item drawn will be random. However, that specific item may be drawn again at any time the person wishes. For example, after a whistle is initially drawn at random, the same character may elect to draw a whistle from the Bag of Useful Goods with any future draw. Otherwise, a completely random draw may be made.

Items drawn from the Bag of Useful Goods are of average quality, and must not be returned to the bag in order to be drawn again. Two 'useful goods' may be drawn from the bag each day. Any attempts to draw additional 'useful goods' within the same day will be fruitless.

Any normal items placed into the Bag of Useful Goods (or replaced items) will simply fill the bag as if it were non-magical. Such items may fill the bag normally, and will have no effect upon the bag's magical properties.

Bell of Shattering: This item appears as a small silver chiming bell. However, if the Bell of Shattering is rung, all non-magical glass and crystal within a 30' radius will shatter violently. As a result, any

creature within 3' of a glass object will suffer 1d2 points of damage. In addition, any creature within this area must make a Mental Resistance check of 14 or be deafened for 2d4 rounds.

Each time the Bell of Shattering is rung, there is a 5% chance the bell itself will shatter. If this is the case, the character ringing the bell suffers 1d3 points of damage, and the bell is destroyed.

Note: The Bell of Shattering will also affect ice. However, shattered ice will not inflict damage.

Belt of Facility: This large girdle imbues the wearer with a sense of improved mobility and freedom. As a result of the belt's magic, the wearer applies a -3 adjustment to his or her armor impedance score (min. 0). Furthermore, the character's encumbrance class is reduced by one step (min. I).

Belt of Swimming: Any character wearing the Belt of Swimming has an effective Swimming proficiency grade of IV. In addition to this enchantment, the Belt of Swimming also confers the ability to breathe underwater upon its wearer.

Boots of Climbing: These boots enable the wearer to ascend any sloped surface up to vertical. The wearer may climb vertically at ½ of his or her normal movement rate, or at ¾ of normal at 45 degrees. For example, a character with a movement rate of 120' would be able to climb a wall at a rate of 60', or a 45° slope at 80'. The Boots of Climbing do not allow the wearer to traverse overhanging obstacles or ceilings, however.

If a character using the Boots of Climbing is grappled or struck while climbing a slope of 60° or greater, a Climbing proficiency check of 8 must be made or the character falls.

Boots of Speed: Any character wearing the Boots of Speed applies a +50' adjustment to his or her movement rate. The character applies a +5 modifier to all Running checks as well.

Boots of Stealth: These boots enable the wearer to walk upon any surface without making noise, regardless of the nature of the terrain. For example, the character could walk amongst dry fallen leaves without making a sound. As a result, if a character wearing these magical boots uses the Stealth proficiency to move undetected, he or she applies a +4 modifier to all proficiency checks. In addition, a character wearing the Boots of Stealth leaves no footprints, even if walking upon soft mud or snow.

Bowl of Purification: Any liquid placed in the bowl of purification is transformed to pure drinking water. In addition, any creature drinking directly from the Bowl of Purification will be affected as if the recipient of the 4th Circle faith magic spell, Cure Disease. As such, the Bowl of Purification instantly cures all forms of non-magical disease, mental or physical. However, if the cause of the disease is magical, the afflicted creature must make a successful Physical Resistance check of 8 upon drinking from the bowl. An unsuccessful Physical Resistance check indicates the magical disease has not been removed. The Bowl of Purification may be used in this manner by any creature once per day.

Bracer of Defense: These coveted items imbue the wearer with an uncanny ability to avoid physical attacks. As such, depending upon the potency of the enchantment, bracers of defense impart a +1, +2 or +3 dodge score adjustment upon the wearer.

Bracer of Might: These bands imbue either a +1, +2 or (very rarely) +3 adjustment to the wearer's strength score (max. 20). If the creature does not have a strength score, the bracers confer a +1, +2 or +3 damage modifier to the creature's melee attacks.

Chalk of Portal Creation: This ordinary-looking stick of chalk has the remarkable property of creating a portal upon any non-living wall on which a closed circle is drawn. For example, if a character were to etch a 2' diameter circle upon a wooden wall, the area of wall encompassed by the chalk would disappear, leaving a 2' diameter hole in its place. However, this hole is temporary, and will once again be replaced with the original wall after one minute (6 rounds). The Chalk of Portal Creation will work upon any non-living surface up to 1' thick. If the chalk is used upon a thicker surface, no portal will appear. A full stick of Chalk of Portal Creation can etch up to 100' before being used up. This is approximately sixteen 2' diameter holes, ten 3' diameter holes, or twelve 2' x 2' square holes.

Note: any object or creature within a portal after 6 rounds will be expelled to one side of the hole and suffer 2d4 points of damage. If the creature or object is restrained, it will be cut in half by the reforming wall (typically causing destruction or death).

Chameleon Cloak: In general, the Chameleon Cloak appears as an ordinary hooded cape. However, when the Chameleon Cloak is worn and the hood drawn, the cloak will actively change colors and adopt patterns so as to match the environment in which the wearer is standing. For example, if the wearer was standing in front of a brick wall, the cloak would become colored like the brick, and even express patterns of the masonry behind him. As a result of the cloak, any creature attempting to strike the wearer suffers a -1 to-hit penalty in melee, or a -2 penalty for every 20' of distance, if a missile weapon is used. In addition, while affected by the Chameleon Cloak, the wearer applies a +5 modifier to all Stealth proficiency checks.

Cloak of Shadows: The Cloak of Shadows appears as a fine hooded cape of the deepest black. This item imbues several powers upon its wearer, some of which are dependent upon the ambient light conditions. These powers are:

All light conditions: The person wearing the cloak may cause Darkness, as the 1st Circle Hermetic magic spell, once per day.

Dawn, dusk or darker: The wearer may see as normal. In addition, all Stealth proficiency checks made by the wearer apply a +3 modifier, and all initiative rolls made by the wearer apply a +2 modifier. Furthermore, the wearer may assume Shadow Form, as the 5th Circle Hermetic magic spell (cast by a 5th Circle wizard), once per day.

Clockwork Creature: This unusual item appears as a clockwork replica of a small creature, such as an insect, bird, mouse, etc. constructed from fine metals and jewels. Typically, the clockwork creature is inanimate. However, once wound, the clockwork creature will become sentient, and will serve the person who wound it, performing small tasks or even attacking, if able. Each clockwork creature contains a hidden compartment about 2" x 2" in which small items may be stored. Clockwork creatures are generally from 5-8" long or tall. Typical clockwork creatures are:

Bird: Health points: 2, Dodge score: 16, Initiative: +1, Hide/armor: none, To-hit: +0, Attacks: none. Intellect: low, Physical Resist: -4, Mental Resist: n/a, Movement: fly 140'. The clockwork bird may carry small items in its claws, such as a ring or a letter.

Mouse: Health points: 2, Dodge score: 16, Initiative: +3, Hide/armor: none, To-hit: +0, Attacks: none. Intellect: low, Physical Resist: -3, Mental Resist: n/a, Movement: 90'. The clockwork mouse may pilfer small items, or chew small holes in wood or cloth.

Scorpion: Health points: 3, Dodge score: 13, Initiative: +1, Hide/armor: none, To-hit: +1, Attacks: sting: 1 x 1. Intellect: low, Physical Resist: -3, Mental Resist: n/a, Movement: 80'. The clockwork

scorpion contains a small receptacle in which poison may be stored to be delivered through its stinging tail. Typically, the scorpion's poison is such that, if stung, the victim must make a Physical Resistance check of 10 or fall unconscious for 1d3 hours.

Spider: Health points: 2, Dodge score: 14, Initiative: +2, Hide/armor: none, To-hit: +1, Attacks: bite: 1 x 1. Intellect: low, Physical Resist: -4, Mental Resist: n/a, Movement: 90'. The clockwork spider may climb most vertical surfaces with ease. The clockwork spider contains a small receptacle in which poison may be stored to be delivered through its bite. Typically, the spider's poison is such that, if stung, the victim must make a Physical Resistance check of 10 or lose 1d4 agility points for 1 day. If the creature has no agility, it loses 1d4 dodge points.

The clockwork creature will remain animated for 2 hours if fully wound.

Codex of Enlightenment: This powerful book is typically found as a small manual or memoir, often focusing upon a particular theme or account of event. For example, a codex might describe the personal experience of an herbalist seeking a rare species of flower in a foreign land. However, when studied carefully, the astute reader will realize the Codex of Enlightenment is not a mundane text. In fact, if the codex is digested in full by the appropriate individual, extraordinary knowledge will be imparted upon the reader.

Each Codex of Enlightenment will relate to one specific proficiency. If the codex is read in full by a character that possesses the appropriate skill, he or she will subsequently gain 1d2 grades within that skill. For example, if a Codex of Enlightenment concerning the exploits of a reckless gambler were read by a character with the Gambling proficiency, he or she would add 1d2 grades to his or her proficiency score (max. IV) upon completion of the book.

After every reading of the codex, there is a 5% cumulative chance the book will lose its magical properties. Thus, after the third person has read the text, there is a 15% chance that it will become non-magical. Unless newly created, it is safe to assume that the Codex has been read before, a total of 1d10 times previously.

Cudgel of Demolition: In combat, this iron-studded club confers a +3 modifier to-hit and to damage. However, if the Cudgel of Demolition is struck against stone or wood, additional powers will be revealed. Any wood struck by the cudgel will have a percent chance to shatter, equal to 100 – 8 x (each inch of thickness). For example, a wooden door 3" thick would shatter 76% of the time (100-24)%. Similarly, any stone struck by the Cudgel of Demolition will have a 100 – 10 x (each inch of thickness) percent chance of breaking. Thus a stone wall 6" thick would have a 40% chance of being destroyed.

Due to the violence of this demolition, any creature within 10' of the wielder (including the wielder himself) will suffer 1d2 health points of damage if wood is shattered, or 1d4 points if stone is broken. Each shattering blow dealt by the Cudgel of Demolition will create a void approximately 3' in diameter. The club may be used in this fashion an unlimited amount of times.

Dagger of Life-stealing: In combat, this sinister weapon imparts a +2 modifier to-hit and to damage. However, whenever a natural to-hit roll of 20 is scored with the Dagger of Life-stealing, the target must immediately make a Physical Resistance check of 10 or die. If this Physical Resistance check is successful, the dagger inflicts damage as normal. The Dagger of Life-stealing only has this effect when wielded in melee.

Note: If a character wielding the Dagger of Life-stealing possesses the Critical Hit discipline, the dagger will have its effect whenever a 19 or 20 is rolled. However, this rule only applies if the optional critical hit rule is being used (see critical hits and fumbles in the Refereeing combat section).

Dust of Disappearance: This dust typically appears as grey chalky powder. Casting a pinch of the Dust of Disappearance over the head will temporarily render one creature and all equipment carried completely invisible. Although the creature may be heard and touched as normal, non-magical vision will not detect the creature. As a result, all melee attacks upon an invisible creature will be made at -5 to-hit. Missile attacks upon an invisible creature are -10 to-hit. Furthermore, attacks made by an invisible creature are made at +3 to-hit. Invisibility also adds a +10 modifier to Stealth proficiency checks. Only objects carried by the creature at the time it is treated with the dust will become invisible. Thereafter, any objects picked up will appear to float in space. The Dust of Disappearance will enchant a creature for 1d4 hours. In general, 1d4 pinches of the dust will be found.

Dust of Flying: This dust typically appears as fine sparkling sand. Casting a pinch of the dust over the head will temporarily imbue one creature with the ability to fly. Thereafter, by concentration alone, the dust's recipient may move up to 140' per round laterally or upwards, or may descend at speeds up to 360' per round. In addition, the affected creature may also hover stably. While hovering, spells may be cast, and missile or melee weapons may be used. The Dust of Flying will enchant a creature for 1d4 hours. In general, 2d8 pinches of the dust will be found.

Elemental Stone: This powerful item appears as a 2" sphere of polished quartz. Any person possessing the Elemental Stone is immune to non-magical fires, and may breathe water just as air. Any damage inflicted by magical fires is reduced to half normal. Furthermore, the wielder of the Elemental Stone may control his or her rate of descent

when falling, descending as fast as a freefall, or as slow as 10' per round.

In addition to these powers, the wielder of the Elemental Stone may summon an elemental once per week. This elemental will serve the wielder for one hour before disappearing. The elemental is chosen by the user of the stone:

Air: Health points: 20, Dodge score: 17, Initiative: +6, Hide/armor: 1, To-hit: +5, Attacks: 2 x 1d10. Intellect: low, Physical Resist: +6, Mental Resist: n/a, Movement: fly 300'. An air elemental may dissipate gases or clouds. Furthermore, if interposed, an air elemental may induce a -4 to-hit with all missile weapons. As a special attack, the air elemental may lift any object or creature up to 80 lbs., up to 20' in the air and drop it (Physical Resistance check of 14), once per hour. Missile weapons only inflict half normal damage upon an air elemental. The air elemental appears as a dust devil, 6' wide and 12' tall.

Earth: Health points: 30, Dodge score: 13, Initiative: +0, Hide/armor: 1d6, To-hit: +4, Attacks: 1 x 3d6. Intellect: low, Physical Resist: +6, Mental Resist: n/a, Movement: 60'. The earth elemental may move at a rate of 60' upon any solid surface or through stone at the same rate. Earth elementals may break through non-stone or metal obstacles with a strength score of 18. Edged weapons only inflict half normal damage upon an earth elemental. The earth elemental appears as a somewhat humanoid mass of stone, 10' tall.

Fire: Health points: 24, Dodge score: 16, Initiative: +6, Hide/armor: 1d2, To-hit: +5, Attacks: 2 x 1d10 + 1. Intellect: low, Physical Resist: +6, Mental Resist: n/a, Movement: 160'. The fire elemental may set combustibles aflame, or as a special attack, once per hour, the elemental may spout a jet of flame 2' diameter and 15' long that inflicts 3d6. The fire elemental may move upon any surface but water. Fire elementals are immune to heat, however water or cold attacks inflict twice normal damage. The fire elemental appears as a 3' wide, 10' tall column of fire.

Water: Health points: 26, Dodge score: 15, Initiative: +4, Hide/armor: 1d3, To-hit: +4, Attacks: 1 x 3d4. Intellect: low, Physical Resist: +6, Mental Resist: n/a, Movement: 80'. As a special attack, a water elemental may collapse upon its opponents, once per hour. All creatures affected by the collapse (a wave, 6' in breadth), must make a Physical Resistance check of 16 or be knocked off their feet, suffer 1d6 health points of damage, and be swept 2d8 feet backwards. The water elemental may move at a rate of 80' upon any solid surface or through water at twice that rate. If in water, the water elemental may submerge a swimmer, Swimming check of 13 per round to resist. The water elemental appears as a 4' wide, 10' tall wave.

Finally, once per week, the owner of the Elemental Stone may assume Elemental Form as if affected by the 7th Circle Faith magic spell of the same name.

Ever Full Flask: This magical flask is always full of pure drinking water. If turned over, the contents of the flask will drain out. However, if capped, the flask will be full once again when reopened.

Ever Full Quiver: This prized quiver appears as a finely crafted container, always full with a score of quality arrows. If an arrow is removed from the quiver, it will magically be replaced by another within 10 seconds time. This generation of arrows will produce up to 20 new arrows each day. After 40 arrows have been drawn, the quiver will remain empty for 24 hours, after which it will become full once again.

Exploding Shot: Exploding Shot is generally similar to normal sling shot, but is often made from hematite or other uncommon stone. When Exploding Shot strikes its target, it shatters in a small but potent explosion, inflicting three times normal damage. Thus, Exploding Shot inflicts 3d4, or 3-12 points of damage. In general, 2d8 stones of Exploding Shot will be found together.

Familiar Figurine: The Familiar Figurine appears as a statuette of a natural animal typically no more than 6" long/tall. If cast out-of-hand and the proper command word spoken, the figurine will transform into a genuine animal of the appropriate type. Then, for the next one hour, this creature will perform simple tasks if able, or attack the owner's foes. Typical Familiar Figurines that may be found are:

Grizzly Bear: Health points: 49, Dodge score: 13, Initiative: +0, Hide/armor: 1, To-hit: +5, Attacks: claw: 2 x 1d6 + 5. If both claws hit, bite: 2d6 + 5. Intellect: animal, Physical Resist: +5, Mental Resist: +6, Movement: 160'. Unless reduced below -10 health points, grizzly bears may continue to fight as if employing the Last Stand discipline.

Crocodile: Health points: 38, Dodge score: 14, Initiative: +0, Hide/armor: none, To-hit: +4, Attacks: bite: 1d12 + 4. Intellect: animal, Physical Resist: +3, Mental Resist: +0, Movement: 60'.

Lion: Health points: 31, Dodge score: 15, Initiative: +3, Hide/armor: none, To-hit: +5, Attacks: claws: 2 x 1d6 + 4, and bite: 1d10 + 4. Intellect: animal, Physical Resist: +4, Mental Resist: +1, Movement: 180'.

Gorilla: Health points: 46, Dodge score: 15, Initiative: +2, Hide/armor: none, To-hit: +5, Attacks: fists: 2 x 1d6 + 6. Intellect: very low, Physical Resist: +6, Mental Resist: +1, Movement: 160'.

Wolf: Health points: 10, Dodge score: 13, Initiative: +2, Hide/armor: none, To-hit: +3, Attacks: claw: 1d2 and bite: 1d6 + 1. Intellect: animal, Physical Resist: -1, Mental Resist: -1, Movement: 160'.

After one hour has passed, Familiar Figurine reverts to its statue form. However, if slain, the Familiar Figurine animal crumbles to dust and the item is destroyed.

Flaming Sword: This sword typically appears as a finely made broad or longsword, with a jeweled hilt wrapped in copper or bronze. When wielded normally, the sword grants the modifiers of +1 to-hit and to damage. However, if a magical word is spoken, the blade becomes engulfed in a red magical flame, that inflicts an extra 1d8 points of heat damage upon any creature struck. This magical flame may be invoked once per day, and lasts for 5 rounds.

Flute of Animal Charm: When winded by a person proficient with this instrument, the Flute of Animal Charm places one natural animal (i.e. snake, owl, bear, wolf, etc.), completely under the control of the user. For one day thereafter, this animal will be loyal to the charmer only, attacking or defending him to the best of its ability, or performing simple tasks if able.

The Flute of Animal Charm will not affect creatures with an intellect score greater than very low (or score of 4). Furthermore, the flute will not affect unnatural creatures such as centaurs, cockatrice or wyverns. The flute may affect primates such as monkeys or apes, but not partially or wholly civilized humanoid races.

Note: A musical instrument proficiency check of 8 must be made each time in order to employ the flute successfully. The flute may charm only one animal at a time, and used no more than once per day.

Flying Carpet: In general, the Flying Carpet appears as a finely woven rug, often with covered with intricate designs or imagery. However, when a creature sitting or standing upon the carpet speaks a

command word, the carpet will begin to hover. Thereafter, by concentration alone, the creature activating the carpet may cause it to fly up to 240' per round laterally or upwards, or may descend at speeds up to 360' per round. In addition, the Flying Carpet may also hover stably. While hovering, creatures upon the carpet may cast spells, and missile or melee weapons may be used. Most carpets may carry between 3-6 human-sized individuals. The creature that activated the carpet may deactivate it at any time by repeating the command word.

Note: The Flying Carpet is very easy to fly, and may be effectively piloted by any creature with an intellect of 5 or greater. However, it is only a horizontal surface. Thus, any extreme maneuvers may require Riding proficiency checks of those passengers aboard the carpet to avoid falling off.

Gauntlets of Swordplay: When initially don, these fine leather gloves impart no discernable effect. However, once the wearer wields a weapon of class E, F or C, he or she will feel exceptionally proficient in combat. As a result of these gauntlets, the wearer effectively gains two grades of Weapon Mastery in these weapon classes (E, F or C, max. grade V). For example, a character without Weapon Mastery in weapon class F would have an effective Weapon Mastery grade II skill in weapons of class F. Similarly, a character with Weapon Mastery II in weapon class E would have Weapon Mastery grade IV in weapons of class E when the Gauntlets of Swordplay were worn.

Gloves of Nimbleness: When worn by a character with the Sleight-of-hand proficiency, the Gloves of Nimbleness impart a +4 modifier to all Sleight-of-hand checks. If worn by a character without the proficiency, the gloves will give that character an effective sleight of hand proficiency grade of I. In addition, the wearer of these gloves may switch weapons as though he or she had the Quick Draw discipline. However, unlike the Quick Draw discipline, the Gloves of Nimbleness do not impart a modifier to the character's first initiative roll.

Hammer of Returning: This weapon is typically a finely crafted mallet of approximately 2' in length. Whether wielded in melee or thrown, the hammer imparts a +1 modifier to-hit and to damage. However, once striking its target, the hammer will return to the thrower's hand ready to be cast again. The returning hammer will travel through the air at 200' per round, but will enter the thrower's hand gently. Typically, this will enable the hammer to be thrown again the following round.

Note: If another creature attempts to catch the returning hammer in flight, it must make a successful unarmed to-hit roll against a dodge score of 22, and will sustain 1d3 + 1 points of damage from the hammer.

Hammer of Thunder: This weapon appears as a dark metal maul of approximately 3.5' in length. When wielded in melee, the hammer imparts a +2 modifier to-hit and to damage. However, when struck hard against the earth, the hammer will produce a deafening blast that affects all but the wielder within 50' of the hammer. Any creature within 50' failing a Mental Resistance check of 12 will be deafened for 10 rounds as a result of this thunderous noise. In addition, any creature rolling a natural 1 for this Mental Resistance check will also be stunned for 1d4 rounds. The Hammer of Thunder may be used in this manner twice per day.

Note: A stunned creature's dodge score and movement rate are both reduced by ½. Furthermore, a stunned creature may not attack, use items, or cast spells.

Horn of Banishing: When winded, the Horn of Banishing will return any creature or creatures magically summoned to their resident plane of existence. For example, a water elemental summoned by a priest would be returned to the Viridian Realms. The horn will affect any number of creatures within 60' of the person blowing it. However, each creature summoned may make a Mental Resistance of 14 to resist the horn's effect. If the creature does not have a Mental Resistance score, a 1d20 roll of 14 or more must be made to resist the horn. The Horn of Banishing appears as a hollowed ram's horn, etched in runes and gilded in silver.

Note: The Horn of Banishing only affects those creatures that were magically summoned to the plane by another creature or device. Creatures that arrived upon their own accord, via a gate or similar means, will not be affected.

Hourglass of Meditation: This item typically appears as a small ornate hourglass, filled with sparkling silver granules. When overturned, the hourglass will run for two hours. Due to the chronometer's magic, whenever a Hermetic, Hedge, or Ritual magic-using character studies or meditates within 4' of the running hourglass, he or she may replenish his or her spell repertoire in two hours time. The Hourglass of Meditation has no effect upon Faith magic-users, however.

Ioun Stone: Ioun Stones appear as small crystals or stones that when released from the hand, slowly orbit the individual's head in a path tracing an invisible halo. There are several types of Ioun Stones, each augmenting the wearer in a unique manner. The most common types of Ioun Stones are:

Ruby: +1 intellect (max. 20)
Sapphire: +1 presence (max. 20)
Emerald: +1 endurance (max. 20)
Jade: +1 strength (max. 20)
Diamond: +1 agility (max. 20)
Quartz: +1 dodge
Agate: +1 to Mental Resistance
Iron: +1 to Physical Resistance

Although an orbiting Ioun Stone may be easily grabbed by its wearer, it is nearly impossibly for another to steal a stone while it is in use. The Ioun Stone is effectively has a dodge score of 25 regarding such attempts. The Ioun Stone does not confer its magical effects unless it is orbiting an individual's head.

Javelin of Distance: This javelin appears as a short spear of exquisite craftsmanship. In addition to granting its wielder a base +3 to-hit and to damage, it is extraordinarily easy to cast and has thrice the normal javelin range: short range: 1-120', medium range: 121-300' and long range: 301-600'.

Lamp of the Djinn: The Lamp of the Djinn appears as a small ornate oil lamp, typically made of copper or brass. When rubbed repeatedly, this powerful item summons forth a greater djinn from the Viridian Realms. However, djinn are unpredictable creatures. Thus, the djinn may be either helpful or hostile to the summoner. The djinn's disposition is determined by a 1d10 roll as follows:

1 or less: Hostile: The djinn attacks the summoner.
2-4: Ambivalent: The djinn does not aid or hinder the summoner.
5-9: Helpful: The djinn will aid and/or defend the summoner.
10 or more: Friendly: The djinn will aid and/or defend the summoner, and will grant the summoner 1 wish (8th Circle Hermetic Change spell).

This d10 roll is modified by the following circumstances:

-2: The individual has summoned the djinn previously.
-2: Less than one year passed since the djinn has been summoned.
+1: More than one year passed since the djinn has been summoned.

+3: More than five years since the djinn has been summoned.

Greater djinn: 60 health points, dodge score: 21, Initiative: +4, hide/armor: none (or by worn armor), two fists at +8 'to hit' for 1d6 + 7, or two attacks with a scimitar at +3 to-hit for 2d4 + 7. Intellect: high, Physical Resist: +6, Mental Resist: +8, Movement rate: fly 240'. Greater djinn may assume human form at will if desired, and may innately cast the Hermetic spells: Extinguish, Combust, Wind, Shatter and Steam Cloud, twice per day, and the Hermetic spells: Summon Greater Elemental (Air), Invisibility, Gate and Change once per day.

Note: A greater djinn summoned by the lamp will aid the summoner for no more than one hour before returning to its native plane.

Lens of Translation: Typically appearing as a monocle, but also found in spectacle form, the Lens of Translation enables the wearer to read all non-magical texts written in unfamiliar script. A person using the lens will understand the nature of formulae written in Hermetic or Hedge magic script, however, it will not enable him or her to learn or cast such spells.

Note: A character must have the Literacy discipline to be able to use the Lens of Translation. The Lens of Translation will not enable the user to speak or write translated languages.

Lens of Magic Detection: Any enchanted object viewed through the Lens of Magic Detection will appear to radiate a soft bluish glow. The lens will not reveal that a creature is under the effects of a spell, however.

Lens of Scrying: The Lens of Scrying enables the user to see events as they occur at another place. Distance is not a factor. However, the Lens of Scrying cannot work between planes of existence. Twice per day, the Lens of Scrying may be used to scry any one place or creature for 5 minutes. If a place is targeted, the location must be familiar to the caster. Similarly, if centered upon a creature, the caster must be familiar with the creature as well. However, the location of the creature need not be known. If the Lens of Scrying targets a creature, that creature may resist the attempt with a successful Mental Resistance check of 14. Regardless of the success of this Mental Resistance check, the creature will have a strange feeling that it is being watched.

The perspective given by the Lens of Scrying is somewhat omniscient. The user may scry an area up to 20' in diameter, and may see all things taking place in this vicinity. If the lens is used to view a location, the area scried is immobile. However, if the lens targets a creature, this visible area moves as the creature does.

Magic Bag: Typically, the Magic Bag appears as a normal pouch or sack. However, when packed, it may contain a volume equal to ten times its actual outer dimensions. For example, a 1 cubic foot Magic Bag could carry 10 cubic feet of goods. In addition, items carried within the Magic Bag add only one tenth of their weight to the weight of the bag. For example, a 50 lb. suit of armor placed inside a Magic Bag would only add 5 lbs. to the bag's weight.

Magic Lantern: The Magic Lantern typically appears as a hooded lamp that continuously produces light. Some magic lanterns possess an actual flame that does not consume fuel, whereas others simply emit a pale glow, but have no actual flame.

Magic Rope: Appearing as a normal length of climbing rope, when the correct incantation is spoken, the Magic Rope becomes an animated snake-like entity that serves its owner. Thereafter, by speaking the appropriate commands, the Magic Rope may be instructed do the following:

Climb and secure: The Magic Rope may extend its length up any obstacle or cliff of vertical angle or less, and tie itself, so that it may be climbed.

Bind: the Magic Rope can bind another creature or object. If the creature is mobile, the Magic Rope may attempt to entangle any creature within 20'. To do so, the Magic Rope must first strike it's target (+2 to-hit). If struck, the target must make a Physical Resistance check of 12, or be entangled and unable to move. Any bound creature may attempt once to free itself from the Magic Rope (Feat of Strength of 20).

Coil: The Magic Rope may coil itself.

Extend and secure: The Magic Rope may extend itself across any gap up to 80' in width, and secure itself to an appropriate hold. This expanse may then be crossed as a tightrope, or traversed in another manner.

In addition to these commands, if a character with the Rope Use proficiency employs the Magic Rope as a lasso, the Magic Rope confers a +2 to-hit modifier upon the user. In addition, any creature caught in the Magic Rope lasso must make a Physical Resistance check of 12 or be bound and unable to move, as above.

The Magic Rope may sustain 10 points of edged weapon damage before being severed. Once broken, the Magic Rope will lose its animated abilities. However, if the severed Magic Rope is subsequently retied, it will be fully mended again after 24 hours.

Note: Not all creatures may be lassoed effectively. The Game Master will determine whether or not a creature is either too large to be contained by a lasso.

Manual of Parlous Edification: This manual appears as simple a simple folio or guide, typically no more than 40 pages in volume. Casual perusal of the text will reveal mundane, nearly nonsensical prose. However, if the reader concentrates while reading, useful information relating directly to his or her thoughts will be found within the text. As a result, the reader may search the book for knowledge as if he or she were affected by the 8th Circle Hermetic magic spell Cognizance.

The Manual of Parlous Edification may be used to uncover any discrete fact or article of information the reader wishes to know. This may be the location of an item or creature, the time of an event, or any similar type of information. Knowledge revealed by the manual will be complete and correct, but concise.

Use of the Manual of Parlous Edification requires the reader to make a Mental Resistance check of 5. Each subsequent use of the manual by the same individual applies a -1 modifier to his or her Mental Resistance check. If this Mental Resistance check is failed, the reader loses one intellect point permanently, and is driven insane, as if by the 5th Circle Faith magic spell, Madness.

Mask of Disguise: Unworn, the Mask of Disguise appears as an unremarkable wooden mask. However, when placed over the face, the Mask of Disguise will become transparent, and effectively disappear. Thereafter, while wearing the mask, the user may alter his or her appearance, appearing up to 3' taller or shorter, and/or 80 lbs. heavier or lighter than he or she actually is. The wearer may change his or her appearance once per melee round, any number of times thereafter.

Any creature without reason to suspect the wearer's disguise will automatically believe the illusion. However, if the viewer has reason to suspect the disguise, or if the wearer uses the Mask of Disguise to

imitate a specific individual, the observer gets a Mental Resistance check of 14 to disbelieve the illusion.

Note: The Mask of Disguise only alters the wearer's appearance. Thus, the voice and mannerisms of the wearer are not affected by the mask. However, if the wearer possesses the Disguise proficiency, for every grade of Disguise, creatures attempting to disbelieve the illusion apply a -1 modifier to their Mental Resistance check. For example, if a character with a Disguise of grade III were using the Mask of Disguise; all Mental Resistance checks to disbelieve the mask's illusion would be made with a -3 modifier.

Necklace of Appeal: This item typically appears as a fine silver chain, holding a large jeweled pendant. When worn, the Necklace of Appeal confers an unusual charm or magnetism upon its wearer. As a result, any character wearing the necklace will apply a +2 adjustment to his or her presence attribute score. Furthermore, any Leadership or Inspire skill proficiency checks made by the character are modified by +4. In addition to this enchantment, once per day, the wearer of the Necklace of Appeal may innately cast the 2nd Circle Hedge magic spell Captivate.

Note: An increased presence score due to the Necklace of Appeal does not result in extra spells or spell points for Faith or Ritual magic-users.

Necklace of Concealment: This collar renders the wearer and its carried equipment completely immune to all forms of divination and/or scrying. Thus all spells or items employed to divine the location, or otherwise affect the wearer with divination magic, will automatically fail without effect. Additionally, if the wearer of the necklace is passively included within the effects of a divined area, (i.e. he or she is in the company of another target being scried), he or she will simply be invisible to the observer.

Necklace of Protection from Undead: This powerful necklace renders its wearer completely immune to all physical or magical attacks made by lesser undead, or those undead with an intellect of 'very low' or less. In addition, greater undead, such as vampires, must make a Physical Resistance check of 12, or be unable to affect the wearer. In addition, undead will find the wearer to be somewhat repulsive, and will avoid contact with that creature if possible.

Ocarina of Pacification: When winded, the tune of this small instrument will cause all creatures within 60' of the user to become passive and to avoid conflict for one hour. Any creatures attempting to resist the ocarina's effects may make a Mental Resistance check of 14 to do so. Affected creatures will remain calm, and if confronted, will flee combat. However, if conflict cannot be avoided, the pacified creature will act in a defensive manner only. The Ocarina of Pacification can be used to this effect once per day.

Note: A musical instrument proficiency check of 8 must be made each time in order to employ the flute successfully.

Paladin's Sword: The Paladin's Sword is always a sword of exquisite craftsmanship, decorated with many precious stones and detailed with the finest engravings. Furthermore, the Paladin's Sword is always of the long or bastard variety.

When used against most creatures, the sword imparts a +2 modifier to-hit and to damage. However, when used against demons, the sword imparts a +4 modifier to-hit and to damage. Finally, when used upon undead creatures, the Paladin's Sword not only imparts a +4 modifier to-hit and damage, but inflicts twice normal weapon damage as well (i.e. a long paladin's sword would inflict 2d10 + 4 points of damage upon undead creatures). In fact, any undead merely touching the sword will suffer 1 point of damage per round of contact.

In addition to these abilities, the Paladin's Sword will enable its wielder to sense the presence of any undead within 500' of his or her person.

Pocket Boat: This useful artifact is often found as a wooden vessel miniature, ranging in class from a simple rowboat to a galley. In this form, the Pocket Boat is typically from 4-10" in length. However, when placed in water and the appropriate command word is spoken, the small craft is transformed into a full-sized version of the vessel. A second command word will return the boat to its miniature form.

Note: Objects or creatures upon the full-sized vessel will not shrink if the Pocket Boat is transformed into its diminutive form. These creatures and objects will only be cast outside of the craft as it shrinks.

Ring of Darkvision: The Ring of Darkvision enables the wearer to see in complete darkness, or any other light level, just as in daylight. Unlike infrared vision, the wearer may see colors as well as details independent of temperature. In addition, darkvision imbued by the ring does not coincidentally impair the wearer's vision in well-lit conditions.

Ring of Deception: This ring typically appears as a plain ring made of onyx or ebony. Although the ring appears unremarkable, it confers its magic when the wearer performs certain misleading actions. As such, whenever a character wearing of the Ring of Deception uses the Stealth, Sleight-of-hand, Distract or Disguise proficiencies, he or she applies a +4 modifier to his or her checks. In addition, any spells or abilities used to reveal deceptive behavior will fail when targeting the wearer of the ring.

Ring of Flying: This powerful ring will imbue its wearer with the ability to fly. By concentration alone, the wearer of this ring may move up to 180' per round laterally or upwards, or may descend at speeds up to 360' per round. In addition, the creature may also hover stably. While hovering, spells may be cast, and missile or melee weapons may be used. The Ring of Flying may be used indefinitely.

Ring of Invisibility: There are two types of Rings of Invisibility that may be found. The first and more common form of the ring will make the wearer and all equipment he or she carries invisible once per day, for a duration of up to 10 minutes. The second and more potent form of the ring will do so each time the ring is worn for an unlimited amount of time.

While invisible, the user of the ring may be heard and touched as normal. However, non-magical vision will not detect the wearer. In general, all melee attacks upon an invisible creature will be made at -5 to-hit. Missile attacks upon an invisible creature are -10 to-hit. Furthermore, attacks made by an invisible creature are made at +3 to-hit. Only objects carried by the spell's recipient at the time of donning the ring become invisible. Thereafter, any objects picked up after the ring is put on will appear to float in space.

Note: Invisibility adds a +10 modifier to Stealth checks.

Ring of Magic Resistance: The Ring of Magic Resistance provides the wearer with an aura of protection against all magic spells. Consequently, whenever wearing the ring, the spell (adverse and beneficial) will have a chance of failing to affect the ring's wearer. In

general, Rings of Magic Resistance will provide 5% or 10% protection. For example, a character wearing a ring with a 10% magic resistance would be affected by spells 90% of the time. If a spell is not blocked by the Ring of Magic Resistance, the spell will be treated as normal, allowing the wearer a Mental or Physical Resistance roll if applicable. The Ring of Magic Resistance may block all types of spells, Hermetic, Hedge, Faith and Ritual.

Note: If a spell targets or affects multiple creatures, the Ring of Magic Resistance will protect the wearer only. Other creatures will be subject to the spell's effects as normal. The Ring of Magic Resistance will not protect its wearer against magical items or abilities, but will shield against spells read from magic scrolls.

Ring of Protection: These prized rings come in multiple forms which vary in potency. In general, the ring creates an aura of protection about its wearer that absorbs either: 1, 1d2, or 1d3 points of damage from physical impacts or injury.

Ring of Protection from Charm: This powerful ring imbues its wearer with improved resistance to all forms of magical charm or possession. As a result, whenever targeted by such an attack, the wearer applies a +4 modifier to his or her Mental Resistance check to resist. In addition, in cases where no resistance check is afforded, the wearer of this ring may make one unmodified Mental Resistance check of 10 to resist. This ring will not remove charms or possessions that currently afflict the creature, however.

Ring of Protection from Cold: When worn, the Ring of Protection from Cold renders the wearer completely immune to all non-magical sources of cold. In addition, if the creature is exposed to a magical cold-based attack, all damage incurred will be reduced by one-half.

Ring of Protection from Heat: In most respects, the Ring of Protection from Heat is the converse of the Ring of Protection from Cold. As such, the Ring of Protection from Heat renders the wearer completely immune to all non-magical sources of heat. Furthermore, if the creature is exposed to a magical heat-based attack, all damage incurred will be reduced by one-half.

Ring of Quickness: This ring imbues its wearer with a +2 initiative bonus, a +1 dodge bonus, and a +20' adjustment to his or her base running movement rate.

Ring of Regeneration: This ring accelerates the healing process, returning health points to the wearer at an unnaturally rapid rate. Multiple versions of this ring exist, varying in their potency. Typical rings return 1 additional health point per day, 1 health point per hour, or even 1 health point per 10-second round. A Ring of Regeneration will only return lost health points, ceasing to function once the wearer is fully healed. On average, Rings of Regeneration will restore 100 lost health points before losing their magical properties.

Ring of the Rogue: This ring increases a character's dexterity, stealth and craftiness. As such, the wearer of the ring applies a +2 modifier to all Stealth, Climbing, Sleight-of-hand, and Disguise proficiency checks. In addition, the ring imbues the wearer with the ability to see in the absence of light, as if affected by the Hermetic magic Darkvision spell.

Ring of Strength: Rings of Strength are typically one of two varieties. The most common form of strength ring simply increases the wearer's strength by +1 or +2 (max. 20), depending upon the potency of the particular ring. The second form of the strength ring is activated when placed on the wearer's finger, and imbues the wearer with +1 to +4 strength points (max. 20) for 10 rounds. This ring will typically work once per day.

Ring of Telekinesis: The wearer of this powerful ring may move any one object or creature of up to 500 lbs. in weight through the air by concentration alone. This creature or object may be moved in any direction at a rate of up to 20' per round.

If the Ring of Telekinesis is employed upon an unwilling creature, the creature may make a Mental Resistance check of 12 to resist the ring's effects. Once telekinesis has failed, the ring will not work upon the same creature for 24 hours. The Ring of Telekinesis may affect any creature or object within 60' of the wearer.

Ring of Water-breathing: The Ring of Water-breathing enables its wearer to breathe water as if breathing air. The creature affected may also breathe air while wearing the ring.

Robe of Eyes: This powerful robe appears as a fine garment of black velvet. However, upon closer inspection, it may be noticed the vestment is spotted with hundreds of embroidered eyes that appear to move upon their own accord, scanning in every direction. Through these eyes, the wearer of the robe may see in 360°, and as such, is completely immune to surprise. The robe of eyes also confers Darkvision upon its wearer, enabling the person to see normally in any light conditions. In addition, the wearer of the robe may Sense Magic at all times, as if affected by the 1st Circle Hermetic spell. Furthermore, the robe of eyes modifies all Perception and Magic Acuity proficiency checks made by its wearer by +4.

Robe of the Magi: This powerful artifact appears as a fine robe of crimson velvet. When don by most individuals, the robe will have no discernable effect. However, if the Robe of the Magi is worn by a character possessing the Hermetic Magic Potential skill, multiple powers will be imbued upon the wearer. These powers are:

1. The robe confers a +2 dodge adjustment and a +2 Mental Resistance modifier.
2. Once per day, the wearer may innately cast the following spells as an 8th Circle wizard: Darkness, Illuminate, Wind, Levitation, Projection and Counterspell.
3. The wearer may add one 1st, one 2nd, and one 3rd Circle spell to his or her daily repertoire.
4. The wearer may memorize his or her daily repertoire of spells in half the normal time (2 hours).

Rod of Command: The Rod of Command appears as an ornate scepter, capped with a silver fist clutching a large emerald. When pointed and a command word is uttered, the Rod of Command effective puts one creature within 50' under complete control of the wielder for 2d4 rounds. During this time, the wielder of the rod may act defensively, but may not physically attack or cast any spells. A Mental Resistance check of 13 will resist the rod's effect.

A creature under the control of the wielder will do his or her bidding, even so far as to attack his friends, surrender a weapon, or to flee combat. However, the affected creature will not directly inflict harm upon itself. Furthermore, the wielder of the rod may not instruct the affected creature to cast specific spells, however a demand to destroy a specific individual may prompt the casting of an offensive spell. The Rod of Command may be used in this manner twice per day.

In addition to this power, any character possessing the Rod of Command applies a +3 modifier to all Leadership, Intimidate, and Inspire proficiency checks.

Note: While a character is under the influence of the Rod of Command, his or her exact actions are to be determined by the Game Master, not by the character's player.

Rod of Transformation: When wielded, any creature touched by this scepter may be transformed into a creature of a different type. This new form may be as small as a mouse, or as large as an elephant. Once transformed, the affected creature gains all non-magical abilities of the new form. Thus, a creature transformed into a bat would both gain the ability to fly, as well as the bat's sonar navigation. If the touched creature is unwilling, a Mental Resistance check of 12 will resist the rod's effects. In addition, a successful to-hit roll must be made to touch an unwilling creature. The rod may transform one creature per day.

Despite changing form, the affected creature's mind remains unaltered. However, the health points, dodge score and other attributes of a transformed creature are changed to those of the new form. The effect of this rod is permanent unless magically dispelled.

Note: If a transformed creature dies, it immediately returns to its original form.

Scarf of Silence: This scarf appears as a common swathe of fine cloth. However, when wrapped about the neck, the Scarf of Silence renders the wearer completely silent, regardless of his or her actions. As such, the wearer cannot be heard walking across a creaky floor, or even if playing a musical instrument. Similarly, the character cannot vocalize or cast spells using a verbal component while wearing the scarf. Characters wearing the scarf apply a +2 modifier to all Stealth proficiency checks.

Scepter of Undead Command: This jewel-encrusted bone rod empowers the wielder with the ability to command and control undead creatures. To dominate an undead creature, the scepter must be only raised, and a word of command spoke. At any given time, the Scepter of Undead Command may be used to hold up to six creatures under complete the control of the wielder. Once dominated, the undead will be motivated by the wielder only, attacking or defending him to the best of their ability, or performing simple tasks if able.

The Scepter of Undead Command will automatically affect undead with an intellect of 'very low' or less. However greater undead (such as vampires etc.), may make a Physical Resistance check of 14 to resist the magic. Once an attempt to dominate an undead creature has failed, all subsequent attempts will fail as well.

Note: If at any time the wielder loses possession of the scepter, or if voluntarily released, all subjugated undead will immediately seek the destruction of their controller.

Staff of the Druids: This heavy oaken staff may be wielded as a weapon that is +2 to-hit, and inflicts 1d6 + 1 points of damage. However, the Staff of the Druids also confers multiple abilities upon its owner. Once per day, the staff may be used to cast the following spells: Plant Growth, Charm Animal, Plant Form, Animate Plants and Call Fauna as if cast by a 4th Circle priest.

In addition to these abilities, whenever within a forested area, a character wielding the Staff of the Druids applies a +4 modifier to all Herbalism, Tracking, and Wilderness Lore proficiency checks.

Staff of the Elements: This item appears as a thin copper staff, capped with a smoky quartz crystal. If wielded in combat, the staff is +1 to-hit, and inflicts 1d4 + 2 points of damage. In addition to this enchantment, the Staff of the Elements may be used to cast the following spells once per day: Water Walk, Wind, Earth Walk, Fly, and Wall of Fire, as if cast by a 5th Circle wizard.

Moreover, once per day, the Staff of the Elements may be used to summon a lesser elemental. The elemental will serve the wizard to the best of its ability, performing simple tasks or attacking his enemies. This elemental will serve the wielder for one hour before returning to its native plane. The type of elemental is chosen by the wielder:

Air: Health points: 12, Dodge score: 15, Initiative: +4, Hide/armor: 1, To-hit: +3, Attacks: 2 x 1d4. Intellect: low, Physical Resist: +4, Mental Resist: n/a, Movement: fly 300'. An air elemental may dissipate gases or clouds. Furthermore, if interposed, an air elemental may induce a -2 to-hit with all missile weapons. Missile weapons only inflict half normal damage upon an air elemental. The lesser air elemental appears as a dust devil, 3' wide and 7' tall.

Earth: Health points: 18, Dodge score: 11, Initiative: +0, Hide/armor: 1d6, To-hit: +2, Attacks: 1 x 2d8. Intellect: low, Physical Resist: +5, Mental Resist: n/a, Movement: 60'. The earth elemental may move at a rate of 60' upon any solid surface or through stone at the same rate. Lesser earth elementals may break through non-stone or metal obstacles with a strength score of 16. Edged weapons only inflict half normal damage upon an earth elemental. The lesser earth elemental appears as a somewhat humanoid mass of stone, 6' tall.

Fire: Health points: 16, Dodge score: 14, Initiative: +4, Hide/armor: 1d2, To-hit: +3, Attacks: 1 x 1d6 + 1. Intellect: low, Physical Resist: +3, Mental Resist: n/a, Movement: 160'. The lesser fire elemental may set combustibles aflame, or as a special attack, once per hour, the elemental may spout a jet of flame 1' diameter and 10' long that inflicts 2d6. The fire elemental may move at a rate of 160' upon any surface but water. Fire elementals are immune to heat, however water or cold attacks inflict twice normal damage. The lesser fire elemental appears as a 2' wide, 6' tall column of fire.

Water: Health points: 16, Dodge score: 13, Initiative: +3, Hide/armor: 1d3, To-hit: +3, Attacks: 1 x 2d6. Intellect: low, Physical Resist: +3, Mental Resist: n/a, Movement: 80'. The water elemental may move at a rate of 80' upon any solid surface or through water at twice that rate. If in water, the water elemental may submerge a swimmer, Swimming check of 8 per round to resist. The lesser water elemental appears as a 3' wide, 7' tall wave.

Sword of Speed: The Sword of Speed is typically a rapier or long sword. When wielded in melee, the Sword of Speed confers a +2 modifier to-hit and to damage. However, in addition to this enchantment, the Sword of Speed enables its user to make one additional attack per round when wielded in the on-hand. For example, a character without the Multiple Attacks discipline could attack twice per round with the Sword of Speed. However, if the character possessed Multiple Attacks grade II in weapon class C (rapier), he or she could attack three times each round with the sword.

Talisman of Luck: This talisman typically appears as a metal pendant, decorated with three large gemstones. At any time the wearer takes an action involving an element of chance, he or she may employ the talisman to increase his or her chances of success. In game terms, the Talisman of Luck enables the character to re-roll a dice once when the initial result is undesirable. For example, a character wearing the Talisman of Luck may choose to re-roll a Mental Resistance check after the first result indicated failure.

Each time the Talisman of Luck is used, one of its three large gemstones crumbles to dust. This loss occurs whether or not the re-roll granted is beneficial. Replacing gemstones will have no effect upon the talisman. Once a talisman has been used three times, its magic is lost.

Talisman of Translation: While wearing the Talisman of Translation, the character can comprehend all spoken languages, and in turn, may be understood by all intelligent creatures, despite the language he or she speaks. The Talisman of Translation will not enable the wearer to read or write unfamiliar languages, however.

Note: The Talisman of Translation only benefits creatures able to communicate verbally.

Tiara of Iron Will: This jeweled coronet will imbue a base +2 Mental Resistance modifier upon its wearer. However, if the wearer is subject to a charm or mind-controlling attack, a +4 modifier is applied to any Mental Resistance check to resist.

Tome of Understanding: This powerful book appears as an esoteric treatise on extra-planar philosophies and ontology, always composed in an ancient and/or obscure script. However, if the text is successfully translated and studied, its thaumaturgic contents will confer an unnatural insight upon the reader. As a result, any character reading the Tome of Understanding will benefit from a permanent +1 adjustment to his or her intellect (max. 20). In addition, this character will gain one grade in each intellect-related proficiency he or she possesses (max. IV).

The Tome of Understanding may only benefit an individual once. Anyone attempting to read the tome a second time must make a Mental Resistance check of 18 or be driven insane as if affected by the 5th Circle Faith magic spell, Madness.

In addition, each time the Tome of Understanding is read by anyone, there is a cumulative 25% chance the tome will lose its beneficial qualities, and will thereafter only confer madness upon those who read it. As a consequence, each tome of understanding may profit no more than four individuals.

Twinstones: Twinstones are created in pairs, but are often found individually. Typically, these large pebbles appear polished and featureless save for one common symbol etched upon each stone. Due to their magic creature holding one Twinstone will be able to know the direction and distance separating it from its twin. This magic will work across any distance, but may not function in-between planes.

Traveler's Boots: Upon casual inspection, these plain leather boots appear unremarkable. However once donned, the boots will adjust to comfortably fit the wearer's feet, regardless of their size. These boots will impart a +30' movement rate and a +3' jumping distance adjustment upon the wearer. In addition, all Running and Jumping proficiency checks made by the wearer are modified by +3.

Note: 20% of traveler's boots will also enable the wearer to walk upon water or atop snow as if he or she were upon solid ground.

Witches' Ring: When worn by characters with Ritual Magic Potential, these rings imbue the wearer with 1, 2 or 3 extra spell points, dependant upon the potency of the particular ring. Most of these rings automatically imbue the wearer with Blood, Dream, Gaea, or Stitch spell points. However some witches' rings imbue the wearer with spell points that may be assigned to any one of the four Ritual Spheres each day.

Whip of Silence: In all respects, this item appears as a normal whip of 10'-16' in length. However, whenever a creature is struck by the whip, the victim must make a Mental Resistance check of 12 or be unable to speak for 2d4 rounds.

Note: Once silenced by the whip, a creature is unaffected by additional strikes until the effects of the first strike have worn off.

Potions and Ambrosias

Magic potions and ambrosias are elixirs that when consumed, elicit some sort of magical effect upon the imbiber. Although potions are created by alchemy and ambrosias by prayer, colloquially, both are often referred to as 'potions'. For the sake of simplicity, we will follow that practice here.

In many cases, the effect of drinking a potion is similar to that of a spell. Ambrosias are holy elixirs that usually possess curative or healing properties, whereas potions generally confer more fantastic effects. However, for most game purposes, there is little difference between drinking potions or ambrosias.

Drinking potions and ambrosias: Potion and ambrosia volumes are typically small, often filling little more than a shot glass if poured. As a general rule, they may be fully consumed in one round. This typically entails finding the draught, opening it, and consuming it. For purposes of gameplay, this may occur at the player's initiative, with any effects of the potion taking place at the beginning of their next round. For example, if a character imbibed a Potion of Invisibility, this would constitute his action for the round. The potion's duration and effects would then commence at the beginning of the next round, before all participant's initiatives, even the imbiber's.

Example: A character drinks a Potion of Quickness at initiative 4. The round ends. At the beginning of the next round, the Potion of Quickness takes effect. The Potion of Quickness improves the character's initiative (+4 modifier), and the character rolls a 7 for this initiative. Thus, he takes action at initiative 11. As the Potion of Quickness lasts for 10 rounds, the character's next 9 initiatives are affected by the potion.

Potions must be fully consumed. If any lesser amount of the potion is imbibed, no effect will be conferred.

Note: As potions and ambrosias are generally small, it is not typically necessary that a character sheath his or her hand-held weapon in order to retrieve and quaff their contents.

Ambrosia vials: Unlike alchemical potions which may be stored in any container, the magic of ambrosias is dependent upon the sacred flask they are stored in. Therefore, one hour after removing an ambrosia from its original container, the magic of the ambrosia will be lost.

A partial list of potions and ambrosias that may be found is provided:

Table 1.3.3: Potions and ambrosias

d100	Potion	d100	Potion	d100	Potion
1-4	Animal Form	36-39	Growth	76-77	Protection from Undead†
5-8	Antidote†	40-45	Healing†	78-80	Quickness
9-11	Appeal	46-50	Invisibility	81	Refraction
12	Blinking	51-52	Invulnerability	82	Regeneration
13-14	Brilliance	53-54	Iron Will	83-84	Resilience†
15-17	Climbing	55	Leaping	85-86	Sense Deception
18-19	Curing†	56-57	Levitation	87	Sense Life†
20-22	Darkvision	58-59	Luck	88-89	Sense Undead†
23	Earth-walking	60-62	Magic Detection	90	Shadows
24	Etherealness	63	Magic Resistance	91	Spirit Shield†
25-26	Extra-healing†	64	Mana	92-93	Sustenance†
27	Exorcism†	65-66	Might	94	Tongues†
28	Extra-planar Protection	67-68	Persuasion	95	Undead Control
29-30	Fire-breathing	69	Phantom Sight	96-97	Water-breathing
31-33	Flight	70-71	Polymorph	98	Water-walking
34	Fortitude†	72-73	Protection from Cold	99	X-ray Vision
35	Frost	74-75	Protection from Heat	100	Youth

† These are found exclusively as ambrosias. Therefore they are contained within a holy vial, and must remain so to retain their magic.

Po. of Animal Form: The Potion of Animal Form enables the imbiber to physically transform into any natural animal, from as small as a mouse, to as large as a grizzly bear (approx. 1200 lbs.). When in this form, the consumer assumes all physical characteristics of the animal, as well as its Physical Resistance modifier and health points. However, all mental characteristics, including intellect and Mental Resistance modifier remain unchanged. While in animal form, the drinker may use any natural ability of the animal. Thus, an individual transformed into a fish could breathe water. However, at the same time, the individual is physically limited by the new form, unable to speak, cast spells, etc.

If a character transformed into an animal transforms back again while wounded, his injuries translate into the same percentage of lost health points. Thus, were a character with 12 of 18 health points (66% of max.) to transform into a 46 health point gorilla, he would have 30 of 46 health points upon transformation. The Potion of Animal Form lasts for 1d3 hours. An individual may only transform once upon drinking the Potion of Animal Form.

Note: If killed while in animal form, the affected creature will instantly return to his or her natural form.

Po. of Antidote: This valuable potion completely neutralizes any and all poisons afflicting the consumer.

Po. of Appeal: When imbibed, the Potion of Appeal imbues the individual with unnatural magnetism and charm. The drinker does not physically change. However, he or she gains 1d4 + 3 points of presence (max. 20) for 2d4 hours. In addition, the drinker's presence-related proficiency checks are modified by +2 while affected.

Note: A character drinking the Potion of Appeal may reattempt any presence-related proficiency check he or she may have failed prior to drinking the potion. The potion does not affect presence spell bonuses.

Po. of Blinking: Once imbibed, the Potion of Blinking causes the individual's position to constantly alter by up to 1' in any horizontal direction. To those observing the imbiber, it will appear as if he or she is blinking back and forth in a somewhat unpredictable manner. The effect is such that the imbiber benefits from a +3 to his dodge score for the potion's duration. However, any physical attacks, missile or melee, made by the individual are at -3 to-hit. In addition, any agility-related proficiency checks while under the influence of a Potion of Blinking are made with a -10 modifier. The potion lasts for 5 minutes.

Note: The Potion of Blinking will not 'blink' the imbiber into a solid object or another living creature. However, if the individual is very near to a cliff or a ledge, the potion's effects may potentially put the individual over the edge.

Po. of Brilliance: This magical elixir temporarily increases the imbiber's mental focus and acuity. As such, the drinker's intellect score is increased by 1d3 + 3 points (max. 20) while affected by the potion. In addition, all intellect-related proficiency checks made by the individual apply a +3 modifier. Any Hermetic or Hedge magic-using character may replenish his or her daily repertoire through study in half normal time when under the influence of the potion. The Potion of Brilliance lasts for 4 hours.

Po. of Climbing: The Potion of Climbing enables the consumer to climb vertical surfaces or even ceilings with ease. The affected individual may climb vertically at one half of his or her normal movement rate. The Potion of Climbing lasts for 1d4 x 10 minutes.

Po. of Curing: This prized potion will instantly cure all forms of disease, either magical or mundane, mental or physical. In addition, the Potion of Curing will restore 1d4 + 1 lost health points to the consumer. The Potion of Curing will not automatically neutralize poison, but the imbiber may make an unmodified Physical Resistance check of 6 upon drinking the potion. If this Physical Resistance check is

successful, any poison afflicting the individual will be neutralized. The Potion of Curing will cure lycanthropy as well.

Po. of Darkvision: The Potion of Darkvision enables the consumer to see in total darkness just as he or she would in daylight (or low light, for creatures adversely affected by daylight conditions). Unlike infrared vision, the Potion of Darkvision allows the individual to see colors as well as details independent of temperature. Furthermore, the Potion of Darkvision spell does not concomitantly impair the creature's vision in well-lit conditions. The potion remains effective for 1d3 + 3 hours.

Po. of Earth-walking: The Potion of Earth-walking enables the consumer move through earth, metal or stone at a rate of 60' per round. While in such material, the individual may travel in any direction, up, down, or laterally. The potion lasts for 1d10 + 10 rounds. If the imbiber is within stone and the Earth-walking potion's magic ends or is dispelled, the individual dies immediately.

Note: While affected by the potion, the imbiber takes on a statue-like appearance, and takes only half damage from edged weapons.

Po. of Etherealness: When imbibed, the Potion of Etherealness partially shifts the consumer and all his equipment into the ethereal plane. To observers, the individual will appear as a translucent, ethereal likeness of himself. When in ethereal form, the imbiber may move up to 120' per round in any direction, and is able to pass through solid objects. Furthermore, the individual may converse with others and can see and hear as normal. If previous to the transformation, the individual is affected by any spell or item that enhances these senses, he will continue to benefit from its effects. However, excluding visual and auditory interaction, an individual in ethereal form may not physically affect his environment. Thus, the imbiber can not move objects, or physically attack. However, the ethereal individual may cast spells that do not either require a material component, or do not require that he touches the recipient. Conversely, while in ethereal form, the consumer may not be physically harmed. Nonetheless, the individual does remain susceptible to any mind-affecting spells, as long as they do not require the caster to touch him. The Potion of Etherealness lasts for 2d6 rounds.

Po. of Exorcism: This antidote will absolve a creature from all forms of magical charm, possession, or mental affliction. However, the imbiber must make a successful Mental Resistance check of target number 8 for each charm, possession, or affliction that ails him. An unsuccessful check indicates that the specific charm or possession has not been removed. Thus, the Potion of Exorcism may have a partial effect.

Po. of Extra-healing: This powerful elixir restores 3d4 + 3 lost health points when imbibed. The Potion of Healing does not neutralize poison or cure disease, however.

Po. of Extra-planar Protection: The Potion of Extra-planar Protection renders its consumer completely immune to all physical or magical attacks made by undead or those creatures native to another plane of existence (such as demons, angels, etc.). In addition, to this effect, such creatures will find the imbiber to be somewhat repulsive, and will avoid contact with that creature if possible. The Potion of Extra-planar protection lasts for 2d6 + 2 rounds.

Po. of Fire-breathing: After drinking the Potion of Fire-breathing, the drinker may spew forth a 12' long, 3' wide cone of flame from his or her mouth at will. Any creature within this area will suffer 2d6 + 2 points of fire damage, or 1d6 + 1 points, if a successful Physical Resistance of 14 check is made. The consumer may breathe fire 3x per potion. Otherwise, the potion's magic remains effective for 1 hour.

Po. of Flight: Once imbibed, the Potion of Flight imbues the individual with the ability to fly. By concentration alone, the consumer may move up to 180' per round upwards or laterally, or may descend at speeds up to 360' per round. In addition, the individual may hover stably. While hovering, spells may be cast and missile or melee weapons may be used without penalty.

Po. of Fortitude: The Potion of Fortitude temporarily imparts a +6 modifier to the individual's Physical Resistance checks. The Potion of Fortitude lasts for 1d3 + 1 hours.

Po. of Frost: After drinking the Potion of Frost, the consumer may twice breathe a cone of frost that affects a conical area 30' long and 15' wide. If this frost is breathed upon a creature, that creature feels an intense chill and suffers 2d6 + 2 points of cold damage. However, if a Physical Resistance check of 12 is made, only 1d6 + 1 points are suffered. Furthermore, all non-magical liquids upon the creature's person will immediately freeze, and will remain so until thawed. If breathed upon an object, the item targeted will immediately become encased in a 1" think layer of ice. If the target is a door, the door will become frozen shut, requiring a Feat of Strength of 16 to open it. Once encased in ice, the object will thaw as normal. The Potion of Frost remains effective until the imbiber breathes twice, or until 10 rounds have elapsed.

Po. of Growth: Drinking the Potion of Growth doubles the proportions of the imbiber. For example, a 5' tall orc would become 10' tall after drinking the potion. As a result, the individual will gain 1d3 + 2 strength points (max. 20), 1d3 + 2 endurance points (max. 20), and will lose 1d3 + 1 agility points (min. 1) while affected. All equipment currently carried by the consumer of the Potion of Growth will be doubled in size as well. If a character's endurance is increased by the Potion of Growth, his or her health point maximum is increased by an equal number of points. Similarly, as the imbiber's agility score is decreased by the potion, his or her dodge score will be decreased by an equal number of points.

Carried magical objects enlarged by the Potion of Growth will double in size, but not in potency. For example, were another potion doubled in volume by the Potion of Growth, it would not equal to two such potions if divided. Only drinking the entire new volume of the enlarged potion will imbue the consumer with potion's effects. Any objects subsequently dropped by the affected individual will immediately return to normal size. The Potion of Growth lasts for 2d10 + 2 rounds.

Note: Not including any strength bonuses from the Potion of Growth, any carried weapons that are enlarged will inflict +2 extra points of damage if used by the individual. For example, a carried broad sword enlarged by the Potion of Growth will inflict 1d8 + 3 instead of 1d8 + 1 points of damage.

Po. of Healing: This valuable elixir restores 2d4 + 2 lost health points when imbibed. The Potion of Healing does not neutralize poison or cure disease, however.

Po. of Invisibility: This coveted philter renders its consumer and all its equipment invisible. The individual may still be heard and touched as normal. However, non-magical vision will not detect the imbiber. In general, all melee attacks upon an invisible creature are made at -5 to-hit. Missile attacks are -10 to-hit. Furthermore, melee attacks made by an invisible individual apply a +3 to-hit modifier. Only objects carried by the individual upon drinking the potion become invisible. Any objects picked up by the individual after that time will appear to float in space. Any objects dropped by the individual will once again become visible. The Potion of Invisibility lasts for 1d4 x 10 minutes.

Note: Invisibility adds a +10 modifier to Stealth checks.

Po. of Invulnerability: The Potion of Invulnerability spell creates a powerful personal aura of protection that renders the drinker completely immune to any harm, magical or otherwise. Thus, while affected by the Potion of Invulnerability, no hostile magic, physical damage, poison, or disease can affect the imbiber in any way. The Potion of Invulnerability lasts for 1d3 + 1 rounds.

Note: The Potion of Invulnerability does not heal any physical damage the imbiber has previously suffered, nor does it remove any spells or disease currently affecting the individual.

Po. of Iron Will: This elixir imparts a temporary +8 Mental Resistance modifier upon an individual. The Potion of Iron Will lasts for 1d2 hours.

Po. of Leaping: The Potion of Leaping enables the imbiber to jump up to 60' upward, and/or up to 120' forward, and to land safely. The Leap spell does not allow the individual to decrease his or her elevation safely, however. The Potion of Leaping is effective for 5d4 rounds.

Po. of Levitation: The Potion of Levitation imbues the imbiber with the ability to levitate at will. By concentration alone, the individual may rise at a rate of 60' per round, or descend at up to 120' per round. In addition, the individual may choose to hover stably. However, the Potion of Levitation does not permit lateral movement. Nevertheless, if the levitating individual can grasp an object, it is possible to move horizontally. While hovering stably, spells may be cast, and missile or melee weapons may be used without penalty. The Potion of Levitation lasts for 1d10 + 10 minutes.

Po. of Luck: Upon imbibing this powerful philter, all dice rolls made on behalf of the individual may be voluntarily discarded and re-rolled once. For example, if a character whom consumed by the Potion of Luck spell fails a Physical Resistance check with his first d20 roll, a second d20 roll can be made, and its result be used instead. This may also be done for all to-hit rolls, damage rolls, etc. made by the individual while affected by the potion. In addition, the Potion of Luck enables the re-roll of individual dice which were rolled together. Thus, if the imbiber had cast Heal Minor Wounds upon his companion, and 2d4 were rolled together for the damage healed, the result of one d4 could be kept, where the second d4 could be rolled again to determine the final healing result. The Potion of Luck is effective for 2d4 + 2 rounds.

Note: Once an initial roll has been discarded, the result of the second roll must be used, regardless of whether its outcome was more or less desirable than the first.

Po. of Magic Detection: This potion enables the imbiber to perceive magical enchantments upon items or effects of a magical nature within 20' of his person. The Potion of Magic Detection will not reveal that a creature is under the effects of a spell, however. The Potion of Magic Detection is effective for 3d6 + 2 rounds.

Po. of Magic Resistance: Much like a Ring of Magic Resistance, this philter confers an aegis of protection against all magic spells upon the imbiber. Consequently, whenever the target of a spell (willing or unwilling), the spell will have a chance of affecting the affected individual equal to 10%, multiplied by the spell's Circle. For example, a 3rd Circle spell would have a 30% chance to affect the individual, whereas a 6th Circle spell would affect the drinker 60% of the time. If a spell is not blocked by this magic resistance, the spells effects will be treated as normal, allowing a Mental or Physical Resistance check when applicable. The Potion of Magic Resistance may block all types of spells, Hermetic, Hedge, Faith and Ritual. The Potion of Magic Resistance is effective for 4d6 rounds.

Note: If a spell targets or affects multiple creatures, the Magic Resistance spell will protect the imbiber only. Other creatures will be subject to the spell's effects as normal. Magic Resistance will not protect the imbiber against magical items or abilities, but will shield against spells read from magic scrolls.

Po. of Mana: This prized philter imbues any magic-using individual with restored spell-power, just as if he or she had studied or meditated. Potions of Mana vary in their potency. Some potions that may be found confer the following effects:

1: Restores up to two 1st, and one 2nd Circles of spell-power to Hermetic, Hedge, or Faith magic-users. Alternately, the potion restores 6 Ritual magic spell points. For example, a priest drinking the Potion of Mana would regain two 1st Circle spells and one 2nd Circle spells, if his daily repertoire was depleted by at least this amount.

2: Restores up to three 1st, two 2nd, and one 3rd Circles of spell-power to Hermetic, Hedge, or Faith magic-users. Alternately, the potion restores 14 Ritual magic spell points.

3: Restores up to two 1st, two 2nd, two 3rd, and two 4th Circles of spell-power to Hermetic, Hedge, or Faith magic-users. Alternately, the potion restores 24 Ritual magic spell points.

4: Restores 7 Circles of spell-power to Hermetic, Hedge, or Faith magic-users, to be distributed as the individual sees fit. For example, a wizard may replenish one 2nd and one 5th Circle spells with this potion. Alternately, the potion restores 10 Ritual magic points.

Note: A Potion of Mana may restore spell-power up to, but not beyond the magic-user's daily repertoire. For example, if a wizard drinking a Potion of Mana that restored two first Circle spells had previously cast only one 1st Circle spell, only one 1st Circle spell would be replenished.

Po. of Might: When imbibed, the Potion of Might imbues an individual with unnatural strength. The drinker doesn't physically change, but gains 1d4 + 3 points of strength (max. 20) for 1d4 hours. Of course, the consumer's Physical Resistance modifier may be temporarily increased as a result of the Potion of Might as well.

Note: A character affected by the Potion of Might may reattempt any Feat of Strength he or she may have failed prior to drinking the potion.

Po. of Persuasion: This philter temporarily increases the consumer's presence score by 1d3 + 2 (max. 20). In addition, all creatures with an intellect score less than the imbiber's new presence score must make a Mental Resistance check of 12, or will view the imbiber to be a compelling, engaging personality. Affected creatures will remain captivated by the affected individual, eager to hear what he or she has to say, and be willing to aid him or her in any trivial manner. These creatures will remain enamored so, as long as the imbiber does not grossly offend or act to their obvious detriment. In addition to these effects, all presence-related proficiency checks made by the imbiber apply an additional +3 modifier while affected (no effect upon spell bonuses). The Potion of Persuasion lasts for 1 hour.

Po. of Phantom Sight: This potion enables the imbiber to project his or her vision along any path within 240'. Thus, the individual could bodily remain in one place while his or her vision continued around a corner, down into a pit, over a wall, or even underwater.

However, while affected by the potion, the imbiber may only see from this phantom perspective. For example, if the individual extended his origin of vision into a cave, he could see the contents of that cave as if he were in it, but he could not see the surface above were he stood.

The phantom perspective created by the Phantom Sight potions moves at up to 120' per round, and can pass through any space larger than 1' in diameter. The Potion of Phantom Sight is lasts for 3d4 + 4 rounds. *Note:* If imbibed while affected by perception-altering spells, such as Sense Magic, the individual may make use of these spells through his phantom perspective.

Po. of Polymorph: The Potion of Polymorph imbues the consumer with the ability to change him or herself into a creature of a different type. This new form may be as small as a mouse, or as large as an elephant. Once polymorphed, the individual gains all non-magical abilities of the new form. Thus, a character polymorphed into an owl would both gain the ability to fly, as well as the owl's superior night vision. Despite changing the imbiber's form, his or her mind remains unaltered. However, physical characteristics such as health points, Physical Resistance modifier, and dodge score are temporarily altered to those of the new form.

The creature may polymorph once into another form after imbibing the Potion of Polymorph. In addition, the individual may return to his or her natural form at will. The Potion of Polymorph is effective for 2 hours.

Po. of Protection from Cold: When imbibed, the Potion of Protection from Cold renders the individual immune to all non-magical sources of cold. If the creature is exposed to a magical cold attack, all damage incurred will be reduced by one-half. The potion is effective for 4 hours.

Po. of Protection from Heat: Similar to the Potion of Protection from Cold, the Potion of Protection from Heat protects the individual from all non-magical sources of heat. If the creature is exposed to a magical heat-based attack, all damage incurred will be reduced by one-half. The potion is effective for 4 hours.

Po. of Protection from Undead: This potion renders its imbiber immune to all physical or magical attacks made by lesser undead, or those undead with an intellect of 'very low' or less. However, greater undead, such as vampires, may make a Physical Resistance check of 14 to affect the consumer. Otherwise, any physical blow, ability or magic employed by an undead creature will have no effect upon the individual. In addition, undead will find the affected individual to be somewhat repulsive, and will avoid contact with that person if possible. This potion lasts for 1d6 x 10 minutes.

Po. of Quickness: This tonic imparts a temporary +4 initiative modifier, a +2 dodge score adjustment, and a +40' movement rate adjustment upon the imbiber. In addition, the individual affected by the Potion of Quickness may make one additional on-hand melee attack or one additional missile weapon attack per round. The Potion of Quickness remains effective for 10 rounds.

Po. of Refraction: Once imbibed, this potion causes all light to bend as it reflects off of the consumer's person. As a result of this refraction, the individual does not appear to be in the place it actually is. Furthermore, the distance between the individual's actual and apparent position increases with the distance of the observer. Thus, for all attacks made upon the imbiber, the following to-hit modifiers apply: melee attack: -3 to-hit, missile attack under 20': -4 to-hit, missile attack 20-60': -6 to-hit, missile attack 61-100': -8 to-hit, missile attack over 100': -10 to-hit. The Potion of Refraction lasts for 3d8 rounds.

Note: Potion of Refraction works as an optical illusion, thus it will not affect blind attackers.

Po. of Regeneration: This powerful potion causes the drinker to heal at an unnatural rate of speed. As such, the individual heals from all wounds at the rate of 1 health point per round. However, the Potion of Regeneration will not cure anything but physical damage. The Potion of

Regeneration lasts for 2d8 + 8 rounds. The potion will heal an unconscious individual, but ceases to work if the individual dies.

Note: The Potion of Regeneration spell will not increase an individual's health points above his or her natural maximum.

Po. of Resilience: The Potion of Resilience imbues the imbiber with a powerful feeling of confidence and resolve, and improves the individual's Physical Resistance rolls and Mental Resistance rolls by +3. In addition, the imbiber may continue to remain conscious at zero health points or below as if they had the Last Stand discipline. If the affected character already possesses the discipline, the potion confers a +3 modifier to Physical Resistance checks associated with the Last Stand discipline.

Just as with the Last Stand discipline, an individual affected by the Potion of Resilience must make a successful 'Last Stand' check immediately upon being brought to zero or less health points, and at the beginning of every additional round for the character to remain conscious. Similarly, regardless of the potion, the individual dies if his health points fall below zero more than one-half his endurance score. The Potion of Resilience lasts for 1d4 hours.

Po. of Sense Deception: When imbibed, this potion enables the individual to perceive verbal falsehoods or physical deception, such as pick-pocketing, stealth, or cheating within the 40' of his or her person. For example, the affected individual will reveal that an innkeeper is lying about a resident at his hostel, or that a gambler is hiding cards up his sleeve.

Although the potion of Sense Deception will reveal a fabrication to the imbiber for what it is, it will not provide him or her with any knowledge of the truth. The Potion of Sense Deception is effective for 1 hour.

Po. of Sense Life: The Potion of Sense Life enables an individual to determine the location and number of all living creatures larger than a mouse within 200' of his person. Thus, he can sense the presence of creatures out of sight, hidden, or even made invisible by magical means. The potion will not enable the detection of dead, undead creatures, or constructs, however.

The potion's magic gives the imbiber an impression of a living creature's whereabouts, but does not enable the individual to 'see' the creatures. Thus, attacks made against invisible creatures are made at -2 to-hit while affected. The potion lasts for 1d4 x 10 minutes

Po. of Sense Undead: This potion enables the imbiber to determine the location and number of all undead creatures within 200' of his person, whether out of sight, hidden, or even magically made invisible.

The Potion of Sense Undead gives an impression of the undead creature's whereabouts, but does not enable the individual to 'see' the undead. Thus, attacks made by the mystic against invisible undead are made at -2 to-hit while affected. The potion lasts for 4d6 + 6 minutes.

Po. of Shadows: Drinking this powerful elixir turns the consumer into a two-dimensional shadow. As a result, the individual may move through darkened areas at a very high rate of speed and pass through any darkened portal that light might normally pass through. While under the effect of Potion of Shadows, an individual may move through any area devoid of light at 500' per round. Thus, a character could travel the distance of one mile in just under 12 rounds. Furthermore, the imbiber may pass under doors, through keyholes, or even through darkened windows with ease. The Potion of Shadows lasts for 3d6 rounds. While affected by the Potion of Shadows, the affected individual is unable to hit opponents, be hit by opponents, communicate, or to cast spells.

Po. of Spirit Shield: This coveted ambrosia imbues the imbiber with a holy aura of protection. While affected, the creature's Mental and Physical Resistance rolls are modified by +3. Furthermore, the 1d3 + 1 points are subtracted from the damage of all from physical attacks made against the individual. This protection is cumulative with worn armor. The Potion of Spirit Shield lasts for ½ hour.

Po. of Sustenance: When imbibed, this useful potion enables the consumer to go without food or water for 2 weeks. During this time, the individual does not feel hungry or thirsty.

Po. of Tongues: While under the effects of this potion, the imbiber can comprehend all spoken languages, and may be understood by all intelligent creatures, despite the languages he or she speaks. The Potion of Tongues will not enable the individual to read or write unfamiliar languages, however. The Potion of Tongues lasts for 1 hour.

Po. of Undead Control: This potion places up to 2d4 undead creatures completely under the control of the imbiber. In order to control the undead, the affected individual needs only to concentrate upon one or more undead creatures. Once dominated, the undead will be motivated by the imbiber only, attacking or defending him, and performing simple tasks if able. The Potion of Undead Control automatically affects undead with an intellect of 'very low' or less. However greater undead (such as vampires etc.), may make a Physical Resistance check of 14 to resist the effects. The Potion of Undead control is effective for 1d8 + 1 hours. After this duration, the undead are free, and will likely be hostile towards the controlling individual.

Po. of Water-breathing: This elixir imbues the consumer with the ability to breathe water as if breathing air. The individual affected by the Potion of Water-breathing may breathe air as well while affected. The potion lasts for 1d6 x 10 minutes.

Po. of Water-walking: The Potion of Water-walking confers the ability to walk upon water or similar liquids as though the individual was walking upon solid ground. The Potion of Water-walking is effective for 1d4 + 2 hours.

If an individual affected by a Potion of Water-walking falls upon a body of water, he suffers damage as though falling upon solid earth.

Po. of X-ray Vision: The Potion of X-ray Vision temporarily imbues the consumer with the ability to see through any solid object up to 1' thick. The affected individual may use this vision at his or her discretion however, opting not to see through objects if he or she wishes. The Potion of X-ray Vision remains effective for 1d3 + 1 hours.

Po. of Youth: This extremely valued potion will decrease an individual's natural age by 2d4 years when imbibed.

Relics

Relics are very powerful magic items created by a powerful priest or deity, often for a particular purpose. At times these relics may be found in the possession of influential priests. However, most relics found are ancient remnants, fashioned for purposes (and sometimes by deities) that have been long forgotten. Magic items are rarely encountered, and relics are the rarest of all. When relics are located, it is almost certain they will be closely guarded, and never traded or sold. Relics should each be considered a unique item, except in a few cases. Due to the religious nature of relics, deities typically dislike their priests employing relics of other sects.

The possibilities regarding magical relics are endless. Thus, it is encouraged the Game Master creates relics personalized for his particular campaign setting. However, below is a list of relics that might be found in a typical campaign:

Table 1.3.4: Relics

d100	Relic	d100	Relic	d100	Relic
1-4	Anduran Snowglobe	32-34	Hand of Glory	70-71	Queyn's Timepiece
5-8	Books of Amagian the Younger	35-36	Heart of Abraxas	72-73	Ring of the Void
9-11	Bow of Hector	37-39	Heart of Voran	74-78	Rod of the Teauvites
12	Box of Delights	40-43	Helena of the Hearth	79	Rosewater Perfume
13-14	Cane of Torsten Mezhar	44-47	Helm of Vivianne Sixblades	80-81	Seraph Ring
15-17	Cloak of Blades	48-50	Horn of Hellespont	82-84	Shoes of Safe Travels
18-19	Cup of Vhoole	51-54	Incense of Silken Dreams	85-86	Sleigh of Venoshua
20-22	Esoterica	55-57	The Infernale	87-89	Tarnhelm
23-24	Deimos Harpoon Gun	58-61	Loremaster's Staff	90	The Tetractys
25-26	Glasses of Lady Aeyla	62-63	Lotus Seed	91-93	The Torsche Homunculus
27-28	Globe of Oon	64	Mirror of Kithain	94-96	Votive Fingerbone
29	Goss Tarot	65-67	The Ornsblade	97-98	Wand of Morgana
30-31	Gorgosian Cloudmachine	68-69	Pendant of St. Agatha	99-100	Waters of Life

Anduran Snowglobe: This small glass snowglobe contains a miniature cabin surrounded by trees. If overturned, the Snowglobe causes a moderate snowfall to occur within a 1 mile radius. This precipitation lasts for 1d4 hours. The Snowglobe cannot easily be broken.

Books of Amagian the Younger: These books appear as small 12" x 8" leather-bound volumes, handwritten in small, precise script. The Books are no longer together; if discovered, determine randomly which text has been found. Each Book contains a philosophical essay on one part of society. Reading the introductory sermon out loud takes three rounds and leads to a specific spell effect. Creatures do not need to understand the language of the speaker for the effects to occur, but

except for 'On Religion', they do need to be able to hear in general. There are five such Books, each which produces the following effects:

On Morality: While reading this Book, the individual's voice becomes lyrical, causing all creatures within 50' to make a Mental Resistance check of 14 or be Enthralled (as the 2nd Circle Faith spell) for as long the speaker continues to spend their full round talking, and an additional 1d10 rounds thereafter.

On Suicide: When read, the speaker uses soft tones and sometimes whispers. This sermon causes all creatures within 30' to make a Mental Resistance check of 14 or attack themselves for one round per point by which they missed the check (e.g., a total of 11 for the Mental

Resistance check means that the creature will attack itself for three rounds). Creatures automatically hit themselves when self-attacking.

On Religion: The reader speaks quickly with much intensity. Reading this sermon causes a blinding flash of light, and a Lesser Avatar is summoned (as the 4th Circle Faith spell). If the reader is a priest, a Greater Avatar is summoned instead.

On Poverty: While reading this Book, the individual's voice becomes sensual, causing all creatures within 30' to make a Mental Resistance check of 14 or become confused. They will be able to defend themselves in combat and will fight back if provoked, but will otherwise aim to give their possessions and money to the reader.

On Science: The reader's voice is stern but is heard to be mumbling. Reading this sermon causes all creatures within 30' to make a Mental Resistance check of 14 or descend into a state of mental confoundment, rendering them comatose until the conundrum is resolved. Any creature affected by the Book may make an additional Mental Resistance check of 14, every number of rounds equal to 20 minus its intellect score. For example, a character with an intellect score of 12 would be afforded an additional Mental Resistance check every 8 (20 – 12 = 8) rounds past the first. Until this Mental Resistance check is successful, the creature remains affected by the Book's magic.

The effects of the sermons will affect all creatures but the reader. The sermons may be read once per day apiece. Possessing all of the Books (i.e., owning the 'Collected Works') grants a +2 adjustment to presence (max. 20) while the owner has them in his or her personal library.
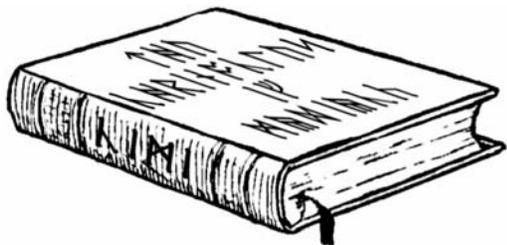
Bow of Hector: This item appears as a simple wooden longbow. However, all arrows shot from the bow are +2 to-hit against land creatures, and +4 to-hit against creatures in the air. Furthermore, any character employing the Bow automatically has the Quick Shot discipline, granting him an extra shot with the bow in the first round of any combat. The Bow of Hector may always be drawn as if the wielder had the Quick Draw discipline. The range for the Bow is twice that of a normal longbow. Finally, while holding the bow, the wielder is under the effects of the 1st circle Faith magic spell Water Walk.

Box of Delights: The Box appears as a gold and silver puzzle-box of extraordinary complexity. Attempts to solve the Box of Delights will result in different effects. To determine the effect, the user must roll 1d20, and add his or her intellect attribute score. For example, a character with an intellect of 13 that rolled 1d20 with a result of 6, would have a final result of 19. The effect of the solution is such:

2-10: The individual must may a Mental Resistance check of 15 or die.
11-14: All creatures within 60' of the Box of Delights are affected as if by the 5th circle Hedge magic spell, Phantasmagoria.
15-20: The individual is affected as if by the 5th circle Hedge magic spell, Phrenic Trap.
21-24: The individual is affected as by the 1st circle Faith magic spell Sense Magic, for one day.
25: The individual gains two points of presence (max. 20) for one day.

26-28: The individual is affected as if by the 5th circle Hedge magic spell Luck, for one day.
29-31: The individual is affected as if by the 4th circle Faith magic spell Bless, for one day.
32-35: The individual is affected as if by the 6th circle Faith magic spell Vision, for one day.
36: The individual is affected as if by the 6th circle Faith magic spell Immunity, for one day.
37-40: The individual gains one permanent intellect attribute point (max. 20).

Finding a solution to the Box takes 21 minutes minus one round for the individual's intellect score. For example, a character with an intellect of 12 would find a solution in 9 minutes. Each time the Box is solved by an individual, he applies a -1 modifier to his or her next solution result. For example, the third time a character employed the Box of Delights he would apply a -2 modifier to his solution result.

Cane of Torsten Mezhar: This item appears as a brass walking cane, capped with a handle shaped as a bird-of-paradise. Simply pointing the Cane in a direction will cause a breeze similar to the 2nd circle Faith magic spell Wind. Once per day, the wielder may summon and command 1d3 + 2 vultures for 1 hour:

Vultures: Health points: 4, Dodge score: 13, Initiative: +2, Hide/armor: none, To-hit: +3, Attacks: bite: 1 x 1d2 + 1. Intellect: animal, Physical Resist: -3, Mental Resist: -4, Movement: fly 200'.

In addition to these powers, the wielder of the Cane of Torsten may Wind Walk, as if affected by the 5th circle Faith magic spell.

Cloak of Blades: An enchanted cloak that conjures magical swords to attack any foes in melee with the wearer. These swords do not use the wearer's initiative or to-hit modifier, but take one counterattack on each melee combatant per round, at the following initiative (for example, if attacked at initiative 9 and 7, the cloak counterattacks at initiatives 8 and 6, respectively). Each attack is with a to-hit modifier of +4 and inflicts 1d6 + 4 damage.

Cup of Vhoole: When filled with pure spring water, the Cup of Vhoole may used to view far away places as if by the 3rd circle Faith magic spell, Clairvoyance once per night. If the Cup is filled with the blood of a sacrificed virgin, the imbiber becomes one year younger.

Deimos Harpoon Gun: This item appears similar to a rusted old crossbow, with a long closed housing, and contains a 3' long barbed harpoon. The harpoon is unusually sturdy however, and may not be broken. It is attached to the Gun with a thin metal cable 100' in length that is also unbreakable. Shooting the harpoon is at +3 to-hit, and inflicts 1d8 + 1 points of damage. Once the harpoon has scored a successful hit, the victim must make a Physical Resistance check of 15. If this Physical Resistance check is unsuccessful, the harpoon's tip will spread into many barbs and become lodged within the victim. While lodged, the harpoon will inflict 1 health point of damage upon the individual for each round he or she is physical active. Only remaining immobile will prevent this damage. If the harpoon is pulled from the victim, he or she suffers an additional 1d6 points of damage. The Deimos Harpoon can be easily pulled and retracted back to the Harpoon Gun in two rounds.

Esoterica: This relic appears as a long leather-bound book of 66 pages. In elaborate script on the cover and first page is the word 'Esoterica'. Inside in small text is an encyclopedia of odd stories and trivia. When an individual seeks an answer to a question, he may find it within Esoterica. Each reading of the book causes the reader to fall asleep for one full day; upon waking the reader will have had a dream in which the question may have been answered (make an appropriate

Knowledge check with a +10 modifier). Furthermore, each reading by an individual results in a 2% chance that he or she will find divine insight within the book (as the 7th circle Faith magic spell, Commune) at the cost of being driven insane afterwards (as the 5th circle Faith magic spell, Madness).

Glasses of Lady Aeyla: The Glasses appear as a fancy thin-rimmed pair of glasses, with an almost imperceptible crack on the right lens. While wearing these glasses, the individual may understand the thoughts of all creatures within 60' of his or her person, as if affected by the 6th circle Faith magic spell Read Mind (Mental Resistance check with a target number equal to the wearer's intellect score). This may be attempted by the wearer of the Glasses at will. However, each day, only one attempt may be made upon a particular individual. Once per day, the wearer may innately cast a Translation spell (as the 2nd Circle Hedge spell). Finally, all Perception checks made by the wearer apply a +3 modifier.

Globe of Oon: The Globe of Oon appears as an intricate golden celestial map etched upon the surface of a black 3' diameter sphere. If held in hand while sleeping, after four hours, the individual will awake at the exact location he was precisely 1 week before. The Globe of Oon can transport an individual any distance, and between realms.

Gorgosian Cloudmachine: This item appears as a steel sphere 6" in diameter, wrapped in an outer set of steel plates or petals. Once unwrapped, it hovers in the air about 6' off the ground. The Cloudmachine confers no personal effects upon its owner. However, after one hour of remaining in place, all weather within 1 mile of the Cloudmachine remains clear and pleasant. Furthermore, no storm may be magically invoked within 1 mile of the Cloudmachine.

Goss Tarot: The Goss Tarot is a powerful, chaotic artifact, named for Huygens Butremus Goss, a fortune teller that accompanied the original Traveling Circus of Piedmont of 340 S.E. Notably, Goss and his deck of cards is credited with the downfall of the Peughs, a Verlanian family that operated a number of orchards and farms south of Couverton. Local legend relates that Milos Peugh traded his children to Goss for multiple readings which drove him mad. Milos murdered his workforce, yet their corpses continued to work the Peugh land for years, even after a mob killed Milos and burned the family estate.

Goss is not credited with the creation of the deck, but it is often suggested that he was either an angel or demon that used the circus as a cover for some diabolical plan. Oddly, the name 'Hubert Goss' is listed in Handmaiden archives of the Piedmont leper colony, as the four year-old son of a leprous woman that was admitted in 338 S.E.

A causal draw from the Goss Tarot will produce no magical effect. However if the deck is held by a Priest that employs Revelation magic, any draw will affect the individual selecting a card. Alternately, if the proper ritual is performed by a mystic, which includes the expenditure of BBDDGGSS spell points, one card may be drawn by one individual that will invoke the card's magical effect. The ritual necessary for an effective draw is a modification on an obscure ritual occasionally used with Bevi decks, which might be learned or uncovered with the proper resources. The complete deck must be available for a functional draw and every draw is random.

Once an individual draws a card from the Deck of Goss, the next draw by the individual will be of a card from a different suit. (Remove that suit before the draw). All effects of the Deck of Goss are permanent, and cannot be undone except for the use of a Change spell or similar powerful magic. The cards of the Deck of Goss and their effects are thus:

d100	Cups	Card	Effect
1-2	2H	Rain	The character gains 5 skill points and flowers bloom upon the character's touch.
3-4	3H	Serf	The character gains a familiar as per the 1st Circle Ritual magic spell.
5-6	4H	Tiller	The character gains 1d4 + 1 permanent health points.
7-8	5H	Wayfarer	The character gains 2 grades of the Wilderness Lore and Tracking proficiencies.
9-10	6H	Merchant	The next discipline purchased by the character costs up to 4 skill points less.
11-12	7H	The Wedding	A malicious impostor of the character operates elsewhere.
13-14	8H	Moneylender	The character may use proficiency points to purchase disciplines.
15-16	9H	Soldier	The character applies a +2 Physical Resistance modifier and a -1 Mental Resistance modifier.
17-18	10H	The Well	The character gains 1 endurance point (max. 20) and can breathe underwater.
19-20	JH	Knight	The character gains 2 grades of Weapon Mastery in class E.
21-22	QH	Queen	The character gains 3 grades of the Magic Potency discipline.
23-24	KH	King	The character ages at 1/2 the normal rate.
25	AH	The Cup	The character no longer needs to eat or drink, and food sickens him.
	Flowers		
26-27	2D	Sun	The character grows 1' taller, and now heals 1 health point per hour under sunlight.
28-29	3D	Poet	Anyone touched by the character is affected by the 3rd Circle Faith magic spell Confuse.
30-31	4D	Jongleur	The character gains 1 presence point (max. 20).
32-33	5D	Bard	The character can understand all spoken languages.
34-35	6D	Painter	Once per day, the character can innately cast the 2nd Circle Hedge magic spell Disguise.
36-37	7D	Shaman	The character gains +2 to-hit any creature that has physically wounded him.
38-39	8D	The Comet	The character fights his self in a dream to be affected by the Lotus if he wins or the Crown if he loses.
40-41	9D	Astronomer	The character gains darkvision and no longer sleeps.
42-43	10D	The Mirror	The character can exchange 2 attribute points.
44-45	JD	Hierophant	Once per day, the character can innately cast the 2nd Circle Faith Magic spell Charm Animal.
46-47	QD	Seer	The character is immune to charm.
48-49	KD	Magus	The character gains the Ritual Magic Potential discipline, but loses 2 strength points.
50	AD	The Lotus	The gains 1 intellect point (max. 20) and 1 grade of the Magic Resistance discipline.
	Swords		
51-52	2S	Wind	The character can sacrifice 1 attribute point for 3 skill points at any time.
53-54	3S	Beggar	The character loses 1d4 permanent health points and can polymorph into a rat at will.
55-56	4S	Rube	The character applies a -2 modifier to all presence-related proficiency checks.
57-58	5S	Mistress	The character gains 2 presence points (max. 20), but has a hideous reflection.
59-60	6S	Sycophant	The character's skin turns crimson over the course of 1 week.

61-62	7S	Hermit	The character loses 2 presence points and applies a +1 modifier to Mental Resistance checks.
63-64	8S	The Duel	The next creature the character injures must make a Physical Resistance check of 14 or die.
65-66	9S	Leper	The character loses 1 endurance point, and his touch inflicts 1 health point of damage.
67-68	10S	The Hourglass	The character ages 3d8 years.
69-70	JS	Assassin	The character now dies at -1 health points and gains a +2 modifier to Perception checks.
71-72	QS	Harlot	The character takes 1 health point of damage per round if directly exposed to sunlight.
73-74	KS	Judge	All Faith magic directly targeting the character fails 1/2 of the time.
75	AS	The Sword	The character must make a Mental Resistance check of 18 or die.
	Crowns		
76-77	2C	Lodestone	The character is compelled to destroy a relic and gains skill points at ½ normal until it is destroyed.
78-79	3C	Pilgrim	The character applies a -3 to all Resistance checks against Faith magic.
80-81	4C	Knave	The character can spend health points as skill points.
82-83	5C	Crier	Animals are unnerved by the character and will avoid him at all costs.
84-85	6C	Spy	The character draws the ire of an extra-planar being.
86-87	7C	Jester	The character loses one random proficiency and regains the unspent skill points.
88-89	8C	The Carnival	The character knows the location of a lost relic.
90-91	9C	Publican	The character loses all ranks in one chosen proficiency, adding the ranks lost as an initiative modifier.
92-93	10C	The Rod	The character's endurance is halved when calculating his Physical Resistance modifier.
94-95	JC	Fool	The character loses his most skilled proficiency.
96-97	QC	Oracle	The character is blind, but is telepathic.
98-99	KC	Ambassador	The character is a Harkumen (pg. 132).
100	AC	The Crown	The character loses 1 intellect point and is affected by another card.

Hand of Glory: This is a withered, mummified left hand. It was cut from the hung body of an executed criminal or assassin shortly after their death. Touching it to any door or locked item will remove Seal Portal spells and open locks with a Lock-picking grade of IV. Each use of the Hand has a 3% cumulative chance of causing it to turn to dust, destroying it.

Heart of Abraxas: The Heart of Abraxas is a simple amulet containing a large plain black stone, attached to a neck chain. Any individual wearing the Heart of Abraxas does not age. This confers practical immortality; however the wearer may die due to injury. Once the Heart of Abraxas is removed, the wearer begins to age once again at a natural rate.

Heart of Voran: This item appears as a small grey stone, roughly carved in the shape of a heart. If swallowed, the Heart of Voran will remain within the individual's body. Thereafter, the individual may transform into a large wolf at will. In wolf-form, the individual's stats will be as follows:

Health points: unchanged, Dodge score: 16, Initiative: +3, Hide/armor: none, To-hit: +4, Attacks: bite: 1 x 1d6 + 4. Intellect: unchanged, Physical Resist: +4, Mental Resist: unchanged, Movement: 200'.

The individual consuming the Heart may change form as often as he or she wishes. Once swallowed, the Heart of Voran may only be extracted from an individual upon death.

Helena of the Hearth: Helena of the Hearth is a 4" bluish jade statuette crudely carved in the shape of a woman. When Helena is buried in a shallow hole, an area of 30' diameter directly above is affected by a blessing that affects the individual whom buried it, and all of that individual's blood relations in the same area. While in this area, these individuals will be filled with feelings of peace and confidence. In combat, this aura will improve their initiative rolls and to-hit rolls by +2, and Physical Resistance, Mental Resistance and proficiency checks by +2. When not in combat, all presence-related proficiency checks area apply a +4 modifier. Helena of the Hearth has no effect unless buried.

Helm of Vivianne Sixblades: This relic appears as a fine helmet inlaid with gold. Any individual wearing the helmet may detect falsehoods and deception as if affected by the 1st circle Faith magic spell, Sense Deception. In addition, once per day, the wearer of the helmet may heal his or herself 2d6 + 2 health points, or another 1d6 + 1 health points by a laying-of-hands.

Horn of Hellespont: The Horn of Hellespont appears as a long dark horn of a gazelle, capped with a handle leading into a short blade. If wielded in combat, this blade inflicts 1d3 points of damage. However, any creature cut by the Horn must make a Physical Resistance check of 11 or be affected by the 3rd circle Faith magic spell, Disease. In addition, the wielder of the Horn is completely immune to all non-magical fires or sources of heat. If exposed to magical heat or flame, all damage incurred will be reduced by one-half. Finally, the Horn of Hellespont enables the wielder to innately cast the 6th circle Faith magic spell Immolate, once per day.

Incense of Silken Dreams: The Incense appears as small 2" cones of a powdery solid. There are three main colors of Incense to be found, Green, Red, and Black. When used during spell recovery and meditation, burning the Green Incense acts as a Replenish spell (as 5th Circle Faith spell). Burning the Red Incense acts as a Sanctuary spell (as 5th Circle Faith spell), and casts a Summon Greater Avatar to guard the priest during spell recovery. Burning the Black Incense gives a priest a bonus number of spells of any Circle for the next day, the total of which must be equal or less to the highest Circle the priest knows (e.g., if the user has 6th Circle Faith magic, he or she could have an additional three 1st and one 3rd Circle spells, or a single additional 6th Circle spell). Generally only one color of Incense is found, and can be burned 1d4 times before being consumed.

The Infernale: The Infernale is a black leather-bound book that appears to have been severely burned. It is a bestiary. Each pair of pages consists of a drawing of an extra-planar creature on the left, and an in-depth description on the right, including procedures for summoning. Reading or possession of The Infernale overnight forces a resistance check against the 8th Circle Faith magic Damnation spell. While owned, The Infernale grants a +6 modifier to Planar Knowledge checks, and allows the caster to choose themselves what is summoned when casting extraplanar summoning spells (e.g., Minor Goetia, Goetic Ward, Goetia, Summon Lesser Avatar, Summon Greater Avatar). Additionally, these creatures gain +10 health points and always summon the maximum number of lesser beings themselves.

Loremaster's Staff: The Staff appears as a long staff tipped with a lantern hook. In darkness, the Staff automatically emits a soft glow as if

by the 1st circle Faith magic spell, Illuminate. In addition, while holding the Loremaster's Staff, an individual gains one temporary intellect attribute point (max. 20), and all intellect-related proficiency checks are made with a +3 modifier. If wielded as a weapon, the Staff is +1 to-hit and inflicts 1d4 + 3 points of damage.

Lotus Seed: A lotus seed is a large brown seed about the size of a man's fist. If planted in a pool of water and left for a month (or for two rounds if a Plant Growth spell is cast), it sprouts into a lotus plant. Lotus grows in eight different colors (roll 1d8), and eating the whole lotus forces a Physical Resistance check (target number 13). Failure leads to the eater's death. Success has different effects depending on the color:

1: Green lotus, permanent +1 adjustment to agility (max. 20).
2: Blue lotus, permanent +1 adjustment to endurance (max. 20).
3: Red lotus, permanent +1 adjustment to strength (max. 20).
4: Silver lotus, permanent +1 adjustment to presence (max. 20).
5: Gold lotus, permanent +1 adjustment to intellect (max. 20).
6: Pink lotus, permanent +1d6 health points.
7: Black lotus, eater still dies but is automatically Resurrected (as 8th Circle Faith spell). The eater can innately cast Death (as the 8th Circle Faith spell) once. If the victim is touched when the Death spell cast, the victim has a -3 modifier to their Physical Resistance check.
8: White lotus, eater still dies but is automatically Resurrected (as 8th Circle Faith spell). The next time the eater dies, he or she will again be automatically Resurrected.

At the Game Master's option, certain Lotus Seeds can instead lead to Lotus of a specific color or be biased towards different colors by modifying the die roll after plantation. Furthermore, a skilled gardener can also try to raise Lotus of a given color by changing soil nutrients or other growing conditions. For every grade of Agriculture (a Trade Skill proficiency) the planter possesses, they may add or subtract up to that number to the die roll (min. 1 and max. 8). E.g., if a character has three grades of Agriculture, and rolls a 2, the character can choose from 1-5 (Green, Blue, Red, Silver, or Gold).

Mirror of Kithain: This is a large standing mirror, 8' in height and 3' wide, with a fine golden frame. Touching a Mirror causes the surface to shimmer and be transformed into liquid; it can then be entered. Mirrors of Kithain come in pairs, and act as a permanent Portal spell between the two Mirrors.

The Ornsblade: The Ornsblade appears as a greenish-steel long sword with a narrow cross-guard. It is +1 to-hit and damage. Upon the appropriate command word ('korthac'), the Ornsblade will emit a bright light, partially blinding all those within 20' of the weapon (-1 to-hit) for 2d4 rounds, except for the wielder. A second command word ('palorac') will cause the sword to glow blue, increasing the damage done by three points (to a total of +4 to damage). This power lasts for 2 rounds. Each power may be employed twice per day.

Pendant of St. Agatha: This relic appears as a platinum and ruby pendant in the form of a grotesque goat's head, attached to fine neck chain. At any time the wearer of the Pendant is under moonlight, he or she heals at a rate of 1 health point per round.

Queyn's Timepiece: This is an ornate pocketwatch, engraved with a rose and thorn-covered stem. When wound, the owner of the Timepiece may go at any initiative, regardless of their initiative roll each round. When stopped, the owner is immune to the effects of Horological magic.

Ring of the Void: This plain iron ring grants a +6 modifier to Mental Resistance checks, and complete immunity to mind control including physical and mental domination.

Rod of the Teauvites: This item appears as a 2' long bone scepter, capped by a large green sphere. For each round the rod is held by a priest that does not worship the insect goddess, he or she must make a Physical Resistance check of 14 or take 1d4 points of electrical damage. Non-priest characters will not be affected by this magic.

All arachnids and insects will have an affinity for any individual carrying the Rod. As such, no such creatures will attack the individual, even if controlled by another creature. However, these creatures will not obey the owner's wishes either. Once per day the Rod of the Teauvites may be used to summon and control 1d4 huge mantis, scorpions, spiders, or centipedes:

Huge centipedes: Health points: 11, Dodge score: 15, Initiative: +3, Hide/armor: none, To-hit: +3, Attacks: bite: 1 x 1d6, Intellect: animal, Physical Resist: +0, Mental Resist: -1, Movement: 120'. If bit, a creature must make a Physical Resistance check of 12 or suffer an additional 8 health points of damage.

Huge mantis: Health points: 9, Dodge score: 15, Initiative: +2, Hide/armor: none, To-hit: +3, Attacks: claws: 2 x 1d4 + 1. Intellect: animal, Physical Resist: -1, Mental Resist: +0, Movement: 130', fly 210'. If both claws of a mantis hits, it may automatically bite the victim (no to-hit roll) for 1d4 points of damage.

Huge scorpions: Health points: 10, Dodge score: 13, Initiative: +2, Hide/armor: 1, To-hit: +3, Attacks: claws: 2 x 1d6, or sting: 1 x 1d3. Intellect: animal, Physical Resist: -1, Mental Resist: -1, Movement: 130'. If stung, a creature must make a Physical Resistance check of 12 or lose -5 agility for 1 hour. If the creature has no agility, it loses 5 dodge points.

Huge spiders: Health points: 10, Dodge score: 15, Initiative: +3, Hide/armor: none, To-hit: +4, Attacks: bite: 1 x 1d4. Intellect: animal, Physical Resist: -2, Mental Resist: -1, Movement: 140'. The spiders are approximately 2' wide. If bit, a character must make a Physical Resistance check of 12 or suffer an additional 6 health points of damage.

In addition, the Rod of the Teauvites may cast the Faith magic spells Swarm and Lightning Strike once per day. If wielded as a weapon, the Rod imparts a +2 modifier to-hit. The Rod inflicts 1d6 points of kinetic damage, and a electrical shock for an additional 1d6.

Rosewater Perfume: This relic appears as an ever-full perfume bottle of beautiful crystal, engraved with the outline of a lily. The perfume smells of sweet flowers. All plants within 30' of the wearer are affected by Plant Growth (as the 2nd Circle Faith spell). The wearer's presence is adjusted by +1 and all presence-based proficiencies gain a modifier of +3. All creatures within 30' must make a Mental Resistance check (target number equal to wearer's presence score) or be unable to attack or otherwise harm the wearer while in their presence.

Seraph Ring: A beautiful silver ring set with a black stone. A seraphim is bound to this powerful relic- if the wearer is attacked, the Angel of the Ring, a terrible thing of black steel with blades for wings, is

summoned at the end of the round and retaliates in full against all aggressors, disappearing only when all foes are dead or the wearer has been slain. The seraph can be called once per week. Before it will serve a new master, it must be defeated in combat; the new ringbearer must first cut themselves to summon it (1 health point of damage) and reduce the seraph to 33% or less of its health points. If the seraph is ever reduced to 0 health, it is released from service and the ring becomes non-magical (but still immensely valuable as a piece of jewelry).

Sleigh of Venoshua: This is a fancy sleigh for winter travel across snow, pulled by two demonic reindeer. If the owner of the Sleigh can cast Ritual magic, he or she can feed each reindeer some of the owner's fresh blood. At least two health points must be spent (one per reindeer), up to two points for each Ritual Circle known). The Sleigh can then move at high speed (150 miles per hour), appearing as a blur and generally ignoring minor terrain impediments such as trees or streams. The Sleigh can move at this speed for one hour for every two health points initially sacrificed. Although the Sleigh is open-roofed, those inside find it pleasantly warm and dry regardless of the exterior weather, and can safely rest or read while traveling in this manner.

Shoes of Safe Travels: This relic appears as an unremarkable pair of leather shoes. However, any individual wearing the footwear may walk or run any distance without tiring. In addition, the Shoes of Safe Travels impart a +1 endurance attribute adjustment (max. 20) while worn.

Tarnhelm: This relic appears as a fine helmet with two short horns. Any individual wearing the helmet may become invisible at will, twice per day. In addition, once per day, the wearer of the Tarnhelm may change shape as if affected by the 5th circle Faith magic spell, Animal Form.

The Tetractys: The Tetractys appears as an ancient book, with leather covers and bindings of heavy iron. The cover bears a gilded seal depicting ten dots arrayed in four rows, with one dot in the first row, two in the second, three in the third, and four in the fourth. The first part of the book contains all known Hermetic spells of the first four circles. The second part of the book contains all known Hedge magic spells of the first four circles. The third part of the book contains a number of treatises on the nature of divinity and the composition and command of the material components of the universe.

"Bless us, divine number, thou who generated gods and men! O holy, holy Tetractys, thou that containest the root and source of the eternally flowing creation! For the divine number begins with the profound, pure unity until it comes to the holy four; then it begets the mother of all, the all-comprising, all-bounding, the first-born, the never-swerving, the never-tiring holy ten, the keyholder of all." -Pythagorean Prayer

"Many potent and mysterious grimoires lay sealed away in forbidden ruins and forgotten fanes, yet few so potent as the fabled Tetractys. Some mages have dismissed its contents as overwrought, underpowered drivel, but heed not the words of naysayers. 'Tis true the tome contains but four circles of magic, but you must understand, young aspirant, that numbers may deceptive on their faces. Consider that the book contains truly eight circles, covering as it does both the craft of our guild and of the alchemists. Now consider this- why would the ancient Duurans include eight circles, the complete sum of hermetic spell craft, yet omit just one that would complete the entire art of alchemy? There is certainly more to the text than a casual glance would discern." -Edrac Reeves, Master Optician

The Tetractys is a powerful tool on its face for any user of Hedge or Hermetic magic. A wizard or alchemist who studies from it can memorize any spell from the 1st-4th spell circles. The other powers of the book are left to the Game Master to decide, but it should be stressed that the book has powers beyond what is evident. Themes of longevity and time-travel are often included in references to the book. Among the treatises in the third part of the book lies the key to unlocking a 9th and 10th level of Hermetic magic. What these powers entail and how they could be used could drastically alter any campaign world. It is likely the character that begins to understand the underlying relationships between the different circles and types of magic will descend into insanity, or become unable to control their magical powers or their perception of reality. Nonetheless, if a character is willing to risk sanity and safety, they will experience world-shaping power, if however brief, or perhaps achieve even achieve divinity itself. Of course, they would no longer be suitable as a player character anymore.

The Torsche Homunculus: The Homunculus appears as a large fetal child, suspended in a glass filled with fetid-smelling amber liquid. If fed on blood (1 health point per day), after one week it will awaken and grow into the Homunculus (treat as a lesser imp). The Homunculus will act as the familiar to its master (as the 1st Circle Ritual spell) and help its master with work and research (+1 to any proficiency check in which an assistant might be useful). It requires 1 health point in blood each day, and if unfed, will grow ornery and eventually attack its master in rage. It is somewhat of a nasty, jealous creature and will also attack small animals in its presence. If its master dies, the master will be automatically Reincarnated (as the 7th Circle Faith spell) into the body of the Homunculus, which over the course of the next month will assume the form, appearance, and skills of its master at his or her time of death.

Votive Fingerbone: This relic is the index finger of some long-dead saint, now just three small bones contained within a velvet-lined black box. Healing magic cast by the owner of the Fingerbone has a +1 bonus to health point recovery for the target per die rolled; likewise, damage-inflicting spells do an extra +1 point of damage per die. Addtionally, the owner may innately use Cure (as the 7th Circle Faith spell) once per week. Faith magic practioners who own the Fingerbone for one year may use it once to create a relic of their own.

Wand of Morgana: This relic appears as a thin rod of carved antler. Depending upon the season, the Wand may be used to invoke one of four effects:

Spring: Any plant touched will be affected as if by the 2nd circle Faith magic spell, Plant growth.
Summer: Any creature touched will be burned for 2d8 points of damage, or 1d8 points if a Physical Resistance check of 16 is made.
Autumn: Any plant touched will wither and die.
Winter: Any creature touched suffers 2d8 points of cold damage, or 1d8 points if a Physical Resistance check of 16 is made. Furthermore, all non-magical liquids upon the victim will immediately freeze, and will remain so until thawed.

The Wand of Morgana may be employed once per day. A druid or priest of nature can make a Religious Knowledge proficiency check (target number 13) to determine for themselves which season's power to invoke regardless of the time of year.

Waters of Life: The Waters come in a small ornate urn, and must be drunk out of the urn itself to have their effects. The urn can be drunk from once per day and is replenished at night. Any individual drinking the Waters will fall into a deep sleep for 2d6 hours. During this time, the individual cannot be waked. However, after this slumber, the creature will be affected as if the recipient of the 8th circle Faith magic spell Restore. There is a 5% chance that while asleep, the individual will be visited by the Demon of the Waters, and ordered to perform a task. Until this task is complete, the urn will remain dry.

Scrolls

Magic scrolls are enchanted inscriptions that when read aloud, invoke a particular spell effect. When such a scroll is read, the character reading the scroll 'casts' the Inscribed spell, as if he or she were the magic-using person that created the scroll. For example, if a scroll of the Hermetic spell Force Bolt were created by a 6th Circle wizard, the character reading the scroll would cast a Force Bolt that inflicted 1d8 + 6 points of damage. Once a scroll has been cast, the inscription upon the scroll disappears and the scroll loses its magical properties.

Note: A magic scroll does not contain the complete formula for a particular spell. Thus, although the magic scroll may be used to invoke the spell, it can not serve as a source by which Hermetic or Hedge magic-using characters can acquire the spell.

Scroll casting time: As a general rule, a spell read from scroll has a casting time equal to the spell inscribed. For example, a scroll containing the 4th Circle Hedge magic spell Invisibility would have a casting time of -4. Thus, just as casting a spell, reading a scroll applies a special modifier to a character's initiative roll.

This scroll-reading initiative adjustment indicates the time during which the character is actually reading the scroll. If the reader is hit, restrained, or otherwise disrupted, and subsequently loses concentration during this period of time, the spell upon the scroll is interrupted. For example, a character with an initiative result of 7 decides to read a Hermetic Wall of Fire scroll (reading time: -4). Although the character begins reading at initiative 7, the scroll takes effect at initiative 3. Thus, if the character's concentration is broken during initiatives 7-4, the Wall of Fire scroll will be interrupted. Unlike spells that are cast, a spell upon a scroll is not lost if interrupted, and may be read once again (from the beginning) the following round. If a character is disrupted while reading a scroll, he or she must make a successful Mental Resistance check of 10 to prevent interruption. Wearing armor does not affect the casting of a spell from a scroll.

Reading scrolls: Most characters with Literacy will be able to employ magic scrolls. However, some scrolls may be written in uncommon or ancient scripts. Nevertheless, any creature able to read the scroll aloud can invoke the magic inscribed. Thus, a creature without the Hermetic Magic Potential discipline may invoke the 5th Circle Hermetic spell Fireball, if read from a scroll.

Table 1.3.5: Scrolls

d100	Scroll	Magic	Circle	Range*	d100	Scroll	Magic	Circle	Range*
1-2	Darkness	Hermetic	1st	n/a	50	Goetia	Hermetic	8th	n/a
3-4	Illuminate	Hermetic	1st	n/a	51	Invulnerability	Hermetic	8th	n/a
5	Quicken	Hermetic	1st	n/a	52	Repel Magic	Hermetic	8th	n/a
6	Seal Portal	Hermetic	1st	n/a	53	Courage	Hedge	1st	n/a
7-8	Sense Magic	Hermetic	1st	n/a	54	Klutz	Hedge	1st	n/a
9	Water Walk	Hermetic	1st	4th-8th	55-56	Minor Phantasm	Hedge	1st	n/a
10	Darkvision	Hermetic	2nd	n/a	57	Phantom Sight	Hedge	1st	n/a
11	Leap	Hermetic	2nd	n/a	58	Appeal	Hedge	2nd	n/a
12	Might	Hermetic	2nd	n/a	59	Babble	Hedge	2nd	n/a
13-14	Protection from Cold	Hermetic	2nd	n/a	60	Buoyancy	Hedge	2nd	n/a
15-16	Protection from Heat	Hermetic	2nd	n/a	61-62	Charm Animal	Hedge	2nd	4th-5th
17	Summon Lesser Monsters	Hermetic	2nd	n/a	63-64	Disguise	Hedge	2nd	4th-5th
18	Water-breathing	Hermetic	2nd	4th-8th	65	Hesitate	Hedge	2nd	n/a
19	Earth Walk	Hermetic	3rd	4th-8th	66	Reveal Invisibility	Hedge	2nd	n/a
20	Growth	Hermetic	3rd	n/a	67	Shimmering Armor	Hedge	2nd	n/a
21-22	Levitation	Hermetic	3rd	n/a	68	Swiftness	Hedge	2nd	n/a
23	Silence	Hermetic	3rd	4th-8th	69-70	Translation	Hedge	2nd	n/a
24	Slow	Hermetic	3rd	n/a	71-72	Chameleon	Hedge	3rd	n/a
25	Steam Cloud	Hermetic	3rd	n/a	73	Dancing Weapon	Hedge	3rd	n/a
26	Summon Lesser Elemental	Hermetic	3rd	4th-8th	74-75	Phantasm	Hedge	3rd	n/a
27	Dispel Magic	Hermetic	4th	n/a	76	Refraction	Hedge	3rd	n/a
28-29	Fly	Hermetic	4th	n/a	77-78	Sleep	Hedge	3rd	n/a
30	Invisibility	Hermetic	4th	4th-8th	79	Trace	Hedge	3rd	4th-5th
31	Lightning Bolt	Hermetic	4th	n/a	80	Panic	Hedge	4th	n/a
32	Shield	Hermetic	4th	n/a	81-82	Phantasmal Armor	Hedge	4th	n/a
33	Time Cube	Hermetic	4th	n/a	83-84	Greater Phantasm	Hedge	5th	n/a
34	Summon Monsters	Hermetic	4th	n/a	85-86	Luck	Hedge	5th	n/a
35	Wall of Fire	Hermetic	4th	n/a	87	Mimic Magic	Hedge	5th	n/a
36	Animate Plants	Hermetic	5th	n/a	88	Misfortune	Hedge	5th	n/a
37	Polymorph	Hermetic	5th	n/a	89	Object	Hedge	5th	n/a
38	Speed	Hermetic	5th	n/a	90	Phantasmagoria	Hedge	5th	n/a
39-40	Summon Elemental	Hermetic	5th	5th-8th	91-92	Shrink	Hedge	5th	n/a
41	Extra-planar Protection	Hermetic	6th	6th-8th	93	Invisibility to Undead	Ritual	1st	1st-5th
42	Summon Greater Monsters	Hermetic	6th	n/a	94	Weakness	Ritual	1st	n/a
43-44	Teleportation	Hermetic	6th	n/a	95	Protection from Undead	Ritual	2nd	2nd-5th
45	Alter Weather	Hermetic	7th	n/a	96	Sense Life	Ritual	2nd	n/a
46	Portal	Hermetic	7th	7th-8th	97	Curse	Ritual	3rd	n/a
47	Summon Greater Elemental	Hermetic	7th	7th-8th	98	Goo	Ritual	3rd	3rd-5th
48	Change	Hermetic	8th	n/a	99	Summon Lesser Undead	Ritual	3rd	n/a
49	Gate	Hermetic	8th	n/a	100	Atony	Ritual	4th	n/a

* Range indicates the possible spell Circles of the caster who created the scroll. The range is given for spells that may be altered by the Circle of its creator. For example, a scroll of the 4th Circle Hermetic Invisibility spell may last 20-40 minutes, dependent upon the Circle of the wizard who created it.

Wands

Magic wands are any rod, staff or wand enchanted with the ability to cast a specific spell. Wands are created by powerful wizards, and typically contain spells of Hermetic magic. However, spells of Hedge or Ritual magic may be stored in wands as well. Each wand will contain only one unique spell.

Rarely wands are created in the form of weapons, such as a mace or sword. However, as magical wands are typically ornate by necessity, they generally have no mundane applications. A non-exhaustive list of possible wands that may be found is provided:

Table 1.3.6: Wands

d100	Wand	Magic	Spell Circle	Circle Range*	d100	Wand	Magic	Spell Circle	Circle Range*
1-2	Fog	Hermetic	1st	1st-8th	48	Summon Greater Elemental	Hermetic	7th	7th-8th
3-4	Force Bolt	Hermetic	1st	7th-8th	49	Disintegration	Hermetic	8th	n/a
5	Minor Timeportation	Hermetic	2nd	n/a	50	Gate	Hermetic	8th	n/a
6	Rust	Hermetic	2nd	n/a	51-52	Fumble	Hedge	1st	n/a
7-8	Shatter	Hermetic	2nd	n/a	53-54	Perplex	Hedge	1st	n/a
9	Summon Lesser Monsters	Hermetic	2nd	n/a	55-56	Animate Fire	Hedge	2nd	n/a
10-11	Wind	Hermetic	2nd	7th-8th	57	Babble	Hedge	2nd	n/a
12	Crumble	Hermetic	3rd	7th-8th	58-59	Enrage	Hedge	2nd	n/a
13-14	Growth	Hermetic	3rd	n/a	60-61	Hesitate	Hedge	2nd	n/a
15-16	Ice Ray	Hermetic	3rd	n/a	62	Reveal Invisibility	Hedge	2nd	n/a
17-18	Silence	Hermetic	3rd	7th-8th	63-65	Swiftness	Hedge	3rd	n/a
19	Slow	Hermetic	3rd	n/a	66-67	Doubt	Hedge	3rd	n/a
20-21	Steam Cloud	Hermetic	3rd	n/a	68-70	Growth	Hedge	3rd	n/a
22	Summon Lesser Elemental	Hermetic	3rd	7th-8th	71	Heavy	Hedge	3rd	n/a
23	Telekinesis	Hermetic	3rd	n/a	72-75	Phantasm	Hedge	3rd	n/a
24	Counterspell	Hermetic	4th	n/a	76-77	Silence	Hedge	3rd	n/a
25-26	Dispel Magic	Hermetic	4th	n/a	78	Sleep	Hedge	3rd	n/a
27	Lightning Bolt	Hermetic	4th	n/a	79-80	Invisibility	Hedge	4th	4th-5th
28	Panic	Hermetic	4th	n/a	81	Sloth	Hedge	4th	n/a
29-30	Stone Spray	Hermetic	4th	n/a	82-83	Polymorph	Hedge	5th	n/a
31	Summon Monsters	Hermetic	4th	n/a	84-86	Shrink	Hedge	5th	n/a
32-33	Banish	Hermetic	4th	n/a	87	Deafness	Ritual	1st	1st-5th
34	Destroy Water	Hermetic	4th	n/a	88	Thorn Growth	Ritual	1st	n/a
35-36	Fireball	Hermetic	5th	n/a	89	Corrupt Insect	Ritual	2nd	n/a
37	Polymorph	Hermetic	5th	n/a	90	Splinter	Ritual	2nd	n/a
38	Speed	Hermetic	5th	n/a	91	Wither	Ritual	2nd	n/a
39	Summon Elemental	Hermetic	5th	7th-8th	92	Corrupt Earth	Ritual	3rd	4th-5th
40	Throw	Hermetic	5th	n/a	93	Goo	Ritual	3rd	3rd-5th
41	Timeportation	Hermetic	5th	n/a	94	Paralyze	Ritual	3rd	3rd-5th
42	Enfeeblement	Hermetic	6th	n/a	95	Rain	Ritual	3rd	3rd-5th
43	Incinerate	Hermetic	6th	n/a	96	Wake Dead	Ritual	3rd	n/a
44	Melt	Hermetic	6th	n/a	97	Corrupt Animal	Ritual	4th	n/a
45	Summon Greater Monsters	Hermetic	6th	n/a	98	Sleep	Ritual	4th	4th-5th
46	Firestorm	Hermetic	7th	n/a	99	Swarm	Ritual	4th	4th-5th
47	Petrify	Hermetic	7th	n/a	100	Madness	Ritual	5th	n/a

*Indicates the possible spell Circles of the caster who created the wand. Circle Range is provided for spells with effects that are modified by the Circle of the caster.

Each wand found will have a limited number of charges, or times the wand's spell may be cast. The number of charges may be decided by the Game Master, or randomly determined as follows:

Table 1.3.7: Wand charges

d20 result	1-7	8-12	13-16	17-19	20
Maximum no. charges	6	12	16	20	30
Current no. charges	7 - 1d6	13 - 2d6	17 - 2d8	21 - 2d10	31 - 3d10

For example, if the d20 result is a 13, the wand may store a maximum of 16 charges. Subsequently 2d8 are rolled with a result of 5. Thus, the wand has 12 charges left out of a possible 16 charges (17 – 5 = 12).

To cast a spell from a wand, the user must only point at its target, and will the wand to active. There is no casting time associated with using a spell store in a wand. However, using a wand constitutes an action in combat, and may only be performed at an individual's initiative.

Wands that have been fully depleted of their charges may be recharged by a wizard that may cast the both the Enchantment spell, as well as the spell of the wand's effect. This recharging process typically requires half the costs and time necessary to originally create the wand. However, each time a wand is recharged, there is a cumulative 10% chance the wand will be destroyed instead of recharged. Each wand may only contain one unique spell effect.

Magic Weapons

Although some rare magic weapons may imbue special powers upon the wielder, most magic weapons only increase a character's chance to hit, and inflict more damage. The weakest of these weapons will confer only a +1 modifier to to-hit and damage rolls, whereas the most powerful weapons will impart +4 to to-hit and damage rolls. Any modifiers from magic weapons are cumulative with those due to a character's abilities and/or strength. In addition, due to enchantment, many magical weapons are lighter and well-balanced. Thus the strength requirement for magic weapons is often lower than their non-magical counterparts.

The Game Master is encouraged to both design and place magic weapons as he or she sees fit. However, the following is a list of assorted magic weapons representative of those that may be found in a typical campaign setting:

Table 1.3.8: Magic weapons

d100	Weapon	To-hit and damage modifier	Strength requisite	d100	Weapon	To-hit and damage modifier	Strength requisite	d100	Weapon	To-hit and damage modifier	Strength requisite
1-2	Arrow	+1	-	33	Hammer	+2	8	65	Staff	+3	7
3	Arrow	+2	-	34	Hammer	+2	9	66	Sword, bastard	+1	10
4	Arrow	+3	-	35	Hammer	+3	7	67	Sword, bastard	+2	11
5	Axe, hand	+1	7	36	Hammer, maul	+1	10	68-69	Sword, bastard	+3	9
6	Axe, hand	+2	6	37-38	Hammer, maul	+3	11	70	Sword, broad	+1	6
7-8	Axe, hand	+1	5	39	Knife	+1	3	71	Sword, broad	+2	8
9	Axe, battle	+1	8	40	Knife	+2	3	72	Sword, broad	+3	7
10	Axe, battle	+3	11	41	Knife	+2	3	73	Sword, broad	+4	8
11	Axe, pole	+1	9	42	Lance, light	+1	9	74	Sword, claymore	+1	12
12	Axe, pole	+2	8	43	Lance, light	+2	8	75	Sword, claymore	+2	12
13	Bolt	+1	-	44	Lance, heavy	+1	13	76	Sword, falchion	+1	7
14	Bolt	+2	-	45	Lance, heavy	+2	12	77-79	Sword, long	+1	7
15	Bow*	+1	6	46	Mace	+1	7	80	Sword, long	+2	8
16	Bow*	+3	6	47	Mace	+2	9	81	Sword, long	+3	9
17	Club	+1	6	48	Mace	+3	9	82	Sword, long	+4	8
18	Club	+2	7	49	Mace	+4	8	83-84	Sword, long	+2	6
19	Crossbow, lt.*	+1	-	50	Morning star	+1	11	85	Sword, rapier	+1	6
20	Crossbow, lt.*	+2	-	51	Morning star	+2	9	86	Sword, rapier	+2	7
21	Crossbow, hvy.*	+1	-	52	Pike	+1	7	87	Sword, rapier	+3	7
22	Dagger	+1	5	53	Scimitar	+1	8	88	Sword, short	+1	7
23	Dagger	+2	5	54	Scimitar	+3	9	89	Sword, short	+1	5
24	Dagger	+3	4	55	Sling stone	+1	4	90	Sword, short	+2	6
25	Dagger	+1	5	56	Sling stone	+3	4	91-92	Sword, short	+3	7
26	Dagger	+2	5	57-58	Spear	+1	7	93	Sword, great	+1	11
27	Flail	+1	6	59	Spear	+2	7	94	Sword, great	+3	12
28	Flail	+2	7	60	Spear	+2	5	95-96	Trident	+1	9
29	Flail	+2	5	61	Spear	+3	6	97	Trident	+2	8
30	Halberd	+1	11	62	Staff	+1	7	98	Trident	+3	10
31	Halberd	+3	12	63	Staff	+2	6	99	Whip	+1	-
32	Hammer	+1	8	64	Staff	+2	5	100	Whip	+3	-

* Magic bows and crossbows may only confer to-hit modifiers. However, these modifiers are cumulative with magic arrows or bolts. For example, a +2 arrow shot from a +3 bow would be +5 to-hit and +2 to damage.

Purchasing and Selling of Magic Items

For game balance, it is assumed that magic items should be rare. Of course, due to their profession, adventuring characters are apt to find such items more often than most. However, in terms of the general populace, the majority of individuals will never see, much less possess a magic item.

Due to their rarity, magic items are almost never bought and sold. As most magic items are unique, simply putting a price upon an item is difficult, as there are no market forces of supply or demand that may be applied. If one were to consider just the time and effort required to create a magic item, most would range between 2,500 to 20,000 silver royals. However, it should be remembered that wizards do not fabricate magic items for sale. Thus, the sheer uniqueness of a particular magic item can add substantially to this already astronomical value. Few individuals possess the capital necessary for such a purchase, and for those few who do, even fewer could justify spending such an amount of money upon any one item.

For these reasons, characters will never encounter magic items in the open market. Occasionally potions and/or magic scrolls may be offered for sale through special guilds or societies, but even these will be priced at 1.5 to 3 times their manufacturing cost. Instead of being bought or sold, individuals in possession of magic items will instead occasionally seek to trade them for other items. In some campaign settings guilds that negotiate such transactions may even exist, adding a surcharge for their services.

Note: Under no circumstances will wizards create magic items for profit. Powerful wizards with the ability to manufacture such items have little need for monetary income, and will invariably prefer to spend their time and effort pursuing their own interests.

Character Creation of Magic Items

At times, Hermetic or Hedge magic using characters may wish to create magic items, scrolls or potions. As these items are often a part of many campaign settings, it is reasonable that sufficiently powerful characters should be able to manufacture such items of their own accord.

It should be noted that the creation of magic items requires a great deal of time and resources. So much so, that the decision of whether or not to create such an item should always be a difficult one to make. Under no circumstances should a wizard or alchemist consider the manufacturer of magic items to be a trivial or undemanding process.

Here, general rules are provided regarding the manufacture of magic items or potions by powerful Hermetic or Hedge magic using characters. However, it must be stressed that these rules are provided as a guideline only. If the Game Master determines these rules do not adequately fit within his campaign setting, he is strongly encouraged to modify, or to replace them as he sees fit.

Creation of Scrolls

By means of the Inscribe spell, a wizard or alchemist may create magic scrolls that contain the incantations of spells. In general, the character may create a scroll that mimics the effects of any spell he or she could cast. Thus, when read by any creature, the scroll will invoke the inscribed spell as if the creator of the scroll had cast it. For example, use of a Steam Cloud scroll enables the reader to cast a Steam Cloud as if he were the wizard who created the scroll.

To create such a scroll, it is essential the caster be able to cast both the Inscribe spell, as well as the spell that the scroll will mimic, as each of these spells must be cast in succession to one another. Furthermore, it is essential the wizard or alchemist making a scroll have the Dweomercraft proficiency.

As a general rule, the time necessary to create a scroll will be two days for each Circle of the spell to be inscribed upon the scroll. For example, a wizard would need to spend 8 days to create a scroll of Invisibility. During this time the caster must spend a minimum of 8 hours per day working on the scroll. At the end of this period, the caster must make a Dweomercraft proficiency check of 12 plus 1 for every Circle of the spell to be inscribed. For example, the Dweomercraft proficiency check to make the 4th Circle Invisibility spell would be 16. If it is successful, the scroll has been made. If the proficiency check fails, the magic has not been imparted upon the scroll, and the caster must begin once again.

In addition, the ingredients necessary for ink used in the Inscribe spell will typically cost 300 silver royals for each Circle of the spell to be mimicked. The most costly of these ingredients is powdered diamond that must be mixed into the ink to be used. Furthermore, the ichors of a rare magical creature are often a necessary component of ink. As some of these ingredients may not be readily available, the character may need to personally seek them out rather than purchase them.

In general, once created, a magic scroll will retain its power until read. Typically, magic scrolls will not burn in non-magical fire. However, like non-magical parchments, they may easily be destroyed by being physically torn.

Magic scrolls do not contain the complete formula for the spell they invoke. Thus, a Hermetic or Hedge magic-user may not use a magic scroll as a source by which to acquire a spell.

Note: If a wizard or alchemist may cast Ritual magic spells in addition to Hermetic magic spells, these may also be inscribed upon a scroll with the Inscribe spell. For example, a wizard who could also cast spells of Ritual magic could create a scroll of the 2nd Circle Ritual magic spell Wane. Spells of Faith magic may not be inscribed upon a scroll.

Alchemy

By means of the Minor Alchemy or Alchemy spells, either a wizard or alchemist may create magic potions and elixirs. In general, a character may create a potion that mimics the effects of any spell he could cast upon himself. For example, using the Alchemy spell, a wizard could create a Potion that would confer the effects of the 3rd Circle Levitation spell, or a Potion of Climbing that would act as if the imbiber had cast the 2nd Circle Climb spell upon himself.

To create such a potion, it is necessary the caster be able to cast the Minor Alchemy or Alchemy spell, as well as the spell that the potion will mimic. The Minor Alchemy spell can create 1st-2nd Circle spell potions, whereas the Alchemy spell may create potions that contain magicks of any spell Circle. Each of the spells cast to make a potion must be cast in succession of one another. Furthermore, it is essential the wizard or alchemist have the Dweomercraft proficiency.

As a general rule, the time necessary to create a potion will be one week, plus one day for each Circle of the spell to be mimicked by the potion. For example, an alchemist would need to spend 9 days to create a Potion of Appeal. During this time the caster must spend at least 8 hours per day working on the potion. At the end of this period, the caster must make a Dweomercraft proficiency check of 14 plus 1 for every Circle of the spell to be imbued when using the Minor Alchemy spell, or a Dweomercraft proficiency check of 12 plus 1 for every Circle of the spell to be imbued when using the Alchemy spell. For example, with the Alchemy spell, the Dweomercraft proficiency check to make the 3rd Circle Levitation spell would be 15. If it is successful, the potion has been made. If the proficiency check fails, the potion has no effect, and the caster must begin once again.

The ingredients necessary for the Alchemy spell will typically cost 350 silver royals for each Circle of the spell to be mimicked. Furthermore, as some of these ingredients may not be readily available, the character may need to personally seek them out rather than purchase them. It is suggested that components required for potions be somewhat related to the potion's purpose. For example, a Potion of Climbing

might require the ichors of a giant spider, whereas a Potion of Might could require the powdered bones of an ogre or giant.

In addition to potion ingredients, the wizard or alchemist must also have a proper laboratory available. In general, it will cost 300 silver royals to acquire the necessary beakers, cauldrons, grinders, burners, and other instruments required to brew potions. The cost and quality of these instruments may vary regionally. If the wizard or alchemist is working with improper or low quality equipment, a penalty may be applied to the Dweomercraft proficiency check made by the character. Normally, insufficient equipment will apply a penalty to potion brewing; however, quality equipment rarely applies a bonus to these Dweomercraft proficiency checks.

Note: If a wizard or alchemist may cast spells in addition to Hermetic or Hedge magic spells, these may also be imbued into a potion with the Alchemy spell. For example, an alchemist who could also cast spells of Ritual magic could create potions that would mimic the effects of a person-affecting mystic spell. Faith magic may not be imbued into a potion, however.

Ambrosias

Ambrosias are magical elixirs that contain the magicks granted by a priest's deity. They are created by priests using the Ambrosia spell.

To create an ambrosia the priest must perform a lengthy ceremony, sacrifice incense or other offerings, obtain a sacred vessel, and most importantly, possess the favor of his or her deity. Under most circumstances, the time necessary to create ambrosia should be one full day during which the priest must remain in uninterrupted prayer.

The offerings necessary for the Ambrosia spell should cost approximately 200 silver royals; however the Game Master may wish to increase or decrease this based upon the priest's recent observance and actions in the duty of his deity. Unlike the ingredients used for alchemy, offerings used in the creation of ambrosias should be quality incense and oils, and more rarely, bones, ashes, blood, or rare liquids or flora. Some of the offerings needed for the ambrosia ceremony may not be available, and in these cases, the priest will need to seek them out.

Typical offerings for ambrosia include: amber, ivory, cactus, frankincense, pine, rose, rosemary, rosewood, honey, sage, sandalwood, syrup, sweet grass, coconut, geranium, jasmine, juniper, lavender, lily, lilac, lotus, moss, myrrh, peppermint, balsam, cedar, holly, cinnamon, cypress, pumice, oils, pearls, ash, bone, spit, rain, and blood.

In addition to the offerings necessary for creation, an ambrosia must be stored in a specific vial. This vial must be kept on the priest's person for 1 week prior to casting the Ambrosia spell, otherwise the power of the ambrosia will be lost within one hour of casting. An ambrosia vessel is normally made of silver, gold, bronze, ivory, bone, or wood, and is characteristically etched with holy symbols or prayers. The materials used for the vial varies between deities. The cost of an ambrosia vial will vary between 10-100 sc.

Typically, ambrosias are elixirs with curative or healing properties; however, ambrosias with specific effects may be granted by a deity for a particular purpose. Importantly, the priest casting the Ambrosia spell does not determine the function or the potency of the ambrosia created. The type of ambrosia created is left to the deity to decide.

The Game Master should determine the effect of any given ambrosia. However, except in the rarest of cases, the magical qualities will not exceed the relative potency of a 3rd Circle priest spell. Deities do not normally imbue items other than permanent relics with greater powers. Some example ambrosias are provided here:

Table 1.3.9: Common ambrosias

1-3	*Healing:* Heals 2d4 +2 health points of damage.
4	*Extra-healing:* Heals 4d4 + 4 health points of damage.
5-6	*Antidote:* Neutralizes any poison afflicting the imbiber.
7	*Clarity:* Renders the imbiber immune to illusions.
8	*Protection from Undead:* Grants immunity to undead.
9	*Sense Life:* The imbiber can sense the presence of living creatures.
10-11	*Curing:* Cures any diseases afflicting the imbiber.
12	*Empathy:* Enables the imbiber to sense the emotions of others.
13	*Sustenance:* The imbiber can go without food or drink for a time.
14	*Sense Undead:* The imbiber can sense the presence of undead.
15	*Resilience:* The imbiber gains fortitude and resolve.
16-17	*Sense Magic:* Imbiber can sense magic items and enchantments.
18	*Tongues:* Imbiber can comprehend all spoken languages.
19	*Exorcism:* Removes charm, possession, and mental afflictions.
20	*Spiritual Armor:* The imbiber is shielded by a magical aegis.

A priest may create one ambrosia per year for each Circle he or she may cast. Thus, a 4th Circle priest may create a maximum of one ambrosia every three months. When determining which ambrosia is made, the Game Master may consider how often the character casts the spell. Typically, only the most faithful priests are consistently granted ambrosias. In fact, it is not uncommon for an Ambrosia spell to fail. If the priest has not served his or her deity satisfactorily, no ambrosia will be granted upon completion of the spell.

Enchantment of Weapons

By means of the Enchantment spell, characters with Hermetic Magic Potential can create magic weapons, armor, or wands. However, this is a laborious undertaking and the creation of such items requires a large amount of time and funds.

As a rule, any weapon to be enchanted must be of extremely high quality. Due the craftsmanship and/or materials required, a base cost of the weapon to be enchanted must be at least 2 times that of a standard version. Likewise, construction of this item will typically take longer. Furthermore, it is essential the wizard enchanting a weapon have the Hermetic Dweomercraft proficiency.

Once the weapon is constructed, the wizard must begin a long complex formula of ritual and incantation. This period of time must be at least 4 weeks, but no more than 3 months in duration. During this time the wizard must spend at least 8 hours per day working on the enchantment. If this work is interrupted for a day or more, the enchantment will fail.

Magic weapons created by the Enchantment spell will be imbued with a magical bonus modifier to-hit and to damage. The potency of such enchantments is somewhat random, determined by a 1d100 roll, modified by the cost of the weapon, the time spent by the wizard in preparation, and a Dweomercraft proficiency check. The result of this roll determines a number of enchantment points that may be used in creation of the weapon. The wizard may spend these enchantment points as he or she sees fit.

The number of enchantment points made available to the wizard is such:

Table 1.3.10: Weapon enchantment

Weeks spent enchanting	d100 modifier	Material value of the weapon	d100 modifier	Dweomercraft check result	d100 modifier	Modified d100 result	Enchantment points
4	+0	2 to 4x base	+0	1-4	-80	0 or less	0
5-6	+2	5 to 6x base	+2	6-8	-40	01-70	1d6
7-8	+4	7 to 8x base	+4	9-12	-10	71-90	7
9-10	+6	9 to 10x base	+6	13-17	+4	91-110	8
11	+8	11 to 12x base	+8	18-19	+8	111-120	9
12	+10	13x+ base	+10	20+	+10	121-130	10

For example, a wizard spending 6 weeks to enchant a dagger worth 7x its base value, and getting a Dweomercraft proficiency result of 9, would apply a -4 modifier to his d100 roll. Thus, were this wizard to roll a 73, the modified result of 69 (73 - 4) would indicate the wizard had 1d6 enchantment points to spend on the dagger's enchantment. A modified result of 0 or less indicates the enchantment has failed.

When creating a magic weapon, enchantment points are spent at a two-for-one cost upon the weapon's to-hit and damage modifiers, and one-for-one cost upon the weapon's strength requisite. Thus, a wizard might spend 5 enchantment points to imbue a magic broad sword with +2 to-hit and damage with a strength requisite of 7, or with +1 to-hit and damage with a strength requisite of 5. However, no more than 8 enchantment points may be spent on the to-hit and damage modifier, and no more than 4 enchantment points may be spent on the strength requisite.

In addition to the cost of the weapon itself, the wizard must pay 5 times the weapon's cost in powdered gemstones that will be consumed throughout the incantation process. For example, if a wizard were to enchant a sword costing 300 silver royals, he must also use gemstones of 1500 royals in value. The Game Master will inform the player of the type of gemstones needed for the Enchantment spell.

Enchantment of Armor

In most respects enchanting armor is similar to enchanting weapons. Thus, any armor to be enchanted must be of the highest quality. Likewise, due the craftsmanship and/or materials required, a base cost of the armor to be enchanted will be at least 2 times that of the standard version. Construction of this armor will take longer than usual as well. Furthermore, it is essential the wizard enchanting armor have the Hermetic Dweomercraft proficiency.

Once the armor is constructed, the wizard must begin an extended formula of ritual and incantation. Like the enchantment of weapons, this period of time must be between 4 weeks to 3 months in duration. During this time the wizard must spend at least 8 hours per day working on the enchantment. If this work is interrupted by a day or more, the enchantment will fail.

Magic armor created by the Enchantment spell will be imbued with magical adjustments and modifiers. The potency of such enchantments is random, determined by a 1d100 roll, modified by the cost of the armor, the time spent by the wizard in preparation, and lastly by a Dweomercraft proficiency check. The result of this roll determines a number of enchantment points that may be used in creation of the armor. The wizard may spend these enchantment points as he or she sees fit.

The number of enchantment points made available to the wizard is such:

Table 1.3.11: Armor enchantment

Weeks spent enchanting	d100 modifier	Material value of the armor	d100 modifier	Dweomercraft check result	d100 modifier	Modified d100 result	Enchantment points
4	+0	2 to 4x base	+0	1-4	-80	0 or less	0
5-6	+2	5 to 6x base	+2	6-8	-40	01-70	1d6
7-8	+4	7 to 8x base	+4	9-12	-10	71-90	7
9-10	+6	9 to 10x base	+6	13-17	+4	91-110	8
11	+8	11 to 12x base	+8	18-19	+8	111-120	9
12	+10	13x+ base	+10	20+	+10	121-130	10

For example, a wizard spending 10 weeks to enchant a suit of chain mail worth 5x its base value, and making a Dweomercraft proficiency check of 19, would add a +16 modifier to her d100 roll. Thus, were this wizard to roll a 62, the modified result of 78 (62 + 16) would indicate the wizard has 7 enchantment points to spend on the armor's enchantment. A modified result of 0 or less indicates the enchantment has failed.

When creating magic armor, enchantment points are spent at a one-for-one cost upon the armor's strength requisite, or a two-for-one cost upon the armor's damage absorbance modifier. For example, a wizard might spend 5 enchantment points to imbue a suit of magic banded armor with a +2 damage absorbance modifier and a strength requisite of 17, or with a +1 damage absorbance modifier and a -3 strength requisite of 15. However, no more than 6 enchantment points may be spent on either the damage absorbance modifier or the strength requisite of a suit of enchanted armor (or the impedance adjustment shield).

In addition to the cost of the armor itself, the wizard must pay 5 times the armor's cost in powdered gemstones that will be consumed throughout the incantation process. For example, if a wizard were to enchant a suit of plate armor costing 1000 silver royals, he must also use gemstones of 5000 royals in value. The Game Master will inform the player of the type of gemstones needed for the Enchantment spell.

Magical adjustments to an impedance score may not result in a negative impedance score for the shield. For example, a shield may only be imbued with an impedance adjustment of up to -2 (resulting in an overall impedance score of 0). Further enchantment points spent upon the impedance adjustment will have no effect.

Enchantment of Wands

In addition to armor and weapons, a wizard may create magic wands by means of the Enchantment spell. In general, a wizard may create a wand that mimics the effects of any spell he could cast. Thus, when held and activated by any creature, the wand will invoke the contained spell as if the creature had the power to cast it. For example, a wizard could create a wand of the Lightning Bolt spell that enables the wielder to cast forth a Lightning Bolt as if he were the wizard who created the wand.

To create a wand, it is essential the caster be able to cast both the Enchantment spell, as well as the spell the wand will contain, as each of these spells must be cast in succession to one another.

As a general rule, the time necessary to create a wand will be at least 1, but no more than 4 months. During this time the caster must spend a minimum of 8 hours per day working on the wand. It is essential the wizard has the Hermetic Dweomercraft proficiency.

In addition, most wands must be constructed of a rare metal, stone, precious crystal, or unusual wood. In some cases, the materials required for the wand will be determined by the spell it will contain. For example, a wand of Fireballs may require incorporation of volcanic glass. In general, the cost of materials for construction of a wand will be approximately 1000 silver royals per Circle of the spell to be imparted upon the wand. Furthermore, material components that are consumed during enchantment of the wand may be necessary, such as valuable incense or powdered gemstones.

Each wand enchanted has a number of charges. Each charge allows the wand to be used one time. For example, a wand of Invisibility with 6 charges could render 6 creatures invisible before losing its magical properties. The number of charges a wand contains is determined by a random d100 roll, modified by the Circle of spell being imparted into the wand, by the amount of time the wizard spent in its creation, and by a Dweomercraft proficiency check. These modifiers are such:

Table 1.3.12: Wand enchantment

Weeks spent enchanting	d100 modifier	Circle of the spell imparted	d100 modifier	Dweomercraft check result	d100 modifier	Modified d100 result	Maximum charges in the wand
4-5	+0	7th-8th	+0	1-4	-80	0 or less	none
6-8	+2	5th-6th	+2	6-8	-40	01-70	1d6
9-11	+4	4th	+4	9-12	-10	71-90	2d6
12-13	+6	3rd	+6	13-17	+4	91-110	3d6
14-15	+8	2nd	+8	18-19	+8	111-120	4d6
16	+10	1st	+10	20+	+10	121-130	5d6

For example, a wizard spending 11 weeks to enchant a wand with the 3rd Circle Levitation spell, and making a Dweomercraft proficiency check of 19 would add a +18 modifier to his d100 roll. Thus, were this wizard to roll a 54, the modified result of 72 (54 + 18) would indicate the wand has 2d6 charges within it. A modified result of 0 or less indicates the enchantment has failed.

Wands that have been fully depleted of their charges may be recharged by a wizard that may cast the Enchantment spell, as well as the spell of the wand's effect. This recharging process typically requires half the costs and time necessary to originally create the wand. However, each time a wand is recharged, there is a cumulative 10% chance the wand will be destroyed instead of recharged.

Note: If a wizard may cast spells in addition to Hermetic magic spells, these may also be imparted into a wand with the Enchantment spell. For example, a wizard who could also cast spells of Ritual magic could create wands that would mimic the effects of mystic spells. Faith magic may not be imparted into a wand, however. Each wand may only contain one unique spell effect.

Creation of Artifacts

By means of the Artifact spell, a wizard may create a variety of magic items, as well as unique magic weapons and armor. These extraordinary magic items are called artifacts. Unlike most magic items, artifacts often have permanent magical properties that mimic spell effects, or give the user unusual abilities. For example, a wizard might create a pair of spectacles that allowed the wearer to read any language, or fabricate a suit of magic armor that renders its wearer immune to fire.

The creation of an artifact is always a difficult and time-consuming endeavor. Furthermore, the resources necessary to create an artifact are often costly and difficult to obtain. For these reasons, it is rare that active characters should want to construct an artifact, as the time necessary will often leave them out of multiple gaming sessions.

As a general rule, the time needed to create an artifact should range between 2 to 24 months. Monetary costs associated with fabrication should be between 2500 and 12500 silver royals. In addition, it is suggested the ingredients required for construction of the item be uncommon and difficult to obtain. For example, if a character wished to construct shoes that enable the wearer to walk upon walls, the Game Master might decide the ichors of a giant spider are one necessary component for formulation. In many instances, characters should be compelled to seek out such rare ingredients, providing good cause for travel and adventure.

Creation of an artifact requires two Hermetic Dweomercraft proficiency checks. The target number for these checks should range from 14 to 20, depending upon the power of the artifact to be created. The initial Dweomercraft check should be made at the time of conception, and indicates whether or not the wizard has knowledge of the materials required for construction. If the check is successful, the Game Master should provide the character with a list of necessary ingredients. For example, a character wishing to construct shoes that enable the wearer to walk upon walls might need 2500 sc of powdered emerald, ichors of a giant spider, the hide of a shedu or griffon, the oil of a rare plant, and 500 sc in various equipment and materials. A character failing his initial Dweomercraft check does not possess the complete formula, and must seek additional information elsewhere.

If a character deduces and obtains the components required for fabrication of an artifact, he may then begin construction. Creation of an artifact is a labor-intensive process. During this period, the character must remain devoted to a regimen of fabrication and incantation, spending six out of every seven days in continuous labor. If at anytime during production the character is interrupted for 2 or more days, one month of construction time is lost.

At the end of the construction period, the character must make a second Dweomercraft proficiency check with a target number equal to the first. If this check is successful, the artifact has been created, and it functions as intended. However, if the second Dweomercraft check is unsuccessful, construction could require more time and/or materials, or the item may not function as planned. The consequences of unsuccessful fabrication are ultimately left to the Game Master. However, if he or she wishes, the following table may be used:

Missed Dweomercraft check by:
1 to 3 points: Requires 25% more time.
4 to 7 points: Requires 50% more time and costs 25% more.
8 to 9 points: Requires 50% more time and costs 50% more.
10 to 11 points: Artifact works in a manner completely different than expected.
12 points or more: Artifact works in a manner similar to that expected, but to a lesser degree.

Example: The wizard Murdoch wishes to create a pair of spectacles that enable the wearer to see in complete darkness. The Game Master informs Murdoch he must make a Hermetic Dweomercraft check of 14 to identify the components necessary for fabrication. As Murdoch has access to a large mage guild library, the Game Master allows him to apply a +2 modifier to his Dweomercraft check. Murdoch has a Hermetic Dweomercraft grade of III. Rolling 3d20 + 2, he gets a result of 17. He has made the initial check. The Game Master then informs Murdoch that construction of the glasses will require 500 sc in platinum, 2000 sc of powdered diamond, the bones of a wraith, volcanic glass, the eyes of a ghul, 500 sc in miscellaneous ingredients and equipment, and the expertise of a lenscrafter. Furthermore, fabrication will take 7 months. After much time and effort, Murdoch acquires the ingredients. He then spends 7 months working upon the artifact. Once the 7 months have passed, Murdoch attempts another Dweomercraft check of 14. His result is a 12. As he missed his check by 2, Murdoch must spend two more months to complete the spectacles. He does, and his artifact is completed.

As only very powerful Hermetic magic-users may create artifacts, character creation of these items should be rare. It is also important to note that powerful characters will likely have more important things to do than spending their time manufacturing such items. For these reasons, character artifact creation should be infrequent. In addition, under no circumstances should a powerful character create an item for a lesser character. Wizards take their attained and power and knowledge very seriously, and no self-respecting mage would consider fabricating an artifact as a service to another individual.

Creation of Relics

By means of the Holy Relic spell, the priest can create powerful magic items. These items often possess properties that mimic spell effects, or impart remarkable magical powers and abilities. Not all relics are powerful however, and some produce only subtle effects. Nevertheless, as these items are created via divine intervention, some relics exceed artifacts in their potency. Like the creation of artifacts, the fabrication of a relic is an arduous task which not only demands a great deal of time and resources, but entails absolute devotion to the priest's deity.

Due to their nature, magic items created by the Holy Relic spell will reflect the nature of the priest's deity in some manner. For example, a priest of knowledge could possibly create an orb that predicts the weather, but could not fashion a staff that summons woodland animals. Likewise, a priest of death could create a scepter that ages those it touches, but could not create one that heals.

Most importantly, a priest may only create a relic if his or her patron deity permits the character to do so. In fact, special quests or service

are usually required of the priest before a deity allows creation of a relic. Occasionally, a priest will instead be charged by his or her patron to create a relic for a specific purpose. For example, a priest of a warrior god might be commanded to fashion a weapon to be used in an important battle, or a priest of purity might be instructed to create a garment to protect him while traveling through the Abyss. As the Game Master, it is important to weigh the needs of the priest, as well as the interest of his or her god when considering relic creation.

If a character is creating a relic upon his or her impetus, the time needed to create the item will range from 3 months to 1 year. In such cases, a service must be rendered before construction in order to secure the deity's approval. This service should be challenging. For example, a priest might be charged with the destruction of an opposing temple before being granted the ability to create a relic. If a character is creating a relic in response to a deity's command, construction time is usually shorter. In these cases it is suggested the priest be required to spend 1 to 3 months creating the relic.

Unlike artifact creation, relics do not typically require a complex formula of ingredients for fabrication. Thus, the priest does not need to seek out the necessary formulation. Nevertheless, most relics are constructed using precious metals and or gems, and the production of a relic usually entails the sacrifice of such materials and the burning of expensive incense. For these reasons, relic creation can cost between 1000 to 10000 silver royals. Similar to artifact creation, the construction of a relic requires complete devotion to a regimen of prayer, meditation, and incantation. Typically, the priest must create a relic within a holy place and may not leave the grounds of this sanctuary for the entire time of construction. A priest must spend six out of every seven days working upon the relic. If at anytime during production the character is interrupted for 2 or more days, he or she must begin the construction over from the beginning.

Example: Nicolo is visited by his patron Nergal, Lord of the Underworld. In a vision, Nergal commands Nicolo to destroy a life-giving chalice used in a remote monastery. In his vision, Nicolo sees himself shattering the chalice with a smoldering mace. Seeking to please his master, Nicolo decides to undertake construction of such a weapon. After prayer and meditation, the Game Master informs Nicolo the mace is to be made of brass, smelted in the fires of a large volcano. In addition, the mace should be studded with large rubies. The costs of these materials will be 4000 sc. Nicolo immediately sets out to acquire the necessary metal and rubies. In addition, he hires a skilled weaponsmith, several laborers, and constructs a small temple near the indicated volcano. After 4 weeks time, the mace has been forged. Thereafter, for the next six weeks, Nicolo spends his time in prayer and meditation within his small temple, never leaving the mace. After this time, the Game Master informs Nicolo of another vision in which he sees a monastery burning. The next day, he wakes to find the mace smoldering and warm to the touch. The fabrication is complete. Eager to do his deity's bidding, Nicolo sets out with his mace in search of this life-giving chalice.

Character creation of relics should be unusual. As only powerful priests may do so, this is typically the case. However, fabrication of a relic should not be permitted simply because a priest wishes to create one. It is important that only the most extraordinary and most devoted priests are able to fashion a relic. Remember, the gods are immortal beings, and although they do benefit from their worshipers' fidelity, under no circumstances should a god feel obliged to grant his or her supreme favor. For this reason, it is suggested a character must prove his or her faith in an unquestionable manner before relic creation is even considered. Relics are always created in order to satisfy the will of a deity, never to suit the will of a priest; the most powerful priests understand there is no room for difference between the two.

OPTIONAL RULES

It is expected that each Game Master or gaming group will modify the rules provided in this book to suit their specific needs. In fact, such adaptation of these rules is not only expected, but is encouraged. That being said, the rules and mechanics presented here have been created and tested as a whole, and any modifications made by the Game Master should be considered in the context of the entire system.

The following section provides some optional rules that may be easily adopted into your game. These optional rules not only preserve game balance, but serve as examples of how the game might be modified to suit your particular campaign.

Optional Character Races

As previously mentioned, the playable character races included in any campaign setting are to be decided by the Game Master. The seven races provided in the Player's Reference Book represent the most common character races, and have been demonstrated to be balanced and adequate within many successful campaigns.

The experienced Game Master is encouraged to add or subtract races, or even to create new ones as he or she wishes. It should be reminded however, new races must not only add flavor to a campaign, but they must be balanced. Thus, although a race of magical fire-breathing dragonoids might be interesting in their own right, if these dragonoids lack any major shortcomings, players may get little satisfaction out of playing the other available races. Below is a list of optional character races that may be readily added to a campaign setting:

Cambions: Cambions are a rare race, thought to share both human and demon heritages. In most respects, cambions appear human, and are generally of a similar stature, if not slightly taller. However, cambion skin is slightly bronzed, their hair black, and their eye color a deep red. Like orcs, cambion vision extends into the infrared spectrum, and they also prefer low-light conditions. Most strikingly, cambions respire extremely slowly, and may hold their breath ten times longer than an average human. Cambion life expectancy is 140 to 160 years. Cambion characters get +1 to their initial presence score, and -1 to their initial endurance score.

Dvergar: Dvergar are subterranean cousin of the dwarves. They are pale and lean, stand 4 to 5' tall, and weigh between 140-160 lbs. Dvergar vision extends into the infrared spectrum, allowing them to see in total darkness as a human could in low-light. Like dwarves, dvergar have perfect direction sense, and are able to detect the planet's magnetic field. Dvergar life-expectancy is 130 to 150 years. Due to their short stature, dvergar cannot effectively wield weapons of class F and cannot employ kite shields. Dvergar characters get +1 to their initial endurance attribute score, and -2 to their initial presence score.

Elves, Dark: Dark elves are subterranean cousins of the surface-dwelling elves. They are very rarely encountered aboveground, and thus, unless part of a subterranean campaign, player character dark elves will commonly be outcasts or individuals that have chosen to abandon dark elf society for other reasons. Dark elves are physically similar to their surface-dwelling cousins, but their skin is nearly black and their hair is light grey or silver. Dark elf vision extends into the infrared spectrum, and they prefer low-light conditions. Dark elf life expectancy is 280 to 300 years. Dark elf characters begin with Magic Acuity grade II, and apply -1 to their initial endurance score. Like surface elves, dark elves apply a +1 modifier to Mental Resistance checks against illusions or magical attacks.

Gnomes: Gnomes are a smaller, distant cousin of the dwarves. Gnomes are generally 3 to 3.5' in height, and weigh about 70 lbs. Like dwarves, gnomes have keen low-light vision, but may not see in total darkness. Gnomes also have perfect direction sense, as they may detect the planet's magnetic field. Gnome life expectancy is 160 to 180 years. Due to their small stature, gnomes may not wield weapons of classes B, E or F effectively, and cannot employ kite shields. Weapons of class D may be used, but must be of the shortest variety. Furthermore, a gnome's off-hand weapon may not exceed 1' in length. Gnome characters get +1 to their initial intellect score, and -1 to their initial strength score.

Goblins: Goblins are a short, lean member of the goblinoid family. Goblins stand 5' tall; have a greenish grey skin, pointed ears, short snout-like noses, and reddish eyes. Goblin society is xenophobic, and player characters that associate with the non-goblinoid races are often outcasts for this reason. Goblin life expectancy is 50 to 70 years. Like most goblin folk, goblin vision extends into the infrared spectrum, and they prefer low-light conditions. Goblin characters get +1 to their initial endurance score, +1 to their initial agility score and -2 to their initial presence score. Due to their short stature, goblins cannot effectively wield weapons of class F and cannot employ kite shields. Goblins have an unusual resistance to toxins, and apply a +2 modifier to all Physical Resistance checks made to resist the effects of non-magical poison.

Harkumen: Harkumen are an exotic race, the origins of which are obscure. In most respects, harkumen appear to be human. Harkumen cannot cast spells, ever. They also cannot activate magic items, but can use magic items that do not require activation. Strangely, harkumen characters do not die when they fall below 0 by more than ½ their endurance score. Instead, once falling below this point, the harkumen permanently loses an intellect point, and then returns to 0 health points. Only when a harkumen's intellect reaches 0, does he or she die. Once a harkumen dies, nothing may bring it back to life. Harkumen cannot breed with each other, and it is posited that they might not be a race unto themselves. In fact, harkumen may only produce offspring with a human mate; the result will always be a harkumen child. Harkumen life expectancy is 95 to 100 years. Harkumen vision is similar to human. They have no initial attribute score modifiers.

Haubits: Haubits are short humanoids found in temperate lowlands. At a glance, haubits can be mistaken for human children, as they stand between 3 to 4' in height, and usually weigh between 70-90 lbs. Upon even closer inspection, they appear to be faerie-folk, as they have pointed ears and almond-shaped eyes. However, haubits are actually goblinoids, and are most closely related to the orcs. Thus, they have limited vision in the infrared spectrum, and may see in total darkness as a human could in low-light conditions. Haubit life expectancy is 70 to 90 years. Haubit characters get +1 to their initial endurance score, and -1 to their initial strength score. Due to their short stature, they cannot wield weapons of class F or use kite shields. Haubits are unusually resistant to magic and apply a +1 modifier to Mental Resistance checks resisting all magical attacks.

Ogres: Ogres are the most human-like of the giant folk. However, ogres tend to avoid populated areas. Ogres typically appear as pale, oversized humans with long arms, a pronounced brow and a strong jaw. Ogres are generally 7 to 8' tall and weigh 300 to 350 lbs. Ogre sight is similar to human sight. However, ogres have a keen sense of smell, and can identify individuals and places by scent alone. Ogre life expectancy is 110 to 130 years. Ogre characters get +1 to their initial endurance attribute score, +2 to their initial strength attribute score, -1 to their initial agility attribute score, -1 to their initial intellect attribute score, and -1 to their initial presence score.

Ratkin: Ratkin are a lanky, hairy race of rodent-like humanoids, with long snout-like faces and whipping, hairless tails. It is widely thought the ratkin are not a natural race, but rather the descendants of some magical construct. Due to their appearance, ratkin are often mistaken for wererat lycanthropes. However, unlike lycanthropes, ratkin cannot alter their form. Ratkin stand 4 to 5' tall; have grey to black hair, long snout-like faces, pinkish eyes, and sharp teeth. Ratkin often shun, and in turn are shun by, the other humanoid races. Ratkin life expectancy is 60 to 80 years. Ratkin have low-light vision, but do not see in the infrared spectrum. Ratkin characters get +2 to their initial agility score and -3 to their initial presence score. Due to their short stature, ratkin cannot wield weapons of class F, and cannot employ kite shields.

Reptilians: Reptilians are a race of large lizard-like humanoids. Reptilians are 7 to 8' tall, have long muscular tails, thick snouts, and numerous small serrated teeth. Reptilian skin is composed of small bead-like scales, the color of which varies from dark green to black, interspersed with red, orange or yellowish stripes. Reptilians are most often found in warm arid regions; however they are warm-blooded and can tolerate cooler climates as well. Reptilian life expectancy is 100 to 120 years. Reptilian vision is similar to human. Reptilian characters get +1 to their initial strength score, +1 to their initial intellect score, -1 to their initial agility score, and -1 to their initial presence score.

Sidhe: Sidhe are a tall slender race of faerie folk, similar to elves in appearance, but much more xenophobic. Unlike elves, sidhe have the ability to alter their appearance at will, appearing up to 1' taller or shorter, and/or 30 lbs. heavier or lighter. Sidhe may do this up to once per round. However, changing appearance weakens a sidhe, and for each alteration, the sidhe loses 1 endurance point for 24

hours. Changing back to their original appearance does not induce a temporary loss of endurance. Sidhe are typically 4.5 to 5' tall, and weigh about 100 lbs. Their natural features are elven, however their hair is always dark and their eyes are amber. Sidhe life expectancy is 200 to 220 years. Sidhe vision is similar to elven. Sidhe characters get +1 to their initial intellect score, +1 to their initial presence score, -1 to their initial endurance score, and -1 to their initial strength score. Due to their short stature, when in their natural form, sidhe cannot effectively wield weapons of class F and cannot employ kite shields.

Table 1.4.1: Optional races vision impairment

Race/Light level	Daylight	Dawn/dusk	Moonlight	No light
Cambion	-1 to-hit	no penalty	no penalty	-1 to-hit
Dvergar	-1 to-hit	no penalty	no penalty	-1 to-hit
Elf, Dark	-1 to-hit	no penalty	no penalty	-1 to-hit
Gnome	no penalty	no penalty	no penalty	-1 to-hit
Goblin	-1 to-hit	no penalty	no penalty	-1 to-hit
Harkumen	no penalty	-1 to-hit	-3 to-hit	-5 to-hit
Haubit	no penalty	no penalty	no penalty	-1 to-hit
Ogre	no penalty	-1 to-hit	-3 to-hit	-5 to-hit
Ratkin	no penalty	no penalty	no penalty	-5 to-hit
Reptilian	no penalty	-1 to-hit	-3 to-hit	-5 to-hit
Sidhe	no penalty	no penalty	no penalty	-5 to-hit

Note: The to-hit modifiers provided are for hand-to-hand combat. To-hit modifiers for attacks with missile weapons are 2x those for hand-to-hand combat.

Optional Disciplines and Proficiencies

The disciplines and proficiencies provided within the Player's Reference Book are sufficient to run a successful campaign. However, at times the Game Master and/or players may wish to customize their game by creating new or alternate disciplines and proficiencies. As with most aspects of the game, this type of creativity is encouraged.

New skills can have a significant effect upon the game. For this reason, it is suggested the Game Master consider any new skills carefully before incorporating them into his or her setting. In addition, it is strongly advised the Game Master does not introduce new skills during an existing campaign. Players derive much enjoyment from plotting the development of their characters as they gain new skill points. Thus, changing the list of available skills after character creation presents possibilities of character development that were not previously open to the players. These new possibilities may leave a player feeling dissatisfied with the current state of their character's development.

It is possible that some skills may not always be available to characters simply due to environmental factors within the campaign setting. This is most commonly the case with proficiencies. For example, a character raised in a desert wasteland would not have many opportunities to develop their skill in Seamanship. For this reason, the Game Master may occasionally limit the skills available to characters upon creation, or as they train. Nevertheless, it is suggested the Game Master use this prerogative sparingly and most often with proficiencies.

Optional Disciplines

Optional disciplines can have significant impact upon a game. Therefore, it is advised the Game Master use caution when introducing or creating new disciplines. When considering new disciplines, the Game Master should take into account both the power and usefulness of the discipline, as well as its skill point cost. Below are some optional disciplines that are considered balanced, and may be introduced into your campaign as is:

Advanced Weapon Mastery: 8 skill points + 2 x grade. Advanced Weapon Mastery indicates the character has extensive training in multiple types of weapons. This intense study increases the wielder's ability to hit and to do damage with all melee or missile weapons. There are five grades of Advanced Weapon Mastery. Advanced Weapon Mastery grade I grants the wielder +1 to-hit and +1 to damage with all weapons. Grade II imbues +2 to-hit and +1 to damage, grade III +3 to-hit and +2 to damage, grade IV +4 to-hit and +2 to damage, and grade V +5 to-hit and +3 to damage.

Agnostic: 11 skill points. Faith magic tends not to affect the individual. Any Faith magic cast upon the character (even beneficial spells) has a 50% chance of not affecting them. Thus, each time the character is targeted by a Faith magic spell, 1d4 is rolled. A result of 1-2 indicates the individual is not affected. A result of 3-4 indicates the spell should be treated as normal. Taking any Magic Potential discipline permanently nullifies this discipline.

Arcana: 4 skill points. Hedge or Hermetic spell specific: Requires Hermetic or Hedge Magic Potential. The character may pick one Hermetic (if a Hedge magic-user) or Hedge (if Hermetic magic user) spell of a Circle they can cast. This specific spell may thereafter be learned and added to their repertoire. For example, a character with 5th Circle Hermetic Magic Potential could choose to learn the Hedge magic spell Greater Phantasm. Nevertheless, the individual must still find a scroll or book containing the spell, and then must study and successfully learn it. Thus, if the wizard who wished to learn Greater Phantasm had an intellect of 16, he would need to study the spell for 5 days, then roll 1d20 + 5, and get a result of 16 or less.

Once the Arcana discipline has been purchased for a spell, the character may thereafter learn and/or cast the specific spell. Spells made accessible by Arcana may not be created with dweomercraft, however.

Berserker: 6 skill points. The Berserker discipline enables the character to work him or herself into an adrenaline-induced rage. Once per day, the individual may sacrifice 2 agility attribute points (min. 1) and gain 2 strength points (max. 20). For example, a character with an agility of 11 and a strength of 13 would have an agility of 9 and a strength of 15 while using the Berserker discipline. This exchange of points lasts for 5 rounds. Using the Berserker discipline does not constitute an action in combat. However, it must be initiated at the character's initiative.

Note: The Berserker discipline will reduce a character's dodge score, and may affect his or her armor impedance score.

Cantrip: 4 skill points. Hedge or Hermetic spell specific: Requires Hermetic or Hedge Magic Potential. The character may pick one Hermetic or Hedge magic spell she may currently cast. Once per day, the character may innately cast this spell. Thus, the spell has a casting time of 0, and does not require verbal, material or gestured components. Furthermore, the Cantrip spell does not count towards the character's daily repertoire of spells.

Conversational Casting: 1 skill point x grade. Requires Hedge or Faith Magic Potential. The character may cast a spell on the sly during conversation with its target. Each grade of Conversational Casting corresponds to a Circle of spells that may be cast discreetly. For example, a character with Conversational Casting grade II may cast 1st or 2nd Circle spells in conversation. The spell must have a casting time of -10 or less. In addition, the spell may require only verbal and/or gestured components. If the spell requires material components, a successful Sleight-of-hand proficiency check of 10 must be made in addition to cast successfully.

Note: Depending upon the effect of the spell, the target may or may not realize a spell has been cast.

Forte: 5 skill points. Weapon class specific: Parrying in the same weapon class is a prerequisite for Forte. Forte enables the character to block an attacker's special discipline used upon them. Forte may negate the Bash, Greatstrike, Disarm, Stunning Blow, and Vital Strike disciplines. The Forte must be announced upon the initiative the attack is made. To successfully Forte, the character must make a Physical Resistance check of 10. If successful, the discipline is negated, and the attack is treated as normal. Forte does not constitute a combat action. Forte may only be accomplished with weapons of class E. Forte may only be attempted once per hour.

Note: Forte does not defend against thrown weapons or missile attacks.

Improved Disarm: 6 skill points. Weapon class specific: Disarm and Quick Draw in the same weapon class are prerequisites for Improved Disarm. When employing the Disarm discipline, the character may opt to use Improved Disarm as well. If the disarm is successful, the character holds the target's weapon in his off-hand. Of course, the character must have nothing in his off-hand when performing Improved Disarm.

Improved Disarm can only be used once per hour and must be used in conjunction with the Disarm discipline.

Inspired: 4 skill points. The character may re-roll one intellect-related proficiency check per day. The re-rolled result is final.

Iron Skin: 7 skill points. When not wearing armor, the character has an armor absorbance of 1. The Iron Skin effect is cumulative with worn armor. Thus, a character with the Iron Skin discipline has an armor absorbance of 2 while wearing leather armor.

Jack-of-all-trades: 4 skill points. The Jack-of-all-trades discipline indicates the character has an extremely eclectic range of knowledge and skills. Thus, the character rolls 2d20 and takes the average of the two dice for all non-proficient skill checks he or she makes. For example, if the character with Jack-of-all-trades made a non-proficient Swimming check with a 2d20 result of 5 and 16, the result of his check would be 11 (21/2 = 10.5), before applying any endurance score modifiers.

Note: The Jack-of-all-trades discipline does not affect proficiencies the character possesses. Thus a grade I proficiency check would be 1d20.

Lesser Faith Magic: 9 skill points. Like Faith Magic Potential, Lesser Faith Magic Potential is the ability to cast spells granted by a higher power. However, unlike Faith magic, Lesser Faith magic is somewhat limited in its power and scope. The names given to practitioners of Lesser Faith Magic vary based upon the nature of their deity. However, those capable of Lesser Faith Magic might be referred to as adherents, crusaders, disciples, paladins, monks, rangers, or abbots. In addition to the skill point cost, steadfast devotion to a deity is a prerequisite to casting spells of Lesser Faith Magic. As a Lesser Faith Magic caster's spells are granted by a higher power, continued observance of that deity's faith is essential to maintain spell-casting ability.

Lesser Faith Magic spells are those of the 1st, 2nd and 3rd Circle of Faith Magic. In fact, users of Lesser Faith Magic draw their spells from the Faith Magic spell list. Acquiring Lesser Faith Magic Potential automatically allows an adherent to cast spells of the 1st Circle. However, the ability to cast spells of 2nd and 3rd Circles requires expenditure of additional skill points.

As Faith magic, Lesser Faith Magic spells are divided into one of four Domains: Benefaction, Damnation, Revelation, and Tellurgy. Importantly, adherents may cast spells of *only one* Domain. Thus, a adherent might cast 1st through 3rd Circles spells from the Benefaction Domain. This adherent could not cast spells of Revelation, Tellurgy or Damnation. As a general rule, a deity will grant disciples spells of a Domain that is a Primary domain for its priests.

Typically, the number of spells an adherent may cast of any given Circle per day is equal to 1 plus the number of Circles the adherent has achieved since acquiring that Circle of spell-power. For example, without presence score bonuses, an adherent whom may cast 3rd Circle Lesser Faith Magic, can cast three 1st Circle, two 2nd Circle, and one 3rd Circle spells per day. After achieving the 3rd Circle of spell-power, the adherent may spend the cost of 3rd Circle (8 skill points) again at any time to add one more spell to each Circle of his repertoire.

Adherents regain their spell-power through prayer and meditation. Generally, four hours of uninterrupted worship is enough to replenish an adherents' repertoire of spells. In addition, new Lesser Faith Magic spells need not be learned. Once attaining a new Circle of spell-power, an adherent may cast any spells of that Circle made available by his or her deity. Like priests, adherents have the ability to consolidate two spells of the same Circle into one spell of the next higher Circle, or to sacrifice one spell for a spell of the next lower Circle. In addition to the normal acquisition of spells, adherents may earn additional spells due to a high presence score.

Like Faith Magic, Lesser Faith Magic does not require complex gestured movements. Therefore, wearing armor does not interfere with the casting of spells.

Note: Unless the Game Master permits, a character with the Ritual Magic Potential discipline may not purchase Lesser Faith Magic Potential.

Spell Circle (Lesser Faith): 2 skill points + (2 x Circle). Lesser Faith spell Circles may only be purchased by characters with Lesser Faith Magic Potential. Lesser Faith Magic Potential includes the 1st Circle spell discipline, thus the first spell Circle purchased with skill points is 2nd Circle. Spell Circles must be purchased in order. Each time a character buys a new spell Circle, he adds to his repertoire one spell in that Circle, plus one spell in each of his lower Circles. For example, a character buying 2nd Circle Lesser Faith magic would add one 1st and one 2nd Circle spell to his repertoire. 2nd Circle Lesser Faith magic costs 6 skill points, 3rd Circle Lesser Faith magic costs 8 skill points.

Note: 2nd Circle Lesser Faith magic spells may not be purchased upon character creation.

Note to the Game Master: Like all optional disciplines, it is suggested that Lesser Faith Magic be included only if it particularly suits your campaign. As mentioned, a lesser type of holy character can be easily created within the Wayfarers system by acquiring one or two Circles of Faith Magic. The Lesser Faith Magic discipline should only be considered if such minor religious adherents play an important role in your setting, and/or if it particularly suits the tastes of your gaming group.

Luck: 5 skill points. The Luck discipline indicates the character has unusually good fortune. Once per day, the character may modify one of his die rolls by +2 or -2. Use of the Luck discipline must be declared before the die is rolled. Luck may not be applied retroactively.

Magus: 6 skill points. Requires Hermetic or Hedge Magic Potential. Magus reflects a character's unusually ability to increase the potency of some spells. Once per day, the wizard or alchemist may apply a -4 modifier to all resistance checks against one particular spell. For example, if a wizard employed the Magus discipline while casting a Fireball spell, all creatures affected by the Fireball would apply a -4 modifier to their Physical Resistance checks to resist. Use of the Magus discipline must be declared prior to casting the affected spell.

Magic Specialization: 5 skill points. Requires Hermetic or Hedge Magic Potential. Magic Specialization indicates the wizard or alchemist has extensive skill in one particular school of magic (i.e. alteration, metamagic, charm, etc.). A caster with Magic Specialization may learn spells one Circle higher than his Hedge or Hermetic spell potential. For example, a 4th Circle Alchemist with Magic Specialization in the alteration school can learn and cast 5th Circle Hedge magic alteration spells as if they were 4th Circle spells. Specialization is conserved in schools that are shared by both Hedge and Hermetic magic, such as alteration.

In addition, the caster applies a +2 adjustment to the Physical or Mental Resistance target numbers to spells of that school, as if he had Magic Potency II. Finally, the character applies a +2 modifier to all resistance checks made against spells of that school of magic (if the spell was cast by an alchemist or a wizard).

Note: Magic Specialization may only be purchased once, and affect only one school of magic.

Natural: 2 skill points. Proficiency specific. The Natural discipline removes any negative modifiers to one specific proficiency due to a low related-attribute score. For example, a character with Natural in the Perception proficiency grade II would roll 2d20 even if his intellect attribute was 5 (normally a -2 modifier to intellect-related proficiency checks). Natural does not affect proficiencies without attribute-related modifiers or positive attribute-related modifiers.

Still Spell: 1 skill point x grade. Still Spell may only be purchased by characters with Hedge, Hermetic, Faith or Ritual Magic Potential. The Still Spell discipline enables a caster to omit the gestured component from his or her spells. Each grade of Still Spell corresponds to a Circle of spells that may be cast without movement. For example, a character with Still Spell grade IV may cast 1st, 2nd, 3rd or 4th Circle spells without a gestured component.

Note: Still Spell may only be performed with spells that have a remaining verbal or material component. Thus, every spell must have at least one component.

Uncanny: 4 skill points. The Uncanny discipline indicates the individual is remarkably nimble, and can often work his way out of a bind. Once per day the character may re-roll one agility-related proficiency check.

Optional Proficiencies

Optional proficiencies are typically created to match the flavor of a campaign. For example, in a campaign setting where an undead plague was threatening civilization a proficiency such as 'undead lore' might be appropriate. Nevertheless, it is suggested that most new proficiencies be intellect-related. In most cases, proficiencies related to presence, agility or endurance may be extended to handle the majority of circumstances within the game.

In general, the creation of proficiencies will have a lesser impact upon than new disciplines. For this reason, and as the nature of proficiencies may vary widely between campaigns, we do not provide a list of optional proficiencies. Still, it is advised the Game Master introduce new proficiencies with caution, and always consider the new skill within the context of those presented in the Player's Reference Book.

Other Optional Rules

Rather than adjudication within the context of the current game rules, the Game Master may occasionally wish to introduce entirely new game mechanics. Such rules usually have a broader and more pronounced effect upon gameplay. For this reason, such adaptations should be made with diligence. Here examples of such optional mechanics are presented that may be introduced into your campaign.

Randomness in Character Development

Some players enjoy a degree of randomness when it comes to character generation and development. While many view randomness in character development as an upset to game balance, others view it as challenge their roleplaying ability, and/or enjoy the suspense it brings. For the second group, we present two instances where randomness may be applied with mechanics that do not disturb the game as a whole.

Random attribute generation: There are many ways to generate random attribute scores, and the Game Master is encouraged to devise his or her own. However, regardless of the generation method, it is suggested initial attribute scores of 17 or higher be unattainable without racial modifiers. Two successful methods for random attribute generation are:

Method 1: Characters generate 5 scores by rolling 3d4 + 4 five times. These scores are assigned to each attribute as desired by the player.

Method 2: Characters begin with 4d8 + 2 initial attribute points. Characters begin with a score of 7 in each attribute, and scores may be increased by spending attribute points as outlined in Table 2.1.1.

Random health point accrual: Health point accumulation should be generally consistent and predictable. Nevertheless, we suggest the following method to introduce randomness to the health points gained each new skill level:

Skill levels 2-5: 1d4 health points gained.
Skill levels 6-9: 1d3 health points gained.
Skill levels 10-13: 1d2 health points gained.
Skill levels 13+: 0 health points gained.

Critical Hits and Fumbles

Critical hits and fumbles are used in a majority of campaigns. For that reason, rules for them are presented in the Refereeing combat section. However, as they are not assumed, they are presented again here. Critical hits and fumbles represent either dramatically successful or unsuccessful attacks. When using these rules, all natural attack rolls of either 1 or 20 indicate a critical fumble or critical hit, respectively.

Critical fumbles: A critical fumble (a natural attack roll of 1) indicates the attacker has over-reached, stumbled, dropped his guard, or made some similar egregious error. In response, the defender may make one free on-hand attack of opportunity upon the attacker. Only one counter-attack may be made in response to a critical fumble, and only with a weapon that is currently in-hand. This attack does not count as the defender's action for the round. No other actions may be made on the part of the defender in response to a critical fumble.

The counter-attack in response to a critical fumble is made at the next initiative following the opponent's attack. For example, if a character was attacked by a kobold in initiative 5, that character may take one on-hand attack against that kobold at initiative 4.

If a critical fumble is made with a missile weapon, any creature within 10' of the intended target may be hit instead. A creature other than the intended target is randomly determined to be the new target. The character making the critical fumble then rolls to-hit this new target. If the new target is hit, damage is determined as normal.

Note: Critical fumbles do not allow a counter-attack when made upon a completely unsuspecting opponent. For example, if a stealthed character rolled a critical fumble while backstabbing an opponent, the target would not be granted a counter-attack.

Critical hits: A critical hit (a natural attack roll of 20) indicates that an extraordinarily effective blow has been landed. Whenever a critical hit is made, the attacker rolls the damage for the weapon twice, including the application of modifiers, as if two separate attacks had hit. For example, a critical hit scored with a hammer (2-7), wielded by a character with a +2 damage bonus, will inflict 8-18 points of damage upon a critical hit. Critical hits with missile weapons are treated similar to melee weapons.

Unintended Targets

In general, the chance of an errant melee attack striking an unintended bystander is small enough to be ignored. However, when using a missile weapon, it is reasonable to consider an ill-aimed attack could likely strike an unintended proximate target, be it friend or foe. In fact, when using the optional critical hits and fumbles rules, whenever critical fumble is made with a missile weapon, any creature within 10' of the intended target may be hit.

However, if the Game Master wishes, he or she may extend these rules to include any missed missile attack made into a fray. Thus, whenever a character attacks with a missile weapon and misses, any creature within 10' of the intended target may be hit. If there is more than one such creature in melee, the new target is randomly determined, excluding the original target. The character employing the missile weapon then rolls to-hit this new target (whether he wants to or not). If the creature is hit, damage is determined as normal.

Example: Blaine is in a melee struggle with two kobolds. His comrade Taft sees the struggle, but is on the far side of a wide chasm. Deciding to help Blaine, Taft shoots an arrow at one of the two kobolds. Unfortunately, Taft's to-hit result is a 4, which misses the mark. As Blaine and the second kobold are within 10' of Taft's targeted kobold, there is a chance one of them may be hit instead. Randomly, the Game Master determines the new target is… Blaine! Taft must then roll to-hit once again, rolling against Blaine's dodge score of 13. Fortunately, Taft gets a result of 11. The arrow misses, and splits upon the cavern wall. Taft sighs in relief.

The unintended target rule should only be used when missile weapon attacks are made from medium or long range. Short range attacks that miss their mark will not endanger nearby creatures. If using the critical hits and fumbles rules, any missile attack, even those made from short range, can hit an unintended target within 10' on a natural roll of 1.

Armor Breakage

As armor absorbs damage, it follows armor may be broken. Armor breakage can add a measure of realism. However, considering for armor damage takes time and is unessential for gameplay. For this reason, rules for armor breakage are presented here.

Broken armor will absorb less damage from additional physical blows. In game terms, broken armor absorbs damage as armor of one step lower and in addition, incurs a +2 adjustment to the armor's strength

requisite. For example, broken plate armor will absorb 1d4 points per attack and have a strength requisite of 21, and broken chain mail will absorb 1d2 points per attack and have a strength requisite of 16. Here we provide for two options for determining whether armor is broken.

1: Every time the armor suffers a critical hit, there is a 10% chance the armor is broken. Of course, this rule assumes the players are using the optional critical hits and fumbles rules.

2: Every 10 times the armor absorbs damage, there is a 5% chance the armor is broken.

Note: Magic armor will not break. Armor may be repaired by individuals with the Armor-making skill.

Effects of Damage

As previously stated, an individual's health point total does not directly relate to damage suffered. A character reduced to 1 health point may perform any action he or could while uninjured. The rationale underlying this mechanic is that a character's health point total not only reflects a character's physical health, but also his resilience and luck.

For most Game Masters and players, this system, however unrealistic it may be, is useful and sufficient for good gameplay. Nevertheless, some players may with to add a degree of realism to their game by applying penalties associated with damage suffered. This is not advised. However, if the Game Master and players wish to do so, it is suggested such a system be simple and easy to implement. Here we provide an example of how damage might affect an individual's effectiveness:

Table 1.4.2: Optional effects of damage

Percent of total health points	100-75	74-50	49-25	24-1
Impedance score adjustment*	-	+2	+4	+6

* This impedance may not be affected by a character's strength or skills.

The results of damage can be translated into an effect upon the character's impedance. Thus, an injured character would be easier to hit, would move more slowly, and would be less agile than an uninjured individual. Game Masters seeking an even greater degree or realism are invited to devise their own system. However, it should be stressed that such rules generally have a slowing effect upon combat, and often just encumber one of the most exciting aspects of the game.

Firearms

The introduction of gunpowder and firearms into the campaign can present a plethora of difficulties for the Game Master. In general, inexperienced or low-level characters are limited in their ability to inflict large amounts of damage. However, gunpowder can become a very destructive tool, with numerous applications. As a result, a Game Master that introduces gun powder in even a limited fashion is often faced with characters trying to replay hundreds of years of firearm development within a single campaign.

Consequently, the introduction of gunpowder into the game should not be taken lightly. That being said, some Game Masters may still wish to include firearms in their campaign. For this reason we provide a possible schematic for the introduction of some firearms into the game.

Table 1.4.3: Optional firearm weapons

Firearm	Damage	Approx. length	Short range	Medium range	Long range	Rate of fire*	Weapon class	Average cost
Caliver or harquebus	1d12	4-5'	5-30'	31-400'	401-700'	½	M	370 sc
Hand cannon	3d6	3-8'	5-30'	31-400'	401-600'	¼	N	100 sc
Musket	2d8	4-6'	5-30'	31-500'	501-800'	½	M	400 sc
Pistol	1d10	1'	5-20'	21-100'	200-400'	½	P	280 sc

*The rate of fire is given as fire per rounds. Thus '½' indicates the firearm may be discharged once every other melee round, or once every 20 seconds.

It is not suggested that the Game Master allow weapon-specific disciplines such as Weapon Mastery apply to firearms. Instead, it is advised the Game Master create unique firearm-specific disciplines that enable a character to increase the rate of fire, accuracy, etc. The availability of hand-held firearms supposes the existence of cannons. However, as cannons are typically effective only in large-scale battles of siege warfare, they are not included here.

Spell Casting-time and Armor Impedance

Hedge and Hermetic spell casters risk spell failure if they are impeded by armor or another cause of impedance. For example, if a wizard has an impedance of 5, he must roll a 6 or higher on a d20 each time he casts or lose the spell.

In addition to spell failure armor impedance can modify the casting time of spells as well. That is, for a character with an armor impedance of 3, a modifier of -3 could be added to his spell casting times. For example, if a wizard with an impedance of 2 were to cast the 3rd Circle spell Sleep, the casting time would be -5 instead of -3. The logic behind this modifier is that a caster in bulky armor should have to be more careful and deliberate with his movements in order to cast the spell successfully.

Damage from Fire

Fire damage is particularly brutal as it can destroy flammable garments and may heat metal armor. As a result, long-term exposure to fire can itself increase the victim's susceptibility to the heat.

Typically, it is too cumbersome to calculate the effects of fire upon worn articles and armor. However, to reflect the particular consequence of long-term fire exposure, for each additional round exposed to a fire source in addition to the first, the base damage caused by the fire is modified by +1.

For example, were a creature to be exposed to a bonfire size flame, it might suffer 1d6 points of damage. However if the creature remained within the fire for multiple rounds, it would suffer 1d6 + 1 points of damage the second round, 1d6 + 2 the third, 1d6 + 3 the fourth, etc.

Bonus Skill Point Ballot

At the end of a gaming session, each player and the Game Master privately writes the name of the player that they feel best supported the session through good roleplay and gameplay on a piece of paper. Tally the votes. The character of the player with the highest tally gets 1 bonus skill point. If there is a tie, each tied player gets 1 bonus skill point.

NON-PLAYER CHARACTERS

Non-player characters or NPCs are those intelligent individuals played by the Game Master that populate the campaign world. A NPC can be as insignificant as a local farmer passed on a country road, or as important as a principal member of the adventuring party. Most minor NPCs are invented during gameplay as needed. However some are well-developed personalities, and may even rival the player characters in importance within the campaign setting. The ability to create and play compelling NPCs is one of the hallmarks of a good Game Master.

The following section provides some useful tables and information to aid in the creation of NPCs. However, the most important aspect of an NPC cannot be determined by tables or represented with statistics. Successful NPCs will have plenty of personality. In fact, it sould be said that NPCs are the Game Master's ambassadors to the campaign world. Regardless of how rich a setting might be, playing the game remains a little more than a technical exercise without unique and interesting personalities to bring it to life.

Regardless of their interactions with the player characters, NPCs should be distinctive individuals with personal histories. Accordingly, NPCs should not be created merely in reaction to the player characters. Quality NPCs should have their own shortcomings, assets, fears and ambitions. For example, a cold-hearted mercenary might have an irrational fear of water. A pious cleric may have a weakness for gambling. Even a librarian can be brought to life with something as simple as a hacking cough. The conception of each new NPC is an opportunity for the Game Master to test his or her creativity. It is an endeavor that requires a degree of talent, but may be improved with practice as well.

Non-player Character Creation

Creation of non-player characters is possibly one of the most time-consuming aspects of Game Mastering. This especially holds true for NPCs of higher skill levels. Fortunately, the Game Master does not need to flesh out every detail of each NPC the characters encounter. For example, it would be a waste of time to determine the attributes and skills of a barkeep that only converses with the party. In fact, even in the case of many NPCs, even for those the characters do combat with, only some information such as health points, dodge score and weapon skill is necessary.

That being said, some NPCs will have such significant interaction with the character party that creating the non-player character in detail becomes essential. To do so, the Game Master must determe the NPC's attributes, skills and equipment, much as players do upon character creation. In addition, for NPCs of skill levels 2 or higher, the Game Master must account for skill points earned and spent as the NPC has advanced.

The following section contains some tables designed to simplify the process of NPC creation. Generating the first few NPCs might take some time. However, as you become accustomed to the process, NPC design will become a less painful, if not somewhat enjoyable task.

NPC Attributes

The first step of NPC creation is to determine the individual's initial attributes scores. Here the Game Master has two options. He or she may use the rules designed for player character generation, or simply assign a NPC's attribute scores irrespective of attributes points or initial racial modifiers. For example, a Game Master creating a half-orc warrior might simply give the half-orc the scores: agility: 12, endurance: 13, intellect: 10, presence: 8, strength: 15, and be done with it.

The system of attribute generation for player characters is designed to ensure game balance. However, as a matter of setting, the Game Master may wish certain NPCs to have higher or lower attribute scores than the typical player character. Of course, if the Game Master wishes to design a NPC strictly according to the character generation rules, he or she may do so. The following information is provided for this reason.

NPCs get 20 points to be spent on their attribute scores. Each attribute begins with a base score of 7. Assign these 20 points to the NPC's five attributes, up to a maximum score of 16 in each attribute.

Thus, a non-player character could begin with the attribute scores: Agility: 14, Endurance: 8, Intellect: 12, Presence: 12, and Strength: 9.

After determining the NPC's initial attribute scores, apply any racial modifiers. These modifiers are:

Dwarf: +1 endurance, -1 agility.
Elf: +1 presence, -1 endurance.
Half-elf: no modifiers to attribute scores.
Half-orc: no modifiers to attribute scores.
Hobgoblin: +1 endurance, -2 presence.
Human: no modifiers to attribute scores.
Orc: +1 endurance, -1 presence.

Note: Of all statistics, NPC attributes scores may deviate the most from player character generation rules.

NPC Physical Resistance and Mental Resistance

After determining the NPC's attributes, the Game Master should calculate the Physical and Mental Resistance modifiers. As explained in the Player's Reference Book, the Physical Resistance modifier is determined by the sum of the character's endurance, agility and strength scores. Similarly, the Mental Resistance modifier is determined by the sum of the character's endurance, presence and intellect scores.

Table 1.5.1: NPC Physical and Mental Resistance

Agil. + str. + end. or pre. + end. + int.	Physical or Mental Resistance modifier	Agil. + str. + end. or pre. + end. + int.	Physical or Mental Resistance modifier
1-9	-5	31-32	-
10-16	-4	33-35	+1
17-21	-3	36-39	+2
22-25	-2	40-44	+3
26-28	-1	45-51	+4
29-30	-	52-60	+5

For example, a character with an intellect score of 6, a presence score of 8 and a endurance score of 11, would have a Mental Resistance base of 25 (6 + 8 + 11 = 25). Thus, the character would have a Mental Resistance modifier of -2.

NPC Skills

The Game Master should create NPCs with a base number of skill points equal to or similar to those of players characters at the same skill level. However, if rushed for time or if a NPC is created during gameplay, the Game Master may estimate the skills available to a particular individual. If the NPC is a recurring personality within the campaign, his or her skills should be determined when time permits.

Player characters may only purchase one grade of a discipline or proficiency per skill level. NPCs are not required to adhere to this rule, however. For example, a 2nd level NPC could have Weapon Mastery grade III. Nevertheless, NPCs should be somewhat balanced, and in most respects should mirror PC skill advancement.

The following table indicates the number of proficiency and discipline points an NPC will have earned at a particular skill level. Health points are provided as well, but health point adjustments due to high or low endurance scores are not.

Table 1.5.2: NPC skill points and health points

Total skill points	Skill level	Total discipline points earned	Total proficiency points earned human/non-human	Total health points earned
-	0	20	10/8	endurance
10	1	26	14/12	end. + 3
20	2	32	18/16	end. + 6
30	3	39	21/19	end. + 9
40	4	46	24/22	end. + 12
50	5	54	26/24	end. + 14
60	6	62	28/26	end. + 16
70	7	71	29/27	end. + 18
80	8	80	30/28 [a]	end. + 20
90	9	90	30/28	end. + 21
100	10	100	30/28	end. + 22
110	11	110	30/28	end. + 23
120	12	120	30/28	end. + 24
130	13	130	30/28	end. + 24‡
140*	14	140†	30/28	end. + 24

* 10 skill points per skill level thereafter.
† 10 discipline points earned per skill level thereafter.
[a] No addition proficiency points earned thereafter.
‡ No automatic health points earned per skill level thereafter.

NPC Proficiencies

The following table indicates the total number of discipline and/or proficiency points necessary to acquire each of the four grades of a proficiency. For example, for an NPC to have the Distract proficiency grade III, she would have to spend 3 skill points.
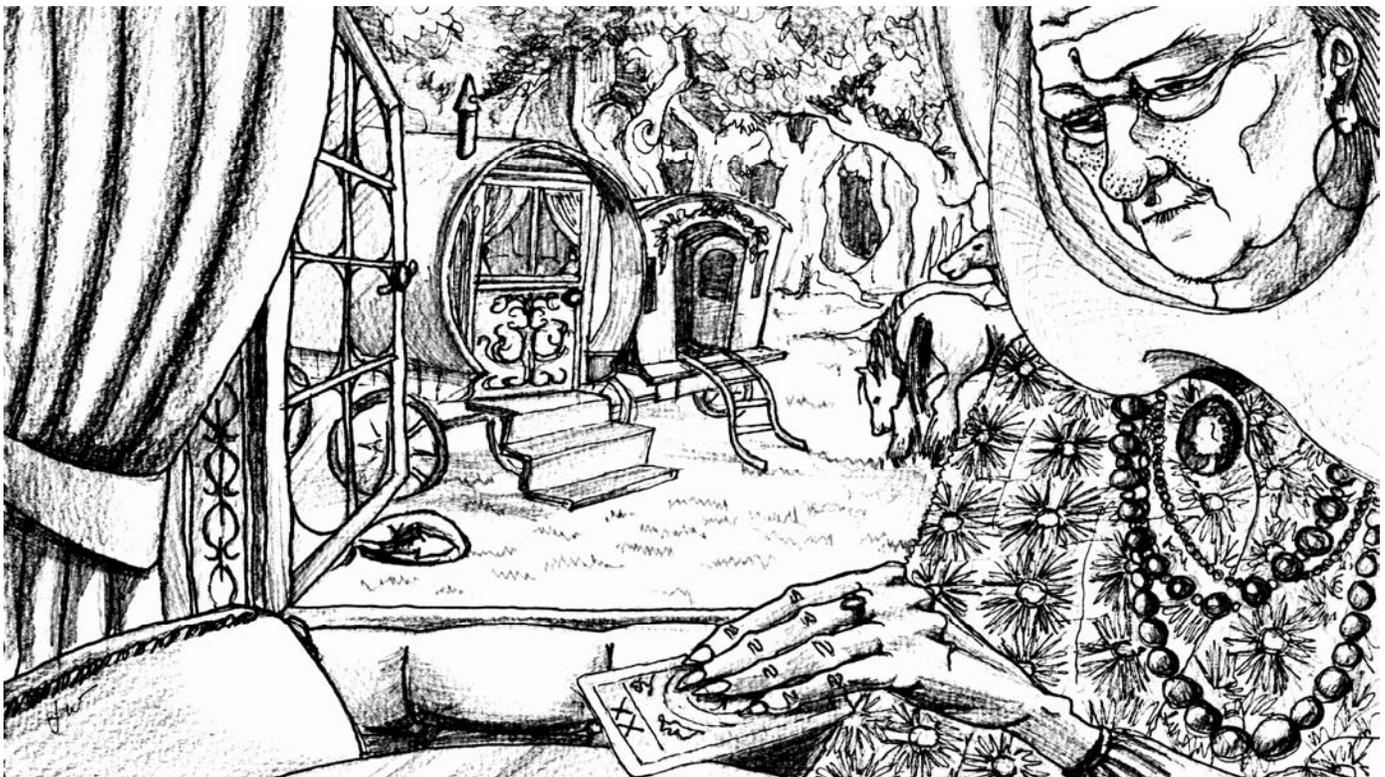
Table 1.5.3: NPC proficiencies

Proficiency	Related attribute	Total cost for proficiency grade			
		I	II	III	IV
Acrobatics	agility	2	4	6	8
Ancient History	intellect	2	4	6	8
Animal Handling	intellect	1	2	3	4
Arcane Knowledge	intellect	2	4	6	8
Artistic Ability	intellect	1	2	3	4
Armor-making	intellect	1	2	3	4
Climbing	agility	2	4	6	8
Contacts	presence	1	2	3	4
Disguise	presence	2	4	6	8
Distract	presence	1	2	3	4
Dweomercraft, Hedge	intellect	2	4	6	8
Dweomercraft, Hermetic	intellect	3	6	9	12
Engineering	intellect	2	4	6	8
Extra-planar Knowledge	intellect	3	6	9	12
Gambling	presence	1	2	3	4
Healing	intellect	2	4	6	8
Heraldry	intellect	1	2	3	4
Herbalism	intellect	1	2	3	4
Inspire	presence	2	4	6	8
Intimidate	presence	2	4	6	8
Jumping	agility	1	2	3	4
Leadership	presence	1	2	3	4
Proficiency	Related attribute	I	II	III	IV
Local Knowledge	intellect	1	2	3	4
Lock-picking	agility	2	4	6	8
Magic Acuity	intellect	2	4	6	8
Martial Knowledge	intellect	1	2	3	4
Perception	intellect	2	4	6	8
Performance	presence	1	2	3	4
Persuasion	presence	1	2	3	4
Regional Knowledge	intellect	1	2	3	4
Religious Knowledge	intellect	2	4	6	8
Riding	agility	1	2	3	4
Rope Use	agility	1	2	3	4
Running	endurance	1	2	3	4
Seamanship	intellect	1	2	3	4
Search	intellect	1	2	3	4
Sleight-of-hand	agility	1	2	3	4
Stealth	agility	2	4	6	8
Swimming	endurance	1	2	3	4
Tracking	intellect	2	4	6	8
Trade Skill	intellect	1	2	3	4
Weapon-making	intellect	2	4	6	8
Wilderness Lore	intellect	1	2	3	4
World Knowledge	intellect	2	4	6	8

NPC Disciplines

The following table indicates the total number of discipline points necessary to acquire grades of a discipline. For example, for an NPC to have the Multiple Attacks discipline grade III, he or she would have to spend 18 skill points.

Table 1.5.4: NPC disciplines

Discipline	Prerequisite	Flat cost	I	II	III	IV	V	VI	VII	VIII
Advanced Counterattack	Counterattack	8	-	-	-	-	-	-	-	-
Ambidexterity	None	7	-	-	-	-	-	-	-	-
Armor Use	None	-	2	6	12	20	30	42	56	72
Backstab	None	-	4	12	24	-	-	-	-	-
Bash	Weapon Mastery I (A, B)	3	-	-	-	-	-	-	-	-
Blindfighting	None	2	-	-	-	-	-	-	-	-
Calculated Strike	Multiple Attacks I (melee)	6	-	-	-	-	-	-	-	-
Charge	Weapon mast. I (D)	4	-	-	-	-	-	-	-	-
Combat Archery	Weapon Mastery I (J, K)	4	-	-	-	-	-	-	-	-
Combat Casting	None	5	-	-	-	-	-	-	-	-
Counterattack	Weapon Mastery I (melee)	5	-	-	-	-	-	-	-	-
Critical hit	Weapon Mastery I (melee)	6	-	-	-	-	-	-	-	-
Disarm	Weapon Mastery I (melee)	5	-	-	-	-	-	-	-	-
Evasion	Feint	5	-	-	-	-	-	-	-	-
Extra spell	Hedge, Hermetic or Faith magic	-	2	5	9	14	20	27	35	44
Extra Spell Point	Ritual magic	1	-	-	-	-	-	-	-	-
Faith Magic Potential	None	16	-	-	-	-	-	-	-	-
Feint	None	4	-	-	-	-	-	-	-	-
Greatstrike	Weapon Mastery II (melee)	6	-	-	-	-	-	-	-	-
Guard	None	3	-	-	-	-	-	-	-	-
Health point	None	1	-	-	-	-	-	-	-	-
Hedge Magic Potential	Literacy	13	-	-	-	-	-	-	-	-
Hermetic Magic Potential	Literacy	17	-	-	-	-	-	-	-	-
Improved Dodge	None	-	4	12	24	40	60	84	112	144
Improved Initiative	None	-	2	6	12	20	30	42	56	72
Increased Accuracy	None	-	3	9	18	30	45	63	84	108
Increased Attribute	None	score/3	-	-	-	-	-	-	-	-
Increased Physical Resistance	None	-	1	2	3	4	5	6	7	8
Discipline	**Prerequisite**	**Flat cost**	**I**	**II**	**III**	**IV**	**V**	**VI**	**VII**	**VIII**
Increased Mental Resist.	None	-	1	2	3	4	5	6	7	8
Language	Intellect >3	1	-	-	-	-	-	-	-	-
Last Stand	None	3	-	-	-	-	-	-	-	-
Literacy	Intellect >6	2	-	-	-	-	-	-	-	-
Magic Potency	Hedge, Herm. or Ritual	-	2	6	12	20	30	42	56	72
Magic Resistance	None	-	3	6	9	12	15	18	21	24
Multiple Attacks	Weapon mast.* (any)	-	5	11	18	26	-	-	-	-
Parrying	Weapon mast. I (E)	4	-	-	-	-	-	-	-	-
Pause and Study	None	6	-	-	-	-	-	-	-	-
Prayer	Magic: Faith	2								
Precise Shot	Multiple att. I (J, K, L)	4	-	-	-	-	-	-	-	-
Quick Draw	None	3	-	-	-	-	-	-	-	-
Quick Shot	Weapon mast. I (J, K, L)	3	-	-	-	-	-	-	-	-
Resilience	None	4	-	-	-	-	-	-	-	-
Ritual Magic Potential	None	12	-	-	-	-	-	-	-	-
Rush	Weapon mast. I	5	-	-	-	-	-	-	-	-
Savant	None	1	1	3	6	10	15	21	28	36
Silent Casting	Any magic potential	-	2	6	12	20	30	42	56	72
Spell Circle (Hedge)	Hedge	-	-	7	16	27	40	-	-	-
Spell Circle (Hermetic)	Hermetic	-	-	7	16	27	40	55	72	91
Spell Circle (Faith)	Faith	-	-	6	14	24	36	50	66	84
Spell Circle (Ritual)	Ritual	-	-	6	14	24	36	-	-	-
Split Attacks	Weapon mast. I (melee)	4	-	-	-	-	-	-	-	-
Stunning Blow	Weapon mast. I (melee)	3	-	-	-	-	-	-	-	-
Unarmed Combat	None	-	4	10	18	-	-	-	-	-
Vital Strike	Weapon mast. I (melee)	-	2	6	12	20	-	-	-	-
Weapon Mastery	None	-	4	9	15	22	30	-	-	-
Whirlwind Attack	Multiple att. II (melee)	6	-	-	-	-	-	-	-	-

Note: Some disciplines such as Stunning Blow require a flat cost and have no grades. Other disciplines such as Magic Resistance have a maximum attainable grade.
* The prerequisite for the Multiple Attacks discipline is the same grade in Weapon Mastery in the same weapon class. For example, Weapon Mastery III in weapon class B must be purchased before acquiring Multiple Attacks III in weapon class B.

Equipping a NPC

After a NPC's statistics have been completed, he or she must be equipped. The Game Master may provide the NPC with any items or coinage he or she deems appropriate. However, it should be considered how the NPC's resources relate to those of the player characters. Of course, some NPCs will be of greater means than the PCs. Nevertheless, if NPCs are consistently better-equipped than the player characters, the players may eventually feel the game is skewed in the favor of non-player personalities.

Keep in mind that any equipment an enemy NPC possesses could become the property of the PCs. A Game Master who throws many well-equipped NPC adversaries at the player characters will soon be faced with a PC party that is extraordinarily wealthy and powerful.

In general, an NPC should only carry those items that are particularly useful to him or her. Furthermore, if the NPC carries useful items that may be consumed such as magical potions or scrolls, he or she will not hesitate to use these items in a life-threatening struggle.

THE OTHER PLANES

Most of the adventures that player characters will undertake occur on a single world within a single plane of existence. This is the dimension of spacetime that contains the ordinary universe. For any campaign setting, the order and structure of the universe is ultimately left to the Game Master's discretion. However, a general structure of the multiverse is provided here to accommodate the system of magic used in Wayfarers, and that should easily be modified to suit the needs of most campaigns.

In this system of metaphysics, there is one central dimension, the Tellurian plane, containing the normal physical universe. It is surrounded, in a sense, by the Ether, a nebulous and mostly empty dimension. Past the Ether are the four Realms from which Ritual magic draws its powers: the Blood Realms, the Dream Realms, the Viridian Realms (of Gaea), and the Realms of Perdition (Stitch). The Realms provide sources of energy for the Tellurian plane, but have their own source of elemental power which binds them to each other. Note that 'Realms' is plural, indicating that there are a multitude of such Realms, loosely bound together in a collection of small pocket dimensions.

The Tellurian Plane: In simplest terms, the Tellurian plane is the resident plane of mortals. This plane is the known universe, with immense vacuums of space, populated by galaxies, which in turn are comprised of solar systems made up of planets orbiting stars. It is assumed most campaigns will be conducted within one of the numerous galaxies within the Tellurian plane; specifically, upon an earth-like planet within one of these solar systems. In fact, many campaigns may never venture outside the character's home planet, much less outside their native plane.

The Ether: The Ether appears a shadowy endless void, but objects and creatures within it may be seen as if illuminated by an unseen light source. However, the Ether has a thin atmosphere which will carry sound inefficiently. This gas is inert, and does not support respiration or natural fire, but while in the Ether, creatures do not need to eat, drink, or breathe. There is no sense of up and down within the Ethereal plane. Due to the weak atmosphere, flying creatures may move at ¼ of their normal movement rate. However, movement through the Ether is also possible via concentration alone. By this means, a creature may travel in any direction at a rate of 100' x its intellect score per round. For example, a character with an intellect score of 11 can move at 1100' per round within the Ether. The Ether is sparsely populated by numerous strange creatures, small mineral planetoids, and strange buildings suspended in empty space.

The Realms

The Realms are superficially more similar to the Tellurian plane than the Ether. However, anything goes in the Realms, which obey they own logic and sometimes their own physics. Dead souls generally return to one of the four Realms when they depart the Tellurian plane. Planar travel by powerful magicians is generally to and from certain pocket

dimensions within the Realms, and most summoned or gated creatures come from the Realms. While demi-gods, demi-urges, and avatars stem from the Realms, the gods themselves are far beyond the ken of mortals in this metaphysical scheme. True gods are not found in any one particular place, as they are everywhere at once.

The Blood Realms: The Blood Realms are an expanse of wastelands, mountains, chasms, and iron cities. Demons traditionally come from the Blood Realms. The Blood Realms are not necessarily 'hell' in the standard sense, although certain Blood Realms appear as torture chambers, ruined towers, and expansive graveyards. The Blood Realms are also the dimension of life, vitality, and Hermetic magic. Other Realms appear as a dark theatre, a quaint mountain village, a costume ball, or a silent toyshop.

The Dream Realms: The Dream Realms are similar in many ways to the Ether. They take their name from their bizarre, dream-like and surreal qualities. Individual Dream Realms can be the most comforting and natural for humanoids to visit, but also the most nightmarish. A Dream Realm could be a humble cottage, a debauched paradise, a ship afloat in an endless sea, or the black void. Angels come from the Dream Realms, and view humanoids with equal parts curiosity and malice. Occasionally, dreamers visit these Realms in their sleep.

The Viridian Realms: The Viridian Realms are the realms of nature, of misanthropy, of flowers, insects, and trees. The Viridian Realms resemble remote wilderness found in the Tellurian worlds. Here and there are the signs of old ruins, completely overgrown. Although there are energy channels called the elemental planes, the summoned creatures called 'elementals' are not from those locations. Each of the various kinds of elementals (air, earth, fire, water) stem instead from the Viridian Realms. Individual Realms might seem to be gardens, or a single massive tree, or an uninhabited jungle planet.

The Realms of Perdition: The Realms of Perdition are the realms of technology and machination, of industry, pollution, and waste. The

Realms of Perdition generally appear as conglomerates of buildings, constructs, and massive cities. The archons maintain these buildings according to some strange logic, struggling against the daevas for control of the various dimensions and Realms. Individual Realms might be as small as a closet, or as large as a small planet. A Realm might be a steam-powered factory, the inside of a giant clock, or a demon-run junkyard. The technological levels in the Realms of Perdition vary greatly, but are often high- even sometimes far beyond that normally available in the Wayfarers system.

The Elemental Planes: The elemental planes map onto the four main elements (air, earth, fire, and water), but again, summoned elementals come instead from the Viridian Realms. Unlike the Realms, the elemental planes are not places that one can visit; rather, they are energy sources or force channels between the Realms. As a consequence, they serve as portals between the various Realms. The Alluvium connects the Dream Realms and the Viridian Realms. The Deep connects the Viridian Realms to the Blood Realms. The Inferno connects the Blood Realms to the Realms of Perdition. Finally, the Celestium connects the Realms of Perdition to the Dream Realms. Note that the Dream Realms and the Blood Realms are not directly connected, and neither are the Viridian Realms connected to the Realms of Perdition. These pairs serve as antipodes that organize the multiverse.

GAME MASTER RESOURCES

Random Treasure Determination

Due to the impact character wealth can have upon a campaign, it is normally assumed the Game Master will determine the components and value of any treasure the PCs happen to loot or uncover. Nevertheless, many players and Game Masters alike enjoy the flair of unpredictability in their games. Treasure determination represents one aspect of Wayfarers where randomness can produce interesting and even serendipitous results.

The following section contains a number of tables designed to provide efficient and somewhat balanced random determination of treasure. Of course, if a result is particularly undesirable, the Game Master is encouraged to modify it or to roll again. However, consider that the situation of an unexpected item falling into the PCs hands may occasionally present a refreshing challenge for the Game Master.

Personal coinage: Most civilized individuals will carry a useful amount of coinage on their person reflective of their social station. The following section provides for simple determination of the contents of a coin-purse, and outlines relative degrees of wealth and availability of certain coins. Additionally, it should be remembered that most people will also wear clothing appropriate to their status, and wealthier individuals may possess valuable personal effects such as jewelry. It should be noted that for very wealthy individuals, their personal currency will often be carried by a guard, accountant, or similar member of their retinue.

The following table provides for simple determination of the contents of a coin-purse, and outlines relative degrees of wealth and availability of certain coins. As mentioned, currency exchange is thus:

1 platinum orb = 10 gold crowns = 100 silver royals = 1000 copper leptons = 10000 bronze drabs.

Table 1.7.1: Personal coinage

Social class	Platinum	Gold	Coinage Silver	Copper	Bronze
Beggars, Slaves	-	-	-	1d10	1d10
Peasants, Townsfolk	-	-	1d10	1d10	1d20
Soldiers, Shopkeepers	-	-	1d10	1d20	1d10
Merchants, Politicians	-	1d10	1d20	1d10	-
Guildsmen, Money-lenders	1d10	1d10	1d20	-	-
Aristocrats, Generals	1d10	1d20	1d10	-	-
Nobility	1d20	1d10	1d10	-	-

Treasure caches: In Wayfarers, many creatures and individuals will have acquired wealth that cannot be deposited in a bank. These treasures will generally be stored it in a secret cache. Treasure caches might be buried, hidden in a cave, put in a strong box, kept under the floorboards, submerged in a deep pool, etc. As a Game Master, be creative when hiding treasure, especially when intelligent creatures are concerned.

The following tables enable quick and fairly random determination of a variety of treasure caches. For example, such a collection might represent the valuables found in a merchant caravan, the remnants of a troll's victims, or the secret stash of a band of thieves.

In order to determine a treasure cache, the Game Master should first decide upon the value and size, and then roll for the randomized result. If a result is unwanted or illogical, the Game Master should feel free to modify it or to roll again.

Table 1.7.2: Treasure cache type

Cache size	Low	Cache value Medium	High
Small	A1	B1	C1
Medium	A2	B2	C2
Large	A3	B3	C3

Refer to table 1.7.3 (page 78) for treasure determination.

Table 1.7.3: Random treasure determination

| Cache type | Coinage | | | | |
	Platinum	Gold	Silver	Copper	Bronze
A1	-	1d6-2	1d10	1d20	2d20
A2	1d6-4	1d6-1	1d20	2d20	4d20
A3	1d6-3	1d10-2	2d20	4d20	4d100
B1	1d6-2	1d10	1d20	2d20	1d20
B2	1d6-1	1d20	2d20	4d20	2d20
B3	1d10-2	2d20	4d20	4d100	4d20
C1	1d10	1d20	2d20	1d20	1d10
C2	1d20	2d20	4d20	2d20	1d20
C3	2d20	4d20	4d100	4d20	2d20

| Cache type | Items | | | | | |
	Gems & jewelry	Armor & weapons	Other items	Potions*	Scrolls*	Random magic items
A1	1d4-3 x G	-	1d4-3 x O	-	-	-
A2	1d4-2 x G	1d4-2 x AW	1d4-2 x O	-	-	-
A3	1d6-2 x G	1d4-1 x AW	1d6-2 x O	1d4-3	1d4-3	1d6-5 x M
B1	1d4-3 x G	-	1d4-3 x O	1d4-3	1d4-3	1d6-5 x M
B2	1d4-2 x G	1d4-2 x AW	1d4-2 x O	1d4-3	1d4-3	1d4-3 x M
B3	1d6-2 x G	1d4-1 x AW	1d6-2 x O	1d4-2	1d4-2	1d6-4 x M
C1	1d4-3 x G	-	1d4-3 x O	1d4-2	1d4-2	1d6-4 x M
C2	1d4-2 x G	1d4-2 x AW	1d4-2 x O	1d4-2	1d4-2	1d4-2 x M
C3	1d6-2 x G	1d4-1 x AW	1d6-2 x O	1d4-1	1d4-1	1d4-1 x M

*For potions or scrolls refer to pages 47 and 57, respectively. For random magic items, refer to table 1.7.4 on page 79.

G: Gems & jewelry

d100	Item	d100	Item	d100	Item	d100	Item
1-2	Amber	23-24	Malachite	46-47	Amulet	72-73	Hairpin
3-4	Amethyst	25-27	Onyx	48-49	Armlet	74-76	Locket
5-6	Aquamarine	28-29	Opal	50-54	Bracelet	77-79	Medal
7-8	Diamond	30-31	Pearl	55-56	Brooch	80-82	Medallion
9-11	Emerald	32	Pyrite	57-58	Buckle	83	Monocle
12-13	Garnet	33-35	Ruby	59-60	Cameo	84-88	Necklace
14	Hematite	36-38	Sapphire	61-62	Chatelaine	89-91	Pendant
15-16	Ivory	39	Spinel	63-64	Choker	92-93	Pin
17-18	Jade	40-41	Tiger's-eye	65-66	Crown	94-95	Prayer beads
19-20	Jasper	42-43	Topaz	67-70	Earring	96-98	Ring
21-22	Lapis lazuli	44-45	Turquoise	71	Ear cuff	99-100	Tiara

Type A: 10 x 1d10 sc value, Type B: 10 x 1d10 gc value, Type C: 1d20 gc value

AW: Armor & weapons

d100	Item	d100	Item	d100	Item	d100	Item
1-2	Shield	21-22	Axe, battle	43	Machete	73-77	Sword, short
3-4	Leather armor	23	Axe, pole	44-45	Morning star	78-79	Sword, great
5	Padded armor	24	Cestus	46	Pike	80-81	Trident
6-7	Studded leather	25	Club	47	Scimitar	82-83	Whip
8	Ring armor	26-29	Dagger	48-51	Spear	84-86	Bow, short
9-11	Chain mail armor	30-31	Flail	52-55	Staff	87-88	Bow, long
12	Splint armor	32	Halberd	56-58	Sword, bastard	89-90	Crossbow, light
13	Scale armor	33-34	Hammer	59-63	Sword, broad	91-92	Crossbow, heavy
14-15	Banded armor	35-36	Hammer, maul	64	Sword, claymore	93-95	Arrow
16-17	Plate armor	37-38	Knife	65	Sword, falchion	96-97	Bolt
18	Full plate armor	39	Lance	66-70	Sword, long	98-99	Javelin
19-20	Axe, hand	40-42	Mace	71-72	Sword, rapier	100	Stone, sling

Type A: average quality, Type B: fine quality, Type C: exquisite quality

O: Other items

d100	Item	d100	Item	d100	Item	d100	Item
1-2	Abacus	24-25	Comb	50-54	Key	78-79	Poison
3-5	Bottle	26-27	Dice	55-57	Lock	80	Scale
6-7	Bowl	28-29	Dish	58-61	Lamp	81-83	Scroll case
8-10	Box	30-31	Drug/Medicine	62	Magnifying glass	84	Sextant
11	Buttons	32	Fan	63-64	Mirror	85-86	Spectacles
12-13	Brush	33-34	Figurine	65	Music box	87-89	Spice
14-15	Candelabra	35-37	Flask	66-68	Musical instrument	90-91	Spoon
16-17	Cards	38-39	Fork	69-71	Oil	92-93	Stamp
18-19	Chain	40-42	Incense	72-73	Painting	94	Telescope
20-22	Chalice	43-46	Ink	74-75	Perfume	95-97	Urn
23	Clock	47-49	Jar	76-77	Pipe	98-100	Vase

Type A: average quality, Type B: fine quality, Type C: exquisite quality

Random magic items: Due to their power, random determination of magic items can be problematic. Even so, the best Game Masters won't presuppose a campaign world that remains entirely within their expectations. Instead, a good Game Master will look for opportunities in unexpected circumstances and will allow for events that take the campaign in unforeseen directions.

Low level characters will normally have few opportunities to uncover a valuable magic item such as an artifact or a powerful weapon. However, this is not to say that it is impossible or always undesirable. For example, consider J.R.R. Tolkein's Frodo and the Ring of Power. Frodo's resulting adventure wouldn't have been nearly as interesting were the ring simply of protection +1, or if Frodo was a powerful warlock when he acquired it. Sometimes weak characters stumbling upon powerful items can produce interesting consequences. Of course, powerful magic will normally be protected by powerful beings. But chance, even in the case of magic items, is occasionally be a good thing.

The following tables are based on a campaign setting that takes the middle-of-the-road regarding magic item availability. Most permanent magic items are extremely rare; yet, potions and scrolls are actively created by alchemists and wizards, -likely under the direction of guilds or schools as in G. Vrill's World of Twylos. Feel free to modify the results or these tables themselves as you see fit.

Table 1.7.4: Random magic items

Type A: d100	Type B: d100	Type C: d100	Magic item table
1-20	1-15	1-15	Armor (table 3.7.5 pg. 255)
-	16-25	16-25	Artifacts (table 3.7.6 pg. 256)
21-45	26-50	26-45	Potions (table 3.3.3 pg. 223)
-	-	46-50	Relics (table 3.3.4 pg. 227)
46-65	51-65	51-65	Scrolls (table 3.3.5 pg. 233)
66-80	66-85	66-85	Wands (table 3.7.7 pg. 256)
81-100	86-100	86-100	Weapons (table 3.7.8 pg. 257)

Table 1.7.5: Magic armor: Types A-C

Type A: d100	Type B: d100	Type C: d100	Armor type	Magic modifier to physical damage absorbed	Strength requisite	Type A: d100	Type B: d100	Type C: d100	Armor type	Magic modifier to physical damage absorbed	Strength requisite
1-20	1-10	1-5	Shield, bucker	+1	0	-	-	74-75	Chain mail	+1	12
21-25	11-15	6-13	Shield	+1	1	-	91-93	76	Chain mail	+2	12
26-35	16-25	14-15	Shield	+1	2	-	94-95	77	Splint	+1	16
-	26-28	16-18	Shield, Kite	+1	2	-	-	78	Splint	+2	14
36-50	29-35	19-23	Leather	-	5	-	96	79-81	Scale	-	13
51-75	36-40	24-27	Leather	+1	6	-	97	82	Scale	+2	14
76-85	41-50	28-34	Leather	+1	5	-	-	83-84	Scale	+1	13
-	51-54	35-36	Leather	+2	7	-	-	85	Scale	+2	13
-	55	37-39	Leather	+2	6	-	98	86-87	Banded	+1	18
86-90	56-65	40-41	Studded leather	-	6	-	99	88	Banded	+1	16
91-95	66-68	42-48	Studded leather	+1	9	-	100	89-90	Banded	+1	15
96-99	69-75	49-51	Studded leather	+1	7	-	-	91	Banded	+2	16
-	76-78	52-53	Studded leather	+2	8	-	-	92	Banded	+2	14
100	79-80	54-55	Ring	-	7	-	-	93-94	Plate	-	15
-	81-82	56-57	Ring	+1	8	-	-	95	Plate	+1	18
-	83	58	Ring	+1	7	-	-	96	Plate	-	17
-	-	59	Chain mail	+3	14	-	-	97	Plate	+2	17
-	84-85	60-63	Chain mail	+1	12	-	-	98	Plate	+1	15
-	86-87	64-68	Chain mail	+1	10	-	-	99	Full plate	-	16
-	88-90	69-73	Chain mail	-	8	-	-	100	Full Plate	+1	17

Table 1.7.6: Artifacts: Types B,C

Type B: d100	Type C: d100	Artifact	Type B: d100	Type C: d100	Artifact	Type B: d100	Type C: d100	Artifact
1	1	Arrow of Accuracy	-	34	Flying Carpet	64	67	Ring of Deception
2	2	Bag of Useful Goods	33	35	Gauntlets of Swordplay	-	68	Ring of Flying
3-4	3-4	Bag of Sustenance	34-35	36	Gloves of Nimbleness	-	69	Ring of Invisibility
5	5	Bell of Shattering	36	37	Hammer of Returning	65	70	Ring of Magic Resistance
6	6	Belt of Facility	-	38	Hammer of Thunder	66-68	71-72	Ring of Protection
7	7	Belt of Swimming	37-39	39-40	Hourglass of Meditation	69-72	73-74	Ring of Protection from Cold
8	8	Boots of Climbing	40	41	Horn of Banishing	73-76	75-76	Ring of Protection from Heat
9	9	Boots of Speed	41	42	Ioun Stone	77-78	77	Ring of Protection from Charm
10	10	Boots of Stealth	42-44	43-44	Javelin of Distance	79	78	Ring of Quickness
11-12	11-12	Bowl of Purification	45	45	Lamp of the Djinn	80-81	79-80	Ring of Regeneration
13-14	13	Bracers of Defense	46-47	46-47	Lens of Scrying	82-83	81-82	Ring of the Rogue
15	14	Bracers of Might	48-49	48-49	Lens of Translation	84	83	Ring of Strength
16-17	15	Chalk of Portal Creation	50	50	Lens of Magic Detection	85	84	Ring of Telekinesis
18	16	Chameleon Cloak	51	51	Magic Bag	86	85	Ring of Water-breathing
-	17	Cloak of Shadows	52	52	Magic Lantern	87	86	Rod of Transformation
19	18	Clockwork Creature	53-55	53-54	Magic Rope	88-89	87	Scarf of Silence
-	19-20	Codex of Enlightenment	-	55	Manual of Parlous Edification	-	88	Scepter of Undead Command
20	21	Cudgel of Demolition	56	56	Mask of Disguise	-	89-90	Staff of the Druids
-	22-23	Dagger of Life Stealing	57	57	Necklace of Appeal	-	91	Staff of the Elements
21-23	24-25	Dust of Disappearance	58	58	Necklace of Concealment	-	92	Sword of Speed
24-25	26	Dust of Flying	59	59	Necklace of Prot. from Undead	90-91	93	Talisman of Luck
-	27	Elemental Stone	60	60	Ocarina of Pacification	92-93	94	Talisman of Translation
26	28	Ever Full Flask	-	61	Paladin's Sword	94	95	Tiara of Iron Will
27	29	Ever Full Quiver	61	62	Pocket Boat	-	96	Tome of Understanding
28-29	30	Exploding Shot	-	63	Robe of Eyes	95-96	97	Traveler's Boots
30	31	Familiar Figurine	-	64	Robe of the Magi	97	98	Twinstones
31	32	Flaming Sword	-	65	Rod of Command	98-99	99	Witches' Ring
32	33	Flute of Animal Charm	62-63	66	Ring of Darkvision	100	100	Whip of Silence

Table 1.7.7: Wands: Types B,C

Type B: d100	Type C: d100	Wand	Magic	Spell Circle	Circle Range	Type B: d100	Type C: d100	Wand	Magic	Spell Circle	Circle Range
1-3	1-2	Fog	Herm.	1st	1st-8th	-	48	Summ. Great. Elemental	Herm.	7th	7th-8th
4-5	3-4	Force Bolt	Herm.	1st	7th-8th	-	49	Disintegration	Herm.	8th	n/a
6-7	5	Minor Timeportation	Herm.	2nd	n/a	-	50	Gate	Herm.	8th	n/a
8-9	6	Rust	Herm.	2nd	n/a	52-53	51-52	Fumble	Hdg.	1st	n/a
10-11	7-8	Shatter	Herm.	2nd	n/a	54-55	53-54	Perplex	Hdg.	1st	n/a
12-13	9	Summ. Less. Monsters	Herm.	2nd	n/a	56-57	55-56	Animate Fire	Hdg.	2nd	n/a
14-16	10-11	Wind	Herm.	2nd	7th-8th	58	57	Babble	Hdg.	2nd	n/a
17-18	12	Crumble	Herm.	3rd	7th-8th	59	58-59	Enrage	Hdg.	2nd	n/a
19-21	13-14	Growth	Herm.	3rd	n/a	60-61	60-61	Hesitate	Hdg.	2nd	n/a
22-23	15-16	Ice Ray	Herm.	3rd	n/a	62	62	Reveal Invisibility	Hdg.	2nd	n/a
24-26	17-18	Silence	Herm.	3rd	7th-8th	63-65	63-65	Swiftness	Hdg.	3rd	n/a
27-28	19	Slow	Herm.	3rd	n/a	66-67	66-67	Doubt	Hdg.	3rd	n/a
29-30	20-21	Steam Cloud	Herm.	3rd	n/a	68-70	68-70	Growth	Hdg.	3rd	n/a
31-32	22	Summ. Less. Elemental	Herm.	3rd	7th-8th	71	71	Heavy	Hdg.	3rd	n/a
33-34	23	Telekinesis	Herm.	3rd	n/a	72-75	72-75	Phantasm	Hdg.	3rd	n/a
35	24	Counterspell	Herm.	4th	n/a	76-77	76-77	Silence	Hdg.	3rd	n/a
36	25-26	Dispel Magic	Herm.	4th	n/a	78	78	Sleep	Hdg.	3rd	n/a
37	27	Lightning Bolt	Herm.	4th	n/a	79-80	79-80	Invisibility	Hdg.	4th	4th-5th
38	28	Panic	Herm.	4th	n/a	81	81	Sloth	Hdg.	4th	n/a
39-40	29-30	Stone Spray	Herm.	4th	n/a	82-83	82-83	Polymorph	Hdg.	5th	n/a
41	31	Summon Monsters	Herm.	4th	n/a	84-86	84-86	Shrink	Hdg.	5th	n/a
42-43	32-33	Banish	Herm.	4th	n/a	87	87	Deafness	Ritual	1st	1st-5th
44	34	Destroy Water	Herm.	4th	n/a	88	88	Thorn Growth	Ritual	1st	n/a
45-46	35-36	Fireball	Herm.	5th	n/a	89	89	Corrupt Insect	Ritual	2nd	n/a
47	37	Polymorph	Herm.	5th	n/a	90	90	Splinter	Ritual	2nd	n/a
48	38	Speed	Herm.	5th	n/a	91	91	Wither	Ritual	2nd	n/a
49	39	Summon Elemental	Herm.	5th	7th-8th	92	92	Corrupt Earth	Ritual	3rd	4th-5th
50	40	Throw	Herm.	5th	n/a	93	93	Goo	Ritual	3rd	3rd-5th
51	41	Timeportation	Herm.	5th	n/a	94	94	Paralyze	Ritual	3rd	3rd-5th
-	42	Enfeeblement	Herm.	6th	n/a	95	95	Rain	Ritual	3rd	3rd-5th
-	43	Incinerate	Herm.	6th	n/a	96	96	Wake Dead	Ritual	3rd	n/a
-	44	Melt	Herm.	6th	n/a	97	97	Corrupt Animal	Ritual	4th	n/a
-	45	Summ. Great. Monsters	Herm.	6th	n/a	98	98	Sleep	Ritual	4th	4th-5th
-	46	Firestorm	Herm.	7th	n/a	99	99	Swarm	Ritual	4th	4th-5th
-	47	Petrify	Herm.	7th	n/a	100	100	Madness	Ritual	5th	n/a

Table 1.7.8: Magic weapons: Types A-C

Type A: d100	Type B: d100	Type C: d100	Weapon	To-hit and damage modifier	Strength requisite	Type A: d100	Type B: d100	Type C: d100	Weapon	To-hit and damage modifier	Strength requisite
1-4	1	1	Arrow	+1	-	-	-	51	Morning star	+4	11
5	2	2	Arrow	+3	-	49	52	52	Pike	+1	8
6	3-4	3	Axe, hand	+1	5	50-52	53	53	Scimitar	+1	8
-	5	4	Axe, hand	+2	7	53	54-55	54	Scimitar	+2	9
-	6	5	Axe, hand	+3	6	54-55	56	55	Sling stone	+1	4
7-8	7	6	Axe, battle	+1	11	56-57	57	56	Sling stone	+2	4
	8	7	Axe, battle	+2	10	58-59	58	57	Spear	+1	6
9	9-10	8	Axe, battle	+3	10	60	59-60	58	Spear	+2	7
10-11	11	9	Axe, pole	+2	9	-	61	59	Spear	+4	6
-	12	10	Axe, pole	+2	8	-	-	60	Spear	+3	6
12-13	13	11	Bolt	+1	-	61-63	62	61	Staff	+0	4
14	14-15	12	Bolt	+2	-	-	63	62	Staff	+2	6
15-17	16	13	Bow	+1	6	-	64	63	Staff	+1	7
18	17-18	14	Bow	+3	6	-	-	64	Staff	+2	6
19	19-20	15	Club	+1	5	64-65	65	65	Sword, bastard	+1	10
-	-	16	Club	+4	6	-	-	66	Sword, bastard	+3	11
-	21	17	Crossbow, light	+2	-	66	66-67	67	Sword, bastard	+0	7
20-24	22	18	Crossbow, hvy.	+1	-	-	68	68	Sword, bastard	+2	9
25-26	23	19	Dagger	+1	5	67	69-70	69	Sword, broad	+1	8
27	24-25	20	Dagger	+1	4	-	71	70	Sword, broad	+2	7
-	26	21	Dagger	+2	3	-	-	71	Sword, broad	+3	7
-	-	22	Dagger	+3	4	68-69	72	72	Sword, broad	+1	6
28-29	27	23	Dagger	+2	5	70-71	73	73	Sword, claymore	+1	10
30-31	28	24	Flail	+1	7	-	74	74	Sword, claymore	+2	12
32	29-30	25	Flail	+3	7	72-73	75	75	Sword, falchion	+1	7
-	31	26	Flail	+3	6	-	-	76	Sword, long	+3	9
33-34	32	27	Halberd	+1	11	74-76	76	77	Sword, long	+1	8
-	-	28	Halberd	+2	10	77-78	77	78	Sword, long	+1	6
35	33-34	29	Hammer	+1	8	-	78	79-80	Sword, long	+2	6
-	35	30	Hammer	+0	7	-	-	81	Sword, long	+4	8
-	-	31	Hammer	+3	9	79-80	79	82	Sword, long	+0	5
-	-	32	Hammer	+3	7	81-83	80	83	Sword, rapier	+1	7
36-38	36	33	Hammer, maul	+0	8	-	81	84	Sword, rapier	+1	6
-	-	34	Hammer, maul	+3	12	-	82	85	Sword, rapier	+3	6
-	37	35	Hammer, maul	+2	11	84-85	83	86	Sword, rapier	+1	5
39-40	38	36	Knife	+1	3	86-87	84	87	Sword, short	+1	7
-	39	37	Knife	+2	3	88	85-86	88	Sword, short	+1	5
-	40	38	Knife	+3	2	-	87	89	Sword, short	+2	5
-	41	39	Knife	+3	3	-	88	90	Sword, short	+3	6
41-42	42	40	Lance, light	+1	9	89-90	89	91	Sword, short	+0	4
-	43	41	Lance, light	+1	7	91-92	90	92	Sword, short	+1	4
43	44	42	Lance, heavy	+2	12	93-94	91	93	Sword, great	+1	12
-	45	43	Lance, heavy	+2	10	-	92	94	Sword, great	+2	12
-	46	44	Mace	+1	9	95-96	93	95	Sword, great	+2	9
-	-	45	Mace	+3	8	-	-	96	Trident	+3	10
-	47	46-47	Mace	+2	8	-	94-95	97	Trident	+2	9
44-45	48	48	Mace	+1	7	97	96-97	98	Trident	+1	7
46-47	49	49	Morning star	+1	10	98	98-99	99	Whip	+1	-
48	50-51	50	Morning star	+1	9	99-100	100	100	Whip	+2	-

Spellbooks

Spell books contain spell formulae written in either Hermetic or Hedge magic text; the books are non-magical, however. These texts can only be read by a character with the appropriate magic potential. Each spell within a spell book consists of approximately one page per Circle. Therefore, a 5th Circle spell is comprised of five pages of text. Spells may occasionally be written upon loose parchments or upon non-magical scrolls, however most owned by a spellcaster are bound within one or more books. Depending on the spells they contain, spell books can range from only a few pages, to hundreds of pages thick. These tomes may be made of any type of parchment and inscribed in any kind of ink. This section contains a number of pre-generated Hedge and Hermetic spell books that can be used by NPC spell casters. Of course, the Game Master may modify these to suit his needs.

It should be remembered that although a spell caster may possess a spell, he must have learned it first in order to cast it. Furthermore, a spell caster cannot employ spells of a Circle higher than that he may cast. Therefore, a 1st Circle wizard might possess 2nd Circle spells he cannot cast, as well as some 1st Circle spells he has not yet learned.

1st-2nd Circle Hermetic

1st Circle: Fog, Illuminate, Nael's Magical Trace, Seal Portal; *2nd Circle:* Share Sight

1st Circle: Darkness, Extinguish, Magic Vestment, Quicken; *2nd Circle:* Climb, Protection from Heat

1st Circle: Extinguish, Friends, Ignore, Penetrating Sight, Vermin, Water Walk; 2nd Circle; Command: Deaf, Might, Shatter

1st Circle: Illuminate, Force Bolt, Ignore, Seal Portal, Sense Magic, Water Walk; 2nd Circle; Enrage, Protection from Cold, Seal Portal

1st Circle: Command: Sting, Fog, Flare, Morgan's Vigilant Sentinel, Penetrating Sight, Retrieve, Water Walk; *2nd Circle:* Abridge, Blink, Darkvision, Reveal Enchantment

1st Circle: Combust, Darkness, Force Bolt, Minor Enchantment, Preserve, Quicken, Retrieve, Sense Magic; *2nd Circle:* Blink, Control Descent, Enrage, Protection from Cold, Summon Lesser Monsters, Wind

1st-3rd Circle Hermetic

1st Circle: Darkness, Friends, Illuminate, Magic Bag, Magic Vestment, Penetrating Sight, Seal Portal, Sense Magic, Thought Projection; *2nd Circle:* Apportation, Climb, Enrage, Minor Timeportation, Percule's Exploding Missile, Share Sight, Thwart Magic

1st Circle: Extinguish, Force Bolt, Ignore, Illuminate, Morgan's Vigilant Sentinel, Quicken, Retrieve, Vermin, Water Walk; *2nd Circle:* Climb, Control Descent, Darkvision, Mylo's Shocking Aura, Protection from Cold, Shatter; *3rd Circle:* Compel, Function, Steam Cloud

1st Circle: Combust, Magic Vestment, Minor Enchantment, Preserve, Seal Portal, Thought Projection; *2nd Circle:* Command: Deaf, Darkvision, Leap, Protection from Heat, Share Sight, Summon Lesser Monsters, Thwart Magic; *3rd Circle:* Armor Cutting, Crumble, Ice Ray, Silence, Telekinesis

1st Circle: Darkness, Illuminate, Nael's Magical Trace, Quicken, Seal Portal, Thought Projection; *2nd Circle:* Climb: Deaf, Might, Leap, Protection from Cold, Shatter, Summon Lesser Monsters; *3rd Circle:* Compel, Design, Levitation, Sleep, Steam Cloud

1st Circle: Force Bolt, Friends, Illuminate, Magic Vestment, Penetrating Sight, Seal Portal, Sense Magic, Vermin, Water Walk; *2nd Circle:* Abridge, Control Descent, Darkvision, Might, Mylo's Shocking Aura, Reveal Enchantment, Summon Lesser Monsters, Wind; *3rd Circle:* Delay Spell, Earth Walk, Levitation, Projection, Repel Projectiles, Summon Lesser Elemental

1st-4th Circle Hermetic

1st Circle: Illuminate, Magic Vestment, Nael's Magical Trace, Quicken, Retrieve, Seal Portal, Sense Magic, Water Walk; *2nd Circle:* Enrage, Force Weapon, Leap, Might, Protection from Cold, Protection from Heat, Rust, Shatter; *3rd Circle:* Compel, Design, Diminish Magic, Projection, Seeker, Silence, Steam Cloud; *4th Circle:* Counterspell, Fess' Vacuum, Shield, Wall of Fire

1st Circle: Command: Sting, Combust, Darkness, Ignore, Illuminate, Minor Enchantment, Quicken, Retrieve, Thought Projection, Vermin, Water Walk; *2nd Circle:* Apportation, Blink, Climb, Minor Timeportation, Reveal Enchantment, Rust, Summon Lesser Monsters, Wind; *3rd Circle:* Command: Blind, Delay Spell, Function, Levitation, Seeker, Sleep, Telekinesis; *4th Circle:* Beckon, Dancing Weapon, Explosive Ward, Lightning Bolt, Scry Shield

1st Circle: Combust, Darkness, Illuminate, Extinguish, Morgan's Vigilant Sentinel, Penetrating Sight, Seal Portal, Thought Projection, Vermin, Water Walk; *2nd Circle:* Abridge, Command: Deaf, Control Descent, Percule's Exploding Missile, Reveal Enchantment, Share Sight Summon Lesser Monsters, Water-breathing; *3rd Circle:* Armor Cutting, Delay Spell, Diminish Magic, Levitation, Repel Projectiles, Slow, Telekinesis; *4th Circle:* Command: Halt, Divide Magic, Explosive Ward, Panic, Time Cube

1st Circle: Command: Sting, Combust, Extinguish, Force Bolt, Friends, Illuminate, Morgan's Vigilant Sentinel, Quicken, Retrieve, Vermin, Water Walk; *2nd Circle:* Climb, Control Descent, Darkvision, Enrage, Mylo's Shocking Aura, Protection from Cold, Reveal Enchantment, Shatter, Wind; *3rd Circle:* Compel, Design, Diminish Magic, Function, Steam Cloud, Telekinesis; *4th Circle:* Counterspell, Enmity, Fly, Propel, Psychometry, Shield, Stone Spray, Summon Monsters

1st-5th Circle Hermetic

1st Circle: Fog, Flare, Friends, Magic Vestment, Penetrating Sight, Seal Portal, Sense Magic, Thought Projection; *2nd Circle:* Blink, Control Descent, Force Weapon, Minor Timeportation, Percule's Exploding Missile, Reveal Enchantment, Rust, Share Sight; *3rd Circle:* Compel, Delay Spell, Earth Walk, Projection, Quick Casting, Silence, Summon Lesser Elemental; *4th Circle:* Dispel Magic, Fold Space, Invisibility, Panic, Reprisal, Wall of Fire; *5th Circle:* Animate Plants, Creation, Shadow Form

1st Circle: Friends, Magic Bag, Minor Enchantment, Preserve, Seal Portal, Water Walk; *2nd Circle:* Climb, Darkvision, Leap, Percule's Exploding Missile, Reveal Enchantment, Share Sight, Wind; *3rd Circle:* Command: Blind, Crumble, Earth Walk, Levitation, Scry, Steam Cloud, Telekinesis; *4th Circle:* Counterspell, Divide Magic, Fold Space, Scry Shield, Time Cube; *5th Circle:* Banish, Destroy Water, Inscribe, Nael's Spell Battery, Speed, Summon Elemental

1st Circle: Combust, Extinguish, Force Bolt, Friends, Illuminate, Magic Bag, Morgan's Vigilant Sentinel, Quicken, Retrieve, Vermin, Water Walk; *2nd Circle:* Climb, Control Descent, Darkvision, Mylo's Shocking Aura, Protection from Cold, Reveal Enchantment, Shatter, Wind; *3rd Circle:* Compel, Diminish Magic, Function, Ice Ray, Steam Cloud, Telekinesis; *4th Circle:* Counterspell, Enmity, Fly, Propel, Psychometry, Shield, Stone Spray, Summon Monsters, Wall of Fire; *5th Circle:* Animate Plants, Extension, Misdirect, Summon Elemental, Timeportation, True Strike

1st-6th Circle Hermetic

1st Circle: Darkness, Extinguish, Fog, Flare, Ignore, Penetrating Sight, Preserve, Sense Magic, Vermin; *2nd Circle:* Abridge, Command: Deaf, Control Descent, Darkvision, Protection from Cold, Might, Shatter, Water-breathing; *3rd Circle:* Armor Cutting, Delay Spell, Growth, Ice Ray, Reflect Magic, Repel Projectiles, Sleep, Slow, Steam Cloud; *4th Circle:* Beckon, Command: Halt, Dancing Weapon, Fess' Vacuum, Invisibility, Reprisal, Stone Spray; *5th Circle:* Call Object, Fireball, Magic Cache, Summon Elemental, Swap, True Strike; *6th Circle:* Ethereal Shift, Lesser Golem, Minor Magic Shield, Read Mind

1st Circle: Command: Sting, Extinguish, Force Bolt, Illuminate, Minor Enchantment, Quicken, Retrieve, Sense Magic; *2nd Circle:* Apportation, Blink, Darkvision, Force Weapon, Mylo's Shocking Aura, Reveal Enchantment, Summon Lesser Monsters, Water-breathing; *3rd Circle:* Compel, Delay Spell, Design, Diminish Magic, Levitation, Silence, Steam Cloud; *4th Circle:* Dancing Weapon, Dispel Magic, Explosive Ward, Lightning Bolt, Psychometry, Shield; *5th Circle:* Creation, Destroy Water, Extension, Misdirect, Shrink, Throw; *6th Circle:* Command: Confuse, Isolate, Multiple Targets, Summon Greater Monsters, Time Skip

1st Circle: Flare, Force Bolt, Illuminate, Magic Vestment, Quicken, Thought Projection, Vermin; *2nd Circle:* Abridge, Command: Deaf, Control Descent, Darkvision, Enrage, Force Weapon, Protection from Cold, Rust, Water-breathing; *3rd Circle:* Crumble, Diminish Magic, Function, Ice Ray, Quick Casting, Repel Projectiles, Seeker, Telekinesis; *4th Circle:* Beckon, Command: Halt, Dispel Magic, Fess' Vacuum, Lightning Bolt, Propel, Summon Monsters, Wall of Fire; *5th Circle:* Banish, Destroy Water, Inscribe, Locate, Polymorph, Summon Elemental, Timeportation; *6th Circle:* Enfeeblement, Ethereal Shift, Extra-planar Protection, Magic Drain

1st-7th Circle Hermetic
1st Circle: Command: Sting, Fog, Ignore, Illuminate, Penetrating Sight, Preserve, Seal Portal, Thought Projection, Water Walk; *2nd Circle:* Climb, Control Descent, Enrage, Might, Protection from Cold, Protection from Heat, Share Sight, Wind; *3rd Circle:* Design, Diminish Magic, Growth, Projection, Scry, Slow, Telekinesis; *4th Circle:* Command: Halt, Counterspell, Dispel Magic, Explosive Ward, Invisibility, Psychometry, Scry Shield, Time Cube; *5th Circle:* Banish, Creation, Extension, Magic Cache, Polymorph, Speed, Throw; *6th Circle:* Alchemy, Command: Confuse, Explode, Magic Drain, Minor Goetia, Teleportation; *7th Circle:* Animate Corpse, Goetic Ward,

1st Circle: Command: Sting, Friends, Ignore, Magic Vestment, Minor Enchantment, Morgan's Vigilant Sentinel, Retrieve, Seal Portal, Sense Magic; *2nd Circle:* Climb, Command: Deaf, Darkvision, Minor Timeportation, Mylo's Shocking Aura, Percule's Exploding Missile, Protection from Cold, Shatter, Wind; *3rd Circle:* Diminish Magic, Earth Walk, Ice Ray, Silence, Sleep, Slow, Steam Cloud; *4th Circle:* Dancing Weapon, Enmity, Lightning Bolt, Reprisal, Summon Monsters, Time

Cube; *5th Circle:* Animate Plants, Command: Mute, Extension, Fireball, Magic Cache, Misdirect, Polymorph, Summon Elemental, Timeportation, True Strike; *6th Circle:* Ethereal Shift, Extra-planar, Isolate, Melt, Minor Magic Shield, Multiple Targets; *7th Circle:* Age, Baalphegor's Spell Trigger, Firestorm, Optimize Magic

1st Circle: Command: Sting, Friends, Magic Bag, Minor Enchantment, Preserve, Seal Portal, Water Walk; *2nd Circle:* Climb, Darkvision, Leap, Might, Minor Timeportation, Percule's Exploding Missile, Reveal Enchantment, Share Sight, Wind; *3rd Circle:* Command: Blind, Crumble, Earth Walk, Levitation, Scry, Steam Cloud, Telekinesis; *4th Circle:* Counterspell, Divide Magic, Fold Space, Scry Shield, Time Cube; *5th Circle:* Banish, Destroy Water, Inscribe, Nael's Spell Battery, Speed; *5th Circle:* Banish, Destroy Water, Extension, Inscribe, Locate, Polymorph, Summon Elemental, Timeportation; *6th Circle:* Enfeeblement, Ethereal Shift, Extra-planar Protection, Magic Drain, Minor Magic Shield, Time Skip; *7th Circle:* Confine, Implode, Mass Hysteria, Petrify, Perturbation

1st-8th Circle Hermetic
1st Circle: Darkness, Extinguish, Fog, Friends, Magic Vestment, Nael's Magical Trace, Retrieve, Thought Projection, Water Walk; *2nd Circle:* Abridge, Command: Deaf, Control Descent, Force Weapon, Leap, Minor Timeportation, Protection from Heat, Share Sight, Summon Lesser Monsters; *3rd Circle:* Armor Cutting, Delay Spell, Design, Earth Walk, Function, Projection, Reflect Magic, Seeker, Steam Cloud, Summon Lesser Elemental, Telekinesis; *4th Circle:* Dispel Magic, Divide Magic, Fly, Panic, Propel, Scry Shield, Stone Spray, Wall of Fire; *5th Circle:* Extension, Fireball, Magic Cache, Shadow Form; *6th Circle:* Alchemy, Ethereal Shift, Extra-planar Protection, Incinerate, Minor Magic Shield, Summon Greater Monsters, Time Shelter; *7th Circle:* Command: Stun, Goetic Ward, Improved Psychometry, Portal; *8th Circle:* Antithesis, Command: Die, Essence Conversion

1st Circle: Extinguish, Flare, Illuminate, Magic Vestment, Quicken, Thought Projection, Vermin; *2nd Circle:* Abridge, Command: Deaf, Control Descent, Darkvision, Enrage, Force Weapon, Protection from Cold, Reveal Enchantment, Rust, Water-breathing; *3rd Circle:* Crumble, Diminish Magic, Function, Ice Ray, Quick Casting, Scry, Seeker, Telekinesis; *4th Circle:* Beckon, Command: Halt, Dispel Magic, Fess' Vacuum, Lightning Bolt, Propel, Summon Monsters, Wall of Fire; *5th*

Circle: Banish, Destroy Water, Inscribe, Locate, Polymorph, Summon Elemental, Timeportation; *6th Circle:* Enfeeblement, Ethereal Shift, Extra-planar Protection, Magic Drain Minor Magic Shield; *7th Circle:* Age, Golem, Magic Shield, Summon Greater Elemental; *8th Circle:* Change, Domination, Perpetuation

1st Circle: Command: Sting, Darkness, Force Bolt, Illuminate, Penetrating Sight, Preserve, Quicken, Sense Magic; *2nd Circle:* Force Weapon, Leap, Might, Protection from Heat, Share Sight, Shatter, Summon Lesser Monsters; *3rd Circle:* Armor Cutting, Delay Spell, Growth, Quick Casting, Seeker, Steam Cloud, Summon Lesser Elemental; *4th Circle:* Beckon, Enmity, Explosive Ward, Lightning Bolt, Reprisal, Summon Monsters, Time Cube, Wall of Fire; *5th Circle:* Animate Plants, Fireball, Nael's Spell Battery, Shrink, Speed, Swap, True Strike; *6th Circle:* Destroy Matter, Incinerate, Magic Drain, Read Mind, Summon Greater Monsters, Teleportation; *7th Circle:* Enchantment, Implode, Mass Hysteria, Petrify; *8th Circle:* Cognizance, Disintegration, Revisit, Steal Youth

1st-2nd Circle Hedge

1st Circle: Courage, Create Scrivener, Klutz, Noise; *2nd Circle:* Babble, Imbuement

1st Circle: Clamor, Fix, Palm, Perplex. Sense Deception; *2nd Circle:* Animate Fire, Enchant Weapon, Rob

1st Circle: Darkness, Despair, Friends, Magic Candle, Scintillating Wall, Water to Wine; *2nd Circle:* Buoyancy, Disguise, Hesitate, Terror, Translation

1st Circle: Create Scrivener, Despair, Fumble, Minor Phantasm, Sense Charm, Sense Deception; *2nd Circle:* Animate Fire, Climb, Hesitate, Jasper's Straw Man, Translation

1st Circle: Clamor, Double, Illuminate, Klutz, Phantom Sight, Sense Charm, Sense Deception, Sense Magic; *2nd Circle:* Appeal, Captivate, Enrage, Hide, Leopold's Mark, Swiftness

1st Circle: Despair, Double, Enchant Armor, Leopold's Compass, Noise, Scintillating Wall, Sense Charm, Water to Wine; *2nd Circle:* Charm Animal, Hesitate, Hide, Leopold's Mark, Reveal Enchantment, Reveal Invisibility, Translation

1st-3rd Circle Hedge

1st Circle: Create Scrivener, Darkness, Fumble, Illuminate, Minor Phantasm, Sense Deception, Sense Magic; *2nd Circle:* Animate Fire, Appeal, Babble, Climb, Enchant Weapon, Reveal Enchantment; *3rd Circle:* Break, Chameleon

1st Circle: Courage, Double, Friends, Magic Candle, Perplex, Sense Charm; *2nd Circle:* Buoyancy, Captivate, Charm Animal, Enrage, Jasper's Straw Man, Reveal Invisibility, Translation; *3rd Circle:* Brittle, Doubt, Improved Enchant Armor, Phantasm

1st Circle: Clamor, Enchant Armor, Fix, Illuminate, Klutz, Magic Candle, Palm, Sense Charm, Water to Wine; *2nd Circle:* Animate Fire, Babble, Buoyancy. Darkvision, Function, Imbuement, Reveal Invisibility; *3rd Circle:* Amnesia, Break, Distill Potion, Levitation, Turn Shadow

1st Circle: Double, Enchant Armor, Friends, Leopold's Compass, Magic Candle, Noise, Palm, Scintillating Wall, Sense Deception; *2nd Circle:* Animate Fire, Appeal, Captivate. Darkvision, Enrage, Hide, Imbuement, Reveal Enchantment; *3rd Circle:* Break, Brittle, Caldwell's Horseless Carriage, Chameleon, Levitation, Trace

1st Circle: Enchant Armor, Fumble, Leopold's Compass, Palm, Perplex, Sense Charm, Sense Magic, Water to Wine; *2nd Circle:* Appeal, Climb, Function, Hesitate, Leopold's Mark, Rob, Shimmering Armor, Terror; *3rd Circle:* Heavy, Neophyte, Silence, Sleep

1st-4th Circle Hedge

1st Circle: Courage, Create Scrivener, Darkness, Illuminate, Klutz, Phantom Sight, Sense Deception, Sense Magic; *2nd Circle:* Babble, Charm Animal, Enchant Weapon, Enrage, Imbuement, Leopold's Mark, Reveal Enchantment, Translation; *3rd Circle:* Chameleon, Compel, Doubt, Dancing Weapon, Ioun Stone, Pariah, Trace; *4th Circle:*, Facsimile, Inscribe, Phantasmal Armor

1st Circle: Fix, Friends, Fumble, Magic Candle, Perplex, Phantom Sight, Water to Wine; *2nd Circle:* Buoyancy, Enchant Weapon, Hesitate, Hide, Imbuement, Jasper's Straw Man; *3rd Circle:* Amnesia, Doubt, Levitation, Refraction, Scry, Turn Shadow; *4th Circle:* Aptitude, Doppelganger, Isaac's Permutable Garment, Precedence

1st Circle: Create Scrivener, Darkness, Fix, Fumble, Magic Candle, Perplex, Phantom Sight, Sense Magic; *2nd Circle:* Charm Animal, Disguise, Function, Hesitate, Imbuement, Jasper's Straw Man, Rob; *3rd Circle:* Amnesia, Dancing Weapon, Ioun Stone, Refraction, Silence, Turn Shadow; *4th Circle:* Distort Space, Efficacy Shield, Improved Enchant Weapon, Phobia

1st Circle: Clamor, Courage, Despair, Klutz, Phantom Sight, Scintillating Wall, Sense Magic; *2nd Circle:* Animate Fire, Appeal, Charm Animal, Enrage, Jasper's Straw Man, Leopold's Mark, Swiftness, Terror; *3rd Circle:* Brittle, Doubt, Dancing Weapon, Improved Enchant Armor, Pariah, Silence; *4th Circle:* Enmity, Mastery, Phantasmal Armor, Shout, Sloth

1st-5th Circle Hedge

1st Circle: Fumble, Illuminate, Klutz, Magic Candle, Minor Phantasm, Scintillating Wall, Sense Charm, Sense Deception; *2nd Circle:* Buoyancy, Captivate, Darkvision, Function, Hide, Leopold's Mark, Reveal Invisibility, Translation; *3rd Circle:* Caldwell's Horseless Carriage, Chameleon, Ioun Stone, Levitation, Neophyte, Phantasm, Trace; *4th Circle:* Distort Space, Efficacy Shield, Fly, Panic, Phobia, Shout; *5th Circle:* Clone, Dream, Phantasmagoria

1st Circle: Clamor, Enchant Armor, Illuminate, Klutz, Minor Phantasm, Noise, Palm, Perplex, Water to Wine; *2nd Circle:* Captivate, Disguise, Enchant Weapon, Jasper's Straw Man, Leopold's Mark, Reveal Enchantment, Swiftness, Terror; *3rd Circle:* Break, Chameleon, Growth, Heavy, Neophyte, Pariah, Refraction, Scry; *4th Circle:* Distort Space, Facsimile, Invisibility, Mastery, Mirage, Outwit, Shout, Witches' Ointment; *5th Circle:* Bogeyman, Fool, Greater Phantasm, Phrenic Trap

1st Circle: Clamor, Courage, Create Scrivener, Despair, Klutz, Phantom Sight, Scintillating Wall, Sense Magic; *2nd Circle:* Animate Fire, Appeal, Charm Animal, Enrage, Jasper's Straw Man, Swiftness, Rob, Shimmering Armor, Terror; *3rd Circle:* Brittle, Doubt, Dancing Weapon, Distill Potion, Improved Enchant Armor, Pariah, Silence, Sleep; *4th Circle:* Enmity, Mirage, Phantasmal Armor, Precedence, Shout, Sloth; *5th Circle:* Alchemy, Jasper's Mud Man, Luck, Mimic Magic, Simulation

Names Gazette

Sometimes one of the most challenging tasks for a Game Master is creating names at the spur of the moment. The following section contains evocative names and concepts to make this process a bit easier.

Table 1.7.9: Names

Aaron	Bootsie	Dexter	Gunderion	Karl	Merl	Robart	Theold
Abigail	Brad	Dianna	Gustaf	Kavrul	Minerva	Roland	Thread
Abraham	Brian	Dizzy	Gustav	Kem	Miranda	Romeo	Tina
Adrestus	Brie	Dolores	Gwen	Kenton	Miriam	Rosa	Tomasso
Ajax	Brutus	Dominique	Haldo	Kev	Misty	Rosaline	Trinity
Alan	Buford	Donovan	Hannah	King	Monroe	Rose	Tybalt
Alaric	Buster	Dracius	Hansel	Klestios	Morgan	Rosemary	Uhlavhen
Alastor	Caitlin	Duncan	Hieronymus	Kristof	Mortimer	Rowena	Ursala
Alexandre	Cai	Dylan	Helena	Laertes	Muriel	Ruby	Ulrick
Algosian	Caleb	Edward	Helga	Laith	Neal	Sabrina	Uri
Alice	Caliphonia	Eficon	Hemistea	Land	Nedward	Safford	Uter
Alodar	Camilla	Elaine	Herbert	Lavian	Newt	Saffron	Vail
Ama	Cathra	Electra	Hevestia	Leah	Nicole	Samara	Valentine
Amber	Cecil	Elias	Hevista	Ledomian	Nigel	Sancderious	Vance
Anastasia	Cedric	Ellen	Hollyce	Lee	Norris	Sapphire	Vanilla
Andromeda	Charlemagne	Emerald	Hugo	Leon	Norton	Sarah	Vaughn
Arabella	Charles	Erasmus	Icarlan	Leontien	Olive	Sariah	Vega
Aracades	Chester	Esmeralda	Illorious	Lesarious	Oliver	Sera	Veges
Archibald	Chris	Euthedoria	Imogen	Leslie	Olivia	Serafina	Velianna
Aret	Cinder	Eva	Irene	Link	Opal	Sergio	Venus
Ariel	Cinderella	Fara	Isabel	Lisa	Ophelia	Sirah	Victor
Arkadey	Clelia	Fawn	Isadora	Lizzie	Padraic	Sirrion	Victoria
Arthur	Cob	Fiona	Ivana	Lorenson	Palpatine	Sisyphus	Violet
Ash	Conor	Fernando	Ivy	Louret	Page	Snow	Virginia
Ashlynn	Crystal	Fox	Jack	Lucy	Panna	Sophia	Vivian
Astrid	Cuthbert	Garnet	Jakob	Lydia	Parker	Stavish	Vled
Aurora	Daisy	Gavish	Jane	Lysander	Paul	Stavos	Wendell
Autumn	Danelegus	Gellan	Janick	Maggie	Pearl	Stephano	Wendy
Barlow	Daniel	Gethsemane	Jasmine	Mara	Peony	Stone	Wilt
Barnabas	Daphne	Gilbert	Janus	Malik	Percy	Storm	Wyatt
Beatrix	Darius	Glenn	Jefferson	Marcel	Phoebe	Sufjan	Yael
Bernald	Datoria	Godfrey	Jenna	Mari	Pierre	Summer	Yara
Bertolus	Davonestra	Goliath	Jill	Marie	Pilate	Teeka	Yvette
Bestim	Davos	Gossamer	Joelle	Marivhon	Pinocchio	Terry	Zachary
Bill	Dayetorious	Goth	Jon	Markov	Priya	Thanee	Zee
Blaine	Deacon	Grace	Joss	Marlowe	Prolion	Thedric	Zeky
Blinda	Demetrius	Gregory	Jude	Mary	Rae	Thedron	Zelda
Blossom	Dennis	Gren	Kainvar	Melsom	Recalde	Themerious	Zoe
Boadicia	Devistrus	Gretel	Kanith	Mercutio	Rhazez	Theodora	Zora

Table 1.7.10: Surnames

Abbess	Bergeron	Dabbs	Faintor	Hogarth	McPherson	Quaid	Stryker
Abbott	Bernard	Dagnall	Fairnesse	Hussatus	Metternich	Quinn	Syn
Abernethy	Berry	D'Aile	Farrant	Hustavas	Minturn	Radulfi	Tappan
Abney	Bessette	Dalmaine	Fashim	Ingram	Mortimer	Raffles	Tarne
Abrams	Bigsby	D'Amin	Fernham	Ironsides	Morro	Rander	Telamir
Aegris	Binyamin	Daunay	Flowers	Iver	Nankerris	Riley	Tenbrook
Ains	Blair	Davies	Flynn	Jad	Nasyriah	Ring	Thaavos
Albemarle	Blood	D'Avranches	Frye	Jarndyce	Nazairre	Ringgold	Theodric
Albus	Booth	De Lorme	Gemstock	Joannis	Nevin	Roorback	Thornburg
Alpujarra	Bosch	de Vielles	Glazner	Kaan	Noel	Rose	Tingle
Angel	Borridge	Dechaine	Godard	Keese	Nyx	Rowena	Tooker
Anselm	Brice	Delancy	Gomery	Keynes	O'Bannon	Sanxay	Tordesila
Arceneau	Bride	Demay	Granson	Kilgore	Oldham	Scheuberg	Towers
Archibald	Brill	Dolben	Grassus	Klavins	Osmondi	Schweppes	Valasco
Argyle	Brodie	Drake	Graves	Knevitt	Osterfair	Selamir	Vameer
Arkentor	Bryson	Driscol	Greene	Krause	Ostermann	Setvans	Vhaldstein
Aston	Bucklens	Dunlop	Greggs	Kruss	Ostrander	Shelley	Vhost
Aucoin	Burby	Durandus	Groat	Lancaster	Oxlee	Sironet	Vogel
Babin	Calicco	Durrant	Groumount	Lanser	Paix	Skeffington	Volkov
Babineaux	Carchohan	Edgecomb	Grym	Lee	Paoli	Skorbal	Vrill
Baine	Castaldi	Edmundi	Halifax	Lizard	Perdue	Spelman	Witheberd
Barhydt	Chambers	Eggleston	Halse	Longshanks	Petrie	Stair	Woods
Basco	Charnock	Entour	Hardge	Lumley	Poindexter	Stald	Wosso
Bath	Cherbourge	Ernaldus	Hargreeves	Magoon	Poole	Stanwood	Yager
Belgrave	Chester	Etherington	Hawkwood	Maloor	Prevot	Starbuck	Yule
Belmont	Clarival	Eudo	Hawwa	Manser	Proctor	Stevins	Zobel
Benoit	Cure	Evvens	Heaton	Marsh	Putnam	Stradling	Zuke

Table 1.7.11: Deity names

Almajir	Dhoryan	Fasiel	Herios	Kankus	Melqart	Neiblingung	Tongsohn
Aman Damas	Donatus	Fideswide	Hermos	Kith Raan	Mirafey	Oon	Tychae
Anahit	Drogha	Forsthal	Hitzilpochtal	Kon	Moradin	Sedna	Vargas
Baal Hasis	Drujwath	Frejit	Iachuus	Lael Le	Morgana	Tarhant	Venoshua
Bassareus	Ebin Hunger	Ghislain	Ilsamer	Lohngrin	Moxus	Tet	Vherik
Childsmir	Enflad	Goibhone	Iskafar	Magwin	Nebel	Thamus	Voran

Table 1.7.12: Guild and society names

Actors Guild	Bone Trade	Dustmen	Lightkeepers	Philosophers Guild	The Lycergum
Agrariates	Breath of Silence	Glassers Guild	Mercantile Guild	Prevetka	The Symposia
Alchemists Guild	Burning Axe	Grave Diggers	Messengers Guild	Print Guild	The Vagamar
Almarites	Campastili	Green Key Society	Midzvhaedon	Slavers Guild	The Vendretti
Artisans Guild	Conveyers Guild	Hospital Guild	Mining Guild	Surgeons Guild	Traders Guild
Assassins Guild	Cult of Fallen Stars	Jennies Guild	Navigators Guild	Surveyors Guild	Trappers Guild
Blacksmiths Guild	Dead Swallows	Khal Da Vesh	Opticians	The Bludestur	Wolf and Friar
Blue Cobblers	Dogmen	League of Eight	Oromaylec/Oromayly	The Line of Tzaldur	Wordsmiths

Table 1.7.13: Tavern and inn names

Bootblack	Flabby Ghast	Meadnight	Pigeon Hole	The Carbuncle	Troll Bowl
Bottoms Up	Green Griffon	Night Owl	Pomp & Circumstance	The Frog Pond	Three Hammers
Broom and Board	High Tide	Nutshell	Reed and Willow	The Green Well	Tirnogs Field
Cozy Garden	Lights Out	Only Bone	Sir Loin	The Torchbearer	White Elephant
Dry Dock	Lonely Board	Percy Arms	Stake & Nail	The Yared Arm	Wishing Well

Table 1.7.14: Boat names

Advantage	Comet	Eclipse	Llsendor Trow	Radiance	Third Chance
Ark Royale	Dawns Glory	Falling Star	Kudzoo	Resolute	Wandsworth
Aurora	Dogmist	Galadriel	Odessa	Sovereign	Windrose
Banshee	Duk-duk	Greymarie	Plenty Dame	Taliese Trader	Woodame

Table 1.7.15: Evocative names and terms

Aeriths Tears	Independent Kingdom of Demarc	Orb of Annihilation
Against the False Gods	Inner Earth	Oyster's Reach
Alchemical Tools and the Animal Assistant	Jhanesvorge	Poison, Pleasure and Power
Alipea Orphans	Kaisen Plain	Prodeaus Those Who Create it Delight
Altamira	Keeper of Hours	Seeing the Demons amongst Us
Anastasis	Keeper of the Mind	Sentinel Rouge
Asylem's Ring	Kikweed	Soul of Steel
Blackfalls	Klest	Steel as Poison
Bellwether Migration	Lafami	Still Water
Bone Engine	Leaderless Resistance	Strength of Silence
Captain of the Watch	Leonli	Synarchism
Coltsfoot	Lords Ring	Taneric Root
Compendium Herbanus	Losich	Taxmen
Compenium Pan Naturna	Magic as Infection	Teledoor
Conflict and the Challenge of Self	Magic as Reality	Telemeter
Dairvhen's Cage	Mainsvreck	Telesist
Dayvision	Manuscript Society	Tempests of Ether
Deprivation as Truth	Marosian	Tervesh
Duchy of Liontien	Master of Arms	The Burden of Memories
Ecclesia the Senate	Master of the Gate	The Golden Soul
Ecrussian Lens	Master of the nth Precept	The Subtle Soul
Ending Puzzlebox	Master of the Seal	The Way of Peace
Eternal Winter	Master of the Watch	Touching the Invisible Truth
Eygersdam	Midnights Tears	Transdeus Those Who Move Thru it Delight
Fate's Mask	Mirafey	Trapper's Harker
Fear as Vision	Moonsickle	Tringvold
Feral Bloom	Mordeus Those Who Observe it Delight	Unveiled Eyes One and Two
Freiburg and the Free States	Movements within the Body	Valonessa's Shame
Green Thumb	Mt. Athos	Warders Bell
Gregor Grass	Neverwinter Vine	Whispers Charm
Illumination, Mirrors and the Power of Light	Nursing and Cannibalism	World's End

Useful Lists

Part of being a successful Game Master is creating new and interesting environments for the players to explore. At times this can become a demanding task. However, often a simple keyword is all that is necessary to spur the imagination. In this section, we provide lists of some items and places that might help the Game Master in dressing his or her campaign setting.

Table 1.7.16: Furnishings

Furnishings			
Altar	Curtain	Glass	Screen
Banister	Chair	Lamp	Shelf
Basin	Chandelier	Mirror	Spittoon
Basket	Chest	Mug	Sofa
Bed	Coat-tree	Ottoman	Statue
Bench	Desk	Painting	Stool
Bookcase	Display case	Pillow	Stove
Bust	Figurine	Plates	Table
Cabinet	Fireplace	Pew	Tapestry
Candelabra	Footstool	Rocking chair	Toilet
Cauldron	Fountain	Rug	Vase

Table 1.7.17: Tools and instruments

Tools and instruments			
Abacus	Cork	Key	Ribbon
Anvil	Corkscrew	Knife	Rolling pin
Axe	Crate	Lock	Rope
Awl	Cup	Lock-pick	Saw
Barrel	Dice	Magnet	Scale
Beaker	Dish	Manacles	Scroll case
Bell	Dress form	Magnifying glass	Sieve
Bottle	Fan	Millstone	Sextant
Bowl	File	Monocle	Spectacles
Box	Flask	Mop	Spice
Bucket	Flint	Mortar and pestle	Spinning wheel
Buttons	Forceps	Music box	Sponge
Brand	Fork	Musical instrument	Spoon
Brush	Funnel	Nails	Stamp
Broom	Hammer	Needles	Strap
Cage	Hook	Oil	Syringe
Candles	Hourglass	Parchment	Telescope
Cards	Horseshoe	Pick	Thimble
Chalk	Ice-pick	Pipe	Thread
Chain	Incense	Pliers	Torch
Chisel	Incense burner	Pry-bar	Washboard
Clock	Ink	Quill	Wax
Comb	Jar	Rags	Whetstone

Table 1.7.18: Precious materials and jewelry

Precious stones and materials		Jewelry	
Amber	Malachite	Amulet	Hairpin
Amethyst	Onyx	Armlet	Locket
Aquamarine	Opal	Bracelet	Medal
Diamond	Pearl	Brooch	Medallion
Emerald	Ruby	Buckle	Necklace
Hematite	Sapphire	Cameo	Pendant
Ivory	Spinel	Chatelaine	Pin
Jade	Tiger's-eye	Choker	Prayer beads
Jasper	Topaz	Crown	Ring
Lapis lazuli	Turquoise	Earring	Tiara

Table 1.7.19: Environment and Terrain

Environment and terrain

Archipelago	Dunes	Knoll	Riverbed
Atoll	Field	Lagoon	Salt flats
Badlands	Fjord	Lake	Sea
Bay	Forest	Levee	Shore
Bayou	Geyser	Marsh	Sinkhole
Bluff	Glacier	Mesa	Spring
Bog	Glen	Mountain	Steppe
Caldera	Gorge	Oasis	Strait
Canyon	Grotto	Peninsula	Swamp
Cave	Hill	Plateau	Taiga
Cliff	Hot springs	Pond	Tar pits
Crater	Ice cave	Prairie	Tundra
Creek	Island	Ravine	Valley
Delta	Isthmus	Reef	Volcano
Desert	Jungle	River	Waterfall

Table 1.7.20: Civilized places

Civilized places

Apothecary	Cottage	Laboratory	Shipyard
Archives	Courthouse	Library	Shrine
Arena	Courtyard	Lighthouse	Silo
Armory	Dam	Mansion	Slaughterhouse
Asylum	Depot	Market	Smithy
Auction house	Dock	Mausoleum	Spa
Bank	Dormitory	Maze	Square
Barn	Dungeon	Mill	Stables
Barracks	Estate	Mine	Studio
Brewery	Factory	Mission	Tavern
Bridge	Farm	Monastery	Temple
Brothel	Forge	Monument	Tent
Camp	Fort	Museum	Theatre
Carnival	Gallery	Observatory	Tomb
Casino	Gallows	Orchard	Tower
Castle	Garden	Orphanage	Town
Cathedral	Garrison	Outpost	Trading post
Cellar	Gatehouse	Pier	Tunnel
Cemetery	Gazebo	Prison	University
Chapel	Glass smithy	Pyramid	Vault
Chateau	Greenhouse	Quarantine	Village
Church	Guildhall	Quarry	Vineyard
Circus	Hamlet	Ranch	Warehouse
Citadel	Hospital	Reliquary	Watchtower
City	Hut	Salon	Wharf
Clock tower	Inn	Schoolhouse	Windmill
College	Jail	Sewer	Woodshop
Convent	Junkyard	Shed	Zoo

Table 1.7.21: Evocative adjectives

Adjectives

Acrid	Crumbling	Foggy	Muddy	Rusted	Stagnant
Bent	Damp	Gleaming	Narrow	Scratched	Stained
Bitter	Dank	Grotesque	Ornate	Shallow	Sticky
Bright	Dark	Hissing	Piercing	Shattered	Stout
Clean	Deformed	Hot	Polished	Shining	Strong
Cold	Dented	Humid	Putrid	Shiny	Sturdy
Cool	Dry	Immense	Quiet	Shrill	Sweet
Cracked	Dusty	Loud	Ripped	Slippery	Thick
Creaking	Faint	Lush	Rotten	Smooth	Thin
Crooked	Filthy	Moldy	Rough	Solid	Worn

CATALOG OF CREATURES

The following section provides a sample of some of the creatures that may be found in a typical campaign setting. However, it should be stressed that these creatures are provided for the Game Master's convenience only. The Game Master should feel free to alter these creatures as he or she sees fit, or to create entirely new ones for his or her campaign.

Creatures and Context

When introducing creatures into a game, the Game Master should not only consider the ability of the characters to deal with the creature, but whether or not the creature could be logically encountered within the present context of the game. For example, under most circumstances it would make little sense to encounter a rhinoceros in a deep subterranean cavern. Similarly, although a group of dvergar might be found inhabiting a network of caves, it would be unlikely to find a band of medusae residing within the same complex.

Of course, this is a fantasy game. Therefore, the Game Master should not obsess about the logic of each and every encounter. That being said, players base their decisions solely upon the information provided to them by the Game Master. For this reason, it is beneficial to provide players with a basic level of logic and causality so they may feel their decisions are both significant and consequential. This tenet of Game Mastering can be extended to all portions of the game. However, it is especially consequential when the actions of creatures or adversaries are concerned.

For example, consider that a group of several characters are traveling through a forested wilderness. The Game Master decides this region is populated by wolves, and informs the characters they hear howling in the distance at night. If the Game Master decides the wolves are a threat to the characters, he may simply have a pack of wolves attack them outright. However, wolves are typically opportunists. Thus, the Game Master may instead decide the wolf pack will follow the party of characters, and only attack if one or two of them strays from the group. Although both options are fine, the second option enables the characters to make a meaningful response to the howling they hear. Whereas the characters have little choice but to defend themselves in the case of an outright wolf attack, the second possibility offers the characters another result if they decide to stick together.

Of course, players will not always recognize how their decisions are impacting the direction of play. However, if the Game Master frequently provides opportunities for meaningful choices that result in significant consequences, he will likely find his players becoming increasingly invested in their character's decisions.

Creative creatures: Those creatures provided in this section represent only average individuals of a particular race/species. Furthermore, only a generalization of their behavior is given. Deviation from these descriptions is encouraged, and the innovative Game Master will use these examples as a palette only.

Sometimes a minor change is all that is needed to change a conventional creature into a memorable one. For example, a troll inhabiting a mountain shack might provide a compelling encounter. However, if the same troll ran an illicit mining operation, the resulting situation is likely to be more notable. Alternately, this troll could possess an unusual or powerful item, such as a Necklace of Appeal. Indeed, for an even more remarkable state of affairs, this troll could be mining for silver *and* possess a Necklace of Appeal, with which he has recruited other creatures to labor for him.

Changing the environment is another useful method for making creature encounters unique. As an example, an attack by a pack of doppelgangers within a country inn may provide the characters a challenge. However, discovering the captain and crew of their ship to be doppelgangers at sea, is likely to be both challenging and memorable.

Creature Statistics

Every creature has certain common aspects that describe their physical, mental and behavioral characteristics. For each creature description, a standard format is used to provide a creature's average dodge score, health points, intellect, etc. An explanation of these qualities is provided below:

Dodge: This is the creature's average dodge score. Dodge primarily relates to a creature's agility and evasiveness. However, other qualities such as skill in combat or magical effects may affect a creature's dodge score as well.

Health points: Like character health points, a creature's health points indicate the amount of damage it may suffer before it dies. Unless noted otherwise, a creature becomes unconscious at 0 to -5 health points, and dies if it falls to -6 health points or below.

Intellect: The intellect score for a creature is given as: animal, very low, low, average, high, very high, and exceptional. This may be loosely translated into an Intellect score as: animal (1-2), very low (3-5), low (6-7), average (8-11), high (12-15), very high (16-19), and exceptional (20+). Intellect does not have an absolute effect upon gameplay. However, a creature's intellect indicates how cunning it may be, and gives the Game Master guidance when determining the creature's actions in certain situations. A creature's intellect does not modify its Mental Resistance checks. Note, a very low or low intellect does not indicate a creature is dim or idiotic. More often, low intellect signifies animalistic intelligence or a lack of language and/or higher reasoning skills. Thus, within its natural environment, a creature with a low intellect score may still be astute and able.

Physical Resist: This is the base modifier the creature applies to all Physical Resistance checks.

Mental Resist: This is the base modifier the creature applies to all Mental Resistance checks.

Average size: This is the typical size of an adult specimen. Of course variations within species occur, particularly within humanoids. Thus, the Game Master may choose to alter the size of his or her creatures as he or she sees fit.

Attacks: This indicates both the type and number of attacks a creature may make within one combat round. If multiple types of attacks are separated by 'and' or by a comma only, both attacks may be performed within the same round. However, if multiple types of attacks are separated by 'or', only one of the two attacks may be attempted by the creature within the same melee round. For example, the manes 'Attacks' reads: claw: 2 x 1d3 + 1, and bite: 1d6 + special. Thus, the manes may claw twice each round for 2-4 points of damage, and bite once for 2-6 points of damage, plus a special effect. Conversely, a banshee's 'Attack' reads: claw: 2 x 1d4 + 2, or 2 x by weapon + 3. Thus, a banshee may attack twice each round with its claws for 3-6 points of damage, or attack twice each round with a weapon with a +3 damage modifier.

To-hit modifier: This modifier is to be applied for all physical attacks the creature makes. Thus, a creature with a to-hit modifier of +3 should add 3 to every d20 attack roll.

Hide/armor: This the amount of physical damage that is absorbed from every physical attack made upon the creature. This absorbance is usually due to natural armor or plating, but may be attributed to magical properties as well. A creature with 'Hide/armor: 1d3' will absorb 1-3 points of damage per physical attack made upon it. Some intelligent creatures, particularly humanoids, may wear armor. The hide/armor statistic does not account for worn armor.

Initiative modifier: This modifier is applied to the creature's initiative roll each round. Thus, a creature with an initiative modifier of +2 will have an initiative of 3-12 each round. Initiative modifiers are cumulative. Therefore, if the same creature had the element of surprise (a +4 modifier) its initiative modifier for that round would be +6.

Movement rate: The movement rate indicates the maximum distance a creature may move within a 10-second round. This basic movement rate assumes the creature is traveling upon a solid even surface; if a creature may also swim or fly this is indicated separately. For example, a basilisk's 'Movement rate' reads: 160', swim 90'. Therefore the basilisk may run at 160' per round, or swim at a rate of 90' per round.

In general, a creature may move at its maximum speed for 20 rounds, or at ½ its maximum speed for 40 rounds without rest. A creature may move at ¼ its natural speed indefinitely. Undead, automatons or elementals do not require rest.

Innate magic abilities: Some creatures possess innate magical abilities. These abilities differ from those of spellcasters as the creature does not cast a spell, but only wills the effect to take place. Nevertheless, many of these innate abilities have effects similar to spells. For example, an androsphinx may innately cast the following Faith magic spells: Sense Deception, Mend, Tongues and Confuse. This means the androsphinx may innately heal itself or another creature as if it cast the 2nd Circle Faith magic spell Mend.

When a creature innately casts a spell, the spell is treated as if it were cast by a magic-user of the Circle of the spell that is being cast. For example, the Faith magic spell Mend is a 2nd Circle spell. Thus, when a creature casts Mend innately, it is as if the spell were cast by a 2nd Circle priest. In the case of the Mend spell, the spell heals 2d4 points of damage plus 1 point per Circle of the caster. Therefore, if cast innately by a creature, the Mend spell always heals 2d4 + 2 points of damage.

Innately cast spells are considered to have a casting time of 0. Thus, they may not be interrupted. However, casting spells innately does constitute an action in combat, and a creature may only do so at its initiative. Innately cast spells require no gestured, verbal or material components.

Proficiency checks: In the course of play, the Game Master may find it necessary or interesting to have non-humanoid creatures and monsters attempt proficiency checks. As a simplifying rule, we suggest that creatures be considered non-proficient in all proficiencies (i.e., they will roll 2d20 and take the lowest dice result to determine success), with the exception of the Perception proficiency, in which they should be considered Grade I. However, as detailed in the monster listing below, some creatures are more skilled in certain proficiencies. The Game Master is also encouraged to grant specific creatures extra proficiencies as desired. For example, a giant living in an isolated fortress may be an excellent blacksmith and skilled at weaponcraft.

Also, creatures accustomed to certain environments should be granted additional proficiencies to allow them to function in their element. Aquatic creatures might have Grade I to IV in Swimming, and monsters living in the mountains or the jungle might have a few grades of Climbing or Acrobatics. Such obvious abilities are not further elaborated in the full listing that follows.

Table 2.1.1: Creature index

The following includes a description of many creatures that may be encountered in a typical game setting:

Creature Descriptions

Ablocanth
Dodge: 13
Health points: 29 + 6d10 (62)
Intellect: low (rarely: high)
Physical Resist: +5
Mental Resist: +3 (+7)
Average size: 14' long, 8200 lbs.
Attacks: tentacles: 4 x 1d6 + 2 and claws: 2 x 2d6 + 2
To-hit modifier: +6
Hide/armor: 2
Initiative modifier: +0
Movement rate: 60', swim 80'

The ablocanth is a hideous creature, appearing to be a cross between an enormous lobster and a squid. They are most often encountered in subterranean lakes and rivers, but may occasionally be found in surface waters at night. Ablocanth are somewhat intelligent and usually hunt their prey by ambush. They are patient hunters and will remain motionless for hours, waiting for the most opportune moment to strike.

Abilities: If hit with one of an ablocanth's four tentacles, the victim suffers 1d6 + 2 points of damage, and must make a Physical Resistance check of 12 or be entrapped. Each round thereafter, the trapped individual will suffer 1 point of poison damage without a to-hit roll. In addition the ablocanth may strike the entrapped creature freely with one claw each round. A Feat of Strength of 15 will free an entrapped individual. Ablocanth have an unusual resistance to magic, and make all Mental or Physical Resistance checks against magic with an additional +4 modifier.

Rarely, an ablocanth will be more enlightened than others of its ilk. These hideous specimens serve strange gods or demons, and have the ability to use Ritual Magic of 1d4 Circles. Additionally, such ablocanth can innately cast the 5th Circle Ritual spell Summon Fauna once per day to summon fish and other aquatic allies, to aid them with their devious plans.

Physical description: Ablocanth have the body and tail of a giant black lobster. However, extending from the ablocanth's head are four 6-8' long tentacles. These tentacles are lined with barbs, and produce a caustic poison.

Amphiptère
Dodge: 15
Health points: 5 + 1d8 (10)
Intellect: low
Physical Resist: +0
Mental Resist: -1
Average size: 4-6' long, 30 lbs.
Attacks: tail: 1d6 + 1 or bite: 1d3
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +4
Movement rate: 60', fly 200'

The amphiptère is an unusual tree-living serpent, which appears as a large snake with feathered wings and a sharp horn-like tail. The amphiptère always attacks by surprise, and has a curious means of assailing its prey. Perched high in a tree, the amphiptère typically waits for its victim to pass underneath. The serpent then falls from the tree tail-first, and impales its prey with its sharp tail. Once stuck into its victim, the amphiptère will bite and attempt to inject its paralyzing venom.

Abilities: If impaled by the amphiptère's tail, the victim suffers 1d6 + 1 points of damage. Any creature bit by the amphiptère must make a Physical Resistance check of 12 or be paralyzed for 2d8 rounds.

Physical description: Amphiptère appear as green snakes with colorful feathered wings, and a chitinous dark green pointed tail.

Angels; *Daemon Angelica*
Angels are a race of highly intelligent magical beings that live within the Dream Realms. Angels are extremely orderly and rebellion is punished severely, although this is according to their own byzantine logic. They are not necessarily beatific and benevolent; in fact, some angels act maliciously towards humanoids and seem to hate them. The agenda of angels, like that of other extra-planar creatures, is generally obscure. At times angels become involved in human affairs, either through service of a greater being, or of their own volition. Angels do not age, but may be slain. There are three spheres of angels, which are each comprised three of nine orders; from least to greatest these orders are: angels, archangels, principalities, powers, virtues, dominions, ophanim, cherubim and seraphim.

Some common angel names are: Abdeil, Adriel, Anael, Azrael, Balam, Barachiel, Camael, Cassiel, Cerviel, Eremiel, Gagiel, Gabriel, Grigor, Haniel, Ireul, Israfil, Jophiel, Kushiel, Lucifer, Michael, Muriel, Nephi, Raphael, Raziel, Sandalphon, Sariel, Selaphiel, Uriel, Zephon, and Zophiel.

Angels should be considered to have all Knowledge proficiencies, and Intimidate, Inspire, Magic Acuity, and Perception at Grade II (or even higher for Cherubim and Sepharim).

Note: Even within orders, angels may vary in power and ability. Those provided here are only examples of angels that may be encountered.

Angel, (Lesser)
Dodge: 17
Health points: 12 + 3d8 (26)
Intellect: average to high
Physical Resist: +2
Mental Resist: +6
Average size: 5.5' tall, 160 lbs.
Attacks: 2 x by weapon + 3
To-hit modifier: +5
Hide/armor: none (or by worn armor)
Initiative modifier: +2
Movement rate: 120', fly 200'

The lesser and most numerous of angels are typically referred to by the name common for all orders of their race. Lesser angels are subservient to all other orders of angels, and sometimes appear to lack any notion of self, or to possess any traits of individuality. Accordingly, lesser angels are commonly employed by their more powerful kin, and are occasionally pitted against one another when conflicts between more powerful angels arise. Lesser angels are those most likely to be encountered, usually as messengers or carriers under the direction of powerful beings. Occasionally lesser angels will be dispatched by a deity in order to aid a favored priest or follower in times of need.

In addition to the Dream Realms, small groups of lesser angels can be found in the Blood Realms. These angels have no recorded connection with the angels of higher orders, and have taught themselves powerful magicks.

Abilities: Lesser angels may speak and understand any language. They may innately cast the following Faith spells once per day: Illuminate, Invisibility to Undead, and Courage.

Physical description: Lesser angels appear as attractive human males or females, with large feathered wings emanating from their shoulder blades. They typically wear fine clothing, and prefer to wield swords when armed.

Archangel

Dodge: 18
Health points: 19 + 4d8 (37)
Intellect: average to high
Physical Resist: +4
Mental Resist: +6
Average size: 6' tall, 180 lbs.
Attacks: 2 x by weapon + 4
To-hit modifier: +6
Hide/armor: none (or by worn armor)
Initiative modifier: +3
Movement rate: 120', fly 200'

Archangels are the second lowest form of angels. Archangels are similar in appearance to lesser angels, yet tend to be slightly larger. Like lesser angels, archangels exhibit few individualistic traits, and most often act under the impetus of a senior angel, usually a principality.

Abilities: Archangels may speak and understand any language. They may innately cast the following Faith spells once per day: Illuminate, and Invisibility to Undead, Persuade and Telepathy.

Physical description: Archangels resemble lesser angels, but are always male and are slightly larger. They typically wear fine clothing or armor, and prefer to wield swords when armed.

Angel, Cherubim

Dodge: 22
Health points: 51 + 7d8 (83)
Intellect: high to very high
Physical Resist: +8
Mental Resist: +8
Average size: 8' tall, 380 lbs.
Attacks: 3 x by weapon + 6
To-hit modifier: +7
Hide/armor: none (or by worn armor)
Initiative modifier: +5
Movement rate: 160', fly 240'

Cherubim are extremely powerful angels, second in power only to the seraphim. It is thought that cherubim predate the seraphim, and some evidence of ancient struggles between the cherubim and seraphim is rumored to exist. Of all angels, cherubim are most driven by the rule of law. Cherubim often seem to act amorally, but have distinctive and individual personalities. Cherubim are rarely encountered individually, as they prefer to travel in the company of lesser angels, archangels and/or virtues. Cherubim are often masters of their own Dream Realm.

Abilities: Cherubim can speak and understand any language. They may innately cast the following Faith spells once per day: Illuminate, Invisibility to Undead, Courage, Mend, Enthrall, Silence, Strike, Soul Shock, Bless, Heal Severe Wounds, Smite, Enfeeblement, Read Mind, Vision, Annul and Destroy Undead. Cherubim may innately summon 2d4 lesser angels once per day. Twice per day a cherubim may travel between planes as if it had innately cast the 8th circle Hermetic spell Gate upon itself. Cherubim may not be surprised.

Physical description: Cherubim make take any humanoid appearance so desired. They usually appear as immense humans. Cherubim have four large feathered wings sprouting from their backs, and several eyes are located on these appendages. Cherubim wear fine clothes, but no armor. In combat they will often employ a large long sword and a shield.

Angel, Dominions

Dodge: 21
Health points: 9 + 3d8 (23)
Intellect: high to very high
Physical Resist: +4
Mental Resist: +10
Average size: 6' tall, 150 lbs.
Attacks: bite: 2 x by weapon + 2
To-hit modifier: +3
Hide/armor: none (or by worn armor)
Initiative modifier: +6
Movement rate: 160', fly 260'

Dominions are angels that are seldom seen. Although the material form of dominions appears similar to the lesser angels, they prefer to remain immaterial, usually invisible, or occasionally as a pale floating orb of light. Dominions serve in enigmatic ways, often acting as oracles or soothsayers. Dominions rarely involve themselves directly in the affairs of humanoids. Nevertheless, in the company of angels dominions are often present yet unnoticed. While invisible, dominions may only be seen by principalities and the ophanim; and of angels, they most often associate with the latter.

Abilities: Dominions may speak and understand any language. They may innately cast the following Faith spells once per day: Illuminate, Courage, Fear, Smite, Soul Shock, and Vision. Once per round, dominions may change into one of three forms: that of a winged humanoid, an invisible ethereal form, or an immaterial glowing orb of light. Dominions may not be physically injured while immaterial.

Physical description: In corporeal form, dominions appear as lesser angels. However, their hair is always dark and their eyes are bright green. In this form, they wear simple clothing and seldom wear armor or wield weapons. Otherwise they appear as floating orbs or clouds of gas.

Angel, Ophanim
Dodge: 14
Health points: 37 + 5d8 (60)
Intellect: very high to exceptional
Physical Resist: +6
Mental Resist: +10
Average size: 6' wide, 450 lbs.
Attacks: none
To-hit modifier: n/a
Hide/armor: 2
Initiative modifier: +4
Movement rate: fly 220'

The ophanim (also called Thrones) are a bizarre race of angels that share no physical characteristics with their kin. Ophanim are mechanical looking beings, whom are composed of two wheels with perpendicular axes. Along the outer rim of each of these wheels are hundreds of eyes. Unlike the other angels, ophanim do not speak. However, they may understand the thoughts of all creatures they see. Ophanim may communicate with other angels telepathically. However, they cannot not do so with other beings. Ophanim typically play a passive role, acting as information gatherers, custodians of organizations, or as wardens of sensitive knowledge. The presence of one or more ophanim grants other angels a +2 bonus on knowledge proficiency checks.

Abilities: Ophanim may innately cast the following Faith spells once per day: Smite, Control, Vision and Annul. Ophanim may understand the thoughts of any creature it sees (no resistance), and may communicate telepathically with other angels. If destroyed, an ophanim explodes in a release of energy that inflicts 4d8 upon any creature within 100'. A Physical Resistance check of 13 will halve this damage.

Physical description: Ophanim appear as two large dark red wheels whose axes run perpendicular to each other. Along the outer rims of these wheels are hundreds of golden eyes. The ophanim constantly emit a bright golden light from the center of their being.

Angel, Powers
Dodge: 17
Health points: 36 + 6d8 (63)
Intellect: high to very high
Physical Resist: +6
Mental Resist: +8
Average size: 7' tall, 250 lbs.
Attacks: 3 x by weapon + 6
To-hit modifier: +6
Hide/armor: none
Initiative modifier: +3
Movement rate: 140', fly 220'

Powers are one of two orders of angels that do not have wings. Powers tend to be less social than other angels, and tend to be unconcerned about the welfare of other beings. Nevertheless, powers will defer to higher ranking angels if obliged. Except for their unusual size, powers look distinctively human. Occasionally, powers will masquerade as such while searching for artifacts or knowledge.

Abilities: Powers may speak and understand any language. They may innately cast the following Faith spells once per day: Illuminate, Invisibility to Undead, Courage, Mend, Enthrall, Animal Form and Read Mind. Twice per day a power may travel between planes as if it had innately cast the 8th circle Hermetic spell Gate upon itself. Powers may fly despite their lack of wings.

Physical description: Powers appear as tall attractive humans. They tend to wear simple clothing, do not wear armor, and brandish large two-handed swords.

Angel, Principalities
Dodge: 19
Health points: 26 + 3d8 (40)
Intellect: very high
Physical Resist: +4
Mental Resist: +10
Average size: 6' tall, 160 lbs.
Attacks: 2 x by weapon + 4
To-hit modifier: +5
Hide/armor: none (or by worn armor)
Initiative modifier: +5
Movement rate: 120', fly 200'

Principalities are the highest order of the third sphere of angels. Whereas all angels are intelligent, principalities are extremely cunning, and are some of the most dynamic of all angels. Unlike their lesser kin, principalities tend to be individualistic and are often originators of new ideas and initiatives.

Abilities: Principalities may speak and understand any language. They may innately cast the following Faith spells once per day: Illuminate and Invisibility to Undead, Mend and Insight. Principalities will always sense any deception, and heal at a rate of 3 health points per round. Twice per day a principality may travel between planes as if it had innately cast the 8th Circle Hermetic spell Gate upon itself.

Physical description: Principalities are indistinguishable from lesser angels in form, but constantly radiate a pale white glow. They typically wear fine clothing or armor, and employ weapons and armor only when performing military functions.

Angel, Seraphim
Dodge: 23
Health points: 72 + 8d8 (108)
Intellect: exceptional
Physical Resist: +10
Mental Resist: +10
Average size: 14' tall, 1200 lbs.
Attacks: 3 x by weapon + 8
To-hit modifier: +8
Hide/armor: none
Initiative modifier: +8
Movement rate: 150', fly 250'

Seraphim are most supreme and powerful of all angels. Amongst their own order, a culture of deference exists, and seraphim are much more likely to ignore disagreements in order to avoid conflict. Occasionally a seraphim will shun such influence and choose a more idiosyncratic path. Characteristically, seraphim are aloof and tend to immerse themselves intensely into one task, often at the neglect of others. Seraphim care little for matters of the present. However, if a matter arises serious enough to turn a seraphim's attention, he or she will commit unparalleled energy towards its solution. Seraphim dislike battle. Nevertheless, in accordance with their nature, if battle should arise, seraphim are ruthless opponents. Seraphim often travel throughout the Dream Realms. Some of them are constantly making, destroying, and remaking their own Realm or pocket dimension.

Abilities: Twice per day, a seraphim may emit a powerful shout. Any creature failing a Mental Resistance check of 15 is deafened by this shout for one week. Seraphim continually radiate a blinding light which

causes all seeing creatures to apply a -3 modifier to all to-hit rolls against the angel. Like all angels, seraphim may speak and understand any language. Seraphim may innately cast any 8 Faith spells per day. Once per round, a seraphim may travel between planes as if it had innately cast the 8th circle Hermetic spell Gate upon itself. Seraphim may innately summon 1d4 + 4 archangels once per day. Seraphim automatically cast Enthrall on all creatures approaching within 30' of their presence.

Physical description: Seraphim appear large humans with golden hair. Like lesser angels, they have two large feathered wings sprouting from their shoulder blades. However, they also have two sets of smaller wings behind their ears and above their ankles. Seraphim constantly radiate a blinding white light. They wear fine clothes, but no armor. In combat they will employ a great two-handed sword.

Angel, Virtues
Dodge: 16
Health points: 36 + 6d8 (63)
Intellect: average
Physical Resist: +12
Mental Resist: +6
Average size: 10' tall, 550 lbs.
Attacks: 3 x by weapon + 6
To-hit modifier: +6
Hide/armor: none (or by worn armor)
Initiative modifier: +1
Movement rate: 140', fly 220'

Excepting the ophanim, virtues are the least common of the nine orders of angels. The virtues are massive creatures, best known for their combat prowess, as well as their colossal strength. Due to their physical power, they are often recruited to serve as guards for a greater being. Although intelligent, virtues are the least intellectual of angel-kind. Virtues are filled with a bizarre sense of righteousness, often seeking revenge on behalf of the slighted. For this reason they are also called angels of spite.

Abilities: Virtues may speak and understand any language. They may innately cast the following Faith spells once per day: Illuminate, Invisibility to Undead, Courage, Mend, Enthrall, Silence, Banish, Soul Shock, and Pacify. Twice per day a virtue may travel between planes as if it had innately cast the 8th Circle Hermetic spell Gate upon itself. Virtues heal 2 health points every round.

Physical description: Virtues appear as lesser angels in form, but are much larger and are always male. Virtues rarely wear armor, and prefer to wield large swords or two-handed mauls.

Archons; *Archontes*
The archons are a race of ancient extra-planar beings. They appear as androgynous humans. Archons tend not to interfere in the dealings of the humanoid races, preferring to keep to themselves. In their own dimension of the Realms of Perdition, archons exist in a society that at first glance seems similar to that of the humanoid races. While archons prize design and efficiency, most of them lack creativity and are insanely jealous of anything truly novel. In general, archons may be divided into five classes. These are the basileae, the demiurge, the ecclesia, the polemarch and the strategoi. In addition, archons are lead by a dispassionate figure called the Archon Eponymous. The demiurge, ecclesia and strategoi are similar in physique and magical power. However, the basileae, polemarch and Archon Eponymous are usually imbued with special powers, likely granted by the archons' enigmatic deities. Archons are not immortal, but live for several thousand years.

Some common archon names are: Adonaios, Andiphon, Archestratidas, Aristomenes, Critias, Cypselus, Damasias, Eliaos, Eucrates, Hegesias, Heres, Hippocleides, Horaios, Iao, Irenaeus, Isagoras, Isarchus, Leostratus, Nichomachus, Paraplex, Pisistratus, Praxiergus, Sabaoth, Smyrus, Solon, Telecles, and Tisandrus.

Archon, Basileae
Dodge: 17
Health points: 24 + 4d8 (42)
Intellect: very high
Physical Resist: +5
Mental Resist: +8
Average size: 6.5' tall, 190 lbs.
Attacks: rod: 2 x 1d6 + 5
To-hit modifier: +5
Hide/armor: none
Initiative modifier: +4
Movement rate: 120'

Basileae are a class of clerical or religious archons charged with the task of maintaining relations with the archons' patron deities. They spend much of their time in council or prayer, and erect many large monuments, monasteries and similar structures of worship. Due to the nature of their work, basileae are afforded deference amongst archons, regardless of their particular social standing. In fact, only the Archon Eponymous may judge and/or prosecute the basileae. As a result, the basileae exert much influence in archon society. Like all archons, basileae are non-combative. However, they often carry a long rod with them that they may use in self-defense or informal prosecution.

Abilities: Basileae may innately cast the following Faith spells once per day: Illuminate, Enthrall, Mend, Tongues, Strike, Familiarity, and Sanctuary. Twice per day a basileae may travel between planes as if it had innately cast the 8th Circle Hermetic spell Gate upon itself. Once per day, a basilease can create a sphere of confusion, whereby any creature failing a Mental Resistance check of 13 is affected by the 2nd Circle Hedge spell Babble while within 50' of the basileae. This sphere of confusion persists for 3d4 rounds.

Perhaps through divine favor, some very rare basileae have the ability to regenerate between 1 to 3 health points per round. These basileae often carry scourges, and exhibit their status by engaging in an unending cycle of self-mutilation and regeneration.

Physical description: Basileae somewhat resemble human males. However, they are genderless and are not obviously masculine. The basileae have no body hair. They usually wear fine robes or similar garments that bear identifying marks of their station.

Archon, Demiurge
Dodge: 16
Health points: 19 + 4d6 (33)
Intellect: high
Physical Resist: +4
Mental Resist: +6
Average size: 6' tall, 180 lbs.
Attacks: 2 x by weapon + 4
To-hit modifier: +4
Hide/armor: none (or by worn armor)
Initiative modifier: +3
Movement rate: 120'

The demiurge comprise the class of officials and petty officers within archon society. Instructors, civil officers and merchants are typically of the demiurge class. These archons account for 20-30% of the archon

populous. Despite their personal achievements, the demiurge, ecclesias and strategoi may not change their station within archon society.

Abilities: Demiurge may innately cast the following Faith spells once per day: Illuminate and Tongues.

Physical description: Like all archons, demiurge resemble androgynous humans. They usually wear functional clothing or uniforms. Demiurge are not typically armed.

Archon, Ecclesias
Dodge: 16
Health points: 19 + 4d6 (33)
Intellect: average to high
Physical Resist: +4
Mental Resist: +3
Average size: 6' tall, 180 lbs.
Attacks: 2 x by weapon + 3
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +3
Movement rate: 120'

Ecclesias make up the largest class of archon society. These archons account for 60-70% of the archon populous. They are generally laborers and slaves to the higher classes. Like the demiurge, ecclesia may not improve their position within archon society.

Abilities: Ecclesias may innately cast the Faith spells Illuminate and Stun once per day.

Physical description: Like all archons, ecclesias resemble genderless humans. They wear simple and functional clothing. Ecclesias are not typically armed.

Archon, Polemarch
Dodge: 18
Health points: 29 + 4d6 (43)
Intellect: high to very high
Physical Resist: +6
Mental Resist: +9
Average size: 7' tall, 210 lbs.
Attacks: 3 x by weapon + 4
To-hit modifier: +6
Hide/armor: none (or by worn armor)
Initiative modifier: +3
Movement rate: 120'

Polemarch are a class of political or military leaders amongst archons. However, due to the rarity of military action within archon culture, it may be said that all polemarch occupy political stations. The most influential polemarch attend to the Archon Eponymous. Other polemarch archons act as governors or ministers within the governing structure. Second to the Archon Eponymous, the polemarch are the most politically powerful members of archon society. Polemarch are educated to fill their position from birth, and a private culture of the polemarch may be found in most prestigious districts of archon cities.

Abilities: Polemarch may innately cast the following Faith spells once per day: Illuminate, Stun, Enthrall, Tongues, Strike, and Read Twice per day a polemarch may travel between planes as if it had innately cast the 8th Circle Hermetic spell Gate upon itself.

Physical description: Like all archons, polemarch resemble androgynous humans. They usually wear fine clothing, or uniforms indicating their political status. Unless they are military leaders, polemarch are not typically armed.

Archon, Strategoi
Dodge: 17
Health points: 23 + 4d6 (37)
Intellect: low to average
Physical Resist: +6
Mental Resist: +4
Average size: 6' tall, 180 lbs.
Attacks: 2 x by weapon + 4
To-hit modifier: +5
Hide/armor: none (or by worn armor)
Initiative modifier: +4
Movement rate: 120'

Strategoi are the soldier class of archons. Although archons rarely wage warfare, strategoi are trained since birth. Thus, they are able soldiers and effectively enforce the laws of archon society. Strategoi work under the direction of a polemarch archon, and there will normally be one such officer for every 50 strategoi. The strategoi comprise approximately 10% of the archon populous. Like the demiurge and ecclesia, strategoi may not improve their position within archon society.

Abilities: Strategoi may innately cast the following Faith spells once per day: Stun, Mend, and Strike.

Physical description: Like all archons, strategoi appear as asexual humans. They are typically within uniform and/or armor, and are usually armed.

Archon Eponymous
Dodge: 21
Health points: 46 + 6d6 (69)
Intellect: very high
Physical Resist: +8
Mental Resist: +14
Average size: 7' tall, 210 lbs.
Attacks: 3 x by weapon + 6
To-hit modifier: +8
Hide/armor: none
Initiative modifier: +6
Movement rate: 120'

The Archon Eponymous is the supreme leader of an archon nation. It is a unique individual, formally a polemarch, which has been elected to the highest executive office within the Realms of Perdition. Due to their utmost status, there are relatively few of these figures, each generally in charge with the operation of a given Realm. The Archon Eponymous is typically elected by a grand council of polemarchs, and usually serves a term of one thousand years or more. Furthermore, the basileae oversee the ascension of the Archon Eponymous and bestow upon the individual various magical powers and abilities. In archon society no law is above the Archon Eponymous. Thus, the proclamations of this individual are treated as infallible and its opinions as unassailable truth.

Archons Eponymous sometimes go mad or develop repetitive behaviors. They are often obsessed with particular aspects of humanoid culture and seek to copy or adopt these behaviors as their own. For some archons, this is done for scientific, perhaps anthropological purposes; for others, it seems a pathetic attempt at seeming more human.

Abilities: The Archon Eponymous is immune to spells of charm and illusion. It may innately cast the following Faith spells twice per day: Illuminate, Stun, Enthrall, Mend, Tongues, Silence, Strike, Read, Smite, Control and Pacify. Thrice per day the Archon Eponymous may travel between planes as if it had innately cast the 8th circle Hermetic spell Gate upon itself. Once per day the Archon Eponymous may innately summon 2d4 + 2 strategoi. The Archon Eponymous has a perfect memory, and can flawlessly mimic any sound or voice it hears.

Physical description: The Archon Eponymous appears as tall handsome asexual human with marble-white skin. It wears fine but simple clothes and usually carries no weapons.

Balaur
Dodge: 15
Health points: 48 + 4d10 (70)
Intellect: animal
Physical Resist: +8
Mental Resist: +0
Average size: 26' long, 12,000 lbs.
Attacks: bite: 3 x 1d12 + 2
To-hit modifier: +6
Hide/armor: 1
Initiative modifier: +0
Movement rate: 160', swim 180'

Balaur are enormous three-headed amphibians that live in tropical lakes or rivers. Due to their likeness, sometimes balaur are mistaken for hydra. However, unlike hydra, balaur are amphibious and have only three heads. Furthermore the balaur's long tail is flattened to aid it in swimming. Balaur tend to hunt by ambush, usually remaining submerged at the water's edge waiting for unwary passersby.

Abilities: Balaur can sense minute vibrations, and can rarely be surprised. Waiting in ambush, a balaur can hold its breath for two days.

Physical description: Balaur are four-legged amphibians with three heads, each upon a neck of 6-8' in length. The skin of a balaur is dirty brown and their underbelly is pale yellow. The feet of a balaur are webbed, and their long tail is flattened like a paddle.

Banshee
Dodge: 15
Health points: 10 + 2d10 (21)
Intellect: low to high
Physical Resist: +3
Mental Resist: +5
Average size: 5.5' tall, 150 lbs.
Attacks: claw: 2 x 1d4 + 2, or 2 x by weapon + 3
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +5
Movement rate: 120'

Banshees are a race of magical females that inhabit remote forests. They are normally encountered at night and are often found wandering alone carrying a lantern or torch. Banshees dwell within caves or abandoned cottages, and frequently lure travelers inside their lair before attacking them. At times banshees will attract victims with the sound of crying or laughter, which although seemingly quiet, may be heard over great distances. Banshees may speak, but rarely do so.

By charm and by sharing her victims, it is common for a banshee to have good relations with a neighboring pack of wolves.

Abilities: A banshee may see in darkness as well as in light. Once per day, a banshee may innately cast the following Ritual magic spells: Beguile, Weakness, Charm Animal, and Essence Drain. The voice of a banshee may carry for several miles. Once per hour a banshee may scream. When a banshee screams, all creatures within 50' must make a Mental Resistance check of 12 or be affected as if by the 2nd Circle Ritual magic spell, Fear.

Physical description: Banshees appear as human females with black hair. Some banshees are hideous, whereas others are uncommonly beautiful.

Basajaun
Dodge: 15
Health points: 11 + 3d8 (25)
Intellect: low to average
Physical Resist: +6
Mental Resist: +1
Average size: 8' tall, 375 lbs.
Attacks: 2 x by weapon + 3, or fist: 2 x 1d3 + 3
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +0
Movement rate: 110'

Basajaun are a burly race of wild humanoids that inhabit forested mountain regions. They are typically reclusive and non-aggressive. However, if basajaun are threatened they are fierce fighters and show

no mercy. Furthermore, basajaun often see themselves as custodians of the forest, and occasionally attack lumberjacks or trappers. Basajaun form loose bands containing between 4 to 10 individuals. They do not fashion their own weapons, but prefer to use large wooden cudgels or staves. Basajaun become restless and more dangerous during storms, and their howls are often indicators of approaching inclement weather.

Abilities: Basajaun have keen vision, and can see in low-light conditions (such as a moonlight night), as well as a human could see in daylight. They cannot see in total darkness however.

Physical description: Basajaun are tall hair-covered humanoids with long reddish beards. They typically do not wear clothing and usually carry little more than a wooden club.

Basilisk
Dodge: 15
Health points: 19 + 3d8 (33)
Intellect: animal
Physical Resist: +3
Mental Resist: +0
Average size: 8' long, 500 lbs.
Attacks: claw: 2 x 1d4, and bite: 1d10
To-hit modifier: +6
Hide/armor: 1
Initiative modifier: +3
Movement rate: 160', swim 90'

The basilisk is a magical eight-legged lizard that lives in warm marshes or jungles. Basilisks are reclusive creatures. They are not typically aggressive, but are particularly dangerous if encountered as the simple gaze of a basilisk causes death. Naturally, basilisks eat small mammals and fish. If encountered, a basilisk will usually turn and flee. However, these lizards are extremely temperamental and if attacked, will invariably turn upon the offender until slain.

Abilities: Any creature making direct eye-contact with a basilisk must make a Mental Resistance check of 10 or die instantly. In general, any creature in combat with a basilisk has a 10% chance per round of making eye-contact with the lizard.

Physical description: Basilisks are large yellow-grey reptiles with eight short legs and a long tail. The basilisk has a bony crest upon its head which is bright orange.

Bears; *Ursidae*
Bears are mammals with a large body, four stocky legs, a long snout, large powerful claws, and a short tail. Some bears are exclusively carnivorous, but most feed on both plants and animals.

Bears are typically solitary. They have an excellent sense of smell and despite their heavy build, can run quickly and are strong swimmers (proficiency grades II and III, respectively). Bears use shelters such as caves and burrows as their dens, which they occupy during the winter for long periods of lethargy.

Bears are not overly aggressive. However, they are territorial and do not hesitate to attack if provoked, or if they feel threatened.

Cave
Dodge: 14
Health points: 41 + 6d8 (68)
Intellect: animal
Physical Resist: +6

Mental Resist: +10
Average size: 12' tall, 1500 lbs.
Attacks: claw: 2 x 1d8 + 6, and bite: 2d10 + 6
To-hit modifier: +6
Hide/armor: 1d2
Initiative modifier: +2
Movement rate: 160'

Cave bears appear as enormous brown or grizzly bears, and like their smaller cousins, are predominantly found in temperate mountainous regions. Similarly, cave bears are omnivores, feeding on plants, roots, insects and occasionally smaller mammals. As their name suggests, cave bears have a preference to natural caves, and unlike other bears, spend much time in these dwellings even outside of hibernation.

In general, cave bears are docile animals and will generally avoid contact with other large animals in open country. However, if encountered within their lair, cave bears can be extremely territorial, and rarely hesitate to attack if cornered. Cave bears primarily attack with their two massive claws. However, if both claws hit, the cave bear will often draw the creature in for a bite.

Abilities: Unless reduced below -10 health points, cave bears may continue to fight as if employing the Last Stand discipline.

Physical description: Cave bears appear as massive grizzly bears, except having a somewhat steeper forehead.

Grizzly
Dodge: 13
Health points: 22 + 6d8 (49)
Intellect: animal
Physical Resist: +5
Mental Resist: +6
Average size: 8' tall, 1200 lbs.
Attacks: claw: 2 x 1d6 + 5, and bite: 2d6 + 5
To-hit modifier: +5
Hide/armor: 1
Initiative modifier: +0
Movement rate: 160'

Grizzly bears, or brown bears, are generally solitary animals, most often found in temperate mountainous regions, or along sub arctic coastal areas. As omnivores, grizzly bears feed on a variety of plants, as well as insects and smaller mammals. However, larger bears have been known to prey on moose, deer, caribou, and livestock. Grizzly bears are also fond of fish, and can be found congregating around rivers and streams during spawning runs.

If provoked, or driven by hunger, grizzly bears will attack humanoids. Grizzlies are fierce opponents, often ignoring their own injuries when confronting an enemy. A grizzly will attack an opponent with his two massive claws. If both claws have hit, the grizzly will often draw the creature in for a bite.

Abilities: Unless obviously outmatched, Grizzly bears seldom withdraw from an attack. Unless reduced below -10 health points, grizzly bears may continue to fight as if employing the Last Stand discipline.

Physical description: Grizzly are massive brown bears, uniquely identifiable by a large hump of fat above their shoulders.

Polar
Dodge: 13
Health points: 32 + 6d8 (59)

Intellect: animal
Physical Resist: +6
Mental Resist: +5
Average size: 10' tall, 1300 lbs.
Attacks: claw: 2 x 1d8 + 5, and bite: 2d8 + 5
To-hit modifier: +6
Hide/armor: 1
Initiative modifier: +2
Movement rate: 160'

Polar bears are typically solitary animals, found in arctic coastal areas. The polar bear is a strong swimmer, and depends mainly upon marine mammals for its diet. However, the polar bear is the most carnivorous member of the bear family, and thus the one most apt to prey on humans as food.

Polar bears will quickly size up any animal they encounter as potential prey. A polar bear will attack an opponent with his two massive claws. If both claws have hit, the polar bear will often draw the creature in for a bite.

Abilities: Unless reduced below -10 health points, polar bears may continue to fight as if employing the Last Stand discipline. Stand discipline. Polar bears have exquisite olfaction, and should be considered to have Perception Grade II for detecting prey in this manner.

Physical description: Polar bears are massive bears, with white to pale yellow fur, dark eyes and a black nose.

Behemoth
Dodge: 10
Health points: 45 + 5d8 (68)
Intellect: animal
Physical Resist: +10
Mental Resist: -1
Average size: 12' long, 10,000 lbs.
Attacks: Ram: 4d6 or bite: 1d12 + 8
To-hit modifier: +8
Hide/armor: 1d4 + 2
Initiative modifier: -1
Movement rate: 140'

Behemoths are gigantic solitary beasts, found in desolate wilderness areas. They are usually peaceful herbivores if left alone, but quickly become enraged if approached, especially if their nest is nearby. Given their fearsome nature and relative stupidity, behemoths have occasionally been captured and used as guardians, often being trained or enchanted with magical means.

Abilities: Behemoths sometimes go berserk in combat, increasing their to-hit modifier and damage each by +4, but reducing their dodge score to 6.

Physical description: Behemoths appear as massive armored quadrupeds, similar to large, stout lizards. They tend to have mottled hides with brownish or greenish coloration. They have heavy plated skulls used for ramming opponents, and stubby clawed feet used mainly for digging.

Boar
Dodge: 15
Health points: 13 + 1d8 (18)
Intellect: animal
Physical Resist: +4

Mental Resist: -2
Average size: 6' long, 185 lbs.
Attacks: tusk: 1d8 + 3
To-hit modifier: +6
Hide/armor: none
Initiative modifier: +0
Movement rate: 150'

Boars are the feral cousins of domesticated swine. They are omnivorous, and usually non-aggressive. However, a threatened wild boar can be quite dangerous. Boars attack by goring with two large tusks, which continue to grow throughout their life. Wild boars live in groups called sounders that contain 11-20 individuals. The animals are nocturnal, and eat nearly anything they come across, including small game and livestock. Boars dig large burrows, which are very dangerous to enter for obvious reasons.

Abilities: Boars have no extraordinary abilities.

Physical description: The body of a boar is thick, the head large, and the legs short. Their fur is stiff and varies from dark grey to black or brown. The tusks of a wild boar are quite long. Those of an adult male may measure up to 7" in length.

Boruta
Dodge: 15
Health points: 20 + 3d8 (34)
Intellect: very low
Physical Resist: +3
Mental Resist: +3
Average size: 6' long, 300 lbs.
Attacks: claws: 2 x 1d6 + 3, and bite: 1d8 + 3
To-hit modifier: +6
Hide/armor: 1
Initiative modifier: +5
Movement rate: 190'

Boruta, also known as lezni, are large feline creatures that inhabit dense forests. They are extremely agile and spend most of their time in trees. Often boruta will ambush their prey by leaping upon their victim from above. Boruta are normally encountered alone and usually hunt at night.

Abilities: Boruta are expert climbers. In addition, they may jump up to 16' vertically, or 24' horizontally. Boruta are considered to have Grade III Acrobatics and Climbing. Boruta vision extends into the infrared spectrum and they may act without penalties in complete darkness. The bite of a boruta is venomous, and in addition to inflicting damage, any creature bitten by a boruta must make a Physical Resistance check of 12 or suffer an intense crippling pain. As a result, the individual's attack rolls are made at -4 to-hit, and its Mental Resistance, Physical Resistance, or proficiency checks are modified by -4. Furthermore, if the afflicted character attempts to cast, a Mental Resistance check of 10 is required to maintain concentration, just as if the creature had been struck during casting. The effect of this venom lasts for 2d4 hours.

Physical description: The body of a boruta resembles a large black cat. However, instead of hair, boruta are covered in small bead-like scales. In addition, boruta have four multi-faceted eyes, and their toothy mouths are bearded by catfish-like barbels.

Bugbear
Dodge: 14
Health points: 11 + 3d10 (28)

Intellect: low to average
Physical Resist: +6
Mental Resist: +0
Average size: 8.5' tall, 630 lbs.
Attacks: fist: 2 x 1d4 + 3, or by weapon + 4
To-hit modifier: +4
Hide/armor: none (or by worn armor)
Initiative modifier: +0
Movement rate: 140'

Bugbears are hulking humanoids that reside in caverns or abandoned structures. They are very crude, and generally ill-tempered. Bugbears form small tribes, usually comprised of 4-16 individuals. In each of these tribes, there will always be one alpha-male with maximum health points (41). Bugbears employ crude weapons, and often gather resources via nocturnal raids on other humanoid settlements or travelers. Bugbears speak their own language, but some individuals may speak a limited amount of the common tongue as well.

Occasionally a bugbear may practice Ritual or even Faith magic. Bugbears are partial to conflict. However, a generous offering of goods may satisfy an aggressive band of bugbear raiders.

Abilities: Bugbears have excellent low-light vision, and may see in the infrared spectrum. They dislike daylight however.

Physical description: Bugbears appear as massive hairy humanoids, with oversized hands and long arms. Their faces appear goblin-like, but in stature they more closely resemble an ape.

Bunyip
Dodge: 15
Health points: 35 + 3d8 (49)
Intellect: low
Physical Resist: +6
Mental Resist: +0
Average size: 12' long, 1800 lbs.
Attacks: claws: 2 x 1d8 + 2, and bite: 2d6 + 4
To-hit modifier: +6
Hide/armor: 1d2
Initiative modifier: +3
Movement rate: 180', swim 200'

Bunyips are hideous creatures that appear to be a mix between a gigantic amphibian and an insect. They dwell in swamps and shallow lakes and are only active at night. Bunyips prefer to swim, but they may walk upon their short clawed appendages in search of prey. Nevertheless, bunyips generally hunt by ambush and prefer to lie in shallow water, striking any unwary creature that ventures too close. Bunyips are known for a dreadful high-pitched call they make whenever they attack.

Abilities: Bunyips have excellent low-light vision. In addition, they have a keen sense of hearing and smell while underwater (effectively having Perception Grade II). Bunyips may breathe water as well as air.

Physical description: Bunyips resemble enormous newts, except they are covered by many bony plates along their back. In addition, their eyes are multifaceted like a fly's, and their mouth is flanked by pincer-like mandibles. Bunyips are inky black, and are always covered in a layer of algae and slime.

Caetlwig
Dodge: 11
Health points: 4 + 2d4 (9)

Intellect: low
Physical Resist: +0
Mental Resist: +5
Average size: 2.5' wide, 35 lbs.
Attacks: claw: 1d4 + 1
To-hit modifier: +2
Hide/armor: 2
Initiative modifier: +0
Movement rate: 40', swim 80'

The caetlwig are subterranean aquatic creatures feared for their mind-affecting powers. Caetlwigs are not especially intelligent, but are able to mentally assault the cerebral tissue of creatures with an intellect score of 4 or greater. The effect of this attack is to render the victim comatose, becoming an easy meal for the caetlwig. These creatures are usually found in underground rivers or lakes, and gather in groups of 5-14 individuals. Adult caetlwigs resemble crabs, but have writhing squid-like tentacles instead of legs. They can move upon land, but are much more nimble in water. Caetlwigs are not especially aggressive, but are very territorial. Every group of caetlwigs will have a large alpha male that will inevitably be the most hostile. The gullet of a caeltwig contains several dark stony deposits used in some magical elixirs.

Abilities: Caetlwigs sense the electromagnetic fields of living creatures, and may operate in darkness as well as in light. They breathe water, but can venture upon land for up to 2 hours at a time. Once per round, a caetlwig may mentally attack any intelligent creature (intellect score of 4 (very low) or greater) within 20'. The victim of this attack must make a Mental Resistance check of 11 or be affected as if by the 5th Circle Hedge magic spell, Phrenic Trap. This mental attack does not constitute an action for the caetlwig, and it may strike with its large claw within the same round.

Physical description: Caetlwigs resemble large crabs, but have eight tentacles instead of legs. Like crabs they have claws. However, one claw is much larger and used for attacking, whereas the other is more or less vestigial. The shell of a caetlwig is pale blue and its tentacles are black. Juvenile caetlwigs resemble large tadpoles with chitinous heads.

Cambion
Dodge: 12
Health points: 4 + 2d8 (13)
Intellect: low to very high
Physical Resist: +0
Mental Resist: +1
Average size: 6.2' tall, 180 lbs.
Attacks: by weapon + 2, or fist: 1d2
To-hit modifier: +2
Hide/armor: none (or by worn armor)
Initiative modifier: +1
Movement rate: 120'

Cambions are a race of intelligent humanoids that inhabit the Tellurian plane as well as many of the Blood Realms. It is a common belief that cambions are strictly a human and demon hybrid. However, their history probably predates that of humankind, making such an ancestral relationship unlikely. On the Tellurian plane, cambion societies are typically small, remote and xenophobic, and at times are subterranean. Conversely, within the Blood Realms, they may be encountered in larger numbers, and immense cities and empires of cambions exist. Cambions are highly civilized, and tend to make the most of resources available to them. Somewhat conservative by nature, cambions construct many long-lived institutions and organizations. Despite their

infernal heritage, cambions do not tend to be any more malicious than other humanoid races.

Abilities: Cambion vision extends into the infrared spectrum, and they prefer low-light conditions. They respire extremely slowly, and may hold their breath ten times longer than an average human. Some cambions are skilled in weapons and/or magic. For these individuals, the cambion's statistics may differ greatly from those provided here.

Physical description: In many respects, cambions resemble humans, yet tend to be slightly taller. Cambion skin is slightly bronzed, their hair is invariably black, and their irises are a deep red.

Carnivorous Plant, Giant
Dodge: 6
Health points: 20 + 3d10 (37)
Intellect: animal
Physical Resist: +4
Mental Resist: n/a
Average size: 6' tall, 600 lbs.
Attacks: bite: 1-3 x 3d4 + 4, and 4 x grab
To-hit modifier: +6
Hide/armor: 1d4
Initiative modifier: -3
Movement rate: 0'

Carnivorous plants come in a wide variety of species, including these giant versions which survive by consuming the flesh of large mammals and humanoid creatures. Like other plants, these giant versions are immobile except for certain features that serve to obtain and consume flesh.

Abilities: Depending on the type of plant, it may have a number of fronds, branches, stalks, or other means of ensnaring prey. Up to four attacks can be made to grab an opponent with these appendages; a successful hit causes no damage but captures the creature and holds it motionless unless a Feat of Strength (target number 13) can be made. The following round, a grabbed creature is bitten by one of the plant's large maws (a carnivorous plant may have 1-3 mouths). Carnivorous plants, being flora, are immune to charm, sleep, and other spells that require Mental Resistance checks.

Physical description: Giant carnivorous plants vary in appearance. Some are giant Venus flytraps, others are enormous pitcher plants, and still others are man-eating willow trees.

Catoblepas
Dodge: 13
Health points: 31 + 3d8 (45)
Intellect: animal
Physical Resist: +5
Mental Resist: +2
Average size: 7' tall, 1800 lbs.
Attacks: bite: 2d6 + 4, or breath
To-hit modifier: +6
Hide/armor: 1
Initiative modifier: +0
Movement rate: 140'

The catoblepas is a large bloated-looking quadruped with the body of a buffalo and the head of an enormous boar. They are omnivores, and are most often encountered in grassy marshes or temperate plains. Catoblepas are terrible creatures, as they have both a powerful curiosity and a foul temperament. Although they naturally feed upon roots and carrion, the catoblepas are often attracted to settlements or

campsites in search of easy food. Catoblepas do not scare easily, and are just as likely to fight as flee if confronted. Typically, the beast will attack by goring with its tusked mouth. However, if the catoblepas is particularly threatened, it will exhale a hideous steam from its mouth upon its offender which can induce spasms.

Abilities: When a catoblepas breathes as an attack, any creature within 6' of the creature must make a Physical Resistance check of 11 or fall into a retching fit for 2d4 rounds. During this fit the victim's Agility score and movement are reduced by ½, and attacking or spell casting are not possible. After the fit the victim loses 1d4 Agility points for 1 day. The catoblepas often continues to attack such affected creatures.

Physical description: Catoblepas are massive buffalo-like creatures that have the head of a large boar. Catoblepas are invariably filthy and are always accompanied by a foul odor of rot.

Cats; *Felidae*
Cats are strictly carnivorous mammals. They are excellent hunters, and possess keen hearing and eyesight. Cats ambush and immobilize prey by pouncing, then deliver a lethal neck bite. By and large, cats are extremely nimble and are good climbers. In addition, cats possess rather loose skin, enabling them to turn in a fight, even when their opponent has a hold of them. Cats may be either social or solitary creatures.

Cats are quite agile and have refined sensory apparati. They have Acrobatics, Climbing, Perception, and Stealth at Grade III.

Several types of cats may be included in a campaign setting. Here four commonly encountered species are described:

Cougar
Dodge: 16
Health points: 16 + 1d8 (21)
Intellect: animal
Physical Resist: +2
Mental Resist: +3
Average size: 6' long, 140 lbs.
Attacks: claws: 2 x 1d6 + 1, and bite: 1d8 + 2
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +4
Movement rate: 180'

The cougar is known by many other names, including mountain lion, panther, and puma. This cat is successful in many climates, and as such, has an enormous range. An opportunistic predator, the cougar will eat any animal it can catch. Like most cats, the cougar typically attacks by ambush.

Abilities: Cougars may jump up to 20' vertically, or 40' horizontally. Cougars have keen night-vision, suffering no penalties unless in complete darkness.

Physical description: Cougars are typically silvery-grey or reddish, with lighter patches on the under body. However, near white or near black cougars may be encountered as well.

Lion
Dodge: 15
Health points: 25 + 1d10 (31)
Intellect: animal

Physical Resist: +4
Mental Resist: +1
Average size: 7' long, 350 lbs.
Attacks: claws: 2 x 1d6 + 4, and bite: 1d10 + 4
To-hit modifier: +5
Hide/armor: none
Initiative modifier: +3
Movement rate: 180'

Lions are predatory carnivores that tend to organize in large groups called prides. Each pride consists of several females, offspring, and 1 to 4 males. Female lions do the pride's hunting, working together to ambush and kill prey. However, male lions are extremely territorial, and will not hesitate to attack any perceived threat. Lions spend much of their time resting, being inactive for about 20 hours per day.

Abilities: Lions may jump up to 14' vertically, or 24' horizontally. Lions have superior low-light vision, and can act without penalties unless in complete darkness.

Physical description: Lions appear as large light-brown cats with short hair. Male lions possess a thick mane about their head and neck.

Saber-tooth
Dodge: 15
Health points: 34 + 1d10 (40)
Intellect: animal
Physical Resist: +5
Mental Resist: +2
Average size: 6' long, 450 lbs.
Attacks: claws: 2 x 1d6 + 4, and bite: 1d12 + 4
To-hit modifier: +6
Hide/armor: none
Initiative modifier: +2
Movement rate: 180'

The saber-tooth cat gets its namesake for its two long canines (about 7" long), which extend downward from its mouth, even when closed. Bulkier then most cats, the saber-tooth almost resembles a bear in appearance. As a consequence, they are less agile, and tend to hunt by ambush alone. Saber-tooth cats are fiercely aggressive, and will often attack prey much larger than itself. Saber-tooth cats are found in temperate forests and grasslands.

Abilities: Saber-tooth cats have superior low-light vision, and can act without penalties unless in complete darkness.

Physical description: These cats are notable for their two large canine teeth that extend down from their powerful jaws. Saber-tooth cats have short shaggy coats, and are muddy brown in color.

Tiger
Dodge: 15
Health points: 30 + 1d10 (36)
Intellect: animal
Physical Resist: +5
Mental Resist: +2
Average size: 8' long, 550 lbs.
Attacks: claws: 2 x 1d6 + 4, and bite: 1d10 + 4
To-hit modifier: +5
Hide/armor: none
Initiative modifier: +3
Movement rate: 180'

Tigers are found in tropical rainforests, boreal forests, and dry savannas. They are strong swimmers, and do not hesitate to cross bodies of water when stalking prey. Tigers hunt alone and prefer medium to large sized mammals. They ambush their prey as other cats do, using their size and strength to knock large prey off balance. Tigers are fiercely territorial, and often spend their time traveling about their range.

Abilities: Tigers may jump up to 16' vertically, or 30' horizontally. Tigers have superior low-light vision, and can act without penalties unless in complete darkness.

Physical description: Tigers have rusty-reddish to brown coats, light underbellies, and stripes that vary from dark brown to black. In cold, snowy climates, tigers are white with light brown stripes.

Centaur
Dodge: 13
Health points: 11 + 2d8 (20)
Intellect: low to high
Physical Resist: +2
Mental Resist: +0
Average size: 8' tall, 950 lbs.
Attacks: hooves: 2 x 1d4, or weapon +3
To-hit modifier: +3 (+5 missile)
Hide/armor: none (or by worn armor)
Initiative modifier: +2
Movement rate: 240'

Centaurs are a wild race of creatures composed of the torso of a human joined at the waist to a horse's withers. These creatures form bands of 5-20 individuals, and are nomadic by nature. Centaurs are intelligent, and often speak one or more languages in addition to their

own. Nonetheless, centaurs are cautious when interacting with other races, and tend only to do so on their own terms.

Centaurs do not make, but trade for human weapons and armor, which they employ effectively. They are renowned archers.

Abilities: Some centaurs may employ Ritual or Faith magic. Centaurs have keen eyesight, and are particularly skilled with missile weapons. Some centaur warriors have extensive skills is melee and missile combat, and statistics for these individuals may be significantly different from those here.

Physical description: The torso of a centaur appears as a human male or female. At times, they cover this portion of their body with armor or clothing. Centaur's hindquarters are colored much like horses, with great variations in patterns and color.

Centipede, Giant
Dodge: 14
Health points: 16 + 2d6 (23)
Intellect: animal
Physical Resist: +2
Mental Resist: +0
Average size: 8' long, 95 lbs.
Attacks: bite: 1d10
To-hit modifier: +4
Hide/armor: 1
Initiative modifier: +6
Movement rate: 180'

Giant centipedes are generally found underground or in abandoned structures where carrion or refuse is present. Giant centipedes are carnivorous, yet naturally subsist on rodents, large insects, or similar prey. As such, giant centipedes will not attack larger creatures unless provoked or cornered. However, if a larger creature is badly wounded, a giant centipede may be encouraged by the smell of blood and driven to attack out of predatory instinct.

Abilities: If bit by a giant centipede, a creature must make a Physical Resistance check of 12 or suffer an additional 8 health points of damage.

Physical description: Giant centipedes are generally 6' long, and vary from pale orange to dark purple in color. Centipedes move erratically, and almost always at their maximum speed.

Cephlocid
Dodge: 14
Health points: 13 + 2d8 (22)
Intellect: average to high
Physical Resist: +2
Mental Resist: +3 (+8)
Average size: 6.5' tall, 200 lbs.
Attacks: by weapon + 3, or special
To-hit modifier: +4
Hide/armor: none (or by worn armor)
Initiative modifier: +2
Movement rate: 120', swim 80'

Cephlocids are a race of subterranean humanoids that resemble a hideous mix between a troll and a squid. They are vicious creatures and although intelligent, rarely interact with other races in a civil manner. Deep within the earth, cephlocids build vast complexes of tunnels, where the live in a hive-like society. As cephlocids may breathe water as well as air, it is common that many of their tunnels will be flooded, particularly those at the boundaries of their warrens.

Cephlocids are carnivorous, but prefer to feed upon a living host. To do so, cephlocids inject a paralytic poison into their victims through a proboscis that extends from their lamprey-like mouth. Individuals paralyzed by a cephlocid will be carried back into the hive, where they will be placed into a pod for later consumption.

Cephlocids speak amongst each other telepathically and share a hive-based consciousness. Any individual within one mile of their lair will act under the hive's directive, willingly sacrificing itself for the benefit of the whole. Outside of this radius, cephlocids act as individuals or as a single-minded group if multiple cephlocids are present. Cephlocids will occasionally wear armor made from the hides of subterranean creatures and fashion their own weapons.

Abilities: If a cephlocid restrains, stuns, or knocks an individual unconscious, it will attempt to inject a paralytic poison into the victim via a needle-like proboscis extending from its mouth. A conscious creature must make a Physical Resistance check of 11 or be paralyzed for 3d4 hours. If the victim is unconscious, no Physical Resistance check is allowed. Cephlocids may see in the infrared spectrum and may telepathically communicate for up to one mile with other cephlocids. Once per day, a cephlocid may send a mental shock, stunning one creature within 20' for 1d3 rounds unless a Mental Resistance check of 13 is made. If three or cephlocids are within 1 mile of each other, they are able to disperse their consciousness, making their Mental Resistance modifier +8.

Physical description: Cephlocids are tall, lanky humanoids with long powerful arms and thin clawed fingers. Their skin is greenish-grey and moist, and they are devoid of hair. The thin faces of cephlocids are bearded with numerous writhing tentacles that surround a toothy lamprey-like orifice. A long needle like proboscis may extend up to 2' from the cephlocid's mouth.

Chimera
Dodge: 17
Health points: 33 + 2d8 (42)
Intellect: average to high
Physical Resist: +5
Mental Resist: +5
Average size: 10' long, 850 lbs.
Attacks: Special (see below)
To-hit modifier: +5
Hide/armor: none
Initiative modifier: +4
Movement rate: 180'

Chimeras are bizarre magical beasts, comprised of the parts of multiple animals, often in a haphazard arrangement. Due to their variable nature, the abilities of chimeras can not be generalized. However, among chimeras, one motif is more common than most. This chimera has the body and head of a lion, a second head of a goat, and a long snake in the place of a tail. The abilities of this chimera are provided here.

The origins of chimeras are unclear and possibly variable. However, it is known that some chimeras have been created by powerful extra-planar beings, usually to serve a specific purpose (such as guarding a holy site or relic). As such, the behavior of a chimera will largely depend upon whether it is free, or in the service of another being. Nonetheless, chimeras are malicious, and they rarely hesitate to attack less powerful creatures when provided an opportunity. Most species of chimera are sterile and are found in isolation.

Chimeras live for hundreds of years, and get more intelligent and more cautious with age. Very old Chimera will at times become protective of a certain area, and will attack any creatures that hunt or damage the environment within its range.

Abilities: The chimera described above may claw with its forepaws (1d6 + 3) and bite with its lion's head (1d10) and/or snake's head (1d3). If struck by the snake's head, the victim must make a Physical Resistance check of 13 or suffer 2 points of additional damage each round for 5 rounds (10 additional points total). Alternately, twice per day, the goat head of the chimera may breathe fire in a 12' long and up to 3' wide cone, burning all within it for 2d10, or 1d10 if a successful Physical Resistance check of 14 is made.

Physical description: As mentioned above, chimeras may vary greatly in appearance and their abilities. Nevertheless, chimeras are typically the perverted composition of three natural animals. Most chimeras can either breathe fire, or exhale a poisonous gas.

Cockatrice
Dodge: 17
Health points: 8 + 2d4 (13)
Intellect: low
Physical Resist: +0
Mental Resist: +4
Average size: 3-4' tall, 70 lbs.
Attacks: bite: 1d4
To-hit modifier: +7
Hide/armor: none
Initiative modifier: +6
Movement rate: 100', fly 220'

The cockatrice is a bizarre avian creature, with the head and body of a rooster, but the leathery wings and extended tail of a serpent. Typically, these creatures are found within the Viridian Realms. However, cockatrices are also found to a lesser extent in the Blood Realms and the Tellurian plane. In the Tellurian plane, cockatrices are found alone or in pairs in temperate or tropical climates.

Despite their ability to fly, cockatrices tend to have limited ranges, and these creatures will remain near the same roost for decades. In general, cockatrices will nest in tall abandoned structures, or upon high inaccessible cliffs. Cockatrices typically feed upon small mammals and lizards. Cockatrices will not usually attack unless provoked, or if they feel their roost is threatened.

Abilities: The most distinguishing feature of the cockatrice is the effect of its magical gaze. Any creature making direct eye-contact with the cockatrice must make a Mental Resistance check of 11 or be turned to stone. Typically, the only cure for this petrification is a Restore spell cast by a powerful priest, or possibly the Change spell of a powerful mage. In general, any creature in combat with a cockatrice has a 10% chance per round of making eye-contact with the cockatrice.

Physical description: As mentioned, the cockatrice has the head and body of a large rooster, and the leathery wings and tail of a serpent. Their avian parts are of similar coloring to a cock, whereas their wings and tail are a bright yellowish-green.

Crocodile; *Crocodylus*
Crocodiles are large aquatic reptiles that inhabit tropical regions. Most crocodiles dwell in freshwater habitats such as rivers, lakes and swamps. Some species are found in marine environments however, usually at the mouths of coastal rivers. Crocodiles will feed upon fish,

reptiles and mammals, and will not hesitate to attack humanoids. They are powerful swimmers and exceptional predators.

Crocodile, Common
Dodge: 14
Health points: 31 + 2d6 (38)
Intellect: animal
Physical Resist: +3
Mental Resist: +0
Average size: 15' long, 2200 lbs.
Attacks: bite: 1d12 + 4
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +0
Movement rate: 60', swim 160'

Crocodiles are ambush hunters, typically waiting for prey to come close, then rushing out to attack. Despite their slow appearance, crocodiles are quick and aggressive, and will eat most any animal, including humans. As crocodiles are cold-blooded, they can survive long periods without food, and can wait for long periods for prey.

Abilities: If a crocodile scores a natural 19 or 20 on a roll to-hit, its prey is caught within the crocodile's jaws. Thereafter, the prey will automatically suffer 2d4 points of damage per round until released (Feat of Strength of 16 to break free). If a crocodile scores such a hit in water, the crocodile will often dive underwater in an attempt to drown its victim.

Physical description: Crocodiles are large greenish-grey reptiles with large toothed mouths and long powerful tails.

Crocodile, Saltwater
Dodge: 14
Health points: 38 + 2d8 (47)
Intellect: animal
Physical Resist: +5
Mental Resist: +0
Average size: 18' long, 2500 lbs.
Attacks: bite: 2d8 + 4
To-hit modifier: +5
Hide/armor: none
Initiative modifier: +0
Movement rate: 60', swim 160'

In most respects, saltwater crocodiles are similar to their freshwater cousins. However, saltwater crocodiles are larger, and somewhat more aggressive. Saltwater crocodiles are most commonly found in marine waters. Yet, during the wet season, saltwater crocodiles may be found in freshwater swamps and rivers.

Abilities: If a saltwater crocodile scores a natural 19 or 20 on a roll to-hit, its prey is caught within the crocodile's jaws. Thereafter, the prey will automatically suffer 2d6 points of damage per round until released (Feat of Strength of 18 to break free). If a saltwater crocodile scores such a hit in water, the crocodile will often dive underwater in an attempt to drown its victim.

Physical description: Saltwater crocodiles are similar in appearance to their smaller cousins, but are somewhat broader.

Currudi
Dodge: 12
Health points: 99 + 6d10 (132)

Intellect: animal to very low
Physical Resist: +10
Mental Resist: +8
Average size: 70' long, 22,000 lbs.
Attacks: bite: 2d10 + special, or breath
To-hit modifier: +8
Hide/armor: 1d4
Initiative modifier: +0
Movement rate: swim 200'

Currudi are enormous marine-dwelling serpents that usually encountered far from land. They are very aggressive carnivores and prey upon whales, sharks, squid and other large sea creatures. They are most active at night, and can often be identified due to a subtle phosphorescence of their scales. Currudi do not typically prey upon men. However, they will occasionally swamp small vessels, or appear and attack if wounded individuals are in the water, most likely attracted by the convergence of sharks. Currudi produce a caustic bile, and their gland that does so is highly prized by alchemists.

Abilities: Currudi have a caustic saliva, and any creature bitten must make a Physical Resistance check of 12 or suffer an additional 2d4 points of damage. Once per hour a currudi may spit a 20' long by 3' wide spray of bile, inflicting 2d8 points of damage, or 1d8 points of damage if a Physical Resistance check of 12 is made. If this Physical Resistance check is missed by 10 or more, the victim is also blinded for 3d10 rounds.

Physical description: Currudi appear as enormous snake-like serpents with a flat finned tail. Their heads are reptilian, and their great maws are lined with rows of serrated teeth. The scales of a currudi are pale green, and softly glow in the dark.

Daevas; *Daevas Ahuras*

Daevas are a race of intelligent beings native to the numerous pocket dimensions and Realms of Perdition. Like most creatures of the Realms, daevas are often arrogant, callous, and cruel. Daeva society reflects their nature, and power and subjugation underlie the social order. Daevas were the primary race of Perdition aeons ago, but the coming of the archons disrupted the order there, and now the daevas are a lesser entity in the Realms.

Due to their tumultuous nature, daevas rarely command large regions of territory for extended periods of time. Where governmental structures do exist, they are typically feudalistic or despotic. War is constant amongst daevas, and it is fortunate for all living things they focus their aggression upon themselves.

There are two types of daevas, the lesser and the greater, although both may appear physically similar. Individual daevas vary wildly in appearance, but most are humanoid, and they normally appear angelic or demonic. Daevas are almost the exact opposite in character from archons; whereas archons are orderly, excel at engineering, and lack originality, daevas relish in creative expression, chaos, and destruction. Whereas archons revere preservation, daevas only care for change.

It is left to the Game Master to create individual daevas as he or she sees fit. Those presented below are examples only.

Some common daeva names are: Aghash, Akatash, Anashtih, Anast, Apaush, Araska, Ashmogh, Az, Azi Dahak, Buht, Bushasp, Cheshma, Eshm, Freptar, Kunda, Mitokht, Nang, Nasa, Niyaz, Pinih, Rashk, Sij, Sitoj, Spazg, Spuzgar, Taromaiti, Uta, Varun, and Vizaresh.

Daeva, Lesser
Dodge: 18
Health points: 30 + 2d8 (39)
Intellect: average
Physical Resist: +3
Mental Resist: +6
Average size: 6' tall, 190 lbs.
Attacks: fist: 2 x 1d4 + 4, or 2 x by weapon + 4
To-hit modifier: +6
Hide/armor: none (or by worn armor)
Initiative modifier: +5
Movement rate: 180', fly 220'

Lesser daevas are similar in appearance to greater daevas, but are slightly smaller. They typically form clan-based societies, and spend most of their resources warring with one another. Clans of lesser daevas are normally comprised of less than 50 individuals. However, some tribes of 100 or more individuals may be found. Lesser daevas usually flock around the most powerful of their kind, but show no loyalty if their leader falters or displays weakness. They are frequently encountered with ghuls, which they regularly employ within their armies and occasionally breed with. The lesser daevas usually avoid their larger cousins, as they are commonly enslaved by them.

Lesser daevas build large metal structures or dwell in subterranean caverns. Their settlements are typically unsightly and filled with waste. They craft and employ their own weapons and armor. Lesser daevas eventually destroy any resources within their territory, and this is a common basis for their need to conquer new land.

Abilities: Daevas are immune to spells of sleep, illusion or charm. Lesser daevas may innately cast the following Faith magic spells once per day: Darkness, Weakness, Aphasia, Sense Life, and Paralyze.

Physical description: Lesser daevas vary in appearance, but usually seem to be human or faerie. The clothing and armaments of lesser daevas depends upon their status, but is generally quite elaborate.

Daeva, Greater
Dodge: 22
Health points: 38 + 2d8 (47)
Intellect: average to high
Physical Resist: +5
Mental Resist: +11
Average size: 9' tall, 400 lbs.
Attacks: fist: 2 x 1d6 + 4, or 3 x by weapon + 5
To-hit modifier: +6
Hide/armor: none (or by worn armor)
Initiative modifier: +7
Movement rate: 160', fly 220'

Greater daevas resemble lesser daevas, but are somewhat larger. Unlike that of lesser daevas, greater daeva society is somewhat more stable and fiefdoms containing 1000 individuals are common. Slavery is an important component of daeva culture, and lesser daevas, ghuls, or captured enemies comprise their compulsory workforce. The daevas wage wars against the archons, which constantly enhance the devastation and ruin of the Realms of Perdition. Their cities are fortress-like, and often are highly mechanistic and fanciful in appearance. As greater daevas vary little in physical power, their leaders tend to be the most cunning and ruthless of their kind. Sometimes these leaders have risen by aligning themselves with the archons.

Abilities: Daevas are immune to spells of sleep, illusion or charm. Greater daevas may innately cast the following Faith magic spells once per day: Enthrall, Darkness, Weakness, Fear, Sense Life, Paralyze, Strike, Atony, and Swarm.

Physical description: Like their lesser cousins, greater daevas take a wide range of forms. Greater daevas often dress in highly colorful and odd clothing, and use a variety of tools and weapons.

Daeva, Greater (Agneus)
Dodge: 21
Health points: 52
Intellect: very high
Physical Resist: +9
Mental Resist: +7
Average size: 12' tall, 750 lbs.
Attacks: axe: 2 x 1d8 + 6, sword: 2 x 1d6 + 7
To-hit modifier: +7
Hide/armor: none (or by worn armor)
Initiative modifier: +3
Movement rate: 220'

Agneus is a daeva constantly surrounded in flames. He is an energetic being, and is constantly traveling about the Realms of Perdition upon his flaming horse. Agneus is typically friendly, but is quick to anger. Nevertheless, he is also quick to forgive, especially when given gifts. Agneus does not like conflict. Still he always carries a bronze sword and axe, and wears a magic bronze breastplate (absorbs 1d4 + 2).

Abilities: Agneus is immune to heat, sleep, illusion, and all forms of charm. He may innately cast the following Faith spells once per day: Illuminate, Sense Deception, Telepathy, Enthrall, Innocence,

Conflagration, Locate and Immolate. Three times per day Agneus may travel between planes as if he had innately cast the 8th circle Hermetic spell Gate upon himself. Anything combustible that Agneus touches may be set aflame.

Physical description: Agneus is a large red-colored man with dark black eyes. He has two faces on his head, and has four arms. Agneus is always burning.

Daeva, Greater (Aurelius the Dyer)
Dodge: 20
Health points: 48
Intellect: very high
Physical Resist: +12
Mental Resist: +7
Average size: 11' tall, 950 lbs.
Attacks: 2 x by weapon + 6, or horns: 2d8 + 6
To-hit modifier: +6
Hide/armor: none (or by worn armor)
Initiative modifier: +2
Movement rate: 200'

Aurelius the Dyer usually appears as a large black minotaur. He is the master of a large dyeworks and loom factory within a small dimension of the Realms of Perdition. Most often Aurelius is found at social gatherings or other places where many daevas are present. Aurelius strongly dislikes isolation, and he will go to great lengths to stay within the company of others. Furthermore, Aurelius is extremely loyal and will never forget a deed done on his behalf. Aurelius carries a small black wand that may invoke meteor showers.

Abilities: Aurelius is immune to sleep, illusion, and all forms of charm. He may innately cast the following Faith spells once per day: Illuminate, Sense Deception, Telepathy, Enthrall, Innocence, and Pacify. Twice per day Aurelius may travel between planes as if he had innately cast the 8th circle Hermetic spell Gate upon himself. Aurelius carries a magic wand that may cause a small shower of meteors once per day. During this meteor shower, all those within 200' of Aurelius (excluding himself) suffers 6d8 points of damage, or 3d8 points of damage if a Physical Resistance check of 14 is made. Aurelius is the master of his dyeworks, and should be considered Grade IV in any appropriate proficiency.

Physical description: Aurelius normally appears as a large black minotaur. He typically wears extremely fine, colorful clothes, and is never without his magical black wand.

Daeva, Greater (Jeh)
Dodge: 21
Health points: 42
Intellect: high
Physical Resist: +5
Mental Resist: +12
Average size: 9' tall, 320 lbs.
Attacks: flail: 3 x 1d6 + 7
To-hit modifier: +8
Hide/armor: none (or by worn armor)
Initiative modifier: +7
Movement rate: 180', fly 220'

Jeh is an ancient and powerful daeva known throughout the Realms of Perdition for her powerful magical abilities. Unlike most daevas, Jeh is an accomplished sorceress, and may cast Hermetic spells of up to the 6th circle. Jeh was once a daeva princess, whose kingdom was destroyed by the archons soon after she inherited it from her father.

Amongst daevas, her rise in personal power and the revenge she exacted upon her usurpers is legendary. However, after regaining her reputation, Jeh maintained little interest in rule. Instead she worked only to increase her magical abilities and spent her time in pursuit of arcane knowledge and artifacts. Jeh has no permanent residence, but carries many useful artifacts upon her person and within her carriage.

Abilities: Like all daevas Jeh is immune to spells of sleep, illusion or charm. She may innately cast the following Faith magic spells once per day: Darkness, Enthrall, Weakness, Fear, Sense Life, Paralyze, Shatter, Strike, Curse, Atony, and Swarm. Jeh is a 6th circle Hermetic magic-user. In addition she possesses several magical items, including a Ring of Invisibility, a Ring of Regeneration and Bracers of Protection. Jeh has all magic-related proficiencies (e.g., Dweomercraft, Magic acuity) at Grade IV.

Physical description: Jeh appears as a 9' tall woman with large feathered wings. She wears fine silk clothing, and wields a long magic flail.

Daeva, Greater (Sindic V)

Dodge: 23
Health points: 50
Intellect: high
Physical Resist: +6
Mental Resist: +10
Average size: 9' tall, 450 lbs.
Attacks: spear: 3 x 1d8 + 6
To-hit modifier: +8
Hide/armor: none (or by worn armor)
Initiative modifier: +6
Movement rate: 150', fly 220'

Sindic V is a terrible daeva whom reigns over a small ruin-filled island within the Realm of Zoan, a plane of vast seas and volcanic islands. He resides in an immense ship that eternally sails the waters. His kingdom is based upon his unequaled naval power, and his network of trade and communication is somewhat unique amongst daeva-kind. In fact, it is thought that Sindic V is able to maintain his empire due to the favor of Serena Klee, a powerful archon sea-princess thought to dwell within the waters of Zoan. He rarely leaves his vessel. However, he will occasionally serve as admiral during major naval campaigns, and his fleet usually contains several ships.

Abilities: Like all daevas, Sindic V is immune to spells of sleep, illusion or charm. Once per day, he may innately cast the following Faith magic spells once per day: Darkness, Weakness, Water Walk, Fear, Sense Life, Wind, Paralyze, Strike, and Atony. Sindic V carries a large magic spear that can summon a greater water elemental once per day as if by the 7th circle Hermetic spell, Summon Greater Elemental. He also carries a Wand of Lightning.

Physical description: Sindic V appears as a 10' tall dark man with large leathery wings. He has only one real eye, as his left eye was put out by an archon's lance millennia ago. He now has a large metal prosthetic eye in its socket. Angra wears a dark blue uniform and wields a long black spear draped with ribbons.

Daeva, Greater (Vaaki)

Dodge: 21
Health points: 46
Intellect: exceptional
Physical Resist: +10
Mental Resist: +10
Average size: 7' tall, 210 lbs.

Attacks: Special
To-hit modifier: +0
Hide/armor: none (or by worn armor)
Initiative modifier: +5
Movement rate: 220'

Vaaki is a particularly intelligent daeva that is infatuated with knowledge and the arts. Most often she may be found in an institution of learning, or playing a musical instrument. She is renowned in the Realms of Perdition for her vast knowledge, and is often called upon by others as council or mentor. Vaaki strongly dislikes conflict and unless compelled, she will have no part in it. If given no choice, Vaaki will typically release a piercing shout which will stun or deafen her adversaries.

Abilities: Vaaki is immune to sleep, illusion, and all forms of charm. She may speak and understand any language. Once per day, Vaaki may innately cast the following Faith spells: Illuminate, Sense Deception, Mend, Telepathy, Enthrall, Insight, Innocence, Strike, Reveal Enchantment, Locate, and Pacify. Twice per day Vaaki may travel between planes as if she had innately cast the 8th circle Hermetic spell Gate upon herself. Once per hour Vaaki may emit a piercing shout. If she does, any creature within 200' of Vaak must make a Physical Resistance check of 16 or be stunned and deaf for 2d6 rounds. If the Physical Resistance check is successful, the individual is deafened for 1d6 rounds. Vaaki has all knowledge proficiencies at Grade IV, and is often consulted by daeva and other races for her learning.

Physical description: Vaaki appears as a beautiful yellow-skinned woman with four arms. She is typically dressed in fine flowing garments and often carries a musical instrument.

Demons; *Daemon Asuras*

Demons are the most numerous native inhabitants of the Blood Realms. They may be found in numbers ranging from small bands to vast crowded cities, but are often found alone in the Tellurian plane, acting as guardians or carrying out tasks for powerful magicians. Demons come in a wide variety of shapes and sizes. However, most demonic forms will appear hideous to residents of the Tellurian plane. Demons are characteristically cunning, and may rarely be trusted. Most organization of demon society is based upon power and subjugation, although there is some regard for legacy, custom, and honor.

Demons may be roughly divided into four classes. These are: minor demons, lesser demons, greater demons, and archdemons. The manes account for the majority of minor demons. Lesser demons and imps are abundant and vary greatly. Greater demons are rarer, and tend to act independently.

Archdemons represent the most powerful creatures of the Blood Realms. They are extremely rare, and generally command large swaths of territory, sometimes reigning over an entire Bloodrealm. Archdemons almost always have numerous followers, and are sometimes worshipped as gods. Fortunately, these beings seldom venture beyond their own territory, and prefer to extend their influence via servants or vassals. Clashes between archdemons are always calamitous, and such battles often produce consequences that resonate into other Realms as well. It is exceedingly rare for a mortal to encounter an archdemon. Archdemons often look kindly or with pity on mortals and sometimes seek to help them if possible.

Due to the great variability amongst demon-kind, the Game Master is encouraged to create new types as he or she wishes.

Some example demon names are: Aamon, Abraxas, Ammut, Anzu, Apollyon, Asmoday, Astaroth, Azazel, Asb'el, Balaam, Bael, Balberith,

Bartimaeus, Bune, Caim, Calcabrina, Canivean, Castor, Chemosh, Culsu, Dasa, Drolen, Eleksha, Euryale, Ezekiel, Faquarl, Focalor, Forneas, Furfur, Gremory, Haagenti, Hantu, Haures, Ipos, Jabor, Kala, Krayl, Lempo, Libicocco, Liira, Lilim, Lilith, Liuvart, Lix, Malacoda, Malphas, Marou, Matanbuchus, Milcom, Moloch, Murmer, Naamah, Nelchael, Nix, Olias, Oriax, Oulotep, Paimon, Pruflasis, Raum, Rexor, Rosier, Sabnock, Salikotal, Sallos, Samael, Scox, Semyazza, Shax, Sidragasum, Sonneillon, Teeraal, Vassago, Vepar, Verrine, Yeqon, and Ziz.

Demon, Minor (Hellhound)
Dodge: 17
Health points: 25 + 1d8 (30)
Intellect: very low
Physical Resist: +5
Mental Resist: +2
Average size: 7' long, 220 lbs.
Attacks: claws: 2 x 1d4 + 4, and bite: 1d8 + 4, or breath
To-hit modifier: +6
Hide/armor: none
Initiative modifier: +3
Movement rate: 210'

Hellhounds appear as large wolves. However, their eyes are red and their tongues are composed of flame. Hellhounds may be found within the Blood Realms, and less commonly is the Tellurian plane. Feral packs of hellhounds roam the wilderness of the Blood Realms, attacking anything they can overpower, including other demons. Nevertheless, many demons keep hellhounds as pets, or train them to be used in battle.

Abilities: Once per hour a hellhound may breathe a 6' jet of flame. Any creature struck by this fire suffers 2d10 points of damage, or 1d10 points if a Physical Resistance check of 13 is made. Hellhounds have Perception Grade II.

Physical description: Hellhounds appear as very large dogs with mangy thick coats of black fur. Their eyes glow red and flames constantly burn in their mouths.

Demon, Minor (Imp, Lesser)
Dodge: 13
Health points: 2 + 1d6 (6)
Intellect: low
Physical Resist: -2
Mental Resist: -2
Average size: 2' tall, 15 lbs.
Attacks: claw: 2 x 1d3 + special
To-hit modifier: +2
Hide/armor: none
Initiative modifier: +2
Movement rate: 130'

Imps are a race of small demons which are not only found throughout the Blood Realms, but may be rarely encountered in the Tellurian plane as well. Imps are notorious for their mischievousness. Unlike many denizens of the Realms, imps are not thoroughly misanthropic and evil in nature. In fact, lesser imps have a strong inclination to form bonds with other creatures, and if treated well, they can be become loyal companions. It is for these reasons that many powerful spellcasters and creatures use lesser imps as servants or familiars.

If encountered alone, an imp will likely flee immediately, and then subsequently secretly follow the creature out of curiosity. At this point, it is likely the imp may cause mischief to this creature in order to entertain

itself. If attacked, an imp will scratch with its two clawed hands. Imps do not like children, and will typically avoid them or attempt to scare them away.

Abilities: Lesser imps are not affected by spells of charm or illusion and are immune to disease. Imps have affinity for Hermetic magic, and when aided by one or more imps, other mages gain a +1 bonus to Hermetic Dweomercraft proficiency checks. The claws of imps are foul, and wounds caused by them heal naturally at the rate of 1 health point per day.

Physical description: Like most demons, imps vary greatly in their coloring and appearance. However, lesser imps are generally some form of humanoid about 2' in height.

Demon, Minor (Imp, Greater)
Dodge: 14
Health points: 7 + 1d8 (12)
Intellect: low
Physical Resist: -1
Mental Resist: -1
Average size: 4' tall, 45 lbs.
Attacks: claw: 2 x 1d4 + 1, or weapon + 1
To-hit modifier: +3
Hide/armor: none
Initiative modifier: +2
Movement rate: 140'

Like their smaller cousins, greater imps are mischievous. However, the hijinks of greater imps tend to be more malicious. In addition, greater imps have a slighter inclination than lesser imps to form bonds with other creatures. If attacked, a greater imp will scratch with its two clawed hands. Often greater imps carry barbed spears, daggers, hooks, or axes.

Abilities: Greater imps are not affected by spells of charm or illusion and are immune to disease. Imps have affinity for Hermetic magic, and when aided by one or more imps, other mages gain a +1 bonus to Hermetic Dweomercraft proficiency checks. Like that of lesser imps, wounds caused by the claws of greater imps heal naturally at the rate of 1 health point per day.

Physical description: Greater imps vary greatly in their coloring and appearance. However, they are typically some form of humanoid about 4' in height.

Demon, Minor (Manes)
Dodge: 14
Health points: 9 + 1d8 (14)
Intellect: very low to low
Physical Resist: +0
Mental Resist: -1
Average size: 3' tall, 45 lbs.
Attacks: claw: 2 x 1d3 + 1, and bite: 1d6 + special
To-hit modifier: +3
Hide/armor: none
Initiative modifier: +2
Movement rate: 120'

Manes are a species of diminutive demons that populate the Blood Realms and occasionally plague the Realms of Perdition. Manes are generally found in large numbers and are extremely aggressive, often cannibalizing their own weaker members. Due to their maliciousness, and somewhat mindless flocking behavior, manes are often considered to be a scourge upon the Blood Realms themselves. As such, it is not uncommon for more powerful demons to destroy manes whenever they are encountered in small numbers.

Whether found alone or in a group, manes will almost always attack immediately, unless the potential victim(s) are obviously more powerful. When attacking, a manes will scratch with its two clawed hands and bite. The bite of a manes is poisonous, and any creature bitten must make a Physical Resistance check of 12 or suffer 1d4 points of additional damage. Damage caused by this poison does not heal naturally, unless treated by a Cure Disease spell, or healed by magical means.

Abilities: Manes are not affected by spells of charm or illusion and are immune to disease and cold. Manes may innately cast the Hermetic spell Darkness once per day.

Physical description: Manes vary somewhat in their size and coloring. However, manes are generally horned goblin-like creatures about 3' in height.

Demon, Lesser (General)
Dodge: 15
Health points: 28 + 2d10 (39)
Intellect: low to high
Physical Resist: +5
Mental Resist: +5
Average size: 7' tall, 200 lbs.
Attacks: claw: 2 x 1d6 + 2, or 2 x weapon + 4
To-hit modifier: +6
Hide/armor: none (or by worn armor)
Initiative modifier: +5
Movement rate: 160'

Lesser demons comprise 40-50% of the demon populous. Due to their relatively weak physical stature, lesser demons hold little power in most regions of the Blood Realms. At times lesser demons will work together towards a common goal. However, due to their opportunistic nature, such collective efforts are usually short-lived. Lesser demons are often employed by greater beings, and are at times summoned by powerful magic-users to the Tellurian plane. Lesser demons vary greatly in physical appearance, and the statistics here represent only one possible individual.

Abilities: Demons are not affected by spells of charm or illusion and are immune to disease and poison. They are also immune to cold or heat. Lesser demons may innately cast the following Hermetic spells once per day: Darkness, Silence, Terror, and Compel. Lesser Demons have Intimidate, Perception, Persuasion, and Magic Acuity at Grade II.

Physical description: Lesser demons take just about any physical appearance imaginable: beautiful men, women and children; leprous gnoles or goblinoids; classical demonic brutes with bestial or serpentine bodies; or shades on the wall.

Demon, Lesser (Incubus)
Dodge: 15
Health points: 19 + 2d8 (28)
Intellect: average to high
Physical Resist: +4
Mental Resist: +4
Average size: 6' tall, 180 lbs.
Attacks: 2 x weapon + 4
To-hit modifier: +5
Hide/armor: none (or by worn armor)
Initiative modifier: +5
Movement rate: 160', fly 200'

Incubi are a race of shape-shifting lesser demons that often resemble human men or cambions. In their demonic form, incubi have bat-like leathery wings and small horns protruding from their foreheads. Incubi are often considered as a male counterpart to the succubae, however they are true shape-shifters, and do not employ illusion to mask their demonic heritage. Incubi are cunning, egotistical creatures, and some incubi have covertly risen to positions of power within the world of men. The result of a human-incubi union is a cambion-like offspring.

Abilities: Incubi are not affected by spells of charm or illusion and are immune to disease, and poison. They are also immune to heat and cold. Incubi may innately cast the Hedge magic spells: Darkness, Friends, Disguise, Terror and Sleep once per day. Typically, incubi may take the form of either a cambion, human or horned demon. However, some powerful incubi may change into a unique animal form as well, usually a snake, wolf or boar. Incubi may shape-change once per round. Incubi have Intimidate, Perception, Persuasion, and Magic Acuity at Grade II.

Physical description: Incubi appear as handsome human or cambion males, or as human-like demons with large leathery wings and short horns.

Demon, Lesser (Malebranche)
Dodge: 18
Health points: 29 + 2d8 (38)
Intellect: average
Physical Resist: +3
Mental Resist: +6
Average size: 5' tall, 140 lbs.
Attacks: claw: 2 x 1d4 + 4, or tail 1d10
To-hit modifier: +6
Hide/armor: none (or by worn armor)
Initiative modifier: +5
Movement rate: 120', fly 200'

Malebranche are vicious winged demons. The malebranche form large communities, and prefer to deal with each other rather than with other demon races. Although individually weak, intense loyalty amongst their kind makes them powerful allies or enemies. For this reason, malebranche often enjoy representation at high levels of government. They do not typically wear armor or employ weapons, and avoid fighting outright. However, malebranche will occasionally carry poisoned knives or daggers.

Abilities: Demons are not affected by spells of charm or illusion and are immune to disease and poison. They are also immune to cold or heat. If struck by a malebranche's tail, the victim must make a Physical Resistance check of 12 or suffer an additional 8 points of damage. Malebranche may innately cast the following Hermetic spells once per day: Darkness, Silence, Combust, Enrage and Shatter. Malebranche have Intimidate, Perception, Persuasion, and Magic Acuity at Grade II.

Physical description: Malebranche appear as gaunt 5' tall humanoids, with twisted horns, large bat-like wings and a long spiked tail. Their skin is a dark reddish-brown, and small bony protrusions line their vertebrae.

Demon, Lesser (Ördog)
Dodge: 16
Health points: 31 + 3d8 (45)
Intellect: average
Physical Resist: +4
Mental Resist: +6
Average size: 7' tall, 320 lbs.
Attacks: ram: 2d6 + 3, or 2 x weapon + 5
To-hit modifier: +6
Hide/armor: none (or by worn armor)
Initiative modifier: +3
Movement rate: 170'

Ördog are unusually intelligent for lesser demons, and they take particular pleasure in creating elaborate schemes that ensnare or confound other intelligent creatures. More so than most demons, ördog have a penchant for human flesh, especially for that of children. Ördog are some of the most chaotic of demons, and they are more likely encountered upon wild frontiers than in populated areas. When encountered upon the Tellurian plane, ördog may occasionally be mistaken for fauns. However, their skin is much darker, and they have thin barbed tails.

Abilities: Demons are not affected by spells of charm or illusion and are immune to disease and poison. They are also immune to cold or heat. Ördog may innately cast the following Hermetic spells once per day: Darkness, Friends, Silence, Enrage, and Combust, and the Hedge magic spell: Captivate once per day. Twice per day, ördog may also change shape as if by the 5th circle Faith magic spell, Animal Form. Ördog have Intimidate, Perception, Persuasion, and Magic Acuity at Grade II.

Physical description: Ördog resemble satyrs or fauns. However, their skin is jet black, and they have a thin barbed tail.

Demon, Lesser (Sphexis)
Dodge: 17
Health points: 25 + 3d8 (39)
Intellect: average
Physical Resist: +4
Mental Resist: +4
Average size: 8' tall, 250 lbs.
Attacks: claw: 2 x 1d8 + 3, and tail 1d10
To-hit modifier: +5
Hide/armor: 1d4
Initiative modifier: +4
Movement rate: 130', fly 120'

Sphexis demons are ice demons, found in the coldest dimensions of the Blood Realms. They delight in games of torture and pain. They are among the most sadistic and pitiless of the demons.

Abilities: Sphexidemons are not affected by spells of charm or illusion and are immune to disease, poison, and cold. If hit by this demon's tail, the victim must make a Physical Resistance check of 11 or lose 2d4 agility points (min. 1) for 1 day. This lesser demon may innately cast the following Hermetic spells once per day: Darkness, Friends, Silence, Enrage, and Combust. Sphexidemons have Intimidate, Perception, Persuasion, and Magic Acuity at Grade II.

Physical description: Sphexidemons appear as tall, bony insectoids, with large skeletal wings and a scorpion-like tail.

Demon, Lesser (Succubus)
Dodge: 16
Health points: 17 + 2d8 (26)
Intellect: average to very high
Physical Resist: +2
Mental Resist: +5
Average size: 5.5' tall, 120 lbs.
Attacks: bite: 1d2 + 1, or 2 x weapon + 3
To-hit modifier: +5
Hide/armor: none
Initiative modifier: +6
Movement rate: 160', fly 200'

Succubae are a race of lesser demons that resemble beautiful human women. Naturally, succubae have small leathery wings and small horns. However, they are able to hide their demon-like traits with a kind of illusion at will. Succubae are cunning creatures that often use their beauty to advance their ends. As succubae may easily hide amongst human populations, they are often employed as messengers or spies by greater demons for errands within the Tellurian plane. Succubae are great lovers of mortal artistic genius, and many cambions have been created in a moment of weakness.

Abilities: Succubae are not affected by spells of charm or illusion and are immune to disease and poison. They are also immune to cold or heat. Succubae may innately cast the Hedge magic spells: Friends, Water to Wine, Disguise, and Sleep once per day. If a succubus so chooses, she may conceal her horns and wings so that only a creature making a Mental Resistance check of 20 may see them. Any creature bitten by a Succubus must make a Mental Resistance of 12 or lose 1d2 Endurance points permanently. Succubae have Intimidate, Perception, Persuasion, and Magic Acuity at Grade II.

Physical description: Succubae appear as extremely beautiful human females. However, they have small bat-like wings and short horns. In addition, a succubus' teeth are sharp.

Demon, Greater (General)
Dodge: 18
Health points: 41 + 3d8 (55)
Intellect: average to very high
Physical Resist: +5
Mental Resist: +10
Average size: 7' tall, 250 lbs.
Attacks: claw: 2 x 1d6 + 6, or 2 x weapon + 6
To-hit modifier: +7
Hide/armor: none (or by worn armor)
Initiative modifier: +5
Movement rate: 160'

Greater demons typically account for 30% of the demon populous. As with all demons, it is difficult to generalize about the station or function of greater demons in demon society. Some cunning greater demons have secured their own dimension, in service of an archdemon or in defiance of them, while others are outcasts or scavengers. Greater demons vary greatly in physical appearance, and the statistics here represent only one possible individual.

Abilities: Demons are not affected by spells of charm or illusion and are immune to disease. They are also immune to cold or heat. Greater demons may innately cast the following Hermetic spells: Darkness, Shatter, Thought Projection, Ice Ray and Invisibility, and the following Hedge magic spells: Terror, Enrage and Compel once per day. They may also innately summon 1d4 + 2 manes once per day. Greater Demons have Intimidate, Perception, Persuasion, and Magic Acuity at Grade III, and make all knowledge proficiency checks at Grade II.

Physical description: As for lesser demons, greater demons have a wide range of appearances, from monstrous to beatific.

Demon, Greater (Cacodemon)
Dodge: 16
Health points: 36 + 3d8 (50)
Intellect: high
Physical Resist: +6
Mental Resist: +8
Average size: 7' tall, 220 lbs.
Attacks: claw: 2 x 1d6 + 4, or 3 x weapon + 4
To-hit modifier: +6
Hide/armor: none (or by worn armor)
Initiative modifier: +4
Movement rate: 170'

Cacodemons are a type of demon often mistaken to be undead. These demons are found within the coldest and most desolate regions of the Blood Realms. Cacodemons are nomadic by nature and bands of 20-40 individuals will typically range over vast territories. These caravans will often be found trading at the outskirts of demon cities. If a band of

cacodemons is encountered in an unsettled area, they will invariably attack if odds appear to be in their favor. Cacodemons have few innate spell abilities. However, some may cast faith magic and within every group at least one such individual will be found. Cacodemons often employ armor and weapons. Cacodemons have been known to visit the Tellurian plane in hopes of trade.

Abilities: Demons are not affected by spells of charm or illusion and are immune to disease, poison, cold and heat. Cacodemons may innately cast the Hermetic spells: Shatter and Ice Ray once per day. Cacodemons have Intimidate, Perception, Persuasion, and Magic Acuity at Grade III, and all knowledge proficiencies at Grade II.

Physical description: Cacodemons appear as gaunt humans with the skeletal face of an ibex. They usually wear armor, and prefer to use axes or swords as weapons.

Demon, Greater (Charu)
Dodge: 16
Health points: 45 + 3d8 (59)
Intellect: average
Physical Resist: +8
Mental Resist: +6
Average size: 13' tall, 3000 lbs.
Attacks: fist: 2 x 1d8 + 4, or 2 x weapon + 6
To-hit modifier: +8
Hide/armor: none (or by worn armor)
Initiative modifier: +4
Movement rate: 160'

Charu are giant-like demons that are characteristically wild and antisocial. Charu normally arm themselves with enormous mauls and they take great pleasure in smashing smaller beings with them. The charu are known to build large rafts and vessels that they pilot along the waters of the Blood Realms, and are one of the few races that tend to travel into the other Realms by strange channels.

Abilities: Demons are not affected by spells of charm or illusion and are immune to disease, poison, cold and heat. Charu may innately cast the following Hermetic spells: Darkness, Shatter, and Wind, and the following Hedge magic spells: Buoyancy, Terror, Enrage and Compel once per day. Charu have Intimidate and Perception at Grade IV.

Physical description: Charu appear as large bearded ogre-like giants with reddish skin. Large tusks protrude from their lower jaws, and short thick horns protrude from their temples.

Demon, Greater (Grigori)
Dodge: 19
Health points: 43 + 3d8 (57)
Intellect: high to very high
Physical Resist: +6
Mental Resist: +8
Average size: 8' tall, 550 lbs.
Attacks: 3 x weapon + 6
To-hit modifier: +6
Hide/armor: none (or by worn armor)
Initiative modifier: +4
Movement rate: 160', fly 220'

The grigori are a race of demons that share a distinct likeness to the angels of the Dream Realms. In fact, it is rumored that grigori are ancient relatives of the angels. Grigori are highly intelligent, and are rarely deceived. In demon society, grigori often occupy posts within centers of learning and knowledge. As a general rule, grigori are

cautious beings and will normally avoid a conflict unless their advantage is clear. Grigori have a natural curiosity, and of the demons are the most apt to travel outside of the Blood Realms by their own accord. Grigori tend to wear fine clothes, and arm themselves with large swords.

Abilities: Demons are not affected by spells of charm or illusion and are immune to disease, poison, cold, and heat. Grigori may innately cast the following Hermetic spells once per day: Darkness, Friends, Silence, Combust, Enrage and Wall of Fire, and the Hedge magic spells: Despair, Terror and Invisibility once per day. Twice per day a grigori may travel between planes as if it had innately cast the 8th circle Hermetic spell Gate upon itself. Grigori may sense falsehoods and deception as if always affected by the 2nd Circle Hedge spell Sense Deception. Grigori have Inspire, Intimidate, Perception, Persuasion, and Magic Acuity at Grade III, and make all knowledge proficiency checks at Grade II.

Physical description: Grigori appear similar to angels, with large feathered wings and human form. However, grigori skin is gray and two small horns protrude from the top of their head. In addition, grigori appear emaciated, with hollow cheeks and sinuous limbs.

Demon, Greater (Xenes)

Dodge: 17
Health points: 50 + 2d8 (59)
Intellect: average to very high
Physical Resist: +6
Mental Resist: +8
Average size: 7' tall, 200 lbs.
Attacks: claw: 6 x 1d8 + 4, or 6 x weapon +5
To-hit modifier: +8
Hide/armor: none (or by worn armor)
Initiative modifier: +6
Movement rate: 160', fly 220'

Xenedemons are some of the most rare and aloof of demonkind. Occasionally they are consorts or generals to archdemons, or live in isolation and contemplation in distant regions of the Blood Realms. They are skilled at combat, and tend to have a large complement of

weapons. As xenes have six arms, they can use many weapons at the same time, and are effective at attacking multiple opponents at once. Xenes tend to wear baroque plate armor in battle.

Abilities: Demons are not affected by spells of charm or illusion and are immune to disease, poison, cold, and heat. Xenedemons may innately cast the following Hermetic spells: Darkness, Shatter, Combust, and Wall of Fire, and the following Hedge magic spells: Despair, Terror, Enrage and Compel once per day. Xenedemons may also summon 1d4 + 1 succubae or ördog once per day. Xenedemons have Intimidate, Perception, Persuasion, Magic Acuity, and Martial Knowledge at Grade III, and make all knowledge proficiency checks at Grade II.

Physical description: Xenedemons appear as beautiful, black-skinned human females, with golden eyes and six arms. They have feathery black wings and small golden horns.

Archdemon (Ba'al)

Dodge: 22
Health points: 82
Intellect: very high
Physical Resist: +14
Mental Resist: +14

Average size: 18' tall, 9,000 lbs.
Attacks: claws: 2 x 1d10 + 8, and bite 3d8 + 4
To-hit modifier: +10
Hide/armor: none (or by worn armor)
Initiative modifier: +5
Movement rate: 260'

Ba'al is an immense demon lord who reigns over a Bloodrealm that seems to be an enormous, three-dimensional labyrinth of iron and sludge. Although he may shape-change at will, Ba'al most often appears as a towering ogre with two heads. He is an extremely cunning demon, and uses his ability to see all within three miles of his person to his utmost advantage. Ba'al has a penchant for mazes and puzzles, and much of his realm is riddled with caverns and tunnels. Fittingly, many of these labyrinths are populated by minotaurs. Ba'al enjoys traveling throughout his realm, attended by a host of succubae and lesser demons, maintaining no permanent dwelling.

Abilities: Ba'al is not affected by spells of charm or illusion and is immune to disease and poison. He is also immune to heat and cold. Ba'al may innately cast any ten Hedge Magic spells per day, and any ten 1st through 6th circle Hermetic spells per day. In addition, Ba'al may polymorph once per round at will, as if he cast the 5th circle Hedge magic spell of the same name. Twice per day, Ba'al may travel between planes as if he had innately cast the 8th circle Hermetic spell Gate upon himself. Once per day, Ba'al may summon 2d4 lesser demons and 1d3 greater demons. Ba'al may see all things within a three mile radius of his person. He has all knowledge and magic-related proficiencies, as well as Intimidate, and Leadership, all at Grade IV.

Physical description: Ba'al typically chooses to appear as an 18' tall ogre with two heads. He typically wears no clothing and wields no weapons. Ba'al's skin is often coated in dried blood.

Archdemon (Gressil)

Dodge: 24
Health points: 74
Intellect: exceptional
Physical Resist: +14
Mental Resist: +13
Average size: 12' tall, 900 lbs.
Attacks: 3 x 1d8 + 8
To-hit modifier: +10
Hide/armor: none (or by worn armor)
Initiative modifier: +6
Movement rate: 260', fly 260'

Gressil is a brilliant and conniving demon lord. Gressil resides in a large fortress upon an island, surrounded by an ice-filled sea. He is an expert military and diplomatic strategist, retaining his power through the might of his armies, and his practiced ability of playing his adversaries off one another. It is said that whenever Gressil is not answering a question, he is lying. Gressil employs an extensive network of scouts and spies to keep him abreast of all things happening outside his lair. Many of these spies conduct their businesses outside of the Blood Realms, and some claim that Gressil has eyes and ears even in the Dream Realms. Gressil wears a suit of black mail, and wields a morningstar that deafens any creature struck.

Abilities: Gressil is not affected by spells of charm or illusion and is immune to disease and poison. He is also immune to heat and cold. Gressil may innately cast the following Hermetic spells: Darkness, Shatter, Thought Projection, Ice Ray, Fly, Dispel Magic, Invisibility, Control, Read Mind, Petrify, and Disintegrate and the following Hedge magic spells: Terror, Enrage, Compel, Fly, Panic, Shout, Greater

Phantasm and Misfortune once per day. Twice per day, Gressil may travel between planes as if he had innately cast the 8th circle Hermetic spell Gate upon himself. Once per day, Gressil may summon 3d4 lesser demons. Gressil may innately detect any falsehood. Any creature struck by Gressil's morningstar must make a Mental Resistance check of 16 or be deafened for one day. Gressil has Perception, Persuasion, and all knowledge proficiencies at Grade IV.

Physical description: Gressil appears as a large four-armed satyr with the head of a goat. In two arms he wields a large black shield, and in two others, a long morningstar.

Dogs; *Canidae*

Dogs are carnivorous mammals. They have been domesticated by the humanoid races, and are prized as trackers, hunters, and companions. They possess keen olfactory abilities and hearing. Dogs, both feral and domestic, generally hunt in packs. Dogs possess Perception at Grade II, and can be trained to have Tracking at Grades I or II.

Dog, Hunting
Dodge: 12
Health points: 3 + 1d4 (6)
Intellect: animal
Physical Resist: +1
Mental Resist: -1
Average size: 3' long, 60 lbs.
Attacks: claws: 2 x 1d2, and bite: 1d4 + 1
To-hit modifier: +2
Hide/armor: none
Initiative modifier: +3
Movement rate: 160'

Hunting dogs tend to be smaller or mid-sized dogs such as hounds or retrievers. They are often well-groomed and highly trained by their masters.

Abilities: Hunting dogs have an incredible sense of smell and excellent hearing. Hunting dogs have one to two grades of the Tracking proficiency, and an experienced tracker who uses hunting dogs gains a +3 on his or her own Tracking skill checks.

Physical description: Hunting dogs come in a range of appearance from the bloodhound, to the pointer, to golden retrievers.

Dog, War
Dodge: 12
Health points: 6 + 1d4 (9)
Intellect: animal
Physical Resist: +2
Mental Resist: +0
Average size: 4' long, 80 lbs.
Attacks: claws: 2 x 1d2, and bite: 1d6 + 1
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +4
Movement rate: 160'

These are larger dogs such as dobermans and shepherds, bred for fighting. War dogs are often used as guard dogs as they are fearless in combat and highly alert. Trained war dogs are sometimes fitted with leather armor, giving them an armor absorption of 1 point. Feral dogs, hunting in packs of 3-10, should be considered as war dogs.

Abilities: War dogs also have excellent senses. War dogs can only be surprised 10% of the time. Feral dogs are sometimes rabid: there is a 20% chance that a feral dog has rabies, and each successful bite causes a Physical Resistance check to be made (target number 8) or the victim is also diseased.

Physical description: War dogs are larger and more muscular than other breeds of dog.

Domovoi
Dodge: 15
Health points: 1d2 (2)
Intellect: low to average
Physical Resist: -4
Mental Resist: +0
Average size: 1' tall, 6 lbs.
Attacks: bite: 1
To-hit modifier: +1
Hide/armor: none
Initiative modifier: +2
Movement rate: 60'

Domovoi are diminutive hair-covered humanoids that often reside in the homes or businesses of much larger races. These creatures are generally benevolent, but are prone to mischief. If domovoi inhabit a structure that is in use, their presence will often be indicated by the disappearance of small items or foodstuffs. Some tenants will tolerate or even encourage the residence of domovoi, as they tend to chase out rats and other vermin. Domovoi will usually move about unseen, and do little to disturb their home's occupants. However, domovoi dislike strife, and will often break items or hide valuables if they are disgruntled with their landlords.

Abilities: Domovoi have excellent low-light vision. Domovoi can innately charm animals as large as a dog as if by the Faith magic spell Charm Animal. They have Stealth at Grade III.

Physical description: Domovoi are short bearded humanoids that are covered in hair.

Doppelganger
Dodge: 13 or as victim
Health points: 8 + 2d6 (15) or as victim
Intellect: average or as victim
Physical Resist: +3 or as victim
Mental Resist: +2 or as victim
Average size: 6' tall, 160 lbs. or as victim
Attacks: by weapon + 2, or fist: 1d3 + drain abilities
To-hit modifier: +4 or as victim
Hide/armor: none (or by worn armor)
Initiative modifier: +4 or as victim
Movement rate: 130'

Doppelgangers are a race of creatures able to assume the identity of any similar sized humanoid. In their natural form, doppelgangers appear as emaciated bipedal creatures with smooth gray skin. Their heads are featureless- eyeless and mouthless- but undulating over their body are several mouths and eyes that surface, open and close, and sink beneath the flesh. However, once a doppelganger begins to consume the body and soul of an intelligent creature, it starts to physically and mentally assume a likeness of the former creature. Often a doppelganger will remain in this state for years, living in a manner similar to the former being.

The touch attack of a doppelganger is its most fearsome ability. Each successful hit drains an attribute or ability of its target unless a Physical Resistance check is made (target number 14). If failed, roll 1d6 (1: lose one point of agility, 2: lose one point of presence, 3: lose one point of endurance, 4: lose one point of intellect, 5: lose one point of strength, 6: lose one randomly-determined grade in a discipline or proficiency). This point transfers to the doppelganger, who slowly begins to form the likeness of its victim as it drains more of the victim's life. If any attribute score falls to 0, the victim dies and the doppelganger will consume its body in two rounds, fully becoming the victim in appearance, attributes, skills, and memory. Doppelgangers will flee with a partial likeness, only to return later to finish off its chosen victim. Attribute points and skills lost to the doppelganger are permanently lost until that particular doppelganger is slain. On the death of the doppelganger, attribute points and skills will return at a rate of one point or skill per day (choose randomly). Victims need not rest to regain these points.

Doppelgangers are not overtly malicious. However, they have little value for life and will not hesitate to slay an individual if the doppelganger is drawn to the victim's persona. Once a doppelganger assumes a particular individual's form, it may remain in that guise indefinitely. However, if the doppelganger abandons that likeness, it may not assume it again. Doppelgangers feel uncomfortable to remain in their true form for extended periods of time. For this reason, doppelgangers are most dangerous when encountered in their natural state.

Once a doppelganger has assumed the likeness of a slain individual, it will begin to act similar to the individual, but will do little to maintain close personal connections. A doppelganger that assumes the form a benevolent individual will typically be kindhearted. Similarly, a doppelganger that assumes the form of a malicious person will also be cruel.

Abilities: Although without eyes and ears, doppelgangers can effectively see in darkness and have keen hearing. When finally assuming the form of a slain individual, the doppelganger will gain all non-magical knowledge and abilities of the creature. In general a doppelganger will work to deceive all former acquaintances of the slain individual, and will cunningly break ties with all who might become suspicious. Doppelgangers may assume the form of any humanoid from 4-7' in height and inbetween 80-240' lbs.

Physical description: In their natural form doppelgangers appear as thin bipedals with gray skin, covered in a random and mobile set of large bloodshot eyes and fanged, drooling mouths. Their fingers and toes are exceptionally long, and their head is otherwise featureless.

Dragon; *Draconis*

Dragons are enormous winged reptilians, and are possibly the most powerful natives of the Tellurian plane. They are known for their longevity, as well as their ability to breathe fire, acid, or noxious gas. Unlike most creatures, dragons do not decline but instead grow more potent with age. In fact, it is thought that unless they are slain, dragons will not die naturally. Dragons vary somewhat in size and coloration. However, there are four distinct species: the azhi, the drakes, the smok, and the wyrms. Each species of dragon is unique in its behavior. However, as a general rule, dragons tend to be cruel or at the very least, callous. One common trait of dragons is their affinity for treasure, which they typically amass within their lair.

Dragon scales are exceptionally strong and light. Shields and armor that incorporate dragon scales are extremely rare, and extremely valuable. This armor absorbs more damage and weighs less than common armor.

The statistics provided below describe an average specimen of each species of dragon. However, the older the dragon, the larger and more intelligent it will be. For example, whereas a young adult azhi dragon might have 84 health points and an intellect of 12, an ancient individual might have 120 health points and an intellect of 16.

Dragon, Azhi
Dodge: 17
Health points: 69 + 6d10 (102)
Intellect: average to high
Physical Resist: +9
Mental Resist: +12
Average size: 56' long, 19,000 lbs.
Attacks: bite: 3d8 + 4, and claw: 2 x 1d12 + 4, or breath
To-hit modifier: +9
Hide/armor: 1d6
Initiative modifier: +5
Movement rate: 180', fly 240'

Azhi dragons are long snake-like dragons with short legs and an extremely long tail. They are occasionally referred to as 'cloud dragons', as they are frequently encountered when in flight. The Azhi are quite intelligent and have been known to speak languages of civilized races. Of dragon-kind, azhi tend to be the least malevolent. Unless they feel threatened azhi dragons will seldom attack initially, but will instead converse with intelligent beings or satisfy their curiosity in some similar way. Nevertheless, azhi are extremely protective of their lairs, and are much less convivial when encountered there. Azhi dragons normally dwell in mountaintop caverns or similarly elevated dens. The azhi are known to ambush wealthy caravans solely to carry away treasures or ornamented individuals to their lair.

Abilities: Twice per hour, azhi dragons may breathe a cloud of noxious gas within a 40' long and 20' wide cone. Any creature within this area will be blinded for 2d4 rounds. In addition, the affected creature must make a Physical Resistance check of 15 or collapse in a convulsive fit for 2d6 rounds. Once per day, the azhi may innately cast the following Hedge magic spells: Despair, Friends and Terror. They are immune to poison and disease.

Physical description: Azhi are long snake-like dragons with four short legs and relatively small wings. Their twisting tails account for nearly two-thirds of their total length. The scales of azhi dragons appear somewhat metallic and range from pearl white to gold. The heads of azhi have many whisker-like hairs, which often form beards or manes.

Dragon, Drake
Dodge: 18
Health points: 55 + 6d10 (88)
Intellect: low to average
Physical Resist: +12
Mental Resist: +6
Average size: 32' long, 12,000 lbs.
Attacks: bite: 3d6 + 4, and claw: 2 x 1d10 + 4, or breath
To-hit modifier: +8
Hide/armor: 1d6
Initiative modifier: +3
Movement rate: 180', fly 260'

Drakes are the smallest and least intelligent of the dragons. Nevertheless, they are extremely fierce and are no less feared. Like all dragons, drakes are native to the Tellurian plane. However, they may be encountered upon the Blood Realms as well, especially within wilderness regions. Drakes do not speak, nor do they have any

particular interest in intelligent beings. Typically drakes spend most of their time within their lairs, only venturing forth after intervals of months or years to feed and enrich their horde. Drakes are somewhat animalistic, and it is said a drake is as likely to attack a horse as it is the rider. Even so, drakes are not foolhardy. Thus, if they feel unusually endangered, they will flee rather than fight to the death. Very rarely, young drakes have been captured and trained as steeds. Yet those able to train and keep a drake are invariably powerful individuals with extraordinary resources. Drakes prefer to dwell within wooded areas, usually within winding but somewhat shallow burrows that extend great distances under the forest floor. Still, drakes can occasionally be found in arctic climates and these reside in labyrinthine tunnels of ice.

Abilities: Twice per hour, drakes may breathe an acidic spray within a 60' long and 20' wide cone. Any creature within this area will suffer 4d10 points of damage, or 2d10 if a Physical Resistance check of 15 is made. Drakes are immune to poison, acid and disease.

Physical description: Drakes appear as huge reptiles with four legs, a long tail, and large leathery wings. Drakes tend to be somewhat thinner than other dragons and are more agile. The scales of drakes are dark red or black. The heads of drakes often have several thin horns, and their jaws are somewhat aquiline.

Dragon, Smok
Dodge: 17
Health points: 99 + 6d10 (132)
Intellect: average
Physical Resist: +14
Mental Resist: +10
Average size: 86' long, 28,000 lbs.
Attacks: bite: 3d12 + 6, and claw: 2 x 2d8 + 4, or breath
To-hit modifier: +10
Hide/armor: 1d6 + 1
Initiative modifier: +2
Movement rate: 150', fly 200'

The smok are the largest and most terrible of dragon-kind. These creatures have been known to terrorize a region for days, and to lay entire cities to waste. Fortunately, smok spend the bulk of their time deep within their cavernous lairs and venture forth on a frequency of decades if left undisturbed. The smok are extremely malicious creatures, and take much pleasure in the ruin of lesser beings. They are of average intelligence and some have learned to speak humanoid languages. Even so, smok have little genuine interest in other races, as they view all other beings as inferior. These large dragons will occasionally enslave subterranean races to improve their lairs or compel neighboring communities to do so under the threat of destruction. Smok reside in deep subterranean caverns, and their dens are normally miles below the surface. Most smok are found on the Tellurian plane.

Abilities: Three times per hour, smok may breathe a cone of fire which is 80' long and 30' wide at its terminus. Any creature within this area will suffer 6d8 points of damage, or 3d8 if a Physical Resistance check of 15 is made. Smok vision extends into the infrared spectrum. They are immune to poison, disease, and all forms of heat.

Physical description: Smok appear similar to drakes, with four legs, a long tail and huge leathery wings. However, smok are much bulkier and their necks slightly shorter. The scales of smok vary from red to crimson, and they have many black spikes along their vertebrae. Smok have immense mouths, and unlike drakes, they have many very large teeth.

Dragon, Wyrm
Dodge: 18
Health points: 94 + 6d10 (127)
Intellect: high to very high
Physical Resist: +11
Mental Resist: +13
Average size: 70' long, 25,000 lbs.
Attacks: bite: 3d10 + 6, and claw: 2 x 2d8 + 4, or breath
To-hit modifier: +11
Hide/armor: 1d6 + 1
Initiative modifier: +4
Movement rate: 160', fly 220'

Wyrms are the most intelligent and powerful of dragons. In appearance, wyrms are similar to the smok. However, they are slightly less aggressive, and more apt to interact with other intelligent races. Wyrms have extensive magical abilities, and typically speak several languages. Due to their vast power, some wyrms are worshipped as deities by local inhabitants. In particular, reptilian societies often include cults that pay homage to an individual dragon. Like smok, wyrms typically reside in deep subterranean caverns far below the surface. However, some dragons have been known to inhabit abandoned fortresses or castles as well. Wyrms may also employ or enslave other races to defend and/or improve their lair. In general, wyrms spend the majority of their time in hibernation. In fact, it is common that a region's inhabitants will be unaware of the presence of a local wyrm's den. Upon their own impetus, wyrms only leave their warren once every 100-200 years. Nevertheless, a wyrm may stir prematurely if disturbed. Such cases usually result in catastrophic consequences.

Abilities: Three times per hour, wyrms may breathe a cone of fire which is 80' long and 30' wide at its terminus. Any creature within this area will suffer 6d8 points of damage, or 3d8 if a Physical Resistance check of 15 is made. Once per day, a wyrm may innately cast the following Hermetic spells: Darkness, Friends, Shatter, Wind, Crumble, Telekinesis, Dispel Magic, Wall of Fire, Incinerate, Melt, Firestorm and Magic Shield. Wyrm vision extends into the infrared spectrum. They are immune to poison, disease, and all forms of heat.

Physical description: Wyrms appear very similar to smok, having four powerful legs, a long tail and huge leathery wings. However, compared to smok, wyrms tend to be slightly smaller. Furthermore, the scales of wyrms are usually a variation of dark blue or green.

Drepsid
Dodge: 12
Health points: 2 + 1d4 (5)
Intellect: animal
Physical Resist: +0
Mental Resist: -1
Average size: 2.5' long, 12 lbs.
Attacks: bite: 1d4, sting: 1d2
To-hit modifier: +2
Hide/armor: none
Initiative modifier: +1
Movement rate: 70'

Drepsid are large insectoid creatures that dwell in dank subterranean environments such as sewers or dungeons. They will eat insects and small mammals, but prefer to feed upon carrion. Drepsid are mindless and aggressive. If disturbed, they will usually attack, biting with pincer-like mandibles. If drepsid succeed in biting an individual, they will then curl their hindquarters over and sting the victim as well. Drepsid are usually found in groups of 2-5 individuals. Hungry drepsid are often attacted to lightsources.

Abilities: Drepsid have keen olfactory senses and can function in complete darkness. If stung by a drepsid's tail, the victim must make a Physical Resistance check of 9 or lose 1d4 agility points. Any creature that loses 4 or more agility points in this manner becomes paralyzed in 1d4 + 1 rounds. This paralysis lasts for 7-12 hours.

Physical description: Drepsid appear as large flat millipedes with a long curved stinger at the terminus of their body. Their chitinous carapace is shiny black.

Dwarrow; *Dwerrow*

The dwarrow are a race of stout humanoids that share a strong connection with the earth. Dwarrow are much like humans in general appearance, but are shorter and stockier in proportion. All of the dwarrow naturally dwell underground. Dwarrow are known for their fortitude, as well as their skilled artisanship.

Brownie
Dodge: 14
Health points: 3 + 1d4 (6)
Intellect: average
Physical Resist: +1
Mental Resist: +1
Average size: 2.5' tall, 25 lbs.
Attacks: by weapon
To-hit modifier: +1
Hide/armor: none
Initiative modifier: +2
Movement rate: 90'

Brownies are a cousin to dwarves and gnomes, more closely related to the latter. Like gnomes, brownies dwell in shallow burrows in rolling foothills or glades of temperate regions. Brownie communities have little governmental structure, and typically contain 20-80 individuals. Brownie dwellings are nearly undetectable from the surface, with entrances often concealed by some natural barrier or object. In general, brownies avoid contact with the larger humanoid races. Brownies will always seek to avoid conflict. However, if attacked, they will defend themselves with small swords or spears (1d4 for damage). Brownies share a unique connection with burrowing animals (such as moles, rabbits, gophers, and some large insects), and may charm them at will.

Abilities: Brownies have excellent low-light vision and may see in the infrared spectrum. Like all dwarrow, brownies have perfect direction sense, as they are able to detect the planet's magnetic field. Brownies may innately charm any burrowing animal at will (no Mental Resistance check to resist). Each group of 3 brownies may Call Lesser Fauna as by the 2nd Circle Faith Magic spell. However, those creatures that respond are typically giant insects, such as giant scorpions or centipedes.

Physical description: Brownies resemble gnomes, but have a ruddier complexion and are somewhat smaller. Brownies typically wear earth-colored clothing.

Dvergar
Dodge: 13
Health points: 3 + 2d8 (12)
Intellect: low to high
Physical Resist: +2
Mental Resist: +2
Average size: 4.5' tall, 150 lbs.
Attacks: by weapon + 1, or fist: 1d3
To-hit modifier: +2
Hide/armor: none (or by worn armor)
Initiative modifier: +1
Movement rate: 120'

Dvergar are slighter, less common cousin of dwarves. The dvergar live much deeper underground than the dwarves, and are rarely seen near or on the surface. Like that of the dwarves, dvergar society is clan-based. However, most settlements contain no more than 300 individuals. Dvegar are extremely intolerant and at times, unwontedly cruel. Foreigners captured by dvergar are often subjected to nonsensical torture. Despite these tendencies, dwarves occasionally trade with the dvergar, usually for rare minerals found only at the greatest depths.

Abilities: Dvergar vision extends into the infrared spectrum, allowing them to see in total darkness as a human could in low-light. Low-light conditions are treated as daylight. Dvergar have perfect direction sense, as they are able to detect the planet's magnetic field. Dvergar can practice all forms of magic, however Faith magic is most common. Furthermore, some dvergar are particularly skilled in martial combat. Therefore the statistics of some individuals will be different from those presented here.

Physical description: Dvergar are similar to dwarves in height, but are less stocky. Like dwarves, male dvergar are typically bearded. Dvergar are extremely pale, and albinism is very common.

Dwarf
Dodge: 12
Health points: 4 + 2d8 (13)
Intellect: low to high
Physical Resist: +3
Mental Resist: +2

Average size: 4.5' tall, 165 lbs.
Attacks: by weapon + 2, or fist: 1d3 + 1
To-hit modifier: +2
Hide/armor: none (or by worn armor)
Initiative modifier: +0
Movement rate: 120'

Dwarves are a stocky race of humanoids which dwell in large underground complexes underneath hills or mountains. Dwarves are renowned for their mining skill, as well as their superior metal-working. For this reason, many other humanoids trade with dwarves for raw materials as well as finished metal goods. Legacy is of utmost importance in dwarven society. A dwarven community may contain as many as 100 clans, and up to 15,000 individuals. Although dwarves view foreigners with suspicion in their own home, they commonly mix with the other civilized races above the surface.

Abilities: Dwarves have very keen vision, and can see in low-light conditions (such as a moonlight night), as well as a human could see in daylight. Dwarves cannot see in total darkness however. Dwarves have perfect direction sense, as they are able to detect the planet's magnetic field.

Physical description: Dwarves are shorter than humans, but are generally just as strong or stronger. Male dwarves are almost always bearded. Most dwarves dress practically, typically preferring utility over form in aesthetic considerations. Some dwarves practice magic, and many are skilled in martial combat. Therefore the statistics of some dwarves will be different from those presented here.

Gnome
Dodge: 13
Health points: 5 + 1d8 (10)
Intellect: low to very high
Physical Resist: +2
Mental Resist: +2
Average size: 3-3.5' tall, 65 lbs.
Attacks: by weapon, or fist: 1d3
To-hit modifier: +1
Hide/armor: none (or by worn armor)
Initiative modifier: +1
Movement rate: 120'

Gnomes are a smaller, distant cousin of dwarves. Gnomish communities are typically located in rolling foothills, or in sparsely wooded areas. Typically a gnomish settlement will consist of 50-250 individuals whom live in shallow burrow-like homes. Gnomish society is clan-based. Nevertheless, gnomes comfortably intermingle with other civilized humanoids. Thus, gnomes are found within most populated areas and many large cities will contain gnomish neighborhoods. Gnomes are typically curious by nature, and are often collectors of various commodities or works of art.

Abilities: Gnomes have keen low-light vision, but may not see in total darkness. Like all dwarrow, gnomes have perfect direction sense, as they are able to detect the planet's magnetic field. Gnomes can practice all forms of magic, and some have advanced combat skills. Therefore the statistics of some gnomes will be different from those presented here.

Physical description: Gnomes are short and often bearded. In many respects, gnomes resemble dwarves, with rounded facial features and bulbous noses. However, whereas dwarves are typically stocky, gnomes are leaner and generally less hardy.

Eagle, Giant
Dodge: 16
Health points: 13 + 3d8 (27)
Intellect: animal
Physical Resist: +3
Mental Resist: +0
Average size: 12' tall, 320 lbs.
Attacks: talons: 2 x 1d6 + 3, and bite: 1d12 + 2
To-hit modifier: +6
Hide/armor: none
Initiative modifier: +2
Movement rate: fly 260'

In most respects, giant eagles resemble their smaller relatives. They generally inhabit forested or mountainous regions, and are often found near water. Giant eagles prey upon mammals such as livestock, small deer, or even wolves. However, they will also attack small humanoids or children if the opportunity presents itself. Like their smaller cousins, giant eagles will attack by swooping down quickly, clutching its prey in its talons to be carried away and consumed. The nest of a giant eagle is typically large enough to hold four adult humans.

Abilities: If a victim less than 100 lbs. is struck by both talons, or a victim of less than 50 lbs. is struck by one talon, he or she must make a Physical Resistance check of 11 or be caught in the giant eagle, and may be carried away. Giant eagles have a remarkable visual system, giving them Perception Grade III.

Physical description: Giant eagles resemble normal-sized eagles, but are much larger.

Eel, Giant
Dodge: 13
Health points: 12 + 2d10 (23)
Intellect: animal
Physical Resist: +2
Mental Resist: -2
Average size: 14' long, 500 lbs.
Attacks: bite: 3d4 + special
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +2
Movement rate: swim 180'

Giant eels are large enlogated fish that appear similar to snakes. They are carnivorous, and generally roam coral reefs searching for large fish or mammals. Sometimes giant eels will back themselves into large crevices, and attack by surprise, striking out at creatures swimming by. Giant eels secrete a neurotoxic saliva that paralyzes their prey.

Abilities: Like sharks, giant eels have excellent senses of smell, olfaction and electroreception. They cannot be surprised by any creature within the water. Any creature bitten by a giant eel must make a Physical Resistance check of 11 or be paralyzed for 3d6 rounds. When not moving, giant eels can be considered to have Stealth grade II.

Very rare gaint electric eels can cause an electric discharge that affects all creatures within 30' of it. Any creature shocked by a giant electric eel suffers 4d6 points of damage, or 2d6 points of damage if a Physical Resistance check of 13 is made.

Physical description: Giant eels are long snake like fish, with large teeth-filled mouths. The coloring of giant eels varies, but typically matches their surroundings.

Elementals; *Elementum*

Elementals are commonly viewed as the native residents of the four elemental planes. However, although elementals are sentient, their actions most often seem mindless and they are easily manipulated by magic. For these reasons, it has been surmised that elementals are not actually residents of the elemental planes, but instead localized manifestations of elemental planar forces. This is correct- all four varieties of elemental actually stem from the Viridian Realms, which acts as a sort of nexus for elemental forces transmitted to the Tellurian plane. Typical encounters with elementals outside of the Viridian Realms are the result of another creature summoning the elemental. In these cases, the elemental is usually under the directive of the summoner. If encountered on their native planes, uncontrolled elementals are typically apathetic and do not care much for others. However, when found on other planes, free elementals are unpredictable and often dangerous.

Air Elemental

Dodge: 17
Health points: 16 + 1d10 (22)
Intellect: very low
Physical Resist: +6
Mental Resist: n/a
Average size: 12' tall cone, <1 lbs.
Attacks: 2 x 1d10, or special
To-hit modifier: +4
Hide/armor: 1
Initiative modifier: +6
Movement rate: fly 300'

Air elementals may be found in a variety of sizes. The statistics provided here describes a somewhat average specimen. However, it should be noted that air elementals much smaller as well as much larger may be found. As explained above, air elemental behavior upon its native plane is typically mindless and benign. When outside the Viridian Realms, the elemental is most often under the control of another intelligent creature.

Abilities: Air elementals may easily dissipate gases or clouds. Furthermore, if interposed, an air elemental may induce a -4 to-hit with all missile weapons. As a special attack, the air elemental may lift any object or creature up to 80 lbs., up to 20' in the air and drop it (Physical Resistance check of 14 to oppose), once per hour. Missile weapons only inflict half normal damage upon an air elemental.

Physical description: Air elementals typically appear as large dust devils. However, air elementals may take any shape, and can pass through any space that is not air-tight.

Earth Elemental

Dodge: 13
Health points: 23 + 3d6 (34)
Intellect: very low
Physical Resist: +6
Mental Resist: n/a
Average size: 10' tall, 6000 lbs.
Attacks: 3d8
To-hit modifier: +4
Hide/armor: 1d6
Initiative modifier: +0
Movement rate: 60'

Earth elementals are enormous masses of animated mineral and stone. As other elementals, earth elementals vary greatly in size. Similarly, when found within the Viridian Realms, earth elementals are typically passive. Outside the Viridian Realms, the elemental is most often under the control of another intelligent creature. When uncontrolled and outside their native plane, earth elementals are often curious about living creatures, and may occasionally attack without provocation.

Abilities: Earth elementals may move at a rate of 60' upon any solid surface, or through stone at the same rate. Earth elementals may break through non-stone or metal obstacles with a strength score of 20. Edged weapons only inflict half normal damage upon an earth elemental.

Physical description: Earth elementals generally appear as a somewhat humanoid mass of stone, but may take any form that is convenient for the circumstances.

Fire Elemental

Dodge: 16
Health points: 17 + 1d10 (23)
Intellect: very low
Physical Resist: +6
Mental Resist: n/a
Average size: 10' tall column, <1 lbs.
Attacks: 2 x 1d12 or special
To-hit modifier: +6
Hide/armor: 1d2
Initiative modifier: +6
Movement rate: 160'

Fire elementals are animated columns of flame. Although fire elementals require no fuel to burn, any flammable substance contacting a fire elemental will ignite. Like all elementals, fire elementals vary

greatly in size and strength. However, unlike other elementals fire elementals tend to be more aggressive, even when found within the Viridian Realms. When outside their native plane, fire elementals are most often found under the control of another intelligent creature. However, if upon another plane and not controlled, fire elementals become extremely chaotic and destructive.

Abilities: Fire elementals may move at a rate of 160' upon any solid surface but water. Of course, fire elementals are immune to heat, however water or cold-based attacks inflict twice normal damage. As a special attack, once per hour, the elemental may spout a jet of flame 2' diameter and 15' long that inflicts 3d6 points of damage.

Physical description: Fire elementals generally appear as columns of fire. However like other elementals, they may change form if necessary.

Water Elemental
Dodge: 15
Health points: 19 + 2d6 (26)
Intellect: very low
Physical Resist: +6
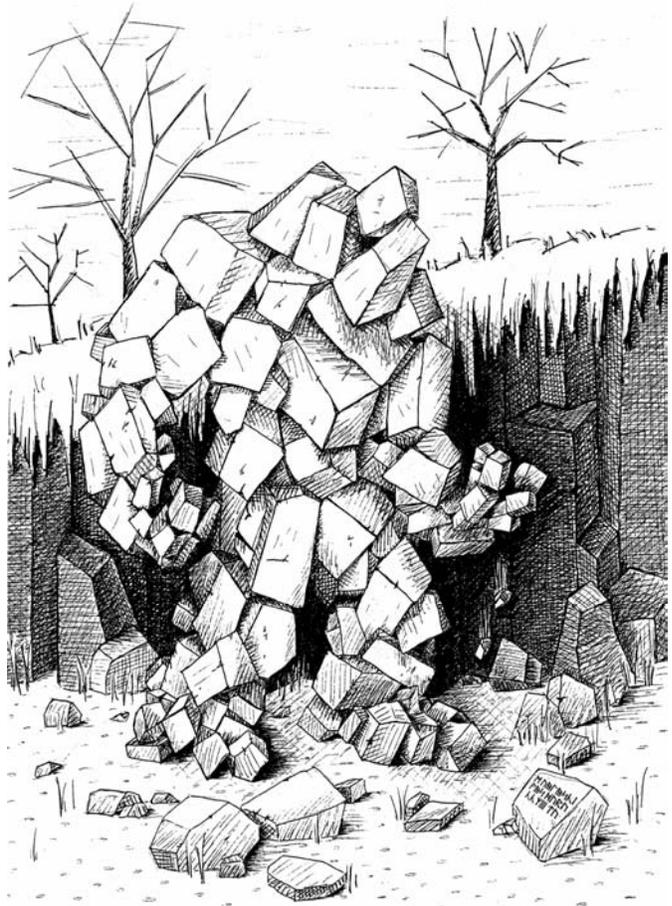Mental Resist: n/a
Average size: 10' tall, 3000 lbs.
Attacks: 3d6 or special
To-hit modifier: +3
Hide/armor: 1d3
Initiative modifier: +4
Movement rate: 80'

Water elementals are large animated units of water. These creatures may be found within other bodies of water, or may move independently across dry land. Like other elementals, water elementals are varied in size, and the statistics provided here describe only an average specimen. Like all elementals, water elementals behave somewhat mindlessly when encountered upon their native plane. When outside the Viridian Realms, these elementals are most often found under the direction of another creature. However, an uncontrolled water elemental outside the Viridian Realms will behave erratically and will often attack unprovoked.

Abilities: The water elemental may move at a rate of 80' upon any solid surface or through water at twice that rate. As a special attack, a water elemental may collapse upon its opponents. All creatures affected by the collapse (a wave, 6' in breadth), must make a Physical Resistance check of 16 or be knocked off their feet, suffer 1d6 health points of damage, and be swept 2d8 feet backwards. A water elemental may employ this collapse attack once per hour. In water, the water elemental may submerge a swimmer indefinitely (Swimming check of 10 per round to resist).

Physical description: Water elementals generally appear as tall non-crashing wave. However like other elementals, water elementals may change form if desired.

Elephant
Dodge: 14
Health points: 54 + 5d6 (72)
Intellect: animal
Physical Resist: +6
Mental Resist: +1
Average size: 12' tall, 12,500 lbs.
Attacks: trample: 1d12 + 8, or tusk: 1d10 + 6
To-hit modifier: +4
Hide/armor: 1d2
Initiative modifier: +0

Movement rate: 170'

Elephants are very large herbivorous mammals that live in grasslands or sparse forests. They are more or less peaceful, however male elephants, or females with young may be very territorial. If captured young, elephants may be trained as mounts. Trained elephants can carry large amounts of supplies, or may be employed as powerful steeds in battle. Elephants are somewhat intelligent, and are not easily trapped or contained against their will.

Abilities: Elephants have no extraordinary abilities.

Physical description: Elephants are large quadrupeds with large flat ears and a distinguishing prehensile trunk. They have thick greyish hides, and two long tusks growing from their upper jaw.

Erinyes
Dodge: 16
Health points: 8 + 2d8 (17)
Intellect: low
Physical Resist: +3
Mental Resist: -1
Average size: 5' tall, 160 lbs.
Attacks: bite: 1d6 + 1, or by weapon + 2
To-hit modifier: +4
Hide/armor: none (or by worn armor)
Initiative modifier: +2
Movement rate: 110', fly 210'

Erinyes are a race of cruel winged humanoids with the body of a female human and the head of a dog. Erinyes are found within the Tellurian plane as well as many Realms of Perdition. They gather in bands of 8-15 individuals which roam over vast territories in search of prey. Erinyes will feed on livestock and other large mammals. However, they favor human and goblinoid flesh, and are known for assaulting unwary travelers or small caravans. Although they may be found in most climes, erinyes are most frequently encountered in wooded mountain ranges. Erinyes employ simple weapons, usually wooden clubs or spears.

Erinyes have an odd distaste for machinery, and will not only attack travellers, but will also destroy the wheel of wagons, and will smash any implements they find.

Abilities: Except for flying, erinyes have no extraordinary abilities.

Physical description: Erinyes have the body of a human woman, but the head of a large dog or wolf. Two large feathered wings protrude from the erinyes' shoulder blades.

Faeries; *Fey*
The faerie folk are comprised of several species of fair humanoids that are most often found in sylvan regions. The largest and most civilized of the faeries are the elves. The elves form organized societies, and are the most apt to interact with other intelligent races. Faeries are the oldest of the humanoids. Perhaps for this reason, they tend to be more peaceful and conservative than giants, goblins and men. Nonetheless, faeries are fond of mischief, and the smaller faeries take great pleasure in confounding these younger races.

Elf
Dodge: 13
Health points: 2 + 2d8 (11)
Intellect: low to very high

Physical Resist: +1
Mental Resist: +2
Average size: 5.5' tall, 120 lbs.
Attacks: by weapon, or fist: 1d2
To-hit modifier: +1
Hide/armor: none (or by worn armor)
Initiative modifier: +2
Movement rate: 120'

Elves are the largest of the faerie folk, and one of the oldest humanoid races. Elves tend to be patient, and compared to the other humanoid races, their society is somewhat conservative. Elven communities are rarely composed of more than 5000 individuals, and their cities are typically constructed to be in harmony with the natural surroundings.

The most commonly encountered elves are at times called 'high' or 'light' elves, in order to distinguish them from their subterranean cousins, the dark elves. Elves are renowned for their superior craftsmanship of most goods, as well as their rich tradition of literature. More so than other races, many elves are practitioners of magic. Elven government is normally composed of elected or appointed elders. Elves interact occasionally with other civilized humanoids, most often with humans.

Abilities: Elves may see in low-light conditions as well as a human could see in daylight. They cannot see in total darkness, however. Elves apply a +1 modifier to Mental Resistance checks resisting illusions or magical attacks. Elves can practice all forms of magic, and some are skilled in martial combat. Therefore the statistics of some individuals will be different from those presented here.

Physical description: Elves resemble lean humans, but are slightly shorter and have pointed ears and almond-shaped eyes. As a race, they are uncommonly attractive.

Elf, Dark
Dodge: 13
Health points: 2 + 2d8 (11)
Intellect: low to very high

Physical Resist: +1
Mental Resist: +2
Average size: 5.5' tall, 120 lbs.
Attacks: by weapon + 1, or fist: 1d2
To-hit modifier: +2
Hide/armor: none (or by worn armor)
Initiative modifier: +3
Movement rate: 120'

Dark elves are a distant subterranean cousin to the surface-dwelling elves. Dark elves are very rarely encountered aboveground. Thus, they have little to no interaction between most humanoid races. The cavernous world of the dark elves is vast, and they are found all throughout. Unlike their surface cousins, large cities of dark elves exist deep within the earth.

Dark elf society is clan-based, and family heritage often overweighs consideration of individual merit or achievement. The dark elves employ slavery, usually subjugating other subterranean races. There is a great mistrust between light and dark elves, ostensibly based upon a schism between the two many ages ago. Occasionally, dark elves are referred to as drow.

Abilities: Dark elf vision extends into the infrared spectrum, and they prefer low-light conditions. Dark elves apply a +1 modifier to Mental Resistance checks against illusions or magical attacks. Dark elves are sensitive to magical auras, and can be assumed to have Magic Acuity grade II. Like all elves, dark elves can practice all forms of magic, and some are skilled in martial combat. Therefore the statistics of some dark elves will be different from those presented.

Physical description: In terms of physique, dark elves are similar to their surface-dwelling cousins. However, dark elf skin is nearly black and their hair grey or silver.

Half-elf
Dodge: 12
Health points: 3 + 2d8 (12)
Intellect: low to very high
Physical Resist: +1
Mental Resist: +1
Average size: 5.5' tall, 150 lbs.
Attacks: by weapon + 1, or fist: 1d2
To-hit modifier: +2
Hide/armor: none (or by worn armor)
Initiative modifier: +1
Movement rate: 120'

Half-elves are not a race unto themselves, but are a somewhat common hybrid of elf and a human. As such, half-elves do not have a distinctive culture or societal organization. In general, half-elves will reside within either elven or human communities where they are more or less accepted. Nevertheless, due to the cultural diversity of human settlements, half-elves often feel more comfortable with their human kin. Dark half-elves are possible, but are extremely rare.

Abilities: Half-elves may see in low-light conditions as well as a human could see in daylight. They cannot see in total darkness, however. Dark half-elf vision extends into the infrared spectrum. Half-elves apply a +1 modifier to Mental Resistance checks against illusions or magical attacks. Half-elves can practice all forms of magic, and some are skilled in martial combat. Therefore the statistics of some half-elves will be different from those presented here.

Physical description: Half-elves have slender human builds, but have pointed ears and almond-shaped eyes.

Pixie

Dodge: 15
Health points: 1 + 1d4 (4)
Intellect: average to high
Physical Resist: -3
Mental Resist: +1
Average size: 2' tall, 15 lbs.
Attacks: by knife or dagger
To-hit modifier: +2
Hide/armor: none
Initiative modifier: +3
Movement rate: 90'

Pixies are a race of diminutive faeries that may be encountered in remote forests and glades. Pixies enjoy playing tricks on others, stealing their belongings or misleading them with odd tracks or noises. They are extremely difficult to surprise, and in most encounters, the pixies will never be directly seen. Pixies form small roaming bands of 4-12 individuals. They will typically avoid conflict at all costs. However, if forced to fight, they will do so with small knives, often coated in a sleep-inducing poison. Pixies will occasionally cooperate with elves in times of strife, acting as messengers or scouts.

Abilities: Pixies are immune to all forms of illusion. They may see in low-light conditions as well as a human could see in daylight.

Physical description: Pixies closely resemble elves. However, they are much smaller.

Sidhe

Dodge: 13
Health points: 5 + 2d6 (12)
Intellect: average to very high
Physical Resist: +1
Mental Resist: +3
Average size: 4.5' tall, 100 lbs.
Attacks: by weapon, or fist: 1d2
To-hit modifier: +2
Hide/armor: none (or by worn armor)
Initiative modifier: +2
Movement rate: 130'

Sidhe are a tall slender race of faerie folk, similar to elves in appearance, but very xenophobic. In addition, unlike elves, sidhe have the ability to alter their appearance at will, appearing up to 1' taller or shorter, and/or 30 lbs. heavier or lighter. Sidhe prefer remote wilderness to civilized areas. Their own social structures are somewhat loose, and rarely consist of more than 20 individuals. Sidhe are expert woodsman, and are difficult to track or surprise in a natural environment. Sidhe view themselves as superior to other faerie folk, and only tolerate occasional contact with them.

Abilities: Sidhe may alter their appearance at will, appearing up to 1' taller or shorter, and/or 30 lbs. heavier or lighter at will. However, changing appearance weakens a sidhe, and for each alteration, the sidhe loses 1 health point for 24 hours. Changing back to their original appearance does not induce a temporary health point loss. Sidhe have keen vision, and can see in low-light conditions (such as a moonlight night), as well as a human could see in daylight. They cannot see in total darkness however. Sidhe can practice all forms of magic, and some are skilled in martial combat. Therefore the statistics of some individuals will be different from those presented.

Physical Description: Sidhe are generally attractive and have elven features. However, their hair is always dark and their eyes are amber.

Sprite

Dodge: 14
Health points: 1d3 (2)
Intellect: average to high
Physical Resist: -4
Mental Resist: +2
Average size: 1' tall, 3 lbs.
Attacks: none
To-hit modifier: n/a
Hide/armor: none
Initiative modifier: +5
Movement rate: 60', fly 240'

Sprites are a tiny race of winged faerie folk. Like pixies, they are very reclusive and are rarely seen by non-faerie eyes. Sprites are whimsical creatures. Often they will follow larger humanoids out of curiosity, but seldom interact apart from pilfering small items. Occasionally sprites will warn travelers of danger, but only if they think the individual is benevolent. For this reason, sprites most often appear to children rather than to adults. Sprites will not fight. However, if threatened, they will often cause their offender to drift into a deep sleep and then escape.

It is rumored that there exists a breed of evil sprites. However, it is difficult to determine if this is true, or if this is simply the belief of humorless folk that have fallen prey to their hijinx.

Abilities: Sprites are immune to all forms of illusion. Twice per day, a sprite may innately cause one individual to fall asleep as by the 3rd Circle Hedge spell (Mental Resistance of 13).

Physical description: Sprites appear as very small elves with large butterfly wings.

Firedrake

Dodge: 14
Health points: 18 + 6d8 (54)
Intellect: animal
Physical Resist: +6
Mental Resist: +4
Average size: 18' long, 1900 lbs.
Attacks: bite: 1d10 + 1d6, and claw: 2 x 2d4 + 1d6
To-hit modifier: +7
Hide/armor: 1
Initiative modifier: +5
Movement rate: 160', fly 280'

Firedrakes are large winged reptiles that appear to be small dragons. They are native to the Blood Realms, but may be found on most all planes, where they reside in places of extreme heat such as volcanic caverns. Firedrakes are immune to heat, and they themselves are extremely hot. In fact, they are fond of bathing in pools of lava. Any creature touching a firedrake suffers 1d8 points of heat damage. Firedrakes are extremely aggressive creatures, and are sometimes trained by salamanders to act as guards, or even as steeds. Unlike dragons, firedrakes have no form of breath weapon.

Abilities: Any creature touching a firedrake suffers 1d8 points of heat damage and any flammables contacting a firedrake will ignite. Firedrakes are immune to heat.

Physical description: Firedrakes appear as large scaled reptiles with a long tail, and leathery wings. Firedrakes are dark black, and long canine teeth extend downwards from their their large mouths

Fuath/Fuath-Arrachd

Dodge: 5/15
Health points: 2 + 2d4/30 + 3d8 (7/43)
Intellect: very high to exceptional
Physical Resist: -2/+8
Mental Resist: +8/+8
Average size: 1' long/8' tall, 400 lbs.
Attacks: none/fist: 2 x 1d6 + 6 or 2 x by weapon + 6
To-hit modifier: +0/+8
Hide/armor: none
Initiative modifier: -2/+2
Movement rate: 10', swim 20'/140'

Fuath are a race of highly intelligent amphibious creatures from the Veridian Realms. The fuath are small alien creatures consisting of little more than a mouth-less humanoid head, trailed by several tentacles and tube-like like appendages. Encountered alone, they are slow-moving and extremely vulnerable. In fact, fuath can only survive alone for several days, as they are unable to acquire proper nourishment. However, the fuath have developed a symbiotic relationship with the arrachd, a nearly mindless race of creatures that have been bred into various forms to fulfill the fuath's needs.

Due to their strange biology, fuath will be normally encountered while connected to an arrachd. The most common arrachd are hulking bipedal beasts lacking a head, with two small eyes and a large mouth in its chest. The fuath seats itself into a small cavity between the arrachd's shoulders, and together the two act as a single creature.

Fuath are typically encountered alone or in small groups, and usually near water. They will often surround themselves with a number of arrachd, and one fuath can simultaneously mentally dominate up to 5 arrachd within 100'. When not influenced by fuath, arrachd are domesticated and ill-motivated, and will only fight if attacked.

Abilities: The physical abilities of a fuath are dependent upon the arrachd it is connected to. The stats listed here regard a large amphibious bipedal arrachd. Fuath communicate with each other telepathically and may innately cast the following Ritual magic spells once per day: Charm Animal, Summon Lesser Fauna, and Futility. Independently, arrachd have an animal intellect, and a Mental Resistance modifier of -3.

Physical description: The appearance of a fuath is largely dependent upon the arrachd it is attached to. Arrachd are often bipedal or fish-like. However, some arrachd resemble squid, and others may have wings. The fuath themselves are purple-grey humanoid heads with several tubes and squid-like tentacles trailing from the neck. They have no mouths.

Gargoyle

Dodge: 14
Health points: 10 + 2d10 (21)
Intellect: average
Physical Resist: +5
Mental Resist: +3
Average size: 5.5' tall, 180 lbs.
Attacks: by weapon + 4, or claws: 2 x 1d6 + 3
To-hit modifier: +6
Hide/armor: none
Initiative modifier: +2
Movement rate: 140', fly 180'

Gargoyles are malicious winged humanoids, considered to share both demon and goblin ancestry. They do not form social structures, but are typically solitary, interacting with other gargoyles only in rare and reticent gatherings. Gargoyles enjoy a measure of servitude, and often align themselves with powerful individuals, spellcasters, or intelligent creatures. Such gargoyles are known to become obsessed with their master's livelihood, and occasionally take matters into their own hands if they feel they can increase their master's fortune or influence.

Gargoyles are quite intelligent. However, due to a lack of personal impetus, they will often appear dull or uninterested unless challenged. Most gargoyles may speak at least one humanoid language, but they rarely do so.

Abilities: Gargoyles may see in darkness as well as in light. They are not affected by spells of charm or illusion and are immune to disease, poison, cold, and heat. Gargoyles may innately cast the Ritual magic spells: Essence Drain and Stone Skin once per day. When affected by their Stone Skin ability, gargoyles are often mistaken for statues.

Physical description: Gargoyles stand 5 to 5.5' tall, have dark grey skin, pointed ears and reddish eyes. Small horns protrude from their forehead. Their wings are leathery and their hands are large and clawed.

Ghast

Dodge: 12
Health points: 12 + 3d8 (26)
Intellect: low to average
Physical Resist: +6
Mental Resist: +1
Average size: 9' tall, 420 lbs.
Attacks: claw: 2 x 1d6 + 4, and bite: special
To-hit modifier: +3
Hide/armor: none
Initiative modifier: +1
Movement rate: 150'

Also called ghugs or stone trolls, ghasts are a race of large cruel subterranean humanoids. Ghasts are usually encountered in groups of 3 to 5 individuals that wander great distances in the underworld searching for easy prey. Although ghasts are not particularly intelligent, they are excellent hunters, and can track potential victims for miles. Furthermore, ghasts are notoriously silent. Not only do they make no vocalizations, but ghasts are extremely stealthy and normally attack by surprise. Once locating their quarry, it is common for a group of ghasts to remain a distance away, not attacking until the target is sleeping, wounded, or in a disadvantageous situation.

Abilities: Ghasts are extremely stealthy and may be considered to have the Stealth proficiency grade IV. They may see in the dark, but bright light blinds them. If a ghast hits an opponent with both of its claws, it will attempt to bite the opponent. A successful bite inflicts only 1d3 health points of damage, but the victim must make a Physical Resistance check of 12 or lose 1 agility point per round for the next 1d6 + 1 rounds (min. 1). The effects of these bites are cumulative. These lost agility points will return after 24 hours. Ghasts may hold their breath for long periods (up to ½ hour) and are powerful swimmers. Thus, they often use water when conducting an ambush.

Physical description: Ghasts are large, lean humanoids with long powerful arms and thin clawed fingers. With long thin faces, they do not look unlike large trolls. However, their skin is dark grey and they have larger mouths and huge saucer-like yellow eyes.

Giants; *Gigantes*

Giants are a race of large powerful humanoids. As a race, giants tend to be individualistic and typically do not form complex social arrangements. Similarly, giants often base judgment upon individual actions, rather than those of a whole. For this reason, giants can be curiously tolerant creatures. As a general rule, giants are most concerned about the present. This pragmatism is typically beneficial for solving existent problems. However, giants often frustrate the other races, as their point of view often overlooks the significance of

impending crises. Giants may act civilized when required. Nevertheless, all giants harbor a feral spirit that is evident in moments of great anger or excitement.

Cyclops

Dodge: 14
Health points: 22 + 3d10 (39)
Intellect: low to average
Physical Resist: +7
Mental Resist: +4
Average size: 12' tall, 800 lbs.
Attacks: fist: 2 x 2d4 + 3, or by weapon + 6
To-hit modifier: +6
Hide/armor: none
Initiative modifier: +2
Movement rate: 150'

Cyclopes are xenophobic giants, easily identified by their possessing one large eye, centered in their forehead. Most commonly cyclopes may be found inhabiting temperate islands. However they may also be found in remote forests or isolated mountain ranges. In most cases, cyclopes are peaceful, and will actively avoid contact with other intelligent races. However, if threatened, cyclopes will quickly and ruthlessly confront their adversaries.

Cyclopes are typically sedentary, living in caves or large crudely built huts. They are almost always encountered in groups of several individuals. Cyclopes favor large spears (1d12) as weapons.

Abilities: Like most giant folk, cyclopes have a keen olfactory sense, and can identify individuals and places by scent alone.

Physical description: Cyclopes are large humanoids, with one large central eye. These giants wear simple clothes, and employ only the most basic of tools.

Daitya

Dodge: 15
Health points: 18 + 2d10 (29)
Intellect: average to high
Physical Resist: +6
Mental Resist: +7
Average size: 11' tall, 700 lbs.
Attacks: fist: 2 x 1d6 + 4, or by weapon + 4
To-hit modifier: +5
Hide/armor: none (or by worn armor)
Initiative modifier: +2
Movement rate: 160'

Diatya are a race of malevolent giants, feared for their appetite for human flesh. These intelligent giants are often encountered in remote strongholds, where they horde wealth obtained through trading and raids. Typically, a diatya dwelling will contain a small family-centered group, numbering between 5-10 individuals. Diatya both fashion and employ their own weapons and armor, and often to dress in fine silks and furs. They possess some magical properties, and will cunningly employ these skills to their fullest advantage. Diatya mostly employ large swords (2d6 damage) as weapons.

Abilities: Diatya have a keen sense of smell, and can identify individuals and places by scent alone. Once per day, diatya may innately cast the following Hedge magic spells: Friends, Minor Phantasm, Reveal Invisibility, and Terror.

Physical description: Diatya appear as pale grey-skinned humanoids with yellowish eyes. They often wear jewelry, and prefer to dress in the most expensive garments available. Diatya have dark curly hair, and two small horns on top their head.

Ettin

Dodge: 13
Health points: 16 + 2d10 (27)
Intellect: low to average
Physical Resist: +5
Mental Resist: +4
Average size: 10' tall, 600 lbs.
Attacks: fist: 2 x 1d6 + 2, or 2 x by weapon + 3
To-hit modifier: +6
Hide/armor: none or 1 (hide armor)
Initiative modifier: +3
Movement rate: 140'

Ettins are a race of cruel two-headed giants. Ettins are most often encountered in sparsely populated areas. However, it is not uncommon for ettins to steal livestock, or at times, unwary travelers for food. Due to their chaotic nature, ettins are shunned by all civilized races and any efforts to negotiate with these giants are bound to fail.

Ettins are rarely encountered in groups, and have no apparent communal organization. Nevertheless, ettins are somewhat intelligent and speak their own language, although most often to themselves. Typically, ettins will carry large spiked clubs (2d4) or enormous wicked axes (2d6).

Abilities: Ettins have a keen sense of smell, and can identify individuals and places by scent alone.

Physical description: Ettins appear as wild and usually filthy two-headed ogres. They generally carry few possessions and wear simple hides. A small number (about 5%) of ettins have three heads instead of two.

Fir Bolg

Dodge: 14
Health points: 44 + 4d10 (66)
Intellect: low to high
Physical Resist: +9
Mental Resist: +5
Average size: 18' tall, 1800 lbs.
Attacks: fist: 2d6 + 6, or 2 x by weapon +7
To-hit modifier: +7
Hide/armor: none (or by worn armor)
Initiative modifier: +0
Movement rate: 200'

Fir Bolg are wild reclusive giants, inhabiting dense forests or isolated mountain ranges. These giants are easily annoyed by the smaller races, and at times find amusement destroying remote man-made structures such as bridges and dams. For similar purposes, fir bolg are also known to hurls stones upon passing caravans, or to wade into battles amongst smaller humanoids, indiscriminately wrecking havoc and chaos.

Fir Bolg are almost always encountered alone or in pairs. While they rarely carry more than simple clothing and furs, fir bolg will at times carry captured livestock or hapless travelers in large sacks slung over their shoulder. Fir Bolg typically employ large wooden clubs (2d8), or hurled boulders (2d6) as weapons.

Abilities: Like most giant folk, fir bolg have a keen olfactory sense, and can identify individuals and places by scent alone.

Physical description: Fir Bolg generally appear as wild, hairy humanoids, wearing simple clothes made from a patchwork of furs, leather and cloth.

Jotun

Dodge: 14
Health points: 35 + 3d10 (51)
Intellect: average
Physical Resist: +8
Mental Resist: +3
Average size: 14' tall, 1100 lbs.
Attacks: fist: 2 x 2d4 + 3, or 2 x by weapon + 6
To-hit modifier: +8
Hide/armor: none (or by worn armor)
Initiative modifier: +0
Movement rate: 160'

Jotun are distant relatives of the fir bolg and in many respects resemble their wild larger cousins. However, jotun are generally less concerned with the affairs of smaller humanoids, and as such, are typically less hostile. Like fir bolg, jotun inhabit thick forests or remote mountain ranges. Nevertheless, the two races of giants rarely interact with each other. Jotun are extremely fond of strong drink, and will aggressively negotiate to obtain any significant quantity of spirits.

Jotun are often encountered in small bands of 2 to 6 individuals. These giants typically employ large wooden clubs (2d6), or hurled boulders (2d4 + 2) as weapons.

Abilities: Like most giant folk, jotun have a keen olfactory sense, and can identify individuals and places by scent alone.

Physical description: Jotun generally appear as wild, hairy humanoids, much like fir bolg, but considerably smaller. Jotun wear simple clothes made from furs, leather and cloth.

Ogre

Dodge: 11
Health points: 8 + 3d8 (22)
Intellect: low to high
Physical Resist: +5
Mental Resist: +1
Average size: 7.5' tall, 330 lbs.
Attacks: fist: 1d3 + 2, or by weapon + 4
To-hit modifier: +3
Hide/armor: none (or by worn armor)
Initiative modifier: +0
Movement rate: 120'

Ogres are the most human-like of the giant folk. Nonetheless, ogres are rarely encountered in populated areas. Instead, they typically organize into small groups consisting of one or two extended families. These groups may either be nomadic or sedentary, depending upon local resources. Many ogres herd livestock which they will infrequently trade with outsiders. Ogres do not typically use magic. However, amongst ogre spellcasters, Faith and Ritual magic are the most common types.

Abilities: Ogres have a keen olfactory sense, and can identify individuals and places by scent alone. Some ogres employ magic, and many individuals are skilled in martial combat. Therefore the statistics of some ogres will be different from those presented here.

Physical description: Ogres generally appear as pale, oversized humans with long arms, a pronounced brow and a strong jaw.

with the other humanoids of the Tellurian plane, and characteristically treat envoys of these races with condescension and disdain.

All titans possess innate magical abilities, including the powerful ability to gate once per day. As such, titans often involve themselves in inter-planar affairs, using their Tellurian residences as a base of operations but little more. If forced to defend themselves, titans will employ sophisticated tactics and always use every advantage afforded to them. Titan weapons typically do three times normal damage. For example, a titan long sword will inflict 3d10 points of damage.

Abilities: Titans may innately cast the following Hermetic spells: Fog, Lightning Bolt, Summon Greater Elemental and Gate, and the Faith magic spells once per day: Wind, Rain, Alter Weather, and Storm.

Physical description: Titans appear as enormous, yet proportional humans with marble-like skin.

Gnole

Dodge: 14
Health points: 7 + 3d6 (18)
Intellect: average
Physical Resist: +5
Mental Resist: +3
Average size: 7' tall, 220 lbs.
Attacks: by weapon + 4, or bite: 1d6
To-hit modifier: +3 (+5)
Hide/armor: none (or by worn armor)
Initiative modifier: +2
Movement rate: 140'

Gnoles are a race of lanky dog-headed humanoids, most often encountered in remote or sparsely settled lands. Gnoles are intelligent and typically live in loose nomadic bands of 5-30 individuals, centered upon a dominant male figure. Gnolish culture is not well understood, as contact between gnoles and other intelligent races is usually brief, and often hostile. Gnoles have been known to trade with goblins on occasion, however.

Gnoles are renowned archers. As a result, in battle, gnoles will often employ tactics involving the support of archers in strategic positions. In raids upon ill-protected caravans, gnoles will commonly attack exclusively with their bows, fading into the woods or terrain whenever pursued. Only after several of these attacks have caused significant casualties and panic will the gnoles engage the remaining survivors. In melee, gnoles prefer swords, axes or large knives. If unarmed, gnoles will often grasp and bite their opponent.

Abilities: Gnoles have keen low-light vision, but may not see in total darkness. In addition, gnoles have a well-developed sense of smell. As a consequence, they are not easily surprised. Gnoles have Perception and Wilderness Lore at Grade II. Gnoles are superior archers, and have +5 to-hit when using a bow or crossbow.

Physical description: Gnoles are tall hair-covered humanoids with the head of a canine. The appearance of gnoles varies from region to region. Gnoles located in temperate forests and mountains have wolf-like heads, whereas the heads of gnoles found in deserts or scrubland more closely resemble jackals or hyenas. Gnole coloring is typically a variation of brown, gray or black. However, they often wear clothing and at times armor as well.

Titan

Dodge: 15
Health points: 59 + 5d10 (87)
Intellect: average to high
Physical Resist: +14
Mental Resist: +7
Average size: 32' tall, 6500 lbs.
Attacks: fist: 2 x 2d8 + 6, or 2 x by weapon + 8
To-hit modifier: +9
Hide/armor: none (or by worn armor)
Initiative modifier: +0
Movement rate: 240'

Titans are the largest of the giant folk. Standing over 30 feet tall, these giant humanoids are most commonly encountered in their native plane of the Veridian Realms. However, clans of titans also reside in the Tellurian plane, typically inhabiting remote castles or strongholds, not created by the titans themselves, but subsequently converted for their purposes. Titans are very intelligent, and individuals have been known to employ Faith magic. In general, titans do not concern themselves

Goblins; *Gobelinus*

Goblins represent several species of intelligent humanoids that are found within most climates. The most civilized of the goblin folk are the

orcs and the goblins. These two species establish large clan-based societies, or at times reside within population centers of the other intelligent humanoid races. Goblin folk tend to be more crass and aggressive than the other civilized humanoids. However, this generalization is primarily based upon the structure of goblin societies, and is of little use when predicting the behavior of individuals.

Goblin

Dodge: 12
Health points: 6 + 2d8 (15)
Intellect: low to high
Physical Resist: +3
Mental Resist: +1
Average size: 5' tall, 100 lbs.
Attacks: by weapon + 1, or fist: 1d3 + 1
To-hit modifier: +2
Hide/armor: none (or by worn armor)
Initiative modifier: +1
Movement rate: 120'

As their name suggests, goblins are the most common of the goblin folk. However, despite their numbers, goblin society is somewhat xenophobic and they typically limit associations with other races to a transient basis. Goblin culture is based upon a clan structure in which ruling authority is restricted to a small number of powerful families. Goblin history is complex and ethnocentric, and rivalry between clans is the driving force behind most movements of goblin society as a whole. The average goblin clan numbers between 500 and 2000 individuals, however, larger or smaller groups may be encountered during frequent periods of political strife.

Some goblins use magic, and within each large group, at least one spellcaster will be found. Goblins may use any form of magic, yet Ritual is always the most common type.

Abilities: Goblin vision extends into the infrared spectrum, and they prefer low-light conditions. Goblins have an unusual resistance to toxins, and apply a +2 modifier to all Physical Resistance checks made to resist the effects of non-magical poison. Due to magic or martial combat skills, the statistics of some goblins will be different from those presented.

Physical description: Goblins stand about 5' tall; have a greenish grey skin, pointed ears, short snout-like noses, and reddish eyes.

Gremlin

Dodge: 14
Health points: 1 + 1d4 (4)
Intellect: low to average
Physical Resist: -3
Mental Resist: +0
Average size: 2' tall, 20 lbs.
Attacks: claw: for 1d2 or by knife or dagger
To-hit modifier: +2
Hide/armor: none
Initiative modifier: +2
Movement rate: 80'

Gremlins are small mischievous humanoids, very similar to goblins in appearance. Gremlins are malicious creatures who find great pleasure in wrecking havoc in the affairs of larger civilized races. As such, gremlins may often be found on the outskirts of populated centers, or inhabiting sewer systems of large cities.

Gremlin society has a loose kin-based structure, with most groups numbering from 4 to 12 individuals. Gremlins are somewhat intelligent and speak their own language.

Abilities: Gremlins may become invisible for 1d4 rounds, once per hour. Gremlin vision extends into the infrared spectrum, and they prefer low-light conditions. Due to their dexterity and small size, Gremlins have Stealth at Grade I.

Physical description: Gremlins average 2' tall. However in most other respects, they resemble their larger goblin cousins, having greenish grey skin, pointed ears, and reddish eyes.

Half-orc

Dodge: 12
Health points: 5 + 2d8 (14)
Intellect: low to high
Physical Resist: +2
Mental Resist: +0
Average size: 6' tall, 190 lbs.
Attacks: fist: 1d3, or by weapon + 1
To-hit modifier: +2
Hide/armor: none (or by worn armor)
Initiative modifier: +1
Movement rate: 120'

Half-orcs are any individual of mixed orcish/human blood. They may vary in appearance from near orcish to near human, and their behavior does as well. Half-orcs will reside within either human or orcish communities, usually choosing the one most aligned with their particular disposition. Nevertheless, half-orcs are generally more tolerated by orcs compared to their human kin.

Abilities: Half-orcs have limited infrared vision, allowing them to see in total darkness as a human could in low-light. Half-orcs can practice all forms of magic, and some are skilled in martial combat. Therefore the statistics of some half-orcs will be different from those presented.

Physical description: Half-orc appearance covers the spectrum between human and orc. However, half-orcs always have pink eyes, a broad nose and pointed teeth.

Haubit

Dodge: 13
Health points: 5 + 1d8 (10)
Intellect: low to high
Physical Resist: +1
Mental Resist: +3/+4
Average size: 3.5', 80 lbs.
Attacks: fist: 1 x 1d2, or by weapon
To-hit modifier: +2
Hide/armor: none (or by worn armor)
Initiative modifier: +2
Movement rate: 120'

Haubits are small goblinoids that share many physical characteristics of humans and faeries. They normally live in small clan-based communities of 100-300 individuals who reside in simple squat structures and burrows. Haubits are characteristically gregarious however, and it is not uncommon for individuals to be found far from these communities, living amongst other races. Although haubits are related to orcs and goblins, they more frequently interact with humans and elves, and are normally not associated with their true ancestral kin. In fact, many haubits deny their ancestry, and for this reason, enemies of haubits and sometimes derogatorily referred to them as 'hoblins.'

Haubits are renown for good humor, and for an uncomplicated, if not niave, world-view.

Abilities: Haubits have limited vision in the infrared spectrum, and may see in total darkness as a human could in low-light conditions. They are unusually resistant to magic and apply a +1 modifier to Mental Resistance checks resisting all magical attacks.

Physical description: Haubits resemble small half-elves with ruddy complexions. They do not grow facial hair, but are known for thick tufts of hair grow upon the top of their feet.

Hobgoblin
Dodge: 13
Health points: 2 + 3d8 (16)
Intellect: low to high
Physical Resist: +3
Mental Resist: +1
Average size: 5.5-6' tall, 150 lbs.
Attacks: by weapon + 2, or fist: 1d3 + 1
To-hit modifier: +2
Hide/armor: none (or by worn armor)
Initiative modifier: +1
Movement rate: 120'

Hobgoblins are not a true race unto themselves, but instead are a somewhat frequent mix of goblin/orcish blood. Hobgoblins are rarely encountered in civilized areas, but are more common in unsettled lands where tribes of orcs and goblins overlap. Hobgoblins do not form their own clans, but may be found in either goblin or orc societies. However, those hobgoblins amongst goblins typically benefit from their stature, whereas in orcish tribes the reverse is often true. Hobgoblins may use any form of magic, and are more apt than either of their pure-blood cousins to do so.

Abilities: Hobgoblin sight extends into the infrared spectrum, allowing them to operate almost normally in complete darkness. Hobgoblins have an unusual resistance to toxins, and apply a +2 modifier to all Physical Resistance checks made to resist the effects of non-magical poison. Due to magic or martial combat skills, the statistics of some hobgoblins will be different from those presented.

Physical description: Hobgoblins stand between 5 to 5.5' tall; have a greenish grey skin, somewhat pointed ears, short snout-like noses, reddish eyes, and pointed teeth.

Orc
Dodge: 12
Health points: 1 + 3d8 (15)
Intellect: low to high
Physical Resist: +2
Mental Resist: +1
Average size: 6-6.5' tall, 200 lbs.
Attacks: fist: 1d3, or by weapon + 2
To-hit modifier: +2
Hide/armor: none (or by worn armor)
Initiative modifier: +1
Movement rate: 120'

Orcs are the most civilized of the goblin folk, and thus, are often found in cities or along popular routes of trade. Outside of populated areas, orcs typically organize in tribal bands, not dissimilar from those of their goblin cousins. Orcish society is generally more stable than the goblin's however, and intertribal conflicts are somewhat rare. The average orcish tribe consists of 50 to 200 individuals. As orcish tribes

often trade with other races, most outsiders will be suspect, but generally tolerated if not viewed as a threat.

Some orcs use magic, and at least one spellcaster will be found within any tribe. Orcs may use any form of magic, yet Faith and Ritual magic are the most common types.

Abilities: Orcish vision extends into the infrared spectrum, and they prefer low-light conditions. Some orcs are skilled in magic or martial combat, and the statistics of these individuals will be different from those presented.

Physical description: Orcs are muscular humanoids with greyish skin, reddish eyes, a broad nose, and pointed teeth.

Golems; *Galam*
Golems are mindless automatons created by powerful Hermetic magic-users. They are typically humanoid figures, but may be made from a variety of different materials. Golems have no impetus aside from their master's direction, and when encountered alone they will unswervingly perform one specific action, such as guarding a location or item. When encountered in the company of their creator, the golem will do whatever their master commands.

If a golem's creator is destroyed, the golem will typically continue to perform the task last assigned to them. However, without a directive or controller, a golem will usually go berserk, destroying any living thing it encounters.

Golems do not make any noise.

Golem, Lesser
Dodge: 15
Health points: 30 + 1d10 (36)
Intellect: very low
Physical Resist: +5
Mental Resist: n/a
Average size: 6' tall, 190 lbs.
Attacks: fist: 2 x 2d4 + 3, or 2 x by weapon + 3
To-hit modifier: +5
Hide/armor: 1d3
Initiative modifier: +0
Movement rate: 80'

Lesser golems are powerful, mindless automatons created from wood, flesh, or any previously living matter. These golems are typically human-sized figures, and are occasionally dressed in armor.

Abilities: Lesser golems are not affected by spells of possession, charm or illusion, and are immune to poison and disease.

Physical description: Lesser golems appear as large humanoids, constructed of flesh and/or plant material. Occasionally, lesser golems may be constructed from bone. Those lesser golems assembled from flesh or bone are particularly hideous, and are often mistaken for undead. Most lesser golems have a large 'heart' of copper, which is necessary for their enchantment.

Golem
Dodge: 15
Health points: 40 + 1d10 (46)
Intellect: very low
Physical Resist: +6
Mental Resist: n/a

Average size: 7' tall, 300 lbs.
Attacks: fist: 2 x 2d6 + 4, or 2 x by weapon + 4
To-hit modifier: +6
Hide/armor: 1d6
Initiative modifier: +0
Movement rate: 80'

Common golems, or simply 'golems', are mindless automatons created from earth or stone. Common golems are similar to lesser golems in both behavior and form, but tend to be somewhat larger. Golems created from earth or stone are not typically armored, however, they are often armed with large crude weapons such as a club or maul.

Abilities: Golems are not affected by spells of possession, charm or illusion, and are immune to poison and disease.

Physical description: Golems appear as large humanoids, constructed of clay, soil and/or stone. Due to their appearance, golems are sometimes mistaken for earth elementals. However, golems are usually smaller than earth elementals, and occasionally carry weapons. Golems typically harbor a large opal within their chest or head, which is necessary for their enchantment.

Golem, Greater

Dodge: 15
Health points: 50 + 1d10 (56)
Intellect: very low
Physical Resist: +7
Mental Resist: n/a
Average size: 8' tall, 300 lbs.
Attacks: fist: 2 x 2d8 + 5, or 2 x by weapon + 5
To-hit modifier: +6
Hide/armor: 1d6
Initiative modifier: +0
Movement rate: 80'

Greater golems are large mindless automatons created from iron or bronze. Greater golems are similar to others in behavior and form, but are commonly larger than lesser or common golems. As greater golems are created from metal, there is little use in equipping them with armor. However, many greater golems wield large weapons such as swords or axes. Rarely, greater golems will be created with arms terminating in weapons themselves, rather than proper hands.

Abilities: Greater golems are not affected by spells of possession, charm or illusion, and are immune to poison and disease.

Physical description: Greater golems appear as large humanoids, constructed of metal, typically iron or bronze. Greater golems usually contain a large topaz within their chest or head, which is necessary for their enchantment.

Gorgons; *Gorgos*

Gorgons include two species of malicious female creatures that have hair composed of living snakes. Whereas the name gorgon may refer to either of these species, the lesser of the two is also known as medusa as well. Gorgons may be found in many of the Realms, as well as the Tellurian plane. They are highly intelligent, yet do not construct their own dwellings or fashion weapons. Instead, gorgons acquire their often abundant wealth from creatures they slay.

All gorgons may turn living creatures to stone. A greater gorgon may do so innately, whereas a medusa must first fix its gaze upon its victim's eyes.

Gorgon, Greater

Dodge: 17
Health points: 26 + 3d8 (40)
Intellect: high
Physical Resist: +4
Mental Resist: +7
Average size: 6.5' tall, 200 lbs.
Attacks: fist: 2 x 1d4 + 3, or 3 x by weapon + 4
To-hit modifier: +6
Hide/armor: none (or by worn armor)
Initiative modifier: +3
Movement rate: 160', fly 220'

Gorgons are large female creatures with hair of living snakes. Unlike their inferior cousins the medusa, gorgons have large feathered wings and obvious protruding fangs. Despite their wings, gorgons prefer to dwell in subterranean structures or caverns, usually in bands of 2-7 individuals. They are very wicked creatures, driven to hate other humanoids by intense jealousy. Often a gorgon lair is distinguished by many statues, the petrified remains of the gorgon's past encounters. Gorgons do not fashion items, but will wear armor and jewelry they find, and employ any weapons available to them.

Abilities: Gorgons may innately cast the Hermetic spell Petrify three times per day (Mental Resistance check of 13). They may see in darkness as well as in light. Greater Gorgons have Intimidate Grade II.

Physical description: Gorgons appear as large women with pale green skin and great golden wings. Their hair is composed of numerous living snakes, and their mouths bear long upward protruding fangs.

Gorgon, Lesser (Medusa)

Dodge: 17
Health points: 13 + 3d8 (27)
Intellect: average to high
Physical Resist: +2
Mental Resist: +4
Average size: 5.5-6' tall, 170 lbs.
Attacks: fist: 2 x 1d3 + 2, or 2 x by weapon + 3
To-hit modifier: +4
Hide/armor: none (or by worn armor)
Initiative modifier: +2
Movement rate: 140'

Medusae are female humanoids that might appear comely lacking their hair composed of writhing snakes. Like their more powerful cousins, medusae prefer subterranean dwellings, and form bands of 3-24 individuals. Medusae are cruel creatures, and commonly set tortuous traps about their lair to snare or maim unwary trespassers. Those creatures they do not petrify with their gaze, the medusae will consume, preferably while the individual is still alive. Medusae will use weapons, and are fond of poisoning their blades or arrows.

For unknown reasons, bands of medusae will rarely go into a frenzied state and will leave their lair, rampaging across the countryside. These bizarre rages almost rarely end until the death of every medusa involved.

Abilities: Any creature making direct eye-contact with a medusa must make a Mental Resistance check of 11 or be turned to stone. As a general rule, any creature in combat with a medusa has a 10% chance per round of making eye-contact. Medusae may see in darkness as well as in light.

Physical description: Medusae appear as beautiful women with pale gray skin and hair composed of numerous living snakes. Medusae favor fine clothes and jewelry.

Gorilla

Dodge: 15
Health points: 24 + 4d8 (46)
Intellect: very low
Physical Resist: +6
Mental Resist: +1
Average size: 5' tall, 480 lbs.
Attacks: fists: 2 x 1d6 + 6
To-hit modifier: +5
Hide/armor: none
Initiative modifier: +2
Movement rate: 160'

Gorillas are large knuckle-walking primates that inhabit lush tropical forests. Gorillas are omnivores, but will typically only eat insects or scavenged meat. Nevertheless, gorillas are extremely territorial and adult males can be very dangerous. Gorillas live in troops of 5-30 individuals, always lead by a large alpha male. Gorillas are quite intelligent, and may employ tools such as sticks and stones or open simple latches.

Abilities: When threatened or enraged, gorillas will put on an impressive display of violence and strength; they have Intimidate Grade II.

Physical description: Gorillas are stocky hair-covered primates with short legs and large arms. Their hair is generally dark-brown or black, yet adult males often have grey hair upon their backs.

Griffon

Dodge: 15
Health points: 14 + 4d6 (28)
Intellect: very low
Physical Resist: +4
Mental Resist: +2
Average size: 8' tall, 1200 lbs.
Attacks: talons: 2 x 1d6 + 1, and bite: 2d6 + 2
To-hit modifier: +6
Hide/armor: none
Initiative modifier: +3
Movement rate: 180', fly 260'

Griffons are large flying quadrupeds with the hindquarters of a winged lion, and the head and forelimbs of an immense bird. Griffons naturally inhabit mountains, or other regions with steep cliffs such as canyons. If captured young, griffon may be trained as steeds. As mounts in battle, griffons are extremely valuable due to their natural aggressiveness and penchant for conflict. Nonetheless, griffons are carnivores, and keeping them requires a continuous supply of fresh meat. If encountered in the wild griffons are somewhat dangerous, as they will indiscriminately prey upon anything that seems likely to be killed and eaten.

Abilities: Aside from flight, griffons have no extraordinary abilities.

Physical description: Griffon's hindquarters resemble a large lion in form and coloring. Their head resembles an enormous eagle. Griffon's feathered wings span up to 24'.
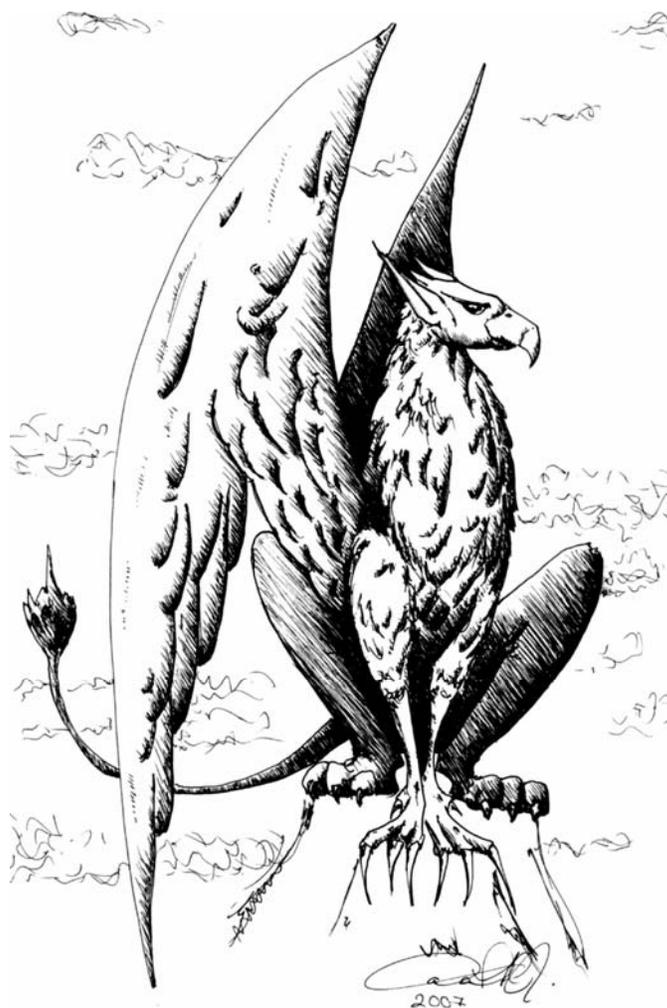
Grindylow

Dodge: 14
Health points: 16 + 2d8 (25)
Intellect: low
Physical Resist: +5
Mental Resist: +1
Average size: 7' tall, 300 lbs.
Attacks: claw: 2 x 1d6 + 3
To-hit modifier: +5
Hide/armor: none
Initiative modifier: +3
Movement rate: 120'

The grindylow are a race of amphibious humanoids that reside in murky waters and swamps. They are wicked carnivorous creatures, and often employ some sort of trick (like blowing bubbles) to draw unwary individuals close to the shore. If the grindylow succeeds in luring a victim, it will spring from the waters ambushing its prey. Grindylow are always encountered as solitary individuals. They are intelligent, but have no interest in dealing with other races. Grindylow will rarely venture out of sight of a body of water.

Abilities: Grindylow may breathe water as well as air. They have excellent low-light vision, and may see in the infrared spectrum. When in their swamps, Grindylow have Stealth Grade III.

Physical description: Grindylow are large hulking humanoids with great heads, round eyes, and long wiry black hair. Their immense feet and hands are clawed, and their pallid skin is usually covered in a layer of algae.

Gru

Dodge: 12
Health points: 22 + 5d8 (45)
Intellect: very low to low
Physical Resist: +6
Mental Resist: +6
Average size: 7' tall, 600 lbs.
Attacks: claw: 2 x 1d6 + 4, and bite: 2d4 + 4
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +2
Movement rate: 160'

Gru (also groo) are dark hulking beasts found in subterranean works or abandoned surface structures at night. Native to the dream realms, these creatures are not wholly material when encountered on other planes. As such, a gru's form is in part manifested in the mind of its beholder. Furthermore, gru are diminished by light and wane in power when not under the cover of darkness.

Gru are normally encountered alone but can occasionally be found in pairs. Any larger group of gru will inevitably lead to infighting and the destruction of its weakest members. They are nearly completely silent and usually attack by surprise. In their native plane, gru are often used as sentries by angels, forcing them to guard places containing valuables or criminals. In fact, the angels have a tradition of breeding gru in an effort to enhance their foul disposition.

Gru abhor bright light and will usually escape from daylight. If exposed by a light indoors or underground, a gru will often attack the wielder of the light source, and attempt to snuff it.

Abilities: Any creature encountering a gru must make a Mental Resistance check of 13 or be menaced by the gru's mind-altering qualities. If this check is failed, the gru has an additional +4 dodge adjustment, +4 damage modifier, and +4 to-hit modifier regarding that opponent. However, if exposed to light of intensity of torchlight or greater, a gru applies an overall -4 dodge adjustment, a -4 damage modifier, and -4 to-hit modifier. Gru can see in darkness as well as in light. They are unnaturally quiet, and can be considered to have the Stealth proficiency grade IV.

Physical description: Gru are massive hunched-backed humanoids, appearing somewhat like a cross between an ape and a jackal. They are covered in thick inky black hair and have gaping maws full of yellow serrated teeth.

Harkumen

Dodge: 12
Health points: 4 + 2d8 (13)
Intellect: average to high
Physical Resist: +0
Mental Resist: +1
Average size: 6' tall, 180 lbs.
Attacks: by weapon + 1, or fist: 1d2
To-hit modifier: +1
Hide/armor: none (or by worn armor)
Initiative modifier: +1
Movement rate: 120'

Harkumen are a strange race that appear at first glance to be humans. They are rarely encountered and are never spellcasters. Harkumen cannot breed with each other. In fact, harkumen may only produce offspring with a human mate; the result of will always be a harkumen child. Harkumen natural life expectancy is always 95 to 100 years.

Abilities: Harkumen cannot use magic, nor can they use magic items that require activation (e.g., potions, scrolls, and items with a command word). Magical items that do not specifically require activation, such as most magical weapons, can be used by Harkumen. Harkumen do not die when they fall below zero by more than half their endurance score. Instead, once falling below this point, the harkumen permanently loses an intellect point, and then returns to 0 health points. Only when a harkumen's intellect reaches 0, does he or she die. Once a harkumen dies, nothing may bring it back to life. Some harkumen are skilled in martial combat. The statistics of these individuals will be different from those presented.

Physical description: Harkumen vary greatly in appearance, as much as humans.

Harpy

Dodge: 15
Health points: 10 + 2d8 (19)
Intellect: average
Physical Resist: +2
Mental Resist: +2
Average size: 5.6' tall, 160 lbs.
Attacks: talons: 2 x 1d6 + 1, and bite: 1d3
To-hit modifier: +5
Hide/armor: none
Initiative modifier: +3
Movement rate: 60', fly 260'

Harpies are a race of bird-like creatures native to the Realms of Perdition. Harpies may be encountered on the Tellurian plane as well, although in smaller numbers. They inhabit remote cliffs or mountains, and prefer regions with frequent storms or high winds. In general harpies gather in flocks of 5-12 individuals. Characteristic of their

native plane, harpies are malevolent creatures. It is not uncommon for harpies to amuse themselves by disrupting travelers (stealing food, upsetting horses, etc.). Harpies are quick to attack, but also quick to flee if they feel endangered.

Abilities: Any creature bitten by a harpy must make a Physical Resistance check of 12 or lose 1d4 endurance points (min.1) for 1 day. The effect of multiple bites is cumulative.

Physical description: Harpies have the torso of a hideous woman, but the lower half of a large bird-of-prey. Rather than arms, harpies have two large leathery wings. Harpies teeth are sharp and canine-like.

Hippocamp
Dodge: 14
Health points: 16 + 2d8 (25)
Intellect: low
Physical Resist: +3
Mental Resist: +0
Average size: 15' long, 1300 lbs.
Attacks: bite: 1d3 + 1
To-hit modifier: +2
Hide/armor: none
Initiative modifier: +1
Movement rate: swim 230'

Hippocamps are aquatic creatures with the forelimbs, torso and head of a horse, and scaly hindquarters ending in a large fish-like tail. These creatures form herds that travel over great distances, feeding on kelp and similar marine flora. If trained, hippocamps can be used as steeds. However, it is a necessity that the rider be able to breathe water, as hippocamps most often travel below the surface. In order to be properly trained, a hippocamp must be captured while young. Hippocamps cannot travel upon land.

Abilities: Hippocamps may breathe water as well as air. A hippocamp may innately cast the Faith magic spell Calm Animal upon any sea creature or animal intelligence.

Physical description: The equine portion of a hippocamp resembles a horse. However, close inspection will reveal gill-slits along the creature's neck. The hindquarter of a hippocamp is that of a large scaled fish, ending in a wide fin. Hippocamps torsos are typically white or grey, and their scales are a pale green-blue.
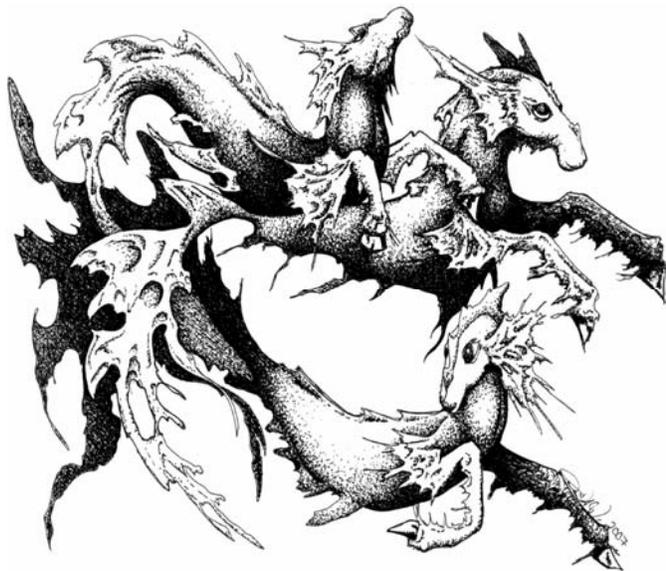
Hippogriff
Dodge: 13
Health points: 15 + 3d6 (26)
Intellect: animal
Physical Resist: +3
Mental Resist: +0
Average size: 7' tall, 1100 lbs.
Attacks: kick: 1d8, and bite: 1d4 + 2
To-hit modifier: +3
Hide/armor: none
Initiative modifier: +2
Movement rate: 240', fly 260'

Hippogriffs are large flying creatures with the hindquarters of a winged horse, but the head of a great bird and front legs ending in large talons. They are naturally found in forested mountain regions. However, hippogriffs may be trained as steeds, and tamed animals are very valuable. Hippogriffs dislike horses, and it is difficult to employ either in proximity to one another.

Abilities: Aside from flight, hippogriffs have no extraordinary abilities.

Physical description: Hippogriffs hindquarters may be white, grey, brown or black, or any combination thereof. Their head resembles an enormous hawk or eagle. Hippogriffs are similar in size to horses, and have powerful feathered wings with a span of up to 20'.

Horse
Dodge: 11
Health points: 14 + 2d6 (21)
Intellect: animal
Physical Resist: +2
Mental Resist: +0
Average size: 7' tall, 1200 lbs.
Attacks: kick: 1d6 + 1
To-hit modifier: +2
Hide/armor: none (or by worn armor)
Initiative modifier: +1
Movement rate: 250'

Horses are large herbivorous quadrupeds, often used by humanoids as steeds or beasts-of-burden. Wild horses are physically similar, and are well represented by the statistics given here. However, due to domestication, tame horses may vary greatly in size and appearance.

Riding horses may be light and agile, whereas draft or working horses are typically stocky and powerful. Horses train relatively easily, and a skilled trainer may produce a steed willing to follow commands, even if they endanger the horse itself. In general, horses may carry 20-30% of their weight. Properly trained horses may wear barding as well (leather barding: 1; plated barding: 1d4).

Abilities: Horses have no extraordinary abilities.

Physical description: Horses are large, short-haired quadrupeds with longer hair on their tails and down the back of their neck. Horses in general have a base color of reddish-brown or grey, and vary in lightness or darkness.

Human
Dodge: 12
Health points: 4 + 2d8 (13)
Intellect: very low to very high
Physical Resist: +1
Mental Resist: +0
Average size: 6' tall, 180 lbs.
Attacks: by weapon + 1, or fist: 1d2
To-hit modifier: +2
Hide/armor: none (or by worn armor)
Initiative modifier: +1
Movement rate: 120'

Humans are the most common of the humanoid races. In addition, humans are the most widely settled. As a society, humans are generally more adaptable than the other races. For this reason, they exercise political influence in most civilized regions. As a race, humans vary greatly in culture, appearance and in social structure. Human communities may range from small nomadic tribes, to vast populous republics. Due to their cultural dynamism, humans are at times resented by the older races.

Human society produces specialists in most crafts and trades. However, compared to the other races, they are uniquely proficient and invested in seamanship. Physiologically, humans have the unique characteristic of being able to breed with both goblinoids (orcs), as well as faeries (elves).

Abilities: Humans have no extraordinary abilities. Humans can practice all forms of magic, and some are skilled in martial combat. Therefore the statistics of some humans will be different from those presented.

Physical description: Humans vary greatly in appearance. Adults may be between 4' and 7' tall, and weigh between 80-350 lbs. Human skin ranges from very fair to very dark. Hair color may be any variation between white, brown, red or black.

Hydra
Dodge: 14
Health points: 30 + (3d8-7d8) (44-63)
Intellect: low
Physical Resist: +7
Mental Resist: +2
Average size: 14' tall, 8200 lbs.
Attacks: bite: 3-7 x 1d10 + 2 or special
To-hit modifier: +6
Hide/armor: 1d2
Initiative modifier: +0
Movement rate: 160'

Hydras are large multi-headed reptiles that live in warm humid regions. They are extremely aggressive, and will most often attack any creature they estimate to be an easy kill. Hydras have a habit of dragging their victims to a lair in order to be consumed. As a consequence, hydra dwellings often contain a horde of goods, comprised of non-edible possessions of their past prey. In general, hydra will attack by biting with each of its heads. However, if desperate, once per day each head may breathe a noxious gas as well.

Abilities: Once per day, each head of the hydra may breathe a 4' diameter cloud of noxious gas. Any creature exposed to this gas must make a Physical Resistance check of 11 or be blinded and lose 1d6 + 1 agility points for 1 hour. The heads of a hydra take turns sleeping; at any given time, at least one head will always be awake. Hydras have Perception Grade III.

Physical description: Hydras are large bluish-grey reptilians with three to seven heads, each upon a neck of 5-7' in length. The hydra has four legs and a long snake-like tail.

Hyraeth
Dodge: 13
Health points: 8 + 1d10 (14)
Intellect: average
Physical Resist: +3
Mental Resist: +0
Average size: 5' tall, 130 lbs.
Attacks: claws: 2 x 1d4 + 3, and bite: 1d2
To-hit modifier: +3
Hide/armor: none
Initiative modifier: +1
Movement rate: 90', fly 170'

Hyraeth are a hideous demon-like creatures found in places where atrocities have occurred. They are most common within the Realms of Perdition, but may be encountered on the Tellurian plane as well. Hyraeth may sense evil acts and deeds, and are drawn to places marred by violence or murder. Consequently, hyraeth typically inhabit abandoned dungeons or desolate ruins where slaughter has occurred. Hyraeth feed upon living things and prefer human or faerie flesh. They may be encountered alone or in groups of several individuals. When attacking, a hyraeth will normally use its clawed hands. However, if an attacking hyraeth hits with both claws, it may bite its victim as well.

Abilities: Hyraeth may see in complete darkness as well as in light. Any creature bitten by a hyraeth must make a Physical Resistance check of 12 or be infected as if by the 1st Circle Ritual magic spell Infect. Once per day a hyraeth may innately cast the 2nd Circle Ritual magic spell, Fear.

Physical description: Hyraeth are emaciated human females with leathery wings. Their skin is withered and gray and their eyes are red and deep-set. Hyraeth appear cadaverous and are often mistaken for undead. The fingers and toes of hyraeth are extremely long and end in blackened claws.

Jinn; *Jinni*
Jinn are an anarchic race of magical creatures, native to the Viridian Realms. The most numerous of the jinn are the djinn, and these primarily reside within their native plane. However, some members of the jinn races diverged within their long history and now inhabit other planes. Within the Viridian Realms, the djinn construct grand cities and castles, built of rare minerals. These cities are run much like human societies; however there is no overt governmental structure or militia. Djinn are often curious of human affairs, and at times deliberately come into contact with humans, sometimes wrecking havoc via their indelicate interactions. Due to their curiosity, some jinn have assimilated into human societies while concealing their actual identity. Jinn are not immortal, but live for thousands of years. Many jinn are employed as servants by demi-gods of the other Realms.

Some common jinn names are: Abalam, Abalim, Ammit, Balam, Guzalu, Hanan'el, Kokb'ael, Neqa'el, Puloman, Semyaz, Separ, Tuma'el, Tur'el, Yeter'el, Zabos, Zepar and Ziminiar.

Djinn, Common
Dodge: 18
Health points: 31 + 3d8 (45)
Intellect: average to high
Physical Resist: +6
Mental Resist: +8
Average size: 7' tall, 300 lbs.
Attacks: fist: 2 x 1d6 + 6, or 2 x by weapon + 6
To-hit modifier: +5
Hide/armor: none (or by worn armor)

Initiative modifier: +4
Movement rate: fly 220'

Djinn are the most common of the jinn. Like most jinn, djinn are most often encountered within the Viridian Realms. Djinn are extremely loyal by nature, but are quick to anger and never forgive if crossed. Most djinn live in large opulent cities, sometimes floating within the clouds, or within Realms composed entirely of air. In combat, djinn favor large scimitars or spears.

Abilities: All djinn may assume human form at will if desired. They may innately cast the following Hermetic spells once per day: Extinguish, Combust, Wind, Shatter, Steam Cloud, Summon Elemental (Air) and Invisibility. Djinn are not affected by spells of charm or illusion and are immune to disease. Common Djinn have Intimidate, Perception, and Persuasion at Grade II.

Physical description: Djinn appear as large attractive humans, but with marbled bluish or grey skin. Djinn float naturally, and never walk upon the ground unless in human form. Upon close inspection, djinn produce a subtle smoke about them which smells of fine incense. Most djinn prefer to wear brightly colored garments of superior cloth.

Djinn, Lesser
Dodge: 16
Health points: 15 + 2d8 (24)
Intellect: average to high
Physical Resist: +4
Mental Resist: +6
Average size: 6' tall, 250 lbs.
Attacks: fist: 2 x 1d6 + 4, or 2 x by weapon + 4
To-hit modifier: +4
Hide/armor: none (or by worn armor)
Initiative modifier: +2
Movement rate: fly 200'

In most respects, lesser djinn are similar to their larger cousins, but generally occupy a lower standing in djinn society. Lesser djinn are more apt to meddle in human affairs than other djinn.

Abilities: Lesser djinn may assume human form at will if desired, and may innately cast the following Hermetic spells once per day: Extinguish, Combust, Wind, Summon Lesser Elemental (Air), and Invisibility. Lesser djinn are not affected by spells of charm or illusion and are immune to disease. Lesser Djinn have Intimidate, Perception, and Persuasion at Grade II.

Physical description: Except for their diminutive stature, lesser djinn are similar to their larger cousins in appearance.

Djinn, Greater
Dodge: 21
Health points: 46 + 4d8 (64)
Intellect: high to very high
Physical Resist: +6
Mental Resist: +8
Average size: 8' tall, 350 lbs.
Attacks: fist: 2 x 1d6 + 7, or 2 x by weapon + 7
To-hit modifier: +7
Hide/armor: none (or by worn armor)
Initiative modifier: +4
Movement rate: fly 240'

In many respects, the greater djinn are similar to their smaller cousins. However, greater djinn are exceptionally intelligent, and are often

great scholars or artists. Possessing immense egos, greater djinn are rarely found in the service of the immortals. Within djinn society, greater djinn are often hold places of importance and influence.

Abilities: Greater djinn may assume human form at will if desired. They may innately cast the Hermetic spells: Extinguish, Combust, Wind, Shatter and Steam Cloud, twice per day, and the spells: Summon Greater Elemental (Air), Invisibility, Gate and Change once per day. Greater djinn are not affected by spells of charm or illusion and are immune to disease. Greater Djinn have Intimidate, Perception, and Persuasion at Grade III.

Physical description: Except for their larger build, greater djinn are similar to their lesser cousins in appearance.

Ghul

Dodge: 17
Health points: 23 + 4d8 (41)
Intellect: average
Physical Resist: +6
Mental Resist: +6
Average size: 7' tall, 210 lbs.
Attacks: claw: 2 x 1d8 + 5, or bite: 1d6 + 3
To-hit modifier: +7
Hide/armor: none
Initiative modifier: +2
Movement rate: 190'

Ghuls are ancient cousins of the jinn, but now bear little resemblance to their kin. In fact, they no longer possess the ability to fly. Ghuls are subterranean creatures most often found within the Blood Realms, but in caverns of the Tellurian plane as well. They have a strong appetite for human flesh and due to their grayish skin, are often mistaken for undead. Ghuls typically travel in packs of 4-12 individuals, often in a dog-like form that bears some resemblance to a jackal. Although they are intelligent creatures, ghuls often seem mindless, especially when they have had the taste of blood. Occasionally the dvergar will form treaties with ghuls, in which the dvergar provide a supply of flesh to the ghuls for protection or peace.

Abilities: Ghuls are not affected by spells of charm or illusion and are immune to disease. They may innately cast the following Hedge magic spells: Darkness, Terror, and Hesitate once per day. Once per hour a ghul may shape-change into a large dog-like creature (bite attack only). Ghuls may see in the infrared spectrum and prefer low-light conditions. Any creature bitten by a ghul must make a Physical Resistance check of 14 or be infected as if by the 1st Circle Ritual magic spell Infect. Ghuls have Perception at Grade II.

Physical description: Ghuls are gaunt grayish humanoids with over-sized hands and feet. The hands of ghuls end in long yellowed nails and their mouths bear long pointed teeth. The have no hair and rarely wear any clothing. In their secondary form, ghuls resemble dirty grey jackals with yellow eyes.

Ifrit

Dodge: 20
Health points: 42 + 5d8 (65)
Intellect: high to very high
Physical Resist: +5
Mental Resist: +11
Average size: 8'-9' tall, 300-450 lbs.
Attacks: fist: 2 x 1d8 + 4, or 2 x by weapon + 5
To-hit modifier: +7
Hide/armor: none (or by worn armor)

Initiative modifier: +6
Movement rate: fly 250'

Ifriti are cousins to the jinn, but are rarely encountered within the Veridian Realms. Instead, ifriti are most commonly found within the Realms of Blood, and occasionally within the Realms of Perdition or the Tellurian plane. Ifriti are the most wicked of the jinn, and they are often mistaken for demons. In fact, like demons, ifriti vary greatly in individual appearance. Even so, they are invariably searing hot, and are normally covered in smoke and flames. Like their cousins, the ifrit are free-spirited creatures with little regard for social order or the rule of law. Due to this, they are often despised within the Blood Realms where they are notorious for creating unrest. With the promise of ample reward, ifriti will occasionally serve demons or powerful mortals. Nevertheless, ifriti have no loyalty and will never extend their service beyond payment. Left to their own devices, ifriti will typically travel far and wide inflicting cruelty and causing mayhem to satisfy their own whim.

Abilities: Ifriti are not affected by spells of charm or illusion and are immune to disease and heat. This ifrit may innately cast the following Hermetic spells: Darkness, Combust, Rust, Invisibility, and Wall of Fire, and the following Hedge magic spells: Terror, Hesitate and Compel once per day. Ifriti are constantly hovering or flying. Ifriti have Intimidate and Magic Acuity at Grade IV.

Physical description: This ifrit appears as a tall, black flaming woman with short horns and long fangs.

Marid

Dodge: 18
Health points: 26 + 4d8 (44)
Intellect: average to high
Physical Resist: +6
Mental Resist: +9
Average size: 7' tall, 300 lbs.
Attacks: fist: 2 x 1d6 + 5, or 2 x by weapon + 5
To-hit modifier: +6
Hide/armor: none (or by worn armor)
Initiative modifier: +4
Movement rate: swim 220', fly 220'

Marid are similar in appearance to the djinn, but are most commonly encountered in Viridian Realms dominated by water. They are extremely individualistic and form no structured societies. Marid are usually encountered alone. Some marid inhabit the Tellurian plane, and these occasionally keep lairs within deep underwater caverns. Like greater djinn, marid have the ability to cast the 8th Circle Hermetic magic spell Change. Sometimes the marid will use this ability to grant a wish to an individual that beats it in battle. Common amongst jinn, marid possess enormous egos and are sometimes susceptible to flattery.

Abilities: Marids may assume human form at will if desired. They may innately cast the following Hermetic spells once per day: Extinguish, Water Walk, Water-breathing, Wind, Steam Cloud, Summon Greater Elemental (Water), Invisibility and Change, as well as the Faith Magic spell Wave. Marid are not affected by spells of charm or illusion and are immune to disease. Marid may breathe water as well as air. Marids have Intimidate, Persuasion, and Magic Acuity at Grade III.

Physical description: Marid appear as djinn: as large attractive humans with marbled bluish or grey skin. However, their hands and feet are webbed. Out of water, marid float naturally, and never walk upon the ground unless in human form. Marid typically wear flowing garments of fine cloth.

Sila

Dodge: 13
Health points: 5 + 2d8 (14)
Intellect: high
Physical Resist: +2
Mental Resist: +4
Average size: 5.5-6' tall, 180 lbs.
Attacks: fist: 2 x 1d3 + 1, or by weapon + 2
To-hit modifier: +3
Hide/armor: none (or by worn armor)
Initiative modifier: +1
Movement rate: 120'

The sila are not true jinn, but are thought to be a hybrid of djinn and humankind. Sila reside almost exclusively within the Veridian Realms, usually within cities created by the djinn. Sila have some minor magical abilities, but cannot fly. Sila have a limited means of flight, and are able to float slowly with limited concentration (fly 60'). However, this ability has little effect when they are under a strong gravitational pull, such as when upon the surface of a Tellurian planet. In djinn society sila generally make up the lowest class, and are normally laborers or servants. However, some sila have risen to higher status, usually by learning to employ a form of magic. Sila typically live for 200-250 years.

Abilities: Sila are not affected by spells of charm or illusion. Once per day, they may innately cast the Hermetic spells Extinguish and Wind.

Physical description: Sila resemble humans in most respects. However their skin is usually a pale blue or white.

Kappa

Dodge: 12
Health points: 8 + 2d6 (15)
Intellect: average
Physical Resist: +1
Mental Resist: +0
Average size: 4' tall, 150 lbs.
Attacks: claw: 2 x 1d4, and bite: 1d4 + 1
To-hit modifier: +3
Hide/armor: 1d3
Initiative modifier: +1
Movement rate: 120', swim 140'

Kappa are amphibious child-sized humanoids, appearing as a mix between a monkey and a frog. Kappa inhabit swamps and rivers, and are powerful swimmers. Kappa are often mischievous and sometimes vicious. Ill-tempered kappa have been known to kidnap children, or to assault women. In fact, human children are one of their favorite meals, although they will eat adults as well.

Even so, kappa are intelligent, and may be befriended with gifts of fresh vegetables. Once befriended, kappa may perform any number of tasks for humans, such as helping to irrigate farmland. They are also highly knowledgeable of medicine, and are expert herbalists. Many kappa may speak human languages.

Abilities: Kappa have no extraordinary abilities. Their medicinal skills are expressed as Healing and Herbalism at Grade II.

Physical description: Kappa appear as large frog-like humanoids with apish faces. Their head is topped by wiry hair that the Kappa must always keep moist. Kappa's backs are covered with a thick shell, and their hands and feet are webbed.

Khulek

Dodge: 15
Health points: 8 + 4d6 (22)
Intellect: average to high
Physical Resist: +3
Mental Resist: +6
Average size: 6.5' tall, 150 lbs.
Attacks: 2 x by weapon + 2, or fist: 2 x 1d3 + 1
To-hit modifier: +4
Hide/armor: none (or by worn armor)
Initiative modifier: +3
Movement rate: 150'

Khulek are a race of reclusive humanoids that inhabit hot arid regions. In general khulek are nomadic, and travel in bands numbering from 8-24 individuals. Khulek do not usually associate with other humanoids. However they will conduct raids on vulnerable travelers and caravans. Khulek are highly intelligent and communicate with each other telepathically. Although they have mouths, khulek do not speak. Khulek children are not encountered, and it is believed they develop in an intermediate pupal stage deep underground. Khulek are expert fighters, and will quickly exploit any apparent weaknesses of their enemies. This often includes killing of pack animals, or destroying equipment at the outset of an ambush. Khulek usually fight with long curved swords.

Abilities: Khulek may see equally well in darkness as well as in light. They are immune to all forms of illusion. Once per day, khulek may innately cast the following Hedge magic spells: Perplex, Enrage, and Terror. Some khulek trappers have Perception, Tracking, and Wilderness Lore at Grades I or II.

Physical description: Khulek are tall emaciated humanoids with shriveled black skin. They often wrap themselves in thick ribbons of light cloth, giving them the appearance of mummified humans.

Kobold

Dodge: 13
Health points: 5 + 2d10 (16)
Intellect: low to high
Physical Resist: +4
Mental Resist: +0
Average size: 5.5-6' tall, 190 lbs.
Attacks: fist: 1d4 + 2, or by weapon + 3
To-hit modifier: +4
Hide/armor: none (or by worn armor)
Initiative modifier: +2
Movement rate: 130'

Kobolds are cavern-dwelling humanoids that appear to be a mix between goblins and demons. They are a war-like race, and often obtain their resources through raids or by co-opting the work of others. In fact, the structure of kobold society is heavily based upon slave labor, and many interactions between kobolds and the other humanoids involve slave-trading. Kobold society itself is rigid and class-based. As a result, in-fighting amongst kobolds is rare. Indeed, it is not uncommon for multiple clans of kobolds to efficiently unite when faced by a common enemy. Kobolds may be encountered just about anywhere underground. However, large kobold societies are typically located deep within the earth.

Abilities: Kobolds vision extends into the infrared spectrum, and they may function almost normally in complete darkness. Some kobolds may practice magic, with Ritual and Faith magic being the most commonly used.

Physical description: Kobolds have a reddish-grey scaly skin, pointed ears, short snout-like noses, and pink eyes. Kobolds often adorn themselves with trinkets and gaudy jewelry.

Kraken

Dodge: 13
Health points: 105 + 6d10 (138)
Intellect: average to very high
Physical Resist: +12
Mental Resist: +9
Average size: 40-50' tall, 39,000 lbs.
Attacks: arms: 4 x special, tentacles: 2 x 3d6 + 5, bite: 3d8 + 6
To-hit modifier: +6
Hide/armor: 1d3
Initiative modifier: +2
Movement rate: swim 230'

Kraken are an enormous race of intelligent squid-like creatures that reside in the deepest marine waters. They are thoroughly evil and view all other living things with disdain. On rare occasions and for unknown reasons, kraken will attack sailing vessels. In such cases, the beast will capsize the ship, and then proceed to devour each individual left in the water. Kraken are extremely intelligent, and are imbued with certain magical powers. It is surmised that kraken are not native to the Tellurian plane, but come from some otherworldly place, by an undiscovered rift. Kraken have never been reported to align themselves with any race, or even to interact with other creatures in a non-hostile manner.

Abilities: If hit with one of a kraken's four attacking arms, the victim suffers 1d8 points of damage, and must make a Physical Resistance check of 12 or be entrapped. Each round thereafter, the kraken may bite the trapped individual without a to-hit roll. A Feat of Strength of 20 will free an entrapped individual. The kraken's whipping tentacles inflict damage only. Kraken are immune to all forms of illusion and charm. Once per day, the kraken may innately cast the following

Hermetic magic spells: Dispel Magic, Minor Magic Shield, and Alter Weather, and the 3rd Circle Faith magic spell Wave.

Physical description: Kraken appear as gigantic squids, with large elongated heads, and saucer-like eyes. They have eight suction-cup covered arms and two whipping barbed tentacles.

Leyak

Dodge: 10
Health points: 6 + 1d6 (10)
Intellect: low
Physical Resist: -2
Mental Resist: +4
Average size: 9" tall, 10 lbs.
Attacks: bite: 1d2
To-hit modifier: +3
Hide/armor: none
Initiative modifier: +2
Movement rate: fly 120'

The leyak is a hideous creature composed of a floating human-like head, with entrails dangling from its severed neck. In daylight the leyak appears to have a complete figure. However, the body of the leyak is non-corporeal, and its true form is evident once it is out of the sun's light. Leyak prefer to feed on corpses, but will attack the living as well, particularly children. Although they are often mistaken for undead, the leyak are magical but living creatures. Leyak are most common within the Blood Realms, but may be found upon the Tellurian plane as well.

Abilities: Leyak may see in darkness as well as in light. Any creature seeing a leyak in its true form must make a Mental Resistance check of 10 or flee in fear for 2d4 rounds. If bit by a leyak, the victim must make a Physical Resistance check of 10 or be paralyzed for 3d4 rounds. Leyak fly naturally.

Physical description: Leyak resemble a floating human head with sharp fangs and a long tongue. A mass of entrails dangles from the base of the leyak's head, which may be seen outside of direct sunlight. In daylight, the leyak appears as a tall emaciated human. The human figure of the leyak is non-corporeal, and may not interact with the material world.

Lindworm

Dodge: 11
Health points: 30 + 5d6 (48)
Intellect: animal
Physical Resist: +6
Mental Resist: +0
Average size: 18' long, 1100 lbs.
Attacks: bite: 2d8 + 2
To-hit modifier: +5
Hide/armor: 1
Initiative modifier: +2
Movement rate: 70', burrow 5'

Lindworms are large burrowing creatures that appear as a mix between a snake and a lamprey. Lindworms are blind. However, they can sense minute vibrations and often wait in a shallow burrow, springing upon its prey as it passes. These creatures have a preference for decayed flesh, and often disrupt cemeteries as they hunt for recently buried caskets. Once making a kill, a lindworm will carry its prey to a subterranean chamber where it may putrefy prior to being consumed. These dreadful chambers often house the remains of dozens of unlucky victims. Due to their gruesome diet, lindworms emanate a powerful odor of death.

Abilities: Lindworms can sense vibrations for several hundreds of yards. If creatures are nearby, lindworms will often burrow beneath them, and ambush from the ground below. The saliva of a lindworm is powerful sedative, and any creature bitten must make a Physical Resistance check of 10 or lose 1d3 agility points for one day. The effects of multiple bites are cumulative.

Physical description: Lindworms are large snake-like creatures, except they are thick along their entire length. The lindworm's mouth resembles a lamprey's with rows of serrated teeth lining a circular mouth. Lindworms are translucently pale, and their organs may be seen pulsating under their flesh.

Lithian

Dodge: 5
Health points: 40
Intellect: very low
Physical Resist: +4
Mental Resist: n/a
Average size: 8' tall, 3000 lbs.
Attacks: fist: 2 x 1d8 + 1
To hit modifier: +4
Hide/armor: 4
Initiative: +0
Movement: 80'

Lithians or 'Lithic Warriors' are oddity of nature that form inside limestone caverns, slowly taking form directly below a dripping stalactite. Most viewing a lithian will see it only as a natural wonder: a rock formation which nature and chance have shaped into an anthropomorphic statue. However, any creature venturing to touch the lithian will uncover its true nature as the beast animates as an aggressive and merciless stone combatant. Once stirred, a lithian will quietly, but unswervingly destroy any creature within 100' of its place of origin. If evaded, the lithian will eventually return to its point of formation, and slowly reunite with the surrounding rock.

Abilities: If a lithian is damaged (beyond its hide/armor absorbance), it immediately fractures into two lesser lithian, who possess similar appearance and motivation, but are half the size of their parent. If these lesser lithian are again damaged, each will split again into two even lesser creatures. These minor progeny will shatter completely if damaged again. The statistics of these lithians are presented below:

Lesser lithian: Health points: Half of progenitor (after damage), Dodge score: 10, Initiative: +1, Hide/armor: 2, To-hit: +2, Attacks: Fist: 2 x 1d4 + 1, Intellect: very low, Physical Resist: +2, Mental Resist: n/a, Movement: 100'.

Minor lithian: Health points: Half of progenitor (after damage), Dodge score: 15, Initiative: +2, Hide/armor: 1, To-hit: +1, Attacks: Fist: 2 x 1d2 + 1, Intellect: very low, Physical Resist: +1, Mental Resist: n/a, Movement: 120'.

If lesser lithians are left alone, they will return to their place of origin, and slowly unify into a single mass once again.

Physical description: Lithians resemble large, calcified stalagmites of limestone which have the rough shape of a humanoid, typically in a kneeling position. Aside from its statue-like appearance, a lithian is featureless, seemingly composed of melted wax, rounded and smooth despite its hardness. As they are created by water-born deposits, lithians are often encountered within a pool of water, partially submerged. A lithian attacks by pummeling with its large fists, which always remain clenched.

Lycanthropes; *Lykanthropos*

In the strictest terms, lycanthropes are not actually a race unto themselves. In fact, these creatures were once normal humanoids, but have since been infected with a shape-shifting disease called lycanthropy. Nevertheless, lycanthropes are often drawn to cohabitate. Thus, they are presented as a unique species here. Lycanthropic humanoids typically appear as normal. However, conditions of extreme stress or exertion often cause the lycanthrope to transform, either partially or completely, into animal form. In general, lycanthropes will remain in this form for 2d8 hours. Any individual bitten or scratched by a lycanthrope in animal form must make a Physical Resistance check of 10 or become a lycanthrope in 3d10 days. Most humanoids, except elves and other faerie folk, may be infected with lycanthropy. Thus, goblins, humans, dwarves, and even ogre lycanthropes may be encountered. Similarly, the animal form of lycanthropes may vary. All lycanthropes have a powerful allergy to silver.

Due to the variety of lycanthropes, the Game Master is encouraged to generate other types as he or she sees fit. Below, four of the most common forms of lycanthropes are presented. Generally, lycanthropes have Perception at Grade I, but may have many other proficiencies depending on their personality.

Werebear

Dodge: 13
Health points: 32 + 4d8 (50)
Intellect: low to average
Physical Resist: +5
Mental Resist: +3
Average size: 7.5' tall, 1000 lbs.
Attacks: claw: 2 x 1d6 + 5, and bite: 2d4 + 5
To-hit modifier: +5
Hide/armor: 1
Initiative modifier: +0
Movement rate: 160'

Unlike many lycanthropes, werebears always transform completely between humanoid and ursine form. As a result of their infection, werebears in humanoid form are aggressive and crude. These individuals typically possess insatiable appetites, and are fond of rich food and drink. Werebears are antisocial, and rarely seek the company of other werebears. It is not uncommon for a werebear to be unaware of his or her actions while in animal form. However, some werebears remain completely cognizant between both forms, and are even able to have some control over their transformations. Werebears often live on the fringes of society as reclusive misanthropes.

Abilities: Individuals affected by werebear lycanthropy have a 40% chance of transforming into a werebear in any stressful situation, such as physical combat. While in bear form, unless reduced below -10 health points, werebears may continue to fight as if employing the Last Stand discipline. Contact with silver inflicts 1 point of damage per round to a werebear, and silver weapons inflict 50% more damage upon them. This silver allergy affects a werebear in any form.

Physical description: In humanoid form, werebears are indistinguishable from non-lycanthropes. Most werebears transform into brown or grizzly bears. However, in artic regions some polar werebears may be found.

Werejackal

Dodge: 13/15
Health points: 11 + 2d8 (20)
Intellect: low to average
Physical Resist: +3

Mental Resist: +1
Average size: 5' tall, 120 lbs./5' long, 70 lbs.
Attacks: claw: 2 x 1d6 + 1/bite: 1d8 + 1
To-hit modifier: +4
Hide/armor: none (or by worn armor)
Initiative modifier: +3
Movement rate: 130'/200'

Werejackals are the most aggressive of lycanthropes. Somewhat similar to werewolves in appearance, werejackals are much smaller in both canine and bipedal-canine form. However, unlike werewolves, werejackals are typically less restrained in concealing their true nature. In fact, most werejackals actively shun civilization. Instead, they choose to roam the wilderness, attacking unwary travelers or other easy prey. Werejackals tend to socialize with each other and may form groups of up to 20 individuals. If aware of an infected humanoid, they will often work to draw the individual away from his or her previous life.

Werejackals have two forms in addition to their humanoid one. One is of a scrawny hair-covered humanoid, with long claws and a dog-like snout. The other is that of a large jackal. The statistics provided above are given as: canine-humanoid/jackal form. When caused to transform, werejackals always assume the jackal-like humanoid form first.

Abilities: Individuals affected by werejackal lycanthropy have a 70% chance of transforming into a werejackal in any stressful situation, such as physical combat. After 10 minutes in this form, there is a 50% chance the werejackal will transform to jackal form completely. Contact with silver inflicts 1 point of damage per round to a werejackal, and silver weapons inflict 50% more damage upon them. This silver allergy affects a werejackal in any form.

Physical description: In humanoid form, werejackals are indistinguishable from non-lycanthropes. However, even in this form, the werejackal will appear wild and unkempt. In canine-humanoid form, werejackals are hair-covered humanoids with jackal heads and clawed hands.

Wererat
Dodge: 14
Health points: 5 + 2d8 (14)
Intellect: average
Physical Resist: +3
Mental Resist: +0
Average size: 4.5' tall, 120 lbs.
Attacks: claw: 2 x 1d3 + 1, or 2 x by weapon
To-hit modifier: +3
Hide/armor: none (or by worn armor)
Initiative modifier: +5
Movement rate: 130'

Wererats are atypical lycanthropes as they do not transform into a complete animal form. Instead, humanoids affected by wererat lycanthropy change into a hairy humanoid with long claws and a rodent-like snout. Wererats have no tails. Unlike most lycanthropes, once in rodent-humanoid form, wererats will remain so for 1d4 days. Due to this extended transformation, wererats often shun normal society. Nevertheless, wererats have a propensity to social interactions. Thus, they will often form communities on the outskirts populated areas. In contrast to other lycanthropes, wererats often choose to wear clothing and employ weapons while transformed.

Abilities: Individuals affected by wererat lycanthropy have a 40% chance of transforming into a wererat in any stressful situation, such as physical combat. Wererats have exceptional low-light vision and olfaction, and may operate as normal unless in complete darkness (-1 to-hit). Contact with silver inflicts 1 point of damage per round to a wererat, and silver weapons inflict 50% more damage upon them. This silver allergy affects a wererat in any form.

Physical description: In humanoid form, wererats are indistinguishable from non-lycanthropes. In rodent-humanoid form, wererats are wiry hair-covered humanoids with long snouts and rodent-like incisors.

Werewolf
Dodge: 13/15
Health points: 13 + 3d8 (29)
Intellect: average to high
Physical Resist: +4
Mental Resist: +2
Average size: 6' tall, 200 lbs./7' long, 200 lbs.
Attacks: claw: 2 x 1d6 + 3/bite: 1d8 + 4
To-hit modifier: +4
Hide/armor: none (or by worn armor)/none
Initiative modifier: +2
Movement rate: 130'/200'

Werewolves are the most common of lycanthropes. However, as a consequence of werewolf lycanthropy, those humanoids infected are driven to great lengths to conceal their affliction. Aside from this psychological trait, werewolf lycanthropy has little effect upon the humanoid from of an affected individual. For these reasons, uncovering the identity of a werewolf can be very difficult.

Werewolves have two forms in addition to their humanoid one. One is of a hair-covered humanoid, with long claws and a dog-like snout. The other is that of a large wolf. The statistics provided above are given as: lupine-humanoid/wolf form. When caused to transform, werewolves always assume the dog-like humanoid form first. Werewolves are very aggressive after transforming. However, the afflicted individual will always remember his or her actions in each form. It is not uncommon for werewolves to cohabitate if they locate one another.

Abilities: Individuals affected by werewolf lycanthropy have a 50% chance of transforming into lupine-humanoid form in any stressful situation, such as physical combat. After 10 minutes in this form, there is a 50% chance the werewolf will transform to wolf form completely. Regardless of his or her environment, there is a 90% chance that a werewolf will transform upon a full moon. Contact with silver inflicts 1 point of damage per round to a werewolf, and silver weapons inflict 50% more damage upon them. This silver allergy only affects a werewolf in lupine-humanoid or wolf form.

Physical description: In humanoid form, werewolves are indistinguishable from non-lycanthropes. In lupine-humanoid form, werewolves appear as lanky dog-headed humanoids with clawed hands and feet. In wolf form, werewolves resemble dire wolves.

Mammoth
Dodge: 14
Health points: 66 + 5d6 (84)
Intellect: animal
Physical Resist: +7
Mental Resist: +2
Average size: 12.5' tall, 13,000 lbs.
Attacks: trample: 2d8 + 8, or tusk: 1d12 + 6
To-hit modifier: +4
Hide/armor: 1d3
Initiative modifier: +0
Movement rate: 160'

Mammoths are an arctic dwelling cousin of elephants. Unlike elephants, they are covered in long thick hair and have much longer curved tusks. Due to their hair, they are sometimes called woolly mammoths. Mammoths are herbivores, and travel great distances seeking good pasture. Like elephants, mammoths are more or less peaceful. Nevertheless, males or females with young are territorial. Mammoths may be found in groups with as few as 5 or as many as 150 individuals. Unlike elephants, mammoths are difficult to train. However, if captured young it is possible. Mammoths are not as intelligent as elephants.

Abilities: Mammoths have no extraordinary abilities. However, they may endure extremely cold temperatures.

Physical description: Mammoths appear as large hair-covered elephants, but their ears are smaller and their tusks longer.

Manticore
Dodge: 16
Health points: 29 + 6d8 (52)
Intellect: average
Physical Resist: +5
Mental Resist: +5
Average size: 8' long, 750 lbs.
Attacks: claw: 2 x 1d6 + 4, and bite: 1d10 + 1, or tail: 1d8
To-hit modifier: +6
Hide/armor: none
Initiative modifier: +0
Movement rate: 220'

Manticores are enormous lion-like creatures with a spiked tail, and the head of a horned man with rows of serrated teeth. Although manticores can be found on the Tellurian plane, they are not native, and can be found on numerous Veridian Realms as well. On the Tellurian plane, manticores tend to reside in elevated terrain of tropical or temperate regions. In general, manticores are solitary creatures that spend their time wandering throughout massive territories, spanning up to 100 miles in breadth.

Manticores are man-eaters, and after identifying potential prey, they will often track their victims for hours or days waiting for the most opportune moment to attack. When attacking, manticores will preferably claw and bite. However, if a manticore feels seriously threatened, it will also whip its tail. Any creature struck by the manticore's tail must make a Physical Resistance check of 13 or be take 1d6 additional points of damage and be paralyzed for 3d6 rounds. Manticores speak their own language. However, at times they will understand and speak a limited amount of languages common to their region of residence.

Abilities: Manticores are magical creatures, and may innately cast the Faith magic spell Confuse twice per day.

Physical description: Manticores are enormous feline creatures with the body of a lion, the head of a horned man, and a tail that ends in a large spike, similar to that of a scorpion.

Mermen
Dodge: 13
Health points: 7 + 2d8 (16)
Intellect: average
Physical Resist: +3
Mental Resist: +1
Average size: 9' long, 240 lbs.
Attacks: by weapon + 2, or fist: 1d3
To-hit modifier: +3
Hide/armor: none
Initiative modifier: +2
Movement rate: swim 180'

Mermen are a race of intelligent aquatic humanoids. From the waist up, mermen appear human. However, from the waist down, mermen have long fish-like tails. Female mermen are called mermaids. Mermen and mermaids are of the same species, yet they are rarely seen together. Furthermore, mermaids tend to be solitary creatures, whereas mermen usually travel in groups of 3-8 individuals. Both mermen and mermaids are reclusive, and rarely interact with other intelligent races. But, they do share a general affinity to marine mammals, and are often accompanied by dolphins, whales, or sea lions. Mermaids will occasionally take pity upon and rescue drowning sailors. Due to the mermaid's remarkable beauty, these encounters often leave the seamen with unrequited sentiments. Mermaids rarely fight. However, mermen normally carry tridents or spears.

Abilities: Mermen may breathe air as well as water.

Physical description: The upper part of mermen resemble a human, except their skin is always marble-like and pale. The bottom portion of mermen is covered in fine pale green scales and ends in a fin 3-4' wide. Mermen are of average comeliness. However, mermaids are invariably attractive.

Merrow
Dodge: 13
Health points: 6 + 4d6 (20)
Intellect: low to average
Physical Resist: +4
Mental Resist: +0
Average size: 10' long, 280 lbs.
Attacks: 2 x by weapon + 2, or fist: 1d4
To-hit modifier: +3
Hide/armor: none
Initiative modifier: +2
Movement rate: swim 180'

Merrow are a race of aquatic creatures with the tails of fish, the torso of a man, and a head that appears as a mixture of both. They travel in bands of 4-18 individuals, often accompanied by several sharks. Merrow dislike land-born humanoids and often attack small ships or survivors of capsized vessels. Mermen and merrow share a strong animosity for one another, and will normally attack each other on sight. Merrow dwell in deep water-filled caverns which are often littered with treasures gathered from their victims. Merrow usually carry short barbed spears.

Abilities: Merrow have no extraordinary abilities. They may breathe water, but cannot breathe air.

Physical description: Merrows resemble mermen, as they have human torsos and tails instead of legs. However, their heads are fish-like with large eyes, gills and great gaping mouths.

Minotaur
Dodge: 14
Health points: 29 + 6d8 (56)
Intellect: low to high
Physical Resist: +5
Mental Resist: +7
Average size: 8' tall, 450 lbs.
Attacks: 2 x by weapon + 5, or horns: 2d8 + 4
To-hit modifier: +5
Hide/armor: 1 (+ worn armor)
Initiative modifier: +2
Movement rate: 140'

Minotaurs are humanoids with the torso of an immense man, and the legs and head of a large bull. Minotaurs are generally solitary creatures, who are almost always found inhabiting labyrinthine networks of caves and tunnels. Due to an unnatural sense of direction and affinity for such networks, Minotaurs are always found in the most complex regions of such mazes, and often use their familiarity with these passages to evade or ambush intruders.

Little is known about minotaur culture as they rarely interact with the other intelligent races. However, they do crave gold and may be successfully negotiated with, yet always at an extreme disadvantage. Minotaurs are somewhat intelligent and speak their own simple language. Although they generally inhabit preexisting labyrinths, minotaurs have been known to enslave captured humanoids and work them to death, forcing them to enhance the complexity of their tunnels. Minotaurs are xenophobic and quick to anger. If provoked, they will attack with a large weapon, such as a great sword or maul. However, if driven to a rage, minotaurs will forsake these weapons and instead gore opponents with their massive horns.

Abilities: Minotaurs never lose their sense of direction, and always take the shortest route, even in new territory. Furthermore, they are immune to all sorts of magical confusion and charm. Unless reduced below -10 health points, minotaurs may continue to fight as if employing the Last Stand discipline. Minotaurs have Perception and Tracking at Grade I, or Grade III in their specific labyrinth.

Physical description: Minotaurs are humanoids with the torso of an immense man, and the legs and head of a large bull. The hands of minotaurs are human, yet their large feet are cloven. Their skin is typically a bronzed-flesh, and their hairy legs and heads are reddish brown to black. Minotaurs love gold, and often adorn themselves with golden rings, bracers, and in rare cases, golden armor.

Mycoloid
Dodge: 13
Health points: 4 + 1d6 (8)
Intellect: low
Physical Resist: +0
Mental Resist: -1
Average size: 4' tall, 60 lbs.
Attacks: claw: 2 x 1d4 + 1 or spit: 1d6 + special
To-hit modifier: +3
Hide/armor: none
Initiative modifier: +2
Movement rate: 60', fly 200'

Mycoloids are large insect-like creatures that dwell in tropical jungle regions. These creatures are somewhat intelligent and are found in groups of 11-20 individuals. Mycoloids dwell in twisting burrows they excavate, where they raise their larval brood and cultivate a type of mushroom on which they feed. Mycoloids hunt living animals but do not fully consume them. Instead, they partially digest their prey and regurgitate this substance to fertilize their fungal crop. Although mycoloids normally prey upon small mammals and reptiles, a large group will attack larger prey, including humanoids. Mycoloids attack with their razor sharp arms or by spitting caustic bile. Mycoloids are known to attack wounded creatures, and often act as scavengers after a battle. The fungus a mycoloid colony cultivates, schizothylerium, has powerful curative properties, and is used in many tonics and elixirs.

Abilities: Once per hour, mycoloids may spit corrosive bile upon any creature within 10'. However, the mycoloid must roll to-hit to do so. If the mycoloid's successfully spits upon a creature, that individual suffers 1d6 points of damage. In addition, if the to-hit result is successful by 3 or more, the creature hit by this bile must make a Physical Resistance check of 13 or be blinded for 3d4 hours.

Physical description: Mycoloids somewhat resemble a large mantis, but are much bulkier. In addition, the head of a mycoloid more closely resembles that of a fly. Mycoloids are mostly dark red or black.

Naga
Dodge: 14/16
Health points: 10 + 4d8 (28)
Intellect: average to high
Physical Resist: +5
Mental Resist: +3
Average size: 6' tall, 200 lbs./16' long, 200 lbs.
Attacks: 2 x by weapon + 3/1d8
To-hit modifier: +4/+6
Hide/armor: none (or by worn armor)/none
Initiative modifier: +3/+5
Movement rate: 120'/90'

Naga are a race of magical shape-changing creatures that have both human and serpent-like traits. Naga have two forms: one of a human, and one of an enormous snake. The statistics above are given as:

human/snake. When in human form, naga typically appear as tall muscular male or females, lacking all body hair, but covered in script-like tattoos. In this form, naga may interact with other human races and often speak several languages. As humans, naga are often reclusive but influential characters, using their longevity to acquire positions of power within human society. As a race, naga are solitary creatures and rarely associate with one another.

Naga vary in their preference of form. Some naga remain in human form almost exclusively and only become serpents during conflict or as a means of disguise. Other naga prefer to remain in snake-form for extended periods, generally residing in sparsely populated tropical regions. As humans, naga prefer to fight with cutting weapons, such as axes, scimitars or swords. Occasionally a naga will employ Hermetic, Hedge or Ritual magic.

Abilities: Naga may change form between human and snake at will. Naga apply a +5 modifier to all Physical Resistance checks made to resist poisons. If bit by a naga in snake form, the victim must make a Physical Resistance check of 13 or be paralyzed, and die within 1d4 hours. Naga have Persuasion at Grade VI. Many Naga are also scholars or artists, possessing one or more knowledge proficiencies or Artisitc Ability at Grades I to IV.

Physical description: In human form, naga are usually handsome and exceptionally tall, yet have no hair. Their skin is bronzed, and they are frequently covered in complex tattoos. In snake form, naga are generally dark red or black and have colorful striped patterns.

Näkki
Dodge: 15
Health points: 5 + 2d8 (14)
Intellect: average to high
Physical Resist: +2
Mental Resist: +4
Average size: 6' tall, 185 lbs.
Attacks: 2 x by weapon + 1, or fist: 2 x 1d4 + 1
To-hit modifier: +3
Hide/armor: none
Initiative modifier: +2
Movement rate: 120'

Näkki are magical shapeshifting creatures that inhabit deep rivers, lakes or ponds. They are naturally cruel, and often strive to drown humanoids for consumption. Näkki may assume several forms. However, a common guise of the näkki is of a human male that appears handsome from the front, but usually has some deformity upon its back. Näkki may speak the regional tongue, but do so very little. In additional to their humanoid shape, Näkki may take the form of a large silver fish, a mangy dog, or a wild mare. In water näkki generally remain fish-like, only emerging when the chance to drown a creature presents itself. Näkki attack either in dog or human form, and usually wield a long wooden spear in the latter.

The statistics provided above regard the näkki's human form. Their canine form should be treated as a wolf, and their equine form as a horse.

Abilities: Näkki may breathe water as well as air. They may change form at will at a rate of once per minute.

Physical description: As humanoids, näkki appear as human males, typically with some malformation upon their back. As dogs or mares, näkki are unremarkable, but somewhat feral looking. As fish, näkki appear as large silver trout.

Nymphs; *Neried*
Nymphs are a female race of magical creatures that are spiritually bound to a particular locale such as a body of water, a mountain, or a grove of trees. They bear a striking resemblance to elves, and are often mistaken for such. Nymphs are not faeries, however. In fact they are a physical manifestation of the spirit or energy of the natural landscape. Nymphs are exclusively a Tellurian race, and are never found upon other planes. Indeed, simply removing a nymph from her natural environment will cause death within a number of hours. Accordingly, nymphs view themselves as protectors of their habitats, as well as its native residents. Nymphs are characteristically suspicious of outsiders, and will rarely interact with other humanoids. There are numerous varieties of nymphs, the most common of which are described below.

Nymphs have Healing, Perception, Persuasion, and Magic Acuity at Grade II. In their particular environments, nymphs also have Herbalism, Stealth, and Wilderness Lore at Grade II.

Dryad
Dodge: 14
Health points: 5 + 2d6 (12)
Intellect: average to high
Physical Resist: +0
Mental Resist: +5
Average size: 5' tall, 100 lbs.
Attacks: by weapon + 1, or fist: 1d2 + 1
To-hit modifier: +3
Hide/armor: none
Initiative modifier: +4
Movement rate: 130'

Dryads are reclusive forest-dwelling nymphs. Spiritually, they are connected to a small stand of trees or occasionally, to one tree in particular. Dryads will always remain within one mile of these trees as they lose 1 health point per hour they spend outside of this radius. These nymphs usually see themselves as custodians of the forest. Thus, they are most likely to make themselves known if the local flora is in danger. Dryads dislike conflict however, and will unusually attempt to distract or dissuade offenders before resorting to combat.

Abilities: Dryads may see all things within one mile of the trees to which they are spiritually bound. Once per day, a dryad may innately cast the following Faith magic spells: Plant Growth, Charm Animal, Wind, Animate Plants and Call Fauna. Twice per hour a dryad may innately cast the 3rd Circle Faith magic spell Plant Form. Dryads are immune to charm.

Physical description: Dryads appear as beautiful elvish females with green eyes. They are typically clothed in furs and/or plant material.

Lampade
Dodge: 15
Health points: 4 + 2d6 (11)
Intellect: average to high
Physical Resist: -1
Mental Resist: +5
Average size: 5' tall, 100 lbs.
Attacks: by weapon + 1, or fist: 1d2 + 1
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +4
Movement rate: 130'

The lampades are subterranean nymphs who are spiritually connected to an underground spring, river or lake. Unlike most nymphs, lampades

are wicked creatures, and regularly use their beguiling abilities to cause others harm. A lampade venturing more than one mile from her spring will lose 1 health point per hour. However, if the lampade is brought to the surface, this loss accelerates to 2 health points per hour. The soft voice of a lampade will often be heard long before she is sighted, and they will sometimes use their echoing songs to cause travelers to become lost underground. Unlike most nymphs, lampades are commonly found in small groups, all tied to the same water source.

Abilities: Lampades may see all things within one mile of the water source to which they are spiritually bound. They may see in darkness as well as in light. Once per day, a lampade may innately cast the following Faith magic spells: Darkness, Demoralize, Persuade, Call Lesser Fauna (subterranean) and Confuse. If three or more lampades are together, once per day they may summon a water elemental (as the 5th Circle Hermetic spell). Lampades are immune to charm.

Physical description: Lampades appear as beautiful elvish females with bluish skin and black hair.

Oceanid
Dodge: 15
Health points: 5 + 2d6 (12)
Intellect: average to high
Physical Resist: +1
Mental Resist: +4
Average size: 5' tall, 100 lbs.
Attacks: by weapon + 2, or fist: 1d2 + 1
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +3
Movement rate: 120', swim 140'

Oceanids are ocean-dwelling nymphs. Their freshwater cousins are called Limnades, though the two are indistinguishable. Oceanids are spiritually connected to a particular body of water, and lose 1 health point per hour if they are more than one mile away from it. Still, as these bodies of waters are typically vast, oceanids may range over much greater distances than most nymphs. Oceanids are characteristically benevolent, if not slightly mischievous. They take pleasure in confusing other creatures, especially land-dwellers; yet they rarely intend harm. Oceanids see themselves as custodians of the sea. Nevertheless, they will rarely interfere directly with any creature causing harm to their waters or its inhabitants.

Abilities: Oceanids may breathe water as well as air. Once per day, an oceanid may innately cast the following Faith magic spells: Persuade, Water Walk, Confuse, and Call Fauna (aquatic). Like all nymphs, oceanids are immune to charm. An oceanid may innately summon a water elemental once per day (as the 5th Circle Hermetic spell).

Physical description: Oceanids appear as beautiful elvish females with blue-green skin and yellow or red hair. The hands and feet of oceanids are webbed.

Oread
Dodge: 14
Health points: 6 + 2d6 (13)
Intellect: average to high
Physical Resist: +2
Mental Resist: +4
Average size: 5' tall, 110 lbs.
Attacks: by weapon + 2, or fist: 1d2 + 1
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +2
Movement rate: 120'

Oreads are nymphs that inhabit mountainous regions. They tend to be slightly larger than other nymphs and somewhat more prone to confrontation. Oreads are spiritually connected to one particular mountain, and lose 1 health point per hour if they are more than one mile away from it. Like other nymphs, oreads are familiar with the flora and fauna within their locale, and view themselves to be protectors of them. Most individuals passing through an oread's territory will be under the scrutiny of the nymph, but remain unaware of her presence. Should an oread seek conflict, it is usually on behalf of its mountain's native inhabitants, and will typically be initiated by surprise. Oreads prefer to fight with spears or thin clubs. Oreads are normally solitary, and usually dwell within a well-hidden grotto.

Abilities: Oreads may see all events that occur within their territory. Once per day, an oread may innately cast the following Faith magic spells: Persuade, Stun, Wind, Call Fauna (mountain), and Sandstorm. Oreads are immune to charm. In addition, once per day an oread may innately summon an earth elemental (as the 5th Circle Hermetic spell).

Physical description: Oreads appear as beautiful elvish females with ruddy skin and brown or red hair. They typically wear furs and carry long spears or clubs.

Octopus, Giant
Dodge: 14
Health points: 30 + 6d10 (63)
Intellect: very low

Physical Resist: +6
Mental Resist: +1
Average size: 30' long, 9,000 lbs.
Attacks: tentacles: 4 x 1d6, and bite 3d8 + 4
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +2
Movement rate: swim 180'

Giant octopi appear as their smaller cousins, but are much larger and more aggressive. They may commonly be found on coral reefs, but also inhabit the deep ocean, especially within sub-aquatic caverns. Giant octopi are carnivores, and although they prey mainly on fish, anything small enough to be caught may be attacked. Giant octopi prefer ambush, and will entangle its victims within its suction cup lined tentacles, then draw them in to its powerful beak. Giant octopi are somewhat intelligent, and may employ simple but effective strategies when stalking its prey.

Abilities: If hit with one of an octopus's four attacking arms, the victim suffers 1d6 points of damage, and must make a Physical Resistance check of 11 or be entrapped. Each round thereafter, the octopus may bite the trapped individual without a to-hit roll. Only one entrapped victim may be bitten per round. A tentacle holding a victim cannot attack another. A Feat of Strength of 14 will free an entrapped individual. Twice per day, an octopus may spray an inky substance that completely darkens the waters within a 30' radius. An octopus may change its color at will, often to camouflage itself in its surroundings. Octopi have Disguise and Stealth at Grade III.

Physical description: Giant octopi resemble their normal-size kin, with eight suction-cup lined tentacles radiating the base of a large sack-like head.

Olagheri
Dodge: 14
Health points: 8 + 4d8 (26)
Intellect: average to high
Physical Resist: +4
Mental Resist: +2
Average size: 7' tall, 230 lbs.
Attacks: fist: 2 x 1d3 + 2, or 2 x by weapon + 4
To-hit modifier: +5
Hide/armor: none (or by worn armor)
Initiative modifier: +0
Movement rate: 130'

Olagheri are an intelligent race of large humanoids found within the Blood Realms and the Tellurian plane as well. They are a warlike race, and military matters influence every aspect of their culture. Olagheri are unusually resistant to magic, yet possess some innate magical abilities. As they naturally share lands with demons, the olagheri are very xenophobic and aggressive in their relations with other races. Olagheri society is clan-based and one dominant family will populate the uppermost governmental and military positions. Due to their origin, the olagheri are often considered to be destructive and cruel when encountered upon the Tellurian plane.

Olagheri are expert makers of weapons and armor, and most individuals will carry both. Some olagheri may use magic and Hermetic spell-casters are most common.

Abilities: Olagheri have vision extends into the infrared spectrum, allowing them to operate in almost total darkness. All Physical and Mental Resistance checks made by olagheri against magic apply an additional +4 modifier. Once per day, olagheri may innately cast the following Hermetic magic spells: Combust, Darkness, Thought Projection, Shatter, Protection from Cold, Protection from Heat, and Levitation.

Physical description: Olagheri appear similar to orcs, but are taller and have reddish-black skin. Olagheri often wear armor and carry weapons.

Oozes; *Wose*
Oozes are large slimes found in sewers, caverns, swamps, and other dank places. They are quasi-sentient amalgams of single-celled organisms that exist only to eat plant and animal matter and reproduce. Oozes come in a variety of different types, which vary by color. Oozes almost always live in isolation.

Black Ooze
Dodge: 10
Health points: 35 + 3d8 (50)
Intellect: animal
Physical Resist: +8
Mental Resist: n/a
Average size: 12' diameter, 600 lbs.
Attacks: pseudopod: 1d12 + by spell
To-hit modifier: +4
Hide/armor: 1d3
Initiative modifier: +0
Movement rate: 80'

Black ooze is the rarest and most disgusting of the oozes. It is a thick, bubbling pool that can form large distinct shapes, many of which are humanoid in shape and size. These independently moving featureless black humanoids are the means of the ooze to acquire prey and sense its environment. For this reason, black ooze is the fastest of the oozes. Black ooze thrives on other lifeforms, but is especially sensitive to magic, growing in areas of high magical activity and waste.

Abilities: Oozes are immune to any spell requiring a Mental Resistance check. They are also immune to poison and paralysis. Edged weapons do only half-normal damage to oozes. Black oozes have good olfactory and bioelectric senses, and can detect lifeforms within 120'. Black ooze is 80% resistant to magical spells and effects; for any such attack, if the ooze resists the spell, it instead absorbs it and gains one health point per Circle. One humanoid-shaped pseudopod will rise up per opponent. The touch of black ooze is cold and numbing, and any successful strike has a 25% chance of additionally discharging a random spell effect on the target (1d4, 1-3: Hermetic, 4: Hedge; 1d4 for Circle, then roll randomly on that spell list). Non-sensical results (e.g., Sense Magic or Seal Portal) simply result in a strange oily discharge with no apparent effect.

Physical description: Black ooze can actually be a number of shades, appearing as a large black, brown, or colorless mass. It is oily and bubbling, with small outgrowths constantly forming and being re-absorbed.

Green Ooze
Dodge: 6
Health points: 10 + 1d8 (15)
Intellect: animal
Physical Resist: +5
Mental Resist: n/a
Average size: 4' diameter, 80 lbs.
Attacks: n/a
To-hit modifier: n/a

Hide/armor: none
Initiative modifier: n/a
Movement rate: 10'

Green ooze is the smallest and slowest of the oozes. It is generally found outdoors, in swamps and old forests, and is akin to slime mold, fungus, or moss. Green ooze is mostly stationary but can slowly shift and move across surfaces if provoked. It is usually found growing over decaying matter or humanoid bodies. It reproduces by aerial spores, which also are its main defense.

Abilities: Oozes are immune to any spell requiring a Mental Resistance check. They are also immune to poison and paralysis. Edged weapons do only half-normal damage to oozes. Green oozes have good olfactory and bioelectric senses, and can detect lifeforms within 10'. If green ooze is struck, it releases a cloud of spores equal in radius to the amount of damage done. Anyone caught in this cloud must make a Physical Resistance check of 12 each round (up to 1d8 + 4 rounds) or ingest the spores. Ingesting the spores causes the victim to lose 1 point to agility, endurance, and strength each day. When any attribute reaches 0, the victim dies, and their stomach and larynx explodes as the new green ooze (minimum health points) emerges and covers their body. Spores can be removed by a Remove Poison or Cure Disease spell, or by an appropriate apothecary remedy. If the victim survives, one point to each attribute returns for each day of rest.

Physical description: Green ooze ranges in coloration over shades of pale blue and green to almost black. It is thick and mottled, and small spore clouds drift in the air above it.

Red Ooze
Dodge: 8
Health points: 20 + 2d8 (30)
Intellect: very low
Physical Resist: +6
Mental Resist: n/a
Average size: 8' diameter, 100 lbs.
Attacks: pseudopod: 1d8 + special
To-hit modifier: +5
Hide/armor: none
Initiative modifier: +0
Movement rate: 40'

Red ooze is found in caverns and outdoors near pools of standing water. Some red ooze lives in water, at the bottom of lakes or streams, where it feeds on crustaceans and fish. Rarely, abnormally large specimens (30 + 4d8 health points) are seen out to sea, and will attack a nearby vessel. Red ooze is neurotoxic, and exposure to the ooze can lead to a strange zombie-like state. These victims mainly act to protect the ooze. For this reason, red ooze is rarely found alone, but is usually surrounded with an eclectic complement of guardian animals and/or humanoids (in general, 2d4 creatures of the local habitat). The ooze can telepathically communicate simple concepts to its guardians, such as attack, move, chase, etc.

Abilities: Oozes are immune to any spell requiring a Mental Resistance check. They are also immune to poison and paralysis. Edged weapons do only half-normal damage to oozes. Red oozes have good olfactory and bioelectric senses, and can detect lifeforms within 50'. Being touched by the ooze forces a Physical Resistance check (target number 15), or the victim loses 1 point of both presence and intellect. When either attribute reaches 1, the victim becomes a slave of the ooze and will work to defend it from other attackers. These ooze slaves require contact with the ooze to stay in this state- if removed more than 100' from the ooze (or the ooze is destroyed), presence and intellect will return at the rate of one point per day.

Physical description: Red ooze is smooth and runny, having the consistency of milk. Red ooze can be light orange, any shade of red or pink, to shades of deep violet.

Yellow Ooze
Dodge: 8
Health points: 10 + 2d8 (20)
Intellect: animal
Physical Resist: +6
Mental Resist: n/a
Average size: 6' diameter, 150 lbs.
Attacks: pseudopod: 1d10 + 3 plus burn
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +0
Movement rate: 20'

Yellow ooze is found in junkyards, cellars, and old mines. It is horribly corrosive and thrives on chemical reactions produced by breaking down metals. Yellow ooze can form a large tentacle or pseudopod to pull itself forward, or to attack those that come near it.

Abilities: Oozes are immune to any spell requiring a Mental Resistance check. They are also immune to poison and paralysis. Edged weapons do only half-normal damage to oozes. Yellow oozes have good olfactory and bioelectric senses, and can detect lifeforms within 30'. Yellow ooze is horribly corrosive. The touch of yellow ooze is semi-acidic, and successful hits from the ooze will continue to burn the target's flesh for 1d6 rounds, doing 2 health points of damage per round (by-passing armor absorption). These acidic burns are cumulative. Armor worn by the target has a 30% chance per hit of being degraded, permanently absorbing one less point per successful attack (also cumulative). Attacking the ooze with weapons has a similar effect: each attack has a 30% chance of corroding the weapon, causing it to have a permanent -1 modifier to inflicted damage (also cumulative). Enchanted armor and weapons only have a 5% chance per attack of being corroded.

Physical description: Yellow ooze has the appearance of lumpy pudding or cottage cheese. Usually yellow or ochre in color, yellow ooze can also be shades of greens, oranges, or reds, and is sometimes multi-colored in different places.

Pegasus
Dodge: 13
Health points: 14 + 2d8 (23)
Intellect: very low
Physical Resist: +2
Mental Resist: +1
Average size: 7' tall, 1100 lbs.
Attacks: kick: 1d6 + 2, or bite: 1d3
To-hit modifier: +2
Hide/armor: none
Initiative modifier: +1
Movement rate: 240', fly 260'

Pegasi are large winged horses, native to the Dream Realms. On these planes, pegasi often serve as steeds to angels and demigods. Even so, some pegasi reside on the Tellurian plane, and may rarely be encountered there. Pegasi prefer temperate regions, and often inhabit grassy foothills at the base of large mountain ranges. Although pegasi are reclusive, they may be trained as mounts if captured young. Except for their ability to fly, in most respects pegasi behave as wild horses.

Abilities: Aside from flight, pegasi have no extraordinary abilities.

Physical description: Like horses, Pegasi may be white, grey, brown or black, or any combination thereof. They are similar in size to light riding horses, and have powerful feathered wings spanning up to 20'.

Peryton
Dodge: 16
Health points: 6 + 2d6 (13)
Intellect: low
Physical Resist: +2
Mental Resist: +0
Average size: 4' tall, 60 lbs.
Attacks: talons: 2 x 1d4 + 2, or antlers: 1d6 + 1
To-hit modifier: +5
Hide/armor: none
Initiative modifier: +3
Movement rate: fly 260'

Peryton are magical avian creatures, combining the physical features of a stag and a bird. Oddly, the shadow of a peryton is not of itself, but instead is that of a man. Peryton crave human and goblinoid flesh, and will often attack small traveling parties in flocks of 6-12 individuals. Peryton are most commonly found in temperate mountainous regions.

Abilities: Peryton have keen eyesight, and can see prey several miles distant. They have Perception at Grade III.

Physical description: Peryton possess the head, neck and antlers of a deer, and the plumage, wings and body of a large bird of prey.

Phoenix
Dodge: 17
Health points: 10 + 2d8 (19)
Intellect: very low
Physical Resist: +3
Mental Resist: +1
Average size: 5' tall, 110 lbs.
Attacks: talons: 2 x 1d4 + 6, or bite: 1d6 +7
To-hit modifier: +6
Hide/armor: none
Initiative modifier: +4
Movement rate: fly 260'

The phoenix is a large bird-like creature native to the Veridian Realms. However, they may also be encountered upon Tellurian plane in regions of volcanic activity. Phoenix are typically non-aggressive and will not attack unless disturbed, or unless its roost is threatened. Phoenix nest upon cliff face ledges, where they pile small stones to form a bowl-like depression. Phoenix eggs are very valuable, as its stony shell may be powdered and used in many elixirs and unguents. Phoenix eggs combust as they are opened to air, and thus, a small fire burns within the nest of a phoenix when its offspring hatch.

Abilities: Phoenix naturally regenerate 1 health point per round. They are immune to heat. Their intense heat will set fire to any combustibles they contact. 4 points of the phoenix's damage modifier is due to heat.

Physical description: Phoenix resemble large birds of prey, covered in bright feathers of red and gold. Phoenix are intensely hot, and merely touching their plumage will cause serious burns.

Piasa
Dodge: 14
Health points: 3 + 1d6 (7)
Intellect: low
Physical Resist: -3
Mental Resist: -1
Average size: 2.5' tall, 40 lbs.
Attacks: 1x weapon + 1, or claw: 2 x 1d2, and bite: 1d4
To-hit modifier: +3
Hide/armor: none
Initiative modifier: +2
Movement rate: 80', fly 180'

Piasa are a race of dwarf-like humanoids with the ability to shape-change into a large bird at will. Piasa are usually aggressive. Although they are individually weak, piasa tend to attack in groups of 4-16 individuals. They are most often encountered in deserts or arid plains. Piasa are intelligent, but do not construct buildings or tools. Usually piasa will dwell in large burrows dug into the sides of steep cliffs. Their diet consists of whatever fauna they can capture, yet they favor large mammals. Occasionally piasa will wield simple bone or stone weapons while in humanoid form.

Abilities: Piasa may shape-change between humanoid or avian form once per round. In bird form, paisa will often initiate an attack by dropping stones upon their prey (+1 to-hit, 1d3 +1 damage).

Physical description: Piasa appear as small dwarf-like humanoids with ruddy skin and red hair. In bird form, piasa resemble large eagles with bright red plumage upon their head.

Qilin
Dodge: 17
Health points: 20 + 6d6 (41)
Intellect: low
Physical Resist: +6
Mental Resist: +6
Average size: 10' long, 3600 lbs.
Attacks: kick: 2d6, and bite: 2d6 + 4, or breath: 4d6 + 2
To-hit modifier: +6
Hide/armor: 1d2
Initiative modifier: +5
Movement rate: 200', fly 260'

Qilin are large magical creatures native to the Veridian Realms. They appear as large flaming bulls, with the scaled head of a lion bearing great antlers. Qilin are benevolent by nature, and will only attack creatures performing wicked acts. They are semi-intelligent, and occasionally serve as guards of lesser deities or powerful priests. Qilin have no wings, but may fly. On the Tellurian plane they will typically remain aloft, as their intense heat is apt to ignite anything they contact.

Abilities: Qilin are covered in flames, and any creature touching a qilin will suffer 1d6 points of damage. Thrice per day, a qilin may breathe flame in a cone 10' long and 3' in diameter. Any creature struck by this flame suffers 4d6 + 2 points of damage, or 2d6 + 1 if a Physical Resistance check of 14 is made. Once per day, a qilin may innately cast the 3rd Circle Hermetic spell, Projection. They are immune to heat.

Physical description: Qilin resemble a large bull covered in scales. Their head is that of a lion, but is scaled. They have two large antlers, similar to that of a deer. Qilin are covered in ever-burning flames.

Rakshasa
Dodge: 16
Health points: 10 + 4d8 (28)
Intellect: high to very high
Physical Resist: +4

Mental Resist: +8
Average size: 6' tall, 180 lbs.
Attacks: 2 x by weapon + 4, or fist: 2 x 1d4 + 1
To-hit modifier: +6
Hide/armor: none (or by worn armor)
Initiative modifier: +4
Movement rate: 130'

Rakshasa are intelligent shape-changing beings, feared for their powerful magical abilities and humanoid diet. They may at times be found as hermits, however most rakshasa prefer to reside in populous cities of humanoid races. Rakshasa are long-lived creatures, and often remain disguised as one of the humanoids whom which they cohabitate. In these guises, rakshasa normally act as leaders of criminal societies, secretive cults, or even political organizations. Rakshasa will leverage these positions in order to maintain a supply of humanoids on which to feed, as well as to amass material wealth. Rakshasa will collect and employ magic items, potions and scrolls.

Rakshasa will avoid conflict if able. However if they are compelled to fight, they can be terrible opponents. Rakshasa are extremely intelligent, and possess powerful magical abilities. When fighting, rakshasa will generally assume a humanoid form. However they will shape-change if doing so provides an advantage. The statistics provided above regard the rakshasa's humanoid form.

Rakshasa have a tendency towards madness. Insane rakshasa tend to take on monstrous, nightmarish forms, often plaguing a small village in various ways for years.

Abilities: Once per minute (10 rounds) a rakshasa may shape-change as if by the 5th Circle Hedge magic spell, Polymorph. Once per day, a rakshasa may innately cast two Hedge magic spells of each Circle (i.e. two 1st Circle spells, two 2nd Circle spells, etc.), a total of 10 spells. Rakshasa often have a range of proficiencies, including knowledge skills and artistic training, but most commonly have Leadership, Magic Acuity and Persuasion at Grade II.

Physical description: In humanoid form, rakshasa are typically attractive and well dressed.

Rat, Giant
Dodge: 14
Health points: 4 + 1d6 (8)
Intellect: animal
Physical Resist: +1
Mental Resist: +0
Average size: 4' long, 80 lbs.
Attacks: bite: 1d4 + 1
To-hit modifier: +3
Hide/armor: none
Initiative modifier: +4
Movement rate: 120'

Giant rats may be encountered wherever their natural cousins are most commonly found: sewers, dumps, etc. Due to their large size, giant rats are more aggressive than normal rats, and multiple giant rats may attack prey as large as a man if food is scarce. At times giant rats will be trained by wererats as pets or guards.

Abilities: Giant rats have keen low-light vision and olfaction, and may operate in darkness without penalty. Any creature bitten by a giant rat must make a Physical Resistance check of 7 or be infected with a minor disease. 24 hours after being bitten, this disease will cause loss of 2d4 endurance points for 1d4 weeks. This effect is not cumulative.

Physical description: Giant rats appear as normal rats, but are much larger.

Ratkin
Dodge: 13
Health points: 4 + 2d8 (13)
Intellect: low to high
Physical Resist: +4
Mental Resist: +0
Average size: 5' tall, 100 lbs.
Attacks: by weapon + 1, or fist: 1d4
To-hit modifier: +3
Hide/armor: none (or by worn armor)
Initiative modifier: +3
Movement rate: 120'

Ratkin are a race of rat-faced, furred humanoids usually found in major cities. Ratkin attempt to live amongst other humanoid races, but are sometimes shunned for their appearance and somewhat gauche manners. They tend to live in lower-class districts, and many ratkin are employed for salvage work or other menial jobs. Others prefer to live as thieves. Ratkin have no well-organized society of their own.

Abilities: Ratkin have no common extraordinary abilities. Generally, ratkin have Stealth at Grade II.

Physical Description: Ratkin have long hairless tails which they usually keep concealed under garments. They are furred, with whiskers on their snouts, and numerous small teeth. Ratkin fur varies in color, but is generally white, brown, or black. Many of them are hooded, meaning that they are white with a large black patch around their head.

Reptilian
Dodge: 11
Health points: 6 + 2d8 (15)
Intellect: low to very high
Physical Resist: +2
Mental Resist: +3
Average size: 7.5' tall, 270 lbs.
Attacks: by weapon + 1, or fist: 1d4 + 1
To-hit modifier: +1
Hide/armor: none (or by worn armor)
Initiative modifier: +0
Movement rate: 120'

Reptilians (also called Sathar) are a race of lizard-like humanoids most often found in warm arid regions. Nevertheless, reptilians are warm-blooded and can tolerate cooler climates as well. In general, reptilians do not mix with other humanoid races on an extended basis. However, they are expert merchants and will trade with populations of civilized humanoids if able. Reptilian society is rigidly structured and caste-based. They also practice slavery, and employ forced labor of any humanoid race, including their own. Reptilians are reputed for their loyalty, as well as their ability to carry a grudge.

Abilities: Reptilians have no common extraordinary abilities. Reptilians can practice all forms of magic, and some are skilled in martial combat. Therefore the statistics of some individuals will be different from those presented here.

Physical Description: Reptilians have long muscular tails, thick snouts, and numerous small serrated teeth. Reptilian skin is composed of small bead-like scales, the color of which varies from dark green to black, interspersed with red, orange or yellowish stripes.

darkness and silence, and can navigate fully based on electro- and mechanosensation. Vhog reptilians regenerate 1d4 health points per round and require complete destruction of 50% or more of their mortal form to prevent regenerating back from death. Vhog reptilians have Perception, Magic Acuity, and various knowledge proficiencies such as Herbaslism, Heraldry, and Religious Knowledge at Grades III and IV.

Physical description: Vhog reptilians are disgusting monsters. They cover their bodies with large robes and cloaks. Standing almost twice the size of normal reptilians (12' or sometimes larger), they appear to shamble somewhat clumsily around their oversized laboratories. Underneath their cloaks, each individual has unique deformities: some constantly secrete insect larvae from cocoons emitting from their open chest cavities, others have four arms or a second head. Some have the bodies of insects, such as feathery moth wings or a set of scorpion legs.

Rhinoceros

Dodge: 13
Health points: 56 + 5d8 (69)
Intellect: animal
Physical Resist: +9
Mental Resist: -2
Average size: 6' tall, 6,000 lbs.
Attacks: trample: 1d12 + 4, or horn: 2d8 + 6
To-hit modifier: +4
Hide/armor: 1d2 + 1
Initiative modifier: +0
Movement rate: 160'

Rhinoceros are large quadruped mammals that inhabit warm grasslands and open savannahs. Aside from their girth, rhinoceros are distinctive due to their thick armor-like skin, and two large keratinous horns that protrude from their long snout. Rhinoceros are herbivorous. However, they are somewhat temperamental and extremely territorial. Rhinoceros have few natural predators. Thus, they do not hesitate to charge if they feel threatened. Rhinoceros are usually encountered alone or in pairs.

Abilities: Rhinoceros have no extraordinary abilities. Their eyesight is poor. However, their senses of smell and hearing are acute.

Physical description: Rhinoceros are large grey quadrupeds with short legs and a massive body. They have two sagittally aligned horns upon their large head. The front horn is longer than the second.

Roc

Dodge: 15
Health points: 60 + 6d10 (93)
Intellect: very low
Physical Resist: +8
Mental Resist: +1
Average size: 34' tall, 3200 lbs.
Attacks: talons: 2 x 2d10 + 4, or bite: 2d10 + 6
To-hit modifier: +6
Hide/armor: none
Initiative modifier: +0
Movement rate: fly 260'

Rocs are enormous birds of prey. They generally inhabit mountainous regions, especially along coastlines. Naturally, rocs prey upon large herbivores, or dolphins, sea lions and small whales. Nonetheless, rocs will eat humanoids as well, and many stories relate rocs pulling seamen off of ships. Like most birds of prey, a roc will attack by

Reptilian, Vhog

Dodge: 11
Health points: 35 + 6d8 (62)
Intellect: high to very high
Physical Resist: +8
Mental Resist: +6
Average size: 12' tall, 500 lbs.
Attacks: fist: 1 to 4 x 1d8 + 6 or 1 to 4 by weapon + 6
To-hit modifier: +6
Hide/armor: 1d4 + 1 or by armor
Initiative modifier: +4
Movement rate: 90'

Vhog reptilians (a.k.a. Vhog Sathar) are a rare and bizarre breed of reptilians that have been corrupted by a type of insectiod magic or virus. Although their origins are disputed, vhog reptilians are insectoid-reptilian hybrids with immense strength, exceptional intelligence, and regenerative capabilities. They are usually found individually, and are often served by common reptilians, particularly those of insect cults that worship the vhog as divine beings. Vhog reptilians build large comlex subterranean structures in which they conduct bizarre research and rituals.

Abilities: Vhog reptilians are imbued with considerable magical abilities and should each be considered to have Ritual Magic Potential at 4th Circle, as well as Hedge, Faith, and/or Hermetic Potential of 2nd to 5th Circle. Vhog reptilians are immune to poison, disease, paralysis, heat, cold, and mental spells and effects. They are even unimpeded by

swooping down quickly, and then carry its quarry back to its nest to be consumed.

Rarely, young rocs have been captured and trained as aerial steeds. Therefore, if a buyer can be found, hatchling rocs, or viable eggs can be extremely valuable.

Abilities: If a victim less than 1000 lbs. is struck by both talons, or a victim of less than 500 lbs. is struck by one talon, he or she must make a Physical Resistance check of 12 or be caught by the roc, and may be carried away.

Physical description: Rocs appear similar to gigantic eagles. However, the coloring and shape of a roc's head is somewhat rooster-like.

Rusalka

Dodge: 16
Health points: 4 + 2d8 (13)
Intellect: average to high
Physical Resist: +2
Mental Resist: +6
Average size: 5.5' tall, 120 lbs.
Attacks: by weapon + 3, or grab: special
To-hit modifier: +5
Hide/armor: none
Initiative modifier: +4
Movement rate: 120', swim 140'

Rusalka are magical nymph-like creatures that live in deep rivers or lakes. They generally appear at night, frequently by the waters edge. Rusalka usually appear benevolent at first, even providing some aid or food to weary travelers. However, rusalka are thoroughly evil, and their singular goal is to drown anyone careless enough to trust them. To do so, a rusalka will often charm an individual after gaining their confidence, and then lead them into the water where they may be drowned. Still, even if an individual resists her charm, the rusalka is likely to turn violent and clutch their prey with icy paralyzing hands. If a rusalka remains out of the water long enough to completely dry, she will die.

Abilities: Rusalka may see in complete darkness. Twice per day, they may charm one individual as if by the 2nd Circle Hedge magic spell, Captivate (Mental Resistance check of 13). Anyone grasped by a rusalka must make a Physical Resistance check of 11 or be paralyzed for 1d8 rounds. Rusalka may breathe water as well as air.

Physical description: Rusalka appear as pale beautiful maidens, often clothed in long flowing silk. Their hair and clothes are always damp.

Salamander

Dodge: 17
Health points: 17 + 2d8 (26)
Intellect: high
Physical Resist: +4
Mental Resist: +3
Average size: 7' tall, 270 lbs.
Attacks: 2 x by weapon + 1d4 + 4, or fist: 2 x 1d6 + 1d4 + 4
To-hit modifier: +6
Hide/armor: none
Initiative modifier: +3
Movement rate: 160'

Salamanders are lizard-like intelligent humanoids from the Blood Realms. However, they may be encountered upon the Tellurian plane,

particularly in regions of volcanic activity. It is thought that any fire burning for more than seven years will act as a gate, allowing salamanders to enter from their native plane. Salamanders are malicious creatures, and take extreme pleasure in hunting flame-susceptible beings. Typically, a salamander will wield a trident or spear. This weapon will be red-hot, and inflicts 1d4 points of heat-based damage in addition to weapon damage. The same is true for any physical blow dealt by the salamander. A salamander may ignite any combustible material by touch.

Salamanders are chaotic beings and have no discernable social structure. At times salamanders will be employed by demons to perform extra-planar tasks. Salamanders and ifriti will often associate with each other as well.

Abilities: Salamanders are immune to all forms of heat. Thrice per day, a salamander may innately cast the 1st Circle Hermetic magic spell, Combust.

Physical description: Salamanders appear as black scaled bipedal lizards. There are extremely hot, and seem to glow and smolder as if composed of embers. Salamanders usually carry a long trident or spear.

Satyrs; *Sátyroi*

Satyrs are a race of highly intelligent mischievous magical creatures, with the torso of a man, and the legs of a goat. Satyrs are renowned for their wild nature and unpredictability. They are almost never encountered outside of wooded areas, and are thought to derive their powers from the forces of nature about them. Satyrs do not form large communities, and are seldom found except as individuals and in pairs.

Satyr

Dodge: 14
Health points: 26 + 4d8 (45)
Intellect: average to high
Physical Resist: +3
Mental Resist: +5
Average size: 6' tall, 200 lbs.
Attacks: ram: 2d6 + 2, or 2 x weapon + 4
To-hit modifier: +5
Hide/armor: none
Initiative modifier: +2
Movement rate: 180'

Satyrs are insatiable hedonists, almost always encountered in the midst of some game or sport. If there is no sport to be found, it is almost inevitable that a satyr will initiate some sort of mischief in order to provide entertainment. Satyrs are very intelligent, and speak several languages common amongst woodland creatures as well as their own. Although they can be loyal companions, satyrs are seldom serious regarding their interactions with other humanoid races. Satyrs prefer to use staves in combat, if necessary.

Abilities: Satyr may innately cast the following Hedge magic spells once per day: Friends, Noise, Charm Animal and Captivate, and the following Faith magic spells once per day: Illuminate, Sense Deception, Plant Growth, Confuse and Summon Lesser Fauna.

Physical description: Satyr are generally bearded, and appear as a large man with two thick goat's legs that end in great hooves. Satyrs generally carry very little, save possibly a small pouch and a staff.

Faun

Dodge: 16
Health points: 30 + 4d8 (48)
Intellect: high to exceptional
Physical Resist: +4
Mental Resist: +8
Average size: 7' tall, 260 lbs.
Attacks: ram: 2d6 + 3, or 2 x weapon + 5
To-hit modifier: +6
Hide/armor: none
Initiative modifier: +2
Movement rate: 180'

Fauns are a larger and somewhat more serious cousin of the satyrs. As self-appointed custodians of the woodlands, fauns are frequently encountered when some destructive force is endangering part of its territory. On these occasions, faun can be effective fighters and employ very sophisticated tactics. When not adversarial, fauns act much like satyrs, and can be very frustrating to deal with. Fauns are not malevolent by nature, but at times lead young children into the woods, to be reared by the faun for months or years. Fauns generally employ staves and/or bows when fighting.

Abilities: Fauns may innately cast the following Hedge magic spells once per day: Friends, Noise, Charm Animal, Captivate, and Compel, and the following Faith magic spells once per day: Illuminate, Sense Deception, Plant Growth, Confuse, Animate Plants, Swarm, and Summon Fauna. A faun may polymorph into any woodland creature at will (as the Hermetic spell).

Physical description: Fauns are similar to satyrs, but slightly larger.

Scorncloud

Dodge: 18
Health points: 20 + 4d6 (34)
Intellect: low
Physical Resist: +4
Mental Resist: n/a
Average size: 10' radius
Attacks: Blood drain (see below)
To-hit modifier: n/a
Hide/armor: 1d6
Initiative modifier: +4
Movement rate: fly 200'

Scornclouds, also called the Red Winds of Hate, are malicious entities that seek to destroy living creatures, particularly mages. They seem to be undead or perhaps corrupted elemental forces, spawned in locations where terrible magical battles occurred, but traveling far from their point of origin.

Abilities: Scornclouds are not affected by spells of possession, charm or illusion, and are immune to poison and disease. They are not affected by non-magical weapons. Any creature within a cloud must make a Physical Resistance check of 10 each round or take 1d6 + 1 points of damage. Damage dealt this way is not reduced by armor. Scornclouds heal 1 point of damage for every 4 points of health drained in this manner. For each creature killed by a scorncloud, it permanently gains 1 health point and increases by 6" in diameter. Thus, rarely, some of these entities have grown enormous in size and power.

Physical description: Scornclouds appear as small clouds or patches of fog. Initially they are wispy or even invisible, but as they drain the essence of creatures within their manifestation, they gradually take on a reddish or dark hue.

Scorpion, Giant

Dodge: 15
Health points: 12 + 3d8 (26)
Intellect: animal
Physical Resist: +5
Mental Resist: +0
Average size: 6' long, 85 lbs.
Attacks: claw: 2 x 1d10, and tail: 1d8 + 1
To-hit modifier: claws: +2, sting: +2 (+6)
Hide/armor: 1d3
Initiative modifier: +0
Movement rate: 110'

Giant scorpions are typically found in tropical or desert regions. Commonly a scorpion will inhabit a cave or similarly defensible enclosure, waiting to strike unwary prey that passes too close or wanders inside. In general, a giant scorpion will not attack a creature larger than a dog. However, if cornered by an encroaching creature, the scorpion will attack regardless of the size of the threat.

Abilities: If stung by the scorpion's tail, the victim must make a Physical Resistance check of 14 or fall unconscious. Untreated, the poisoned creature will die in 1d6 hours. If a creature is struck by both the scorpion's claws, the scorpion has a +6 to-hit modifier with its stinger against the creature that round. A scorpion may split its claw attacks against two creatures in close range. Its sting attack always follows a claw attack.

Physical description: Giant scorpions vary greatly in coloration. Besides their size, giant scorpions appear as their normal kin.

Scrivener Boss

Dodge: 14
Health points: 36
Intellect: high
Physical Resist: +8
Mental Resist: n/a
Average size: 7' tall, 300 lbs.
Attacks: arms: 2 x 1d6 + 4
To-hit modifier: +8
Hide/armor: 1d4
Initiative modifier: +6
Movement rate: 120'

Officially, Scriveners are old Ixian constructs from the First Era, built by members of the Church of Ixus to help them copy manuscripts and perform difficult labor. The 'Create Scrivener' Hedge Magic spell is named for these ancient automata, although the rickety constructs created by that low-level magic pale in comparison with the real thing; these creatures are more akin to golems than to wooden writing contraptions. Towards the end of the Third Era, and continuing into the Fourth Era, the art of Scrivener construction has been relearned, and both the Guilds and the Ixians are producing Scriveners and related automata in greater numbers with each passing year.

Scrivener Bosses are a recent model of Scrivener. Bosses are generally put in charge of larger teams of other Scrivener drones to control and organize them. As they are infused with intelligence and a limited form of Hedge Magic, the construction of Scrivener Bosses is substantially more complicated- and risky- than the creation of drones, and the first Boss prototypes all had to be destroyed.

Abilities: Scriveners are completely immune to all magical spells and effects, and are completely immune to any effect requiring a Mental Resistance check. They take half damage from fire and cold, and are immune to poison, paralysis, and disease. Scrivener Bosses generally have one or two intellect-related Proficiencies at grade II or III and can use Hedge Magic as a 1st to 3rd Circle caster. Bosses generally speak one or two languages with a limited grammar and vocabulary.

Physical description: Scrivener Bosses are humanoid in appearance. They are usually clearly artificial, appearing as thin, ungainly men made of brass or tin. Newer models are enchanted to appear completely human.

Selkie

Dodge: 14
Health points: 6 + 2d8 (15)
Intellect: average
Physical Resist: +3
Mental Resist: +2
Average size: 4' long, 60 lbs., or 5-6' tall, 120-180 lbs.
Attacks: bite: 1d4, or by weapon + 3
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +0
Movement rate: 120', swim 140'

Selkies are magical creatures, able to transform between human and seal form. Selkies are curious of human affairs, and at times mix within human populations incognito. However, a selkie may only remain several days on land before feeling compelled to return to the sea. For this reason, selkie have been known to serve as sailors or fishermen, at times disappearing during the voyage. In interactions with other races, selkie are typically neutral. They greatly dislike conflict, and will avoid it at all costs. In the sea, small groups of selkie often travel with bands of seals. If employing weapons, selkie will typically use a spear or trident.

Abilities: Selkie may innately cast the following Hermetic spells once per day: Friends and Water-breathing. Selkie may transform between human and seal form at will.

Physical description: In human form, selkie are always attractive. In seal form, selkie appear as common seals.

Shade

Dodge: 14 + special
Health points: 20 + 4d8 (38)
Intellect: high
Physical Resist: +5
Mental Resist: +5
Average size: 5' tall
Attacks: claw: 2 x weapon + special
To-hit modifier: +2 + special
Hide/armor: none
Initiative modifier: +2 + special
Movement rate: 120' special

Shades are intelligent humanoids from the Realms of Perdition. They exist partially as shadow, and exist both in the physical world and as creatures of darkness. As a result, shades gain strength in the absence of light, and can become wholly immaterial in complete darkness.

In full light conditions, shades appear as slight, attractive human males or females. However, as lighting diminishes, shades lose their features and their physical form; in low-light conditions, shades are gray figures without a face. In pitch darkness, they are forces that can take either material or shadow form. Shades are normally solitary creatures, and are thoroughly evil. Occasionally a shade will masquerade as a human

for purposes of espionage, but their penchant for violence and disdain for other creatures usually makes such forays brief. Rarely, a shade will have Hermetic or Hedge spell casting abilities.

Abilities: The strength and abilities of shades are affected by light conditions. For these purposes, light conditions can be divided into four types: noon, dusk, moonlight, and darkness. In noon light conditions, shades use the stats above. However, for each step decrease in light, shades get +2 to dodge, +2 modifiers to to-hit, damage, and initiative, and move 100' more per round. Thus, in moonlight, a shade has a dodge of 18, +6 to-hit, damage and initiative, and moves at 320' per round. Infravision can detect shades in dusk or moonlight conditions, but not in total darkness.

Shades may move through any area devoid of light at 420' per round. Thus, they can travel the distance of one mile in just under 13 rounds (approximately 2 minutes). Furthermore, in darkness, shades can take on an immaterial shadow form and pass under doors and through small cracks or holes with ease. In darkness, when in material form shades take half damage from non-magical weapons, and in dusk or moonlight conditions, targeted spells have a 10% or 20% chance of failing to affect them, respectively. When in darkness and in shadow form, shades are unable to hit opponents, or be hit by opponents. Most spells will not affect them in this form either.

Physical description: Shades appear as small attractive humans in full light conditions, but as light decreases, they become gray featureless figures, able to shift into shadow form.

Sharks; *Carcharhinus*

Sharks are large predatory fish with a cartilaginous skeleton and a streamlined body. Many sharks are solitary hunters. However, some species such as the hammerhead are highly social and congregate in schools of up to 100 individuals. Sharks have few predators, and will consider most any creature smaller than it to be a potential meal. Often a shark will test-bite its prey once and retreat. If the first attack proves successful, the shark will frequently return soon after to continue its meal. Sharks have exceptional hearing, olfaction, as well as electroreception senses. As a result, sharks are often aware of all creatures in the water within a mile radius, granting them Perception of Grade IV.

Shark, Bull
Dodge: 17
Health points: 12 + 1d10 (18)
Intellect: animal
Physical Resist: +0
Mental Resist: +0
Average size: 11' long, 650 lbs.
Attacks: bite: 1d12 + 2
To-hit modifier: +3
Hide/armor: 1
Initiative modifier: +3
Movement rate: swim 200'

Bull sharks are large stocky sharks that are renowned for their fresh water tolerance and unpredictable behavior. They are solitary predators, and often travel long distances along coasts or even up rivers in search of food. As bull sharks have a penchant for brackish waters, they are often undetected prior to attacking.

Abilities: Bull sharks have excellent senses of smell, olfaction and electroreception. They cannot be surprised by any creature within the water.

Physical description: Bull sharks are thick and stout. They are grey on top and white below.

Shark, Great white
Dodge: 16
Health points: 20 + 4d10 (42)
Intellect: animal
Physical Resist: +3
Mental Resist: +0
Average size: 18' long, 4200 lbs.
Attacks: bite: 2d12 + 2
To-hit modifier: +5
Hide/armor: 1
Initiative modifier: +2
Movement rate: swim 210'

The great white is the largest of sharks. It is a solitary hunter that preys upon large fish and mammals. Great white sharks can be found in most coastal waters, tropical as well as artic. They typically hunt by ambush, taking their prey by surprise from below.

Abilities: Great white sharks have excellent senses of smell, olfaction and electroreception. They cannot be surprised by any creature within the water.

Physical description: Great white sharks have a large snout. Their underside is white, and their dorsal side a dark gray. Like most sharks, great whites have rows of teeth, allowing any that break off to be quickly replaced.

Shark, Tiger
Dodge: 17
Health points: 15 + 2d10 (27)
Intellect: animal
Physical Resist: +2
Mental Resist: +0
Average size: 14' long, 1500 lbs.
Attacks: bite: 2d8 + 2
To-hit modifier: +4
Hide/armor: 1
Initiative modifier: +3
Movement rate: swim 220'

The tiger shark is one of the largest sharks, found in tropical and temperate ocean waters. It usually hunts at night. The tiger shark is a very dangerous predator, notorious for its indiscriminate tastes. The tiger shark is very aggressive, and often attacks any thrashing creature within its vicinity.

Abilities: Tiger sharks have excellent senses of smell, olfaction and electroreception. They cannot be surprised by any creature within the water.

Physical description: The tiger shark's head is wedge-shaped and stout. Its name is derived from dark stripes that run the length of its body.

Shedu
Dodge: 18
Health points: 34 + 4d8 (52)
Intellect: high to very high
Physical Resist: +6
Mental Resist: +7
Average size: 12' long, 1800 lbs.
Attacks: claws: 2 x 1d10 + 5

To-hit modifier: +8
Hide/armor: none
Initiative modifier: +4
Movement rate: 180', fly 260'

Shedu are powerful, benevolent creatures with the body of a winged lion, and the head of a large bearded man. Although native to the Dream Realms, shedu occasionally visit the Tellurian plane. In these instances, shedu often serve as an envoy of a more powerful being. Shedu dislike battle. However, if it is forced upon them, they are extremely fierce and excellent strategists. Shedu are philosophical beings, and prefer acting as observers rather than participants.

As a race, shedu are enigmatic. They rarely are seen together, and seem to have little interest in members of their own kin. Shedu are not quick to judge. However, they deplore evil acts and will at times aid a creature who has been done a great injustice.

Abilities: Shedu have excellent vision, and may see clearly for several miles. Once per day, shedu may innately cast the following Faith magic spells: Sense Deception, Telepathy, Heal Wounds, Cure Disease, Banish and Locate.

Physical description: Shedu appear as enormous winged lions that have the head of a large bearded man.

Shuggoth
Dodge: 11
Health points: 18 + 5d8 (41)
Intellect: very low
Physical Resist: +6
Mental Resist: +2
Average size: 10' tall, 800 lbs.
Attacks: claws: 2 x 3d4 + 3 + special
To-hit modifier: +6
Hide/armor: 2
Initiative modifier: -1
Movement rate: 60', swim 40'

Shuggoth are massive vegetation-based humanoids that inhabit tropical swamps and marshes. They are carnivorous, and typically attack by ambush. Due to their appearance, shuggoth are very difficult to see in their natural surroundings. In fact, these creatures may flatten themselves so as to appear as an unremarkable layer of foliage. Shuggoth are quite slow, but are very powerful and attack with two arm-like appendages. They are normally encountered alone.

Abilities: Shuggoth may see in the infrared spectrum. They do not respire, and are as comfortable in water as upon land. Blunt weapons inflict only half normal damage upon a shuggoth. If a shuggoth hits an individual with both claws, the victim must make a Physical Resistance check of 12 or may be held by the shuggoth. If the creature fails this check, the shuggoth may choose to smother the victim. While smothering, a shuggoth cannot attack, but automatically does 2d4 points of constricting damage to the victim each round, and the victim cannot breathe. A Feat of Strength equal to the Shuggoth's health point total is required to free a smothered creature.

Physical description: Shuggoth appear as massive humanoids composed of a haphazard tangle of vegetation. Their faces are somewhat featureless except for two small black eyes and a large gaping mouth. The type and coloring of vegetation composing a shuggoth normally matches the flora of its environment.

Siren
Dodge: 16
Health points: 7 + 2d6 (14)
Intellect: average
Physical Resist: +0
Mental Resist: +3
Average size: 5.0' tall, 130 lbs.
Attacks: talons: 2 x 1d4 + 1
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +3
Movement rate: 40', fly 260'

Sirens are a magical race of large avian creatures with the body of a large bird and the head of a homely woman. They naturally inhabit remote sea-side cliffs or islands, and gather in flocks of 8-20 individuals. Sirens will rarely physically attack. However, they are cruel, and employ an enchanting call to lead terrestrial humanoids to swim out into unsafe waters, or to steer their ships into shoals where they might run aground. Once these victims have drowned, the sirens will feed upon their floating corpses.

Abilities: Any creature of an intellect score of 4 (very low) or greater that hears a siren (range of 200 yards) must make a Mental Resistance check of 10 or actively follow the siren for 3d6 minutes. This creature will not harm the siren, but may endanger itself in its pursuit (such as walking off a cliff, etc.). The voice of a siren is naturally enchanting, and as such these creatures have Persuasion at Grade III.

Physical description: Sirens somewhat resemble harpies. However, whereas harpies have the torso of a woman, only the head of a siren appears human.

Skegg
Dodge: 11
Health points: 2 + 2d12 (15)
Intellect: average
Physical Resist: -1
Mental Resist: +2
Average size: 4.0' tall, 110 lbs.
Attacks: claws: 2 x 1d4 + 1, and bite: 1d3, or weapon + 1
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +0
Movement rate: 100'

Skegg are a subterranean race of humanoids with origins in the Realms of Perdition. On the Tellurian plane, skegg are rare, and are only found in the deepest of underground caves and complexes. The skegg are a plague to all they encounter, and subterranean races such as dvegar and dark elves will seek to destroy them whenever possible.

Skegg have no eyes, but can perceive thoughts, and seek out their prey with a form of telepathy. In addition, skegg are extremely sensitive to magical auras, and they will avariciously pursue magical items or magic-using creatures. The skegg are able to draw magic out from enchanted items, and any magical item first brought into contact with a skegg may be instantly rendered non-magical. Skegg feed upon enchantment, and even if a magical item isn't destroyed by initial contact, it will inevitably be drained if left in a skegg's possession. Furthermore, disenchanting a magical item heals a skegg, and makes it grow larger.

Skegg breed and mature quickly, and with an adequate food supply, their population can double in size within three months. Skegg offspring can walk immediately and will attack. Fortunately, the skegg

are almost mindless scavengers, and a lack of food usually turns them to cannibalism. Skegg will attack and eat anything that moves. They do not create anything, including weapons, but will pick up and employ any dangerous implements that are made available to them.

Skegg form roaming bands that commonly number between 10-100 individuals; however enormous hordes of them have been reported to have decimated underground cities. Due to their dangerous nature, even subterranean races that are common enemies will periodically join forces to exterminate a newly discovered group of skegg.

Abilities: Any magical item first brought into contact with a skegg has a 20% chance of being instantly rendered non-magical. Religious relics are more resistant, and have a 5% chance of being similarly affected. For items in possession of a skegg, re-roll for disenchantment each hour. Disenchanting a magical item heals a skegg completely, and adds 2d6 permanent additional health points to the creature. Eating the brain of a magic-using creature or magical creature has the same effect. Spells have a 10% chance per Circle of affecting a skegg, however every spell also heals the skegg (2 health points per Circle) whether it affects the skegg or not. Skegg are immune to illusion and charm. Skegg have Magic Acuity grade IV with a +5 modifier.

Physical description: Skegg appear as short hairless humanoids with pasty wet skin, and webbed hands and feet. They have no eyes, but have flesh-covered sockets where eyes should be. Skegg have only small holes where their ears and a nose might be, and have a large gaping mouth filled with teeth. A long thin tongue hangs from this open orifice.

Snakes; *Serpentes*

Snakes are limbless, elongated, carnivorous reptiles. Some snakes are venomous, while others kill by constriction. Snakes do not chew their food and have a flexible lower jaw, which allows them to open their mouths enough to swallow their prey whole, even if it is wider than the snake itself. In general, snakes feed on small mammals, fish, lizards, and birds. However, there are exceptions to this, and large snakes will prey on larger creatures. Snakes are common in warm climates, but may be found in temperate regions as well. However, snakes are only active in the summer months of temperate regions.

An exhaustive list of snakes that might be found in a campaign setting would be extraordinarily long. Thus, only a few examples of exceptional and/or dangerous snakes are provided here. In addition, the effects of snake venom may vary. The Game Master should feel free to alter or expand this list as he or she wishes.

Cobra, Giant
Dodge: 14
Health points: 7 + 2d8 (16)
Intellect: animal
Physical Resist: -1
Mental Resist: +0
Average size: 14' long, 60 lbs.
Attacks: bite: 1d6 + 1
To-hit modifier: +5
Hide/armor: none
Initiative modifier: +5
Movement rate: 90'

Giant cobras are long venomous snakes that are easily recognized by their hood, a section of its neck which it flattens as a threat display. These snakes are typically found in hot, humid climates.

Abilities: Any creature bit by a giant cobra must make a Physical Resistance check of 15 or die within 1d6 rounds.

Physical description: Giant cobras varying in coloration from black to light yellow.

Constrictor, Giant
Dodge: 13
Health points: 14 + 2d8 (23)
Intellect: animal
Physical Resist: +3
Mental Resist: +0
Average size: 30' long, 125 lbs.
Attacks: bite: 1d8 + 2
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +4
Movement rate: 70'

Constricting snakes are generally non-venomous. Instead, these large snakes kill their prey by the process of constriction. Grasping their prey in their teeth, constrictors hastily wrap a number of coils around the body of their prey. These snakes then apply strong consistent pressure, ultimately causing the prey to asphyxiate. Often a constrictor will drop upon its prey from up above.

Abilities: If bit by a giant constrictor, (and if the constrictor is not wrapped around another creature), the victim must make a Physical Resistance check of 12 or be wrapped by the snake. Once constricted, the victim may make a Feat of Strength of 18 to break free. If this check fails, the victim may no longer breathe. A character may hold his or her breath for a number of rounds equal to half of his or her endurance score. After this time, the character must make a successful Physical Resistance check of 10 every round thereafter. If the character fails this Physical Resistance check, he or she falls unconscious. Characters can survive for twice their endurance score in rounds without breathing.

Physical description: Giant constrictors vary greatly in coloration, from black to bright orange or green.

Rattlesnake, Giant
Dodge: 13
Health points: 11 + 2d8 (20)
Intellect: animal
Physical Resist: +1
Mental Resist: +0
Average size: 12' long, 65 lbs.
Attacks: bite: 1d8 + 1
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +4
Movement rate: 80'

Rattlesnakes get their namesake for a rattle located at the tip of their tail that is sounded as a warning device when threatened. Rattlesnakes will often bite their prey, then wait or follow the poisoned creature until it expires. A rattlesnake will not employ its rattle if it is hunting. It is only used as a warning when its territory is threatened.

Abilities: If bit by a giant rattlesnake, the victim must make a Physical Resistance check of 14 or be paralyzed, and die within 1d4 days.

Physical description: Giant rattlesnakes are generally black, red or brown, and often possess stripes or diamond patterns.

Sphinx; *Sphigx*

Sphinxes are intelligent feline creatures. Each sphinx has the body of a large lion, but the head of a man, a ram or a hawk. These three species of sphinx are known as androsphinx, criosphinx and heirocosphinx, respectively. All sphinxes are individualistic creatures and are extremely cunning. Sphinxes can be cruel and self-serving. They will occasionally serve greater beings, and these occasions usually underlie their infrequent appearance within any plane.

Androsphinx

Dodge: 16
Health points: 24 + 4d8 (41)
Intellect: high
Physical Resist: +5
Mental Resist: +5
Average size: 8' long, 450 lbs.
Attacks: claws: 2 x 1d8 + 4
To-hit modifier: +6
Hide/armor: none
Initiative modifier: +3
Movement rate: 200'

Androsphinx are the most civil of the sphinxes. They are not especially aggressive, and prefer to spend their time interacting with highly intelligent beings or pursuing their own curiosities. Nevertheless, like all sphinxes, androsphinx have a penchant for human flesh. Thus, they will at times pursue a conflict with humans in hopes of a forthcoming meal. Androsphinx will frequently work for powerful beings of the Dream Realms, usually acting as messengers or gatherers of information. They dislike shedu, and loathe associating with them.

Abilities: Twice per day, androsphinx may innately cast the following Faith magic spells: Sense Deception, Mend, Tongues and Confuse.

Physical description: Androsphinx appear as large lions with the head of an attractive human male or female.

Criosphinx

Dodge: 16
Health points: 28 + 4d8 (46)
Intellect: high
Physical Resist: +6
Mental Resist: +5
Average size: 8' long, 480 lbs.
Attacks: claws: 2 x 1d8 + 4, or ram: 4d4 + 3
To-hit modifier: +6
Hide/armor: none
Initiative modifier: +2
Movement rate: 200'

Criosphinxes are willfully independent creatures. Of the sphinxes, criosphinxes are the least interested in the affairs of other intelligent races. Instead, criosphinxes lead a nomadic existence, traveling across worlds in pursuit of their own mysterious wants. Like androsphinx, criosphinxes are not naturally aggressive. Nevertheless, if crossed criosphinxes will fight viciously and use every advantage available to them. Like all sphinxes, criosphinxes may speak multiple languages. If encountered, criosphinxes will usually remain neutral and will converse only a short time. However, criosphinxes may be persuaded to provide information or assistance if generously compensated.

Abilities: Once per day, criosphinxes may innately cast the following Faith magic spells: Sense Deception, Sense Magic, Mend, Sight, Tongues and Confuse.

Physical description: Criosphinxes appear as large lions with the head of enormous ram.

Heirocosphinx

Dodge: 16
Health points: 29 + 4d8 (47)
Intellect: high
Physical Resist: +6
Mental Resist: +4
Average size: 8' long, 480 lbs.
Attacks: claws: 2 x 1d8 + 4, or bite: 1d10 + 5
To-hit modifier: +6
Hide/armor: none
Initiative modifier: +3
Movement rate: 200'

The heirocosphinxes are the most malevolent of the sphinxes. Although they are intelligent and capable of civility, heirocosphinxes will occasionally surrender to their animalistic nature and feed upon other intelligent beings. It is also common for heirosphinxes to craft odd wagers with other creatures, always requiring cruel recompense if their rival loses. Heirocosphinxes will serve other more powerful beings, and are extremely loyal when doing so. While intelligent, heirocosphinxes are not philosophical or curious. In general, their nearly constant wanderings are erratic and guided by circumstance. Heirocosphinxes are cruel fighters and often seek the most vulnerable opponent when attacking. They also are quick to flee if endangered. Like all sphinxes, heirocosphinxes may speak multiple languages.

Abilities: Once per day, heirocosphinxes may innately cast the following Faith magic spells: Sense Deception, Sense Magic, Fear, Tongues and Confuse.

Physical description: Heirocosphinxes appear as large lions with the head of enormous hawk.

Spiders; *Arachnida*

Spiders are found in virtually all regions of the world. In general, spiders are predatory invertebrate with two body segments, eight legs, and a fanged mouth. Most spiders produce silk, a thin, strong protein strand extruded from spinnerets found on the end of the abdomen. Many species use it to trap prey in webs constructed from this silk, however, there are many species that hunt freely. Silk can be used to aid in climbing, to form walls for burrows, build egg sacs, and to entrap prey. Most spiders can inject venom to kill and liquefy prey.

A complete list of spiders that might be encountered would be exceedingly lengthy. However, here some of the largest most dangerous species of spiders are provided. This list should not be considered exhaustive, and the Game Master is encouraged to expand it as he or she sees fit.

Aquatic Spider, Giant

Dodge: 15
Health points: 10 + 3d8 (24)
Intellect: animal
Physical Resist: -1
Mental Resist: -1
Average size: 4' diameter, 25 lbs.
Attacks: bite: 1d8 + 1
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +4
Movement rate: 160'

The aquatic spider, sometimes called the diving bell spider, constructs a bell from silk which it attaches to some anchorage underwater. The spider then collects air around its body, trapped by dense hairs on its abdomen and legs. It transports this air to its diving bell to replenish the air supply. This allows the spider to remain in the bell for long periods of time, where it waits for its prey.

Abilities: Giant aquatic spiders are poisonous, yet not as much so as some other species. Any creature bit must make a Physical Resistance check of 14 or suffer an additional 8 health points of damage.

Physical description: Giant aquatic spiders are velvety grey or black with a large abdomen and long thin legs.

Black Widow, Giant
Dodge: 16
Health points: 4 + 3d8 (18)
Intellect: animal
Physical Resist: -2
Mental Resist: -1
Average size: 3' diameter, 25 lbs.
Attacks: bite: 1d8 + 1
To-hit modifier: +5
Hide/armor: none
Initiative modifier: +4
Movement rate: 160'

Giant black widow spiders spin webs and typically wait for passing prey to become entangled before striking. A Feat of Strength of 7 is necessary to free a creature caught in a giant black widow's web.

Abilities: Giant black widow spiders are extremely poisonous. Any creature bit must make a Physical Resistance check of 14 or die within 1d3 rounds. Giant black widows can leap up to 20' and land on its prey in an attack.

Physical description: Giant black widow spiders are glossy black with an hourglass shaped marking on the underside of its abdomen which is typically red, white or yellow. Black widows have a large abdomen and long thin legs.

Spitting Spider, Giant
Dodge: 14
Health points: 8 + 3d8 (22)
Intellect: animal
Physical Resist: -1
Mental Resist: -1
Average size: 5' diameter, 50 lbs.
Attacks: bite: 2d6, or spit
To-hit modifier: +6
Hide/armor: none
Initiative modifier: +5
Movement rate: 160'

Giant spitting spiders catch their prey by spitting a fluid that immobilizes it by congealing on contact into a venomous and sticky mass. After being immobilized by this spray, the spitting spider will consume the paralyzed victim.

Abilities: Once hit by the spitting spider's spray, a creature must make a Physical Resistance check of 12 or be paralyzed for 2 hours. If the creature is not paralyzed, it must make a Feat of Strength of 7, or suffer a -6 dodge adjustment until freed.

Physical description: Giant spitting spiders vary somewhat in appearance and coloration. However, all spitting spiders have six eyes instead of eight, and generally have some type of spotted pattern upon their carapace.

Tarantula, Giant
Dodge: 15
Health points: 10 + 3d8 (24)
Intellect: animal
Physical Resist: -1
Mental Resist: -1
Average size: 5' diameter, 60 lbs.
Attacks: bite: 1d12
To-hit modifier: +5
Hide/armor: none
Initiative modifier: +3
Movement rate: 140'

Giant tarantulas are nocturnal predators, disabling their prey by injecting venom through their fangs. The giant tarantula typically waits hidden just beyond the entrance of its lair to ambush passing prey. Giant tarantula can spin silk. However, the tarantula generally employs its silk to line its burrows, or to set trip wires which alert it to approaching creatures.

Abilities: Giant tarantula venom is particularly potent, and if a creature is bit make a Physical Resistance check of 13 or fall unconscious for 1d4 hours.

Physical description: Giant tarantulas are bulky, hair-covered creatures with large abdomens and thick legs.

Stone Frog
Dodge: 17
Health points: 2 + 1d3 (4)
Intellect: animal
Physical Resist: +2
Mental Resist: n/a
Average size: 5'' long, 10 lbs.
Attacks: Ram: 1d4 + 1
To-hit modifier: +4
Hide/armor: 2
Initiative modifier: +2
Movement rate: 20'

Stone frogs are rumored to be the creation of a misanthropic wizard seeking to protect his garden from intruders. Appearing to be nothing more than harmless frogs, whenever anyone draws too near, stone frogs launch themselves towards the offender with a force that belies their substance, severely battering the unwary. As several stone frogs may inhabit the same pool, many a vagrant has met an ignominious death, bludgeoned to death by these living, croaking bullets.

Abilities: Stone frogs are not affected by spells of possession, charm or illusion, and are immune to poison and disease. A stone frog may strike any creature within a range of 10'.

Physical description: Stone frogs appear nearly identical to large bullfrogs, but are extremely heavy. Like natural frogs, stone frogs will often be heard croaking noisily unless disturbed.

Strix

Dodge: 13
Health points: 2 + 1d4 (5)
Intellect: animal
Physical Resist: -3
Mental Resist: -2
Average size: 2.5' long, 15 lbs.
Attacks: bite: 1d4 + special
To-hit modifier: +2
Hide/armor: none
Initiative modifier: +2
Movement rate: fly 180'

Strix are a species of vicious bird-like creatures that often attack much larger creatures en masse. They are most commonly found in shallow caves or at the openings of subterranean structures. Strix see in the infrared and are drawn to mammals as blood is their preferred diet. Usually a colony of strix will contain 10-20 individuals. When attacking, these creatures will swarm their victim, clutching onto their prey and biting with their razor-sharp mandibles. A tube-like tongue draws out the strix's meal.

Abilities: Strix may see in the infrared spectrum. Any creature bitten by a strix must make a Physical Resistance check of 12 or the strix will clutch tightly onto the creature. Once attached, the strix will inject the victim with a blood-letting secretion, and through its tongue, draw out 1d2 health points of blood each round thereafter. As Feat of Strength of 10 will successfully remove a strix, but will cause 1 health point of additional damage.

Physical description: Strix resemble large birds or owls, but have the eyes and mandibles of an insect. In addition, strix have six barbed insect-like legs instead of talons.

Sylph

Dodge: 19
Health points: 5 + 2d8 (14)
Intellect: average to high
Physical Resist: +1
Mental Resist: +5
Average size: 5.5' tall, >1 lbs.
Attacks: by weapon + 1
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +6
Movement rate: fly 280'

Sylphs are faerie-like creatures native to the Viridian Realms. On the Tellurian plane, they are generally encountered upon mountains, plateaus or other windswept landscapes. Sylphs may assume one of two forms. Their most common form is that of a comely maiden, composed of swirling vapors. The second is similar in appearance to the first, but is composed of flesh and blood. Sylphs are usually benevolent, and rarely fight unless compelled or in the service of another being. If forced into conflict, sylphs employ thin curved swords which, like themselves, materialize out of translucent mist. When fighting, sylphs materialize only for a moment while striking, and then once again revert back to a vaporous form. Sylphs are intelligent and may often speak several languages.

Abilities: When fighting, sylphs are material only during their initiative. At any prior or later initiative, the sylph will be in vaporous form. While in this immaterial form sylphs take ½ damage from all physical attacks, except for heat-based attacks which inflict normal damage. Once per day a sylph may innately cast the following Hermetic magic spells: Wind, Summon Lesser Elemental (air), and the 6th Circle Faith magic spell, Vision.

Physical description: Sylphs are pale attractive maidens that resemble half-elves. In either vapor or material form, they are clothed in fine flowing garments.

Troll

Dodge: 15
Health points: 20 + 4d10 (42)
Intellect: average to high
Physical Resist: +6
Mental Resist: +6
Average size: 7' tall, 220 lbs.
Attacks: claw: 2 x 1d8 + 4, or 2 x by weapon + 6
To-hit modifier: +6
Hide/armor: special
Initiative modifier: +4
Movement rate: 170'

Trolls are a foul race of reclusive humanoids, thought to be an early ancestor of goblin kind. Almost exclusively solitary creatures, trolls prefer to live in sparsely populated areas, and generally avoid the civilized races. Nevertheless, trolls are known to inhabit abandoned structures, and if provided the opportunity, will opt to reside in a vacant mine or cottage, rather than in a natural dwelling or shelter. Strangely, although trolls actively shun the other races, they possess a strong affinity for human flesh. In fact, it is a familiar practice of hunters and fishermen to be wary of trolls that might have occupied their empty lodges during the off-season.

Trolls are quite intelligent, and will go to great lengths to entrap or kill unsuspecting passersby. Although trolls have no language, they do possess the ability to mimic the human voice, and will often do so in order to confuse or lure potential victims. Lacking a weapon, a troll will attack with his powerful claws. However, trolls are fond of scavenging human weapons, and if provided an opportunity, they prefer to wield a large knife, sword or axe.

Abilities: Trolls take only half damage from cold and electrical attacks; however fire does twice normal damage. Trolls have both normal and infrared vision. A troll's open wounds close very quickly, and as a result, for edged weapons, they are considered to have 1d2 + 1 armor absorbance. Trolls regenerate at the rate of 1 health point per round.

Physical description: Trolls are large, lean humanoids with long powerful arms and thin clawed fingers. Their skin is typically a greenish-grey, and they are completely devoid of hair. Trolls have thin faces, large noses, and small yellowish eyes.

Troll, Cave

Dodge: 11
Health points: 30 + 6d10 (63)
Intellect: very low
Physical Resist: +8
Mental Resist: -2

Average size: 9' tall, 600 lbs.
Attacks: claw: 2 x 2d6 + 3, or 1 x by weapon + 6
To-hit modifier: +5
Hide/armor: special
Initiative modifier: -2
Movement rate: 170'

Cave trolls are not genuine trolls, and are probably more closely related to giants. However, the coloration of cave trolls is similar to trolls, and they have the ability to regenerate. Thus their name, however inaccurate, has stuck.

True to their name, cave trolls are almost always found in caves or other subterranean hollows with direct access to the surface. Cave trolls normally hunt above ground at night, and stay below the ground during the day. Hunting for a cave troll usually involves finding a sheep, cow, or unwary traveler, clubbing it to death, and dragging it back to its lair. A cave troll will occasionally pick up a lance or spear, but they most often use the trunk of a small tree as a club (3d4).

Cave trolls are notoriously stupid, and quick-thinking has saved a number of travelers who have crossed paths with one. Groups of orcs are known to make sport of capturing cave trolls, and in some regions, tribes of orcs pit their captive cave trolls against one another.

Abilities: Cave trolls have both normal and infrared vision and a keen sense of smell. They regenerate 2 health points per round. Cave trolls' wounds close very quickly, and for edged weapons, they are considered to have an armor absorbance of 2.

Physical description: Cave trolls are massive, hulking humanoids with long powerful arms and short legs. Their skin is greenish-grey, and they are devoid of hair. They have large mouths, and small bloodshot eyes.

Undead; *Drecati*

Undead creatures are those that were once living, but are now animated by energies native to other planes. Usually, undead are hostile to living creatures and in some cases feed upon them. Most undead are not intelligent, and some are mindless. Those undead that lack individual will are often controlled by greater undead or by magic-using creatures. As a general rule, undead prefer subterranean dwellings or travel above ground at night.

Apparition
Dodge: 17
Health points: 18 + 1d12 (25)
Intellect: very low
Physical Resist: +4
Mental Resist: n/a
Average size: n/a
Attacks: 3 x by weapon or object
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +0
Movement rate: 210'

Apparitions, also called poltergeists, are malicious spirits. They are completely disembodied, and do not have any sort of direct physical manifestation. Apparitions instead haunt objects and places, turning mundane implements against any creature that provokes its arbitrary and fickle wrath. Apparitions can telekinetically use any small object or weapon (less than 30 pounds) to make up to three attacks total each round. These three attacks need not be directly at the same target. Smaller objects such as chairs should be treated as clubs, while objects such as curtains or rope inflict damage as whips.

Abilities: Apparitions are immune to spells of possession, charm, illusion. They take no damage from cold and are immune to poison and disease. Being incorporeal, they are immune to all physical attacks and may pass through solid objects. As they are also disembodied, only area-effect damage spells are effective at destroying an apparition. Apparitions are instantly destroyed by an Exorcism or Banish spell. Apparitions may see in the dark as well as in light.

Physical description: Apparitions have no physical appearance.

Barghest
Dodge: 17
Health points: 16 + 2d10 (27)
Intellect: very low
Physical Resist: +4
Mental Resist: n/a
Average size: 7' long, 230 lbs.
Attacks: claw: 2 x 1d6 + 2, and bite: 1d8 + 3
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +0
Movement rate: 210'

Barghest, also known as black dogs, are a type of spectral canine most often encountered in remote locations at night, particularly during electrical storms. They are not always aggressive, but are invariably unpredictable. Wraiths often keep barghest to guard their lairs, and in such cases the canines will always be hostile. Barghest dislike faerie-folk and will usually attack them on sight. Within the Blood Realms, barghest are often kept as pets by demons. Unless they are in the service of another being, barghest are normally found alone or in pairs. Barghest usually travel in an ethereal form, but always assume a corporeal form when attacking. Unless the corpse of a barghest is burned and buried, it will reanimate after six days have passed.

Abilities: Barghest may see in the dark as well as in light. Due to their ability to become incorporeal, barghest may pass through solid objects. They are immune to spells of possession, charm, illusion or any spell which allows a Mental Resistance check. Furthermore, barghest take no damage from cold, and are immune to poison and disease.

Physical description: Barghest appear as very large wolves with dark mangy fur and red glowing eyes. In spectral form, barghest have the same shape, but are translucent.

Draugr
Dodge: 13
Health points: 20 + 2d10 (31)
Intellect: low
Physical Resist: +3
Mental Resist: n/a
Average size: 6' tall, 180 lbs. or double
Attacks: claw: 2 x 3d4 + 6
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +2
Movement rate: 80'

Draugr are semi-corporeal undead guardians of cursed warriors or kings, found in ancient tombs and mausoleums. It is not clear whether draugr are imbued with the spirit of the deceased, or otherworldly guardians charged with guarding their resting place. Whatever the case may be, if disturbed, draugr first appear as a wisp of smoke arising from the corpse. Soon after, the draugr will take the form of a hideously decayed individual, not unlike the body from which it arose.

In this form, a draugr will observe, yet remain passive as long as the corpse and contents of the tomb are left undisturbed. However, if any object in the tomb is taken, or the corpse disturbed in any manner, the draugr will quickly double in size and attack the offender ferociously. In this form, the draugr will claw with its two powerful hands until the victim, or it, is slain.

Abilities: Like other undead, Draugr are immune to spells of possession, charm and illusion. Furthermore, Draugr take only half damage from cold and are immune to poison and disease. While in incorporeal form, draugr are immune to all physical attacks. Any creature witnessing the transformation and attack of a draugr must make a Mental Resistance check of 13 or flee in fear for 2-12 rounds. Draugr may function without penalty in total darkness.

Although slain, if a draugr is not subsequently burned completely, the draugr will return to its incorporeal form and reassume its duty the following night. If the tomb has been looted, the draugr will travel up to 5 miles under the cover of night to return its lost treasure. The draugr will cover this distance in its incorporeal from, and can sense the whereabouts of its lost items, unless they have been stored in a holy place.

Physical description: In corporeal form, draugr appear as rotting corpses with fingers ending in long yellowed nails. A draugr makes no sound, but emanates a putrid odor of rot difficult for most living creatures to bear.

Ghost

Dodge: 15
Health points: 20 + 1d10 (26)
Intellect: low to very high
Physical Resist: +5
Mental Resist: n/a
Average size: 6' tall
Attacks: touch: 1d12
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +0
Movement rate: 120'

Ghosts are solitary undead, the spiritual remains of tortured souls such as murder victims or those consumed by intense hatred while living. They are incorporeal, meaning that solid objects including weapons pass through them ineffectually. The touch of a ghost chills the victim, but also allows the ghost to enter that victim and possess them. Possessed victims seek to carry out the will of the ghost, sometimes attempting to get revenge or perform some last deed. In some cases, too much time has elapsed and the ghost's goal is no longer possible to achieve.

Abilities: The touch of a ghost acts as the Domination spell (8th Circle Hermetic). If the creature survives the touch, once the ghost has dominated a target, it disappears and is essentially 'inside' that creature. Ghosts are immune to spells of possession, charm, illusion or any spell which allows a Mental Resistance check. Furthermore, ghosts are immune to cold, poison and disease. Any creature seeing a ghost must make a Mental Resistance check of 10 or be paralyzed in fright for 1d4 rounds. Ghosts may see in the dark as well as in light. Being incorporeal, they are immune to all physical attacks except from magical weapons and may pass through solid objects.

Physical description: Ghosts appear as spectral, translucent versions of their former selves. They appear dressed as they were just as they died.

Lich

Dodge: 16
Health points: 37 + 4d10 (59)
Intellect: high to exceptional
Physical Resist: +6
Mental Resist: n/a
Average size: 6' tall, 110 lbs.
Attacks: claw: 2 x 1d6 + 3, or 2 x weapon + 5
To-hit modifier: +6
Hide/armor: none (or by worn armor)
Initiative modifier: +0
Movement rate: 110'

Liches are without question the most dreadful of the undead. These creatures were once powerful magic-users that voluntarily transformed themselves into beings that draw their energies from other realms. As liches retain many of powers from their previous forms whilst acquiring many new abilities, they are extremely dangerous adversaries. Furthermore, liches do not age. Thus, they often possess several magical artifacts they have collected over hundreds or even thousands of years. Lich behavior is difficult to generalize as it varies greatly from individual to individual. Some liches remain in seclusion, content to pass the eons within subterranean lairs or tombs. Others will continue to construct strongholds, involve themselves in political affairs, and even amass armies and conduct warfare. Those liches remaining active within the affairs of the living often employ magical means to conceal their undead identities. As a general rule, a lich will command several lesser undead, as well as multiple living creatures.

Abilities: Liches are immune to spells of possession, charm, illusion or any spell which allows a Mental Resistance check. Furthermore, liches are immune to cold, poison and disease. Any creature struck by a lich must make a Physical Resistance check of 12 or be paralyzed for 2d4 rounds. Liches may see in the dark as well as in light. Twice per day liches may innately cast the following Faith magic spells: Demoralize, Hurt, Fear, Cripple, Curse, Disease, Torment, Choke, Maim and Madness. In addition, a lich may cast spells as a Hermetic or Faith magic spell caster of 6th Circle or greater. Very powerful liches may be able to cast both Hermetic and Faith magic, or Hedge and Ritual magic as well.

Physical description: Liches appear as mummified or skeletal humanoids. Their exact size and appearance depends upon the type of humanoid the lich was while it was living. Liches are often wear fine clothing, and at times armor as well.

Mummy

Dodge: 13
Health points: 20 + 3d10 (37)
Intellect: very low
Physical Resist: +6
Mental Resist: n/a
Average size: 6' tall, 120 lbs.
Attacks: claw: 2 x 1d10 + 2
To-hit modifier: +0
Hide/armor: none
Initiative modifier: +0
Movement rate: 90'

Mummies are the animated remains of a long dead humanoid. Unlike skeletons, mummies typically retain some of their mortal flesh, often a result of efforts to embalm or preserve the deceased individual's remains. Also, unlike other lesser undead, mummies possess a modicum of personal impulse and as such, are known to establish a territory through which the mummy will regularly patrol for reasons unknown. Mummies do not feed upon the living. Nevertheless,

mummies are extremely aggressive, and will unerringly attack any living creature encountered. Mummies will not wield weapons, and instead attack with their powerful opened hands.

Abilities: Mummies are immune to spells of possession, charm, illusion or any spell which allows a Mental Resistance check. Furthermore, mummies take only half damage from cold, and are immune to poison and disease. Mummies suffer twice normal damage from fire. Any creature struck by a mummy must make a Physical Resistance check of 12 or be infected as if by the 1st Circle Ritual magic spell Infect. Mummies may see in the dark as well as in light.

Physical description: Mummies are the animated corpses of a long-dead humanoid. As such, their size and appearance depends upon the type of humanoid the mummy was derived from. Nonetheless, all mummies are humanoids.

Myling
Dodge: 16
Health points: 10 + 1d10 (16)
Intellect: low
Physical Resist: +4
Mental Resist: n/a
Average size: 3-4' tall, 40-60 lbs.
Attacks: claws: 2 x 1d6
To-hit modifier: +3
Hide/armor: none
Initiative modifier: +3
Movement rate: 100'

Mylings are similar to zombies in appearance, but are always in the form of children. In fact, it is widely believed that mylings are the tortured spirits of murdered youth. Unlike zombies, mylings may assume an incorporeal form. Mylings are often encountered near graveyards. However, they can be found in most any man-made structure or ruins thereof. Usually mylings are encountered alone. Mylings prefer to attack via ambush, and once selecting a victim, will not change the object of their malice until slain. Mylings normally wander in incorporeal form. However, they will always assume a material form to attack. Nevertheless, if a myling is reduced to 5 or less health points, it will become immaterial and flee.

Abilities: Mylings may see in the dark as well as in light. Due to their ability to become incorporeal, mylings may pass through solid objects. Mylingss are immune to spells of possession, charm, illusion or any spell which allows a Mental Resistance check. Furthermore, they take half damage from cold, and are immune to poison and disease.

Physical description: Mylings appear as the animate rotting corpses of children. Their skin is typically pallid and gray, and their fingers end in yellowed claws. In incorporeal form, mylings appear similar, but are translucent.

Poltergeist
Dodge: n/a
Health points: n/a
Intellect: average to very high
Physical Resist: n/a
Mental Resist: n/a
Average size: 60' radius
Attacks: by object (usually 1 per opponent: 1d6 + 2)
To-hit modifier: +3
Hide/armor: n/a
Initiative modifier: +3
Movement rate: none

A poltergeist is a shapeless undead spirit that haunts a particular location, typically a dwelling or tomb. These spirits are malicious guardians of their warrens, and will animate objects within it (e.g., furniture, plants, weapons, even wind and fire) in order to repel or slay trespassers.

Poltergeists are generally created after a great injustice has resulted in the death of one or more innocent beings. Due to an untimely and typically cruel demise, these tormented souls are tied to the place of their murder, unwilling or unable to find rest. Regardless of their mortal incarnation, poltergeists are spirits full of rage. Thus, they will always seek to harm any creature that does anything but pass through their domain, and are most incensed by those who would presume to inhabit it.

These undead are not localized in a body, but instead haunt an area of 20-100' radius. Although physical objects in the area may be destroyed, there is no way to physically damage a poltergeist. Only a Banish spell or similar magic can permanently remove one of these spirits.

Abilities: Poltergeists can control several aspects of their domain simultaneously. They cannot be damaged by weapons or affected by most forms of magic.

Physical description: Poltergeists have no physical appearance.

Shadow
Dodge: 15
Health points: 13 + 1d10 (18)
Intellect: low to average

Physical Resist: +3
Mental Resist: n/a
Average size: 6' tall
Attacks: claw: 2 x 1d8 + 2
To-hit modifier: +6
Hide/armor: none
Initiative modifier: +3
Movement rate: 160'

Shadows are the embodiment of the nefarious impulses or lusts of wicked humanoids that are now deceased. Shadows may be encountered alone or in small groups. Shadows generally have one or several aims or desires they seek to carry out, often missions that involve physical injury or mental distress.

Abilities: The touch of a shadow causes a Physical Resistance check of 8 or the victim is Demoralized (as the 1st Circle Faith spell). Shadows are immune to spells of possession, charm, illusion or any spell which allows a Mental Resistance check. Being only semi-corporeal, shadows take half damage from non-magical weapons. In partial darkness they are harder to see and hit: targeted spells have a 10% chance of missing, and they have a +2 bonus to Dodge. Shadows may see in total darkness. Shadows cannot enter fully illuminated areas, and direct sunlight inflicts 1d6 points of damage each round.

Physical description: Shadows appear just as they are named- as two-dimensional black shadows and shades, generally with a humanoid shape.

Skeleton
Dodge: 13
Health points: 10 + 1d10 (16)
Intellect: very low to low
Physical Resist: +1
Mental Resist: n/a
Average size: 6' tall, 50 lbs.
Attacks: claw: 2 x 1d6 + 1 or 2 x by weapon + 1
To-hit modifier: +3
Hide/armor: none
Initiative modifier: +1
Movement rate: 160'

Skeletons are the animated skeletal remains of a long dead humanoid. As individuals, skeletons have almost no personal impulse, and thus, are almost exclusively found in the service of an evil creature or greater undead. If encountered alone, a solitary skeleton will be extremely aggressive, attacking any living creature in sight. Larger groups of uncontrolled skeletons will act similarly, roaming in packs and seeking living beings to destroy. If possible, skeletons will choose to wield weapons, and at times, may be armored by their patrons. If given a choice, a skeleton will always prefer a bladed weapon rather than a bludgeoning one.

Abilities: Skeletons are immune to spells of possession, charm, illusion or any spell which allows a Mental Resistance check. Furthermore, skeletons take only half damage from cold, and are immune to poison and disease. Skeletons may see in total darkness. Edged weapons only inflict ½ damage upon skeletons. For missile weapon attacks, skeletons are considered to have a Dodge score of 16.

Physical description: Skeletons are the animated bones of an undead humanoid. Thus, their size and appearance depends upon the type of humanoid the skeleton was derived from. Although most skeletons are humanoids, some are the remains of other creatures. These skeletons will likely have different attributes than those provided here.

Spectre
Dodge: 21
Health points: 14 + 2d10 (25)
Intellect: average
Physical Resist: +7
Mental Resist: n/a
Average size: 6' tall, 100 lbs.
Attacks: claw: 2 x 2d4 + 1d6 (cold)
To-hit modifier: +5
Hide/armor: none
Initiative modifier: +4
Movement rate: 180'

A spectre is a particularly evil apparition that haunts the crypts of depraved individuals. Spectres despise all living things, and will not tolerate their presence. As such, any individual encountering a spectre will immediately be confronted with the spirit's hideous appearance, and subjected to a terrible scream. At this moment, all creatures able to see the spectre must make a Mental Resistance check of 13, or turn and run in fright. Those able to only hear the spectre must make a Mental Resistance check of 8, or do likewise. Any creatures able to resist this display will immediately by attacked by the spectre. Spectres are primarily incorporeal. However, they temporarily alternate between material and immaterial form from moment to moment, and do so with increasing frequency when attacking. For this reason, spectres are very difficult to hit. What is more, spectres do not take any damage from weapons that have not been enchanted by some means.

Abilities: Spectres do not take damage from non-enchanted or non-magical weapons. Upon seeing or hearing a spectre for the first time, an individual must make a Mental Resistance check of 13 or 8, respectively, or run in fear for 2d4 rounds. Spectres may see in the

dark as well as in light. Due to their ability to become incorporeal, specters may pass through solid objects. Spectres are immune to spells of possession, charm, illusion or any spell which allows a Mental Resistance check. Furthermore, they take no damage from cold, and are immune to poison and disease. Any creature touched by a spectre suffers 1d6 points of cold damage.

Physical description: Spectres appear as translucent spiritual forms of hideously emaciated humanoids. They shift between a material and immaterial form somewhat randomly, but are more likely to become corporeal when angered.

Vampire

Dodge: 18
Health points: 20 + 3d10 (37)
Intellect: average to very high
Physical Resist: +9
Mental Resist: n/a
Average size: 6' tall, 180 lbs.
Attacks: claw: 2 x 1d8 + 5, or by weapon + 5, or bite
To-hit modifier: +7
Hide/armor: none (or by worn armor)
Initiative modifier: +6
Movement rate: 180', fly 240'

Vampires are an undead corruption of a once living humanoid. In fact, it might be said that vampires are not true undead, but actually living creatures infected with an undead disease. The fact that vampires are the only undead with a metabolism supports this notion. Nonetheless, vampires are immortal, and although a lack of sustenance will drive them mad with bloodlust, they cannot be starved. Vampires are typically quite intelligent, and often choose to reside in dwellings similar to those they inhabited during their mortal life. However, vampires are violently allergic to sunlight (suffering 1 health point of damage for each round exposed), and thus most accommodations will suit the vampire's nocturnal existence. All vampires have shape-changing abilities. However, a vampire will typically favor three forms: 1) its undead 'true' from, 2) a likeness of its living self, or 3) a small flying animal, such as a bat or bird. As mentioned, vampires experience a near constant desire for blood. In general, vampires favor human blood. However, if circumstances do not permit, almost any warm-blooded creature will suffice.

Abilities: Vampires are immune to spells of possession, charm, illusion or any spell which allows a Mental Resistance check, and take only half damage from cold, and are immune to poison and disease. A vampire may innately cast the following Hermetic spells: Extinguish, Darkness, Friends and Leap twice per day, the Hedge spells: Disguise and Terror twice per day, and the Faith magic spells: Blindness, Weakness and Animal Form three times per day. Any creature bit by a vampire (1 point of damage) must make a Mental Resistance check of 15 or become a vampire within one week. Vampires may see normally in total darkness.

Physical description: Vampires are the undead form of a once living humanoid. Thus, their size and appearance depends upon the vampire's previous living form. Nonetheless, the skin of a vampire ranges from white to ash grey, their eyes are pink or yellow, and their teeth are visibly long and sharp.

Wendigo

Dodge: 17
Health points: 17 + 3d10 (34)
Intellect: low to average
Physical Resist: +5
Mental Resist: n/a
Average size: 7' tall, 250 lbs.
Attacks: claw: 2 x 1d8 + 3
To-hit modifier: +5
Hide/armor: none
Initiative modifier: +2
Movement rate: 160'

The wendigo are the physical manifestations of tortured spirits of that wander the ruins of past civilizations. Wendigo only appear at night or underground, as daylight will force them into an incorporeal form. Whenever encountered, wendigo will invariably attack. They crave human flesh, and will completely devour any slain victim within a matter of hours. Wendigo are usually bound to a specific locale or complex, most likely for evils committed there in a past life. Any creature scratched by a wendigo may be infected by the wendigo's madness.

Abilities: Wendigo are immune to spells of possession, charm, illusion or any spell which allows a Mental Resistance check. Furthermore, wendigo take only half damage from cold, and are immune to poison and disease. Wendigo may see in total darkness. Any creature seeing a wendigo must make a Mental Resistance check of 10, or be affected as if by the 2nd Circle Hedge magic spell, Terror. If an individual is injured by a wendigo, he or she must make a Physical Resistance check of 11, or be infected by the wendigo's madness. Any creature so infected will become homicidal within 1d6 days. At this time, affected creature will be obsessed with the urge to kill, and will attempt to slay any friend or foe if a reasonable chance of success presents itself.

Physical description: Wendigo appear as gaunt shambling humanoids with empty eye-sockets and gaping mouths. Their long arms end in clawed hands, and their skin is pale grey. Wendigo are often wrapped in tattered filthy rags.

Wight

Dodge: 16
Health points: 30 + 4d10 (52)
Intellect: average to high
Physical Resist: +7
Mental Resist: n/a
Average size: 6' tall, 130 lbs.
Attacks: claw: 2 x 3d4 + 2 or 2 x by weapon + 4
To-hit modifier: +8
Hide/armor: none (or by worn armor)
Initiative modifier: +2
Movement rate: 180'

Wights are the remains of dead nobles and kings. They are found within old crypts and mausoleums, sometimes alone or in small numbers and with multiple lesser undead servants. Wights do not typically leave their tombs, as they are bound to the trappings of wealth left behind in their graves. They tend to fight with the weapons of their former selves, which are generally well-crafted, ornate weapons, often with powerful enchantments. Wights surround themselves with objects and riches from their past mortal life.

Abilities: Wights are immune to spells of possession, charm, illusion or any spell which allows a Mental Resistance check. Furthermore, wights take only half damage from cold, and are immune to poison and disease. Wights may see in total darkness. Viewing a wight causes Fright (as the 1st Circle Faith spell). Once per day, a wight may cast the following Faith magic spells: Wane, Strike, Curse, Choke, Smite and Glyph of Ruin. Any creature struck by a wight's claws must make a Physical Resistance check of 12 or become infected by the wights' evil. Unless treated with a Cure Disease spell, the victim will lose 1d3

endurance points per day until death. One day after death, the creature will arise as a zombie that will seek out and serve the wight.

Physical description: Wights appear as emaciated humanoids with eyeless sockets and bony hands. Wights are usually dressed in rich garments, sometimes in good shape but usually moth-eaten and ruined.

Wraith

Dodge: 18
Health points: 25 + 2d10 (36)
Intellect: average to high
Physical Resist: +7
Mental Resist: n/a
Average size: 6' tall, 100 lbs.
Attacks: claw: 2 x 2d6 + 2
To-hit modifier: +5
Hide/armor: none (or by worn armor)
Initiative modifier: +2
Movement rate: 180'

Wraiths are ancient creatures, and often command multiple undead and occasionally living creatures. Wraiths typically have a lair which is most often a large tomb or abandoned complex of buildings or tunnels. The motives of wraiths are enigmatic. However, they generally work to increase misery and suspicion in the region surrounding their dwelling. Wraiths are independent creatures. However, they will at times serve outer planar beings, usually at the promise of some ghastly gift or deed. Wraiths will rarely attack trespassers outright. Instead they prefer to send their minions to dispatch intruders. Nevertheless, if confronted, a wraith will attack with a terrible fury. Wraiths have powerful claws that not only inflict terrible wounds, but can kill an opponent instantly. In addition, wraiths are magical creatures, and may cast several spells innately. Wraiths will employ magic items if able.

Abilities: Wraiths are immune to spells of possession, charm, illusion or any spell which allows a Mental Resistance check. Furthermore, wraiths take only half damage from cold, and are immune to poison and disease. They may see in total darkness. Any living creature struck by a wraith must make a Physical Resistance check of 10 or die instantly. Once per day, a wraith may cast the following Faith magic spells: Darkness, Aphasia, Confuse, Strike, Torment, Choke and Spirit Form.

Physical description: Wraiths appear as emaciated humanoids with faintly glowing eyes and clawed hands. Wraiths often cover themselves in long robes or hooded cloaks. Unlike most undead, wraiths may speak and may be understood by any listener.

Zombie

Dodge: 11
Health points: 12 + 2d10 (23)
Intellect: very low
Physical Resist: +5
Mental Resist: n/a
Average size: 6' tall, 160 lbs.
Attacks: claw: 2 x 1d10 + 1
To-hit modifier: +4
Hide/armor: none
Initiative modifier: -2
Movement rate: 80'

A zombie is the animated rotting corpse of a dead humanoid. Like skeletons, zombies have little individual impetus, and are most commonly found in the service of an evil creature or more powerful undead. Similarly, if encountered alone, a single zombie will be mindlessly aggressive, attacking any living creature it can. Larger groups of uncontrolled zombies will act in a similar manner, roaming in packs, seeking living victims on which to feed. Zombies will not wield weapons, preferring to attack with their powerful opened hands.

Abilities: Zombies are immune to spells of possession, charm, illusion or any spell which allows a Mental Resistance check. Furthermore, zombies take only half damage from cold, and are immune to poison and disease. Zombies can smell living creatures up to 1 mile away. Like all undead (excepting vampires) zombies have no metabolism, and do not need to eat. It is therefore unknown why zombies seek out and consume mortal flesh that will only rot in their functionless guts. Zombies have darkvision. Any living creature wounded by a Zombie must make a Physical Resistance check of 10 or become infected, as by the 1st Circle Ritual spell Infect. A currently creature infected by a zombie does not make this Physical Resistance check.

Physical description: Zombies are the animated corpses of a dead humanoid. Thus, their size and appearance depends upon the type of humanoid the zombie was derived from. Although most zombies are humanoids, some are the undead remains of other creatures. These zombies will likely have different attributes than those provided here.

Unicorn

Dodge: 13
Health points: 15 + 2d8 (24)
Intellect: low
Physical Resist: +3
Mental Resist: +4
Average size: 7' tall, 1300 lbs.
Attacks: kick: 1d6 + 1, or horn: 1d10 + 1
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +2
Movement rate: 250'

Unicorns are a race of semi-intelligent magical horses. They are extremely xenophobic creatures, and are most often encountered in sylvan areas far from humanoid populations. Unicorns are typically solitary, but small bands of 3-6 individuals may be found at certain times of the year. Unicorns may not be domesticated. However, in rare cases unicorns have been reported to willingly serve as mounts to individuals regarded as protectors of woodlands.

Abilities: Unicorns may innately cast the following Hedge magic spells once per day: Minor Phantasm, Charm Animal, and Sleep. In addition, they may communicate with all natural woodland creatures as if by the 2nd Circle Faith magic spell, Telepathy. Unicorns can see invisible creatures, and are very difficult to surprise.

Physical description: Unicorns are average-sized horses with a single 2-3' horn protruding from their forehead. Unicorns are always white or light grey.

Valkyrie

Dodge: 17
Health points: 16 + 3d8 (30)
Intellect: average
Physical Resist: +4
Mental Resist: +1
Average size: 5-6' tall, 140 lbs.
Attacks: 2 x weapon + 3
To-hit modifier: +4
Hide/armor: none (or by worn armor)
Initiative modifier: +2
Movement rate: 130'

Valkyries are magical female warriors native to the Realms of Perdition. However, they are at times encountered upon the Tellurian plane as well, especially in times or war. Valkyries thrive on battle, and often join large scale conflicts with little or no consideration of the opposing forces. In such cases, these warriors tend to select the weaker of two sides, as a means of testing their prowess. In such battles, valkyries are known to reward heroic figures with gifts or favors. Outside of matters of war, valkyries have little interest in the other intelligent races. Valkyries often ride into combat atop of dire wolves. They always wear armor of quality, and typically employ shields. Most valkyries favor swords and spears as weapons.

Abilities: Valkyries are immune to poison and disease. They may innately cast the Ritual magic spells: Beguile, Fog, and Fear once per day. Valkyries have Inspire, Leadership, and Martial Knowledge at Grade II, although some rare individuals possess these proficiencies at Grade III or IV.

Physical description: Valkyries appear as attractive women, yet always somewhat wild and unkempt.

Waldkin
Dodge: 8
Health points: 22 + 6d8 (49)
Intellect: average
Physical Resist: +8
Mental Resist: +2
Average size: 15-20' tall, 1500-3000 lbs.
Attacks: claw: 2 x 4d4, or stomp 1x 3d6 + 3
To-hit modifier: +4
Hide/armor: 1d3 + 2
Initiative modifier: -3
Movement rate: 180'

Waldkin are sentient tree-like creatures that inhabit old-growth forests. They are also commonly referred to as 'wealdkin', 'wealdfolk', 'treefolk' or simply 'wald'. Waldkin are rarely seen, but when they are, it is usually because they have been angered.

It is a common belief that Waldkin are not actually creatures, but are trees animated by the spirit of a forest. In fact, waldkin are closely connected to the woods they inhabit and cannot live without them; a waldkin removed from its forest will lose 1 health point per hour until it dies. As a result, waldkin are very protective of their territory. They will not tolerate extensive destruction of living trees, and in the spring when they are particularly ill-tempered, they can be angered by as little as persistent noises or battles within their groves.

Waldkin do not view creatures of flesh as equals, and will not negotiate or reason with them. Once angered, a waldkin will not be appeased by anything short of the complete retreat of the offenders. Waldkin will attack with their powerful branch-like limbs, or stomp with their trunk-like feet. They can move great distances quickly, but are somewhat stiff and clumsy in close quarters.

Abilities: Waldkin can see from the perspective of any tree in the forest, and they can detect any creature within one mile of them. Once per day, waldkin can innately cast the Faith magic spell Animate Plants, and the Ritual magic spells: Tangle and Thorn Growth. Whenever a waldkin enters battle in its forest, 1d2 + 1 other waldkin will join the battle, each arriving within 2d4 rounds.

Physical description: Waldkin appear as tall humanoids with bark for skin, branches for limbs, and trunks for legs. In addition to their limbs, they are covered with multiple smaller leaf-covered branches, which make them nearly indistinguishable from trees. In a forest, waldkin have Stealth grade IV.

Will o' the Wisp
Dodge: 20
Health points: 2 + 1d4 (5)
Intellect: very low
Physical Resist: -2
Mental Resist: -1
Average size: 1' diameter, 0.5 lbs.
Attacks: none
To-hit modifier: n/a
Hide/armor: none
Initiative modifier: +5
Movement rate: fly 260'

Will o' the wisp are spirits that inhabit remote swamps and marshes. They do not cause physical harm, but often charm unwary individuals and lead them deep into the swamp where they become lost. In general, 1-5 will o' the wisp will be encountered. Will o' the wisp only appear at night. Although they may be physically hit, they rarely come within 20' of any individual. Will o' the wisp disappear if slain.

Abilities: Will o' the wisp are immune to spells of possession, charm, illusion or any spell which allows a Mental Resistance check. Twice per day, will o' the wisp may charm a creature, causing it to follow the wisp for 3d20 minutes (Mental Resistance check of 11).

Physical description: Will o' the wisp appear as bluish green orbs of soft light. Will o' the wisp usually float several feet above the ground.

Wolves; *Lupus*
Wolves are large carnivorous canines found in most climates. They roam in packs, and are well known for their distinctive howling. Wolves are able to run for long distances, and can travel at their maximum movement rate for up to four hours.

Wolf, Common
Dodge: 13
Health points: 7 + 1d4 (10)
Intellect: animal
Physical Resist: +1
Mental Resist: -1
Average size: 3' long, 100 lbs.
Attacks: claws: 2 x 1d2, and bite: 1d6 + 1
To-hit modifier: +3
Hide/armor: none
Initiative modifier: +2
Movement rate: 160'

The wolf, (also known as the timber wolf or grey wolf), is naturally found in temperate forests, mountains and grasslands. Wolves are social predators and hunt in organized packs of 4-20 individuals. Wolf pack hunting strategy often involves a chase, as wolves are able to run for long periods of time. When pursuing large prey, wolves generally attack from all angles. Wolves will hunt any large herbivores in their range. They do not usually attack humanoids. However, lone or wounded individuals may fall prey to a hungry pack.

Abilities: Wolves may run great distances in pursuit of prey, and can remain at top-speed for 4 hours, or at ½ this speed for 8 hours. Wolves have Perception and Tracking at Grade IV.

Physical description: Wolves appear as large dogs with thick coats of fur. Wolf coloration varies greatly, ranging amongst black, white, red and brown. In arctic regions, wolves tend to be white.

Wolf, Dire
Dodge: 15
Health points: 14 + 1d8 (19)
Intellect: animal
Physical Resist: +3
Mental Resist: +0
Average size: 7' long, 210 lbs.
Attacks: claws: 2 x 1d2, and bite: 1d8 + 1
To-hit modifier: +5
Hide/armor: none
Initiative modifier: +2
Movement rate: 200'

Dire wolves are similar to wolves in social structure and behavior, but are much larger and more aggressive. In particular, dire wolves are more apt to prey upon humans. Dire wolf packs average between 4-16 individuals.

Abilities: Like other wolves, dire wolves may run great distances in pursuit of prey, and can remain at top-speed for 4 hours, or at ½ this rate for 8 hours. Dire wolves have Perception and Tracking at Grade III.

Physical description: Dire wolves appear as very large dogs with mangy thick coats of fur. Dire wolf coloration is generally dark grey or black.

Wyvern
Dodge: 15
Health points: 40 + 6d10 (73)
Intellect: low
Physical Resist: +7
Mental Resist: +2
Average size: 16' long, 6600 lbs.
Attacks: bite: 2d8, and claw: 2 x 2d4 +2, or tail: 1d12 + 4
To-hit modifier: +6 (+7 tail)
Hide/armor: 1d3
Initiative modifier: +2
Movement rate: 160', fly 240'

Often mistaken for small dragons, wyverns are a large species of flying reptilians with large bat-like wings, two powerful clawed legs and a barbed tail. Wyverns are far less intelligent than dragons, and are typically much more aggressive. In addition, unlike dragons, wyverns cannot breathe fire. These creatures are most commonly found in regions of vast wilderness. However, they thrive in any climate and are just as likely to be found in the arctic as in the desert.

Wyverns naturally prey on large grazing animals, but will attack any large animal if hungry. Wyverns primarily attack with their powerful claws and bite. However, if injured, the wyvern will sting with its barbed tail. In rare cases, wyverns may be trained as steeds when captured young.

Abilities: Any creature stung with the wyvern's tail must make a Physical Resistance check of 12 or die within 1d4 rounds.

Physical description: Wyverns are large greyish-green reptilians, with a horned head, leathery wings, and a long tail that terminates in a sharp barb. Unlike dragons, wyverns have two legs rather than four.

Yeti
Dodge: 14
Health points: 22 + 6d8 (49)
Intellect: low
Physical Resist: +5
Mental Resist: +2
Average size: 9' tall, 600 lbs.
Attacks: claw: 2 x 3d4 + 1
To-hit modifier: +5
Hide/armor: 1
Initiative modifier: +0
Movement rate: 160'

Yeti are massive hair covered humanoids that inhabit desolate tundra or snowy mountain passes. They are extremely reclusive and due to their keen senses, are almost never surprised. Yeti will typically avoid other creatures, however, they are very territorial, and anyone unwittingly approaching a yeti lair will most certainly be attacked. Typically, yeti are encountered as an individual male, or as a lone mother with offspring. However, at times yeti will travel in bands, and groups numbering as many as eight individuals have been reported. Yeti attack with their two powerful clawed hands. Such attacks are generally by surprise, and if the yeti does not quickly gain the upper hand, it will retreat soon after.

Abilities: Yeti take only half damage from cold attacks. In their natural habitat, a yeti may avoid detection as though it had a Stealth proficiency grade of III.

Physical description: Yeti are large, hair-covered humanoids with long powerful arms. Their hair is typically white, and their eyes are deep black. Although yeti inhabit colder regions, there are reports of similar species inhabiting temperate and even tropical areas.

GAME MASTER'S REFERENCE APPENDIX

Creature Encounters

In most circumstances, it is assumed the GM will select all creature encounters, carefully considering the environmental conditions, the game narrative and the power of the player characters. However, even the most inexperienced characters can stumble upon a giant. Conversely, powerful players are not exempt from the occasional encounter with gremlins or centipedes. The following section provides some useful tables to enable the Game Master to quickly generate an indiscriminate creature encounter based upon the local terrain.

As a general rule, it is not advised that creature encounters be determined randomly. That being said, the Game Master may occasionally wish to present one or more creatures, not as a plot device, but simply as a product of the particular environment. In such cases random determination may be useful. The following tables represent the frequency of encountering specific creatures based upon the terrain conditions in a typical campaign setting. If use of these tables does not provide satisfactory results, the GM is encouraged to re-roll, or to simply select a creature.

The number of creatures encountered should always be determined by the Game Master. In most cases, the grouping behavior of each particular species is noted in the creature description.

Table A1.1.1: Random creature determination I

Creature	Artic, Tundra d100	Forest d100	Plains, Savannah d100	Mountain, Hills d100	Desert, Scrub d100
Amphiptere		1-2			
Banshee		3	1	1	
Basajaun		4		2	
Basilisk		5			
Bear, Cave		6		3-4	
Bear, Grizzly		7-8	2-3		
Bear, Polar	1-7				
Behemoth			4		1-2
Boar		9-10	5-6		
Boruta		11			
Bugbear				5	
Cougar	8-12	12-13	7	6-7	3-5
Lion			8-9		
Saber-tooth			10	8	
Tiger	13-14	14	11		
Centaur		15	12-13		6-7
Centipede, Giant		16-18			8-11
Chimera	15	19	14	9	12
Cockatrice		20			
Manes				10	
Imps, Lesser		21		11	
Domovoi		22			
Doppelganger		23	15	12	13
Brownie		24-25	16-17		
Dwarf	16-17	26	18-19	13-16	14
Dvergar				17	
Gnome		27-28	20-22	18-19	
Eagle, Giant			23-24	20-21	15-17
Elephant			25-26		
Erinyes	18-20	29		22	
Elf		30-34	27	23	
Elf, Dark				24	
Half-elf	21	35-36	28	25	18
Pixie		37-38			
Sidhe		39-40		26	
Sprite		41-42			
Cyclops		43		27-28	19-23
Diatya	22-25	44	29-30	29-30	24-26
Ettin		45-46	31-33	31-32	27-29
Fir Bolg	26-28	47	34	33-35	
Jotun		48	35	36-37	
Ogre	29-33	49	36-38	38-39	30-33
Titan				40	
Gnoles		50-51	39-41	41	34-37
Goblin	34-37	52	42-45	42-43	38-40
Gremlin		53	46	44	
Half-orc	38-39	54	47	45	41
Hobgoblin	40	55	48	46	42
Orc	41-44	56-57	49-52	47-49	43-45
Gorgon				50	
Medusae				51	
Griffon			53-54	52-53	
Harpy				54-55	
Hippogriff			55-56		
Horse			57-61		
Haubit		58	62-63	56	46

Creature	Artic, Tundra d100	Forest d100	Plains, Savannah d100	Mountain, Hills d100	Desert, Scrub d100
Human	45-55	59-62	64-66	57-61	47-53
Hydra		63			
Khulek			67-68		54-58
Kobold				62-63	
Lindworm		64	69		
Werebear	56-58	65	70	64	
Werejackal			71		59
Wererat		66		65	
Werewolf	59-60	67	72		
Mammoth	61-68				
Manticore		68		66-67	
Minotaur				68-69	
Naga		69			
Dryad		70-71			
Olagheri	69-71			70-71	
Ooze, Green		72			
Ooze, Yellow				72	
Oread				73-74	
Pegasus			73		
Peryton			74	75	60-62
Phoenix				76	63
Piasa					64-67
Rakshasa	72	73	75	77	68
Rat, Giant		74-75	76-77	78	69-71
Reptilian		76	78-79		72-77
Rhinoceros			80		
Roc				79-80	
Satyr		77			
Shade		78			
Faun		79			
Scorncloud			81		78
Scorpion, Giant		80			79-82
Shedu			82	81	83
Cobra, Giant		81			84-86
Constrictor, Giant		82-83			
Rattlesnake, Giant			83		87-89
Black Widow, Giant		84	84		90
Spitting Spider, Giant		85	85	82	91
Tarantula, Giant			86		92-93
Strix				83-84	
Sylph			87	85-87	
Troll	73-75	86	88	88	94
Troll, Cave	-	87	89	89	
Barghest	-	88	90		
Myling		89	91	90	
Skeleton	76-77	90-91	92	91	95-97
Wendigo	78	92	93	92	98
Zombie	79-80	93	94	93	99
Unicorn			95		
Valkyrie		94	96	94-95	
Will o' the Wisp		95			
Waldkin		96			
Wolf, Common	81-87	97-98	97-98		
Dire Wolf	88-92	99	99	96	
Wyvern	93-94	100	100	97	100
Yeti	95-100			98-100	

Table A1.1.2: Random creature determination II

Creature	Swamp, Marsh d100	Jungle d100	Cave, Tunnel d100	Coastal, Marine d100	Lake, River d100	Creature	Swamp, Marsh d100	Jungle d100	Cave, Tunnel d100	Coastal, Marine d100	Lake, River d100
Ablocanth			1-2		1-5	Leyak			59		
Amphiptere		1-3				Lindworm		63	60		
Balaur	1-4	4-5			6-12	Lithian			61		
Banshee	5-6	6	3			Werebear	60	64	62		
Basilisk		7				Wererat	61-62	65	63-65		
Bear, Cave			4			Werewolf	63	66	66		
Boar		8-9				Manticore	64-65	67	67		
Boruta		10-11				Mermen				43-48	57-60
Bugbear		12-13	5-6			Merrow				49-54	61-62
Bunyip	7-9				13-18	Minotaur			68-69		
Caetlwig			7-8			Mycoloid	66	68-69			
Cambion			9			Naga	67	70			
Catoblepas	10-13					Näkki					63-69
Cougar		14-16				Dryad		71-72			
Centipede, Giant		17-22	10-12			Lampade			70-71		70
Cephlocid			13-14			Oceanid				55-60	71-75
Chimera	14	23				Octopus, Giant				61-65	
Cockatrice		24				Olagheri	68				
Crocodile, Common	15-18				19-26	Ooze, Black			72		
Crocodile, Saltwater				1-9	27-28	Ooze, Green	69	73			
Manes			15			Ooze, Red	70			66-67	76
Imps, Lesser			16-17			Ooze, Yellow			73		
Imps, Greater			18			Oread			74		
Doppelganger	19	25	19			Rakshasa	71	74	75	68	77
Drepsid	20		20-23			Rat, Giant	72-74	75-76	76-78		
Dwarf		26	24-27			Reptilian	75-77	77-78			
Dvergar			28-29			Reptilian, Vhog			79		
Gnome		27-29	30			Roc				69-71	78-79
Eagle, Giant	21			10-11	29-30	Rusalka		79	80		80-82
Eel, Giant				12-14	31-33	Satyr		80			
Erinyes	22-23	30-31				Faun		81			
Elf	24	32-34			34	Scorpion, Giant		82	81		
Elf, Dark			31-32			Selkie				72-77	
Half-elf	25	35			35	Shade	78		82		
Pixie	26	36				Shark, Bull				78-83	
Sidhe		37-39				Shark, Great white				84-88	
Cyclops	27	40-41	33-34			Shark, Tiger				89-91	
Ettin	28-30	42-43	35-37			Shuggoth	79-81	83			
Fir Bolg	31	44	38			Siren				92-96	83-86
Jotun	32		39			Cobra, Giant		84			
Ogre	33	45-46	40		36	Constrictor, Giant	82-85	85-87			
Gnoles	34-35	47	41			Rattlesnake, Giant		88			
Goblin	36-38	48-50	42-43		37	Aqua. Spider, Giant					87-91
Gremlin	39-40		44			Black Widow, Giant	86-87	89	83		
Half-orc	41	51	45		38	Spitting Spider, Giant	88	90			
Hobgoblin	42	52	46			Tarantula, Giant		91-92	84		
Orc	43-45	53	47-48		39	Strix			85		
Gorilla		54-56				Stone Frogs	89				92
Gorgon			49			Sylph				97-99	
Gru			50			Troll	90-91	93	86		93-94
Medusae			51			Troll, Cave	92		87		
Griffon				15-19		Barghest		94			
Grindylow	46-48				40-44	Draugr			88		
Harpy				20-23		Mummy			89-90		
Hippocamp				24-30		Skeleton	93-94	95-96	91-93		95-97
Haubit	49	57		31	45-46	Spectre			94		
Human	50-53	58-61	52-54	32-40	47-51	Vampire			95		
Hydra	54-55	62				Wendigo			96		
Hyraeth			55			Wraith			97		
Kappa	56-58				52-56	Zombie	95	97	98-99		98-99
Kobold	59		56-58			Will o' the Wisp	96-99	98-99	100		
Kraken				41-42		Wyvern	100	100		100	100

Spell Glossary

The following section provides a quick reference to spells and their general effects.

1st Circle Hermetic Magic Spells

Command: Sting: Inflicts 1d2 health points of damage upon one creature.

Combust: Sets one small non-living object (less than 2 lbs.) on fire.

Darkness: Creates an area of unnatural darkness centered upon a point or object chosen by the caster.

Extinguish: Instantly extinguishes any non-magical fire up to 3' cubic volume.

Fog: Creates a dense fog, roughly 30' in diameter and 20' tall, at a point within range of the caster.

Flare: Creates a brilliant and blinding flash of light centered upon a point chosen by the caster.

Force Bolt: Delivers a red glowing bolt inflicting 1d8 + 1 point per Circle of the caster.

Friends: Induces one or more creatures to treat the caster in an amiable, friendly manner.

Ignore: Induces creatures to ignore the presence of the caster, so long as he or she does not directly affect the recipient.

Illuminate: Creates an area of soft light centered upon a point or object chosen by the caster.

Magic Bag: Enchants one normal pouch or sack so that its volume is five times its actual outer dimensions.

Magic Vestment: Creates an aura of magical protection around the caster.

Minor Enchantment: Imbues a non-living object, no larger than 20 pounds in weight with a slight magical quality.

Morgan's Vigilant Sentinel: Summons a 6" tall demon to keep watch for the caster.

Nael's Magical Trace: Causes an object to produce a magical liquid only the caster may see.

Penetrating Sight: Enables the wizard to see through any non-living material up to 1' thick.

Preserve: One non-living object will cease to decay, deteriorate, or be affected by age for one year.

Quicken: Causes up to 2 creatures to become slightly faster than normal.

Retrieve: Enables the wizard to summon any one free object up to 10 lbs. into his extended hand.

Seal Portal: Creates a magical lock or seal upon one closed door or similar portal.

Sense Magic: Enables the caster to perceive magical enchantments upon items or effects of a magical nature.

Thought Projection: Enables the caster to transmit his thoughts into the minds of those within range of the spell.

Vermin: When cast, the wizard summons 1d4 + 1 disgusting creatures to serve him.

Water Walk: Enables one recipient to walk upon water as though he or she were walking upon solid ground.

2nd Circle Hermetic Magic Spells

Abridge: Halves the duration of the next spell the wizard casts or halves the duration of an active spell.

Apportation: The caster may teleport one non-living object up to 1lb. in weight to any location within a 100' radius.

Blink: Constantly alters the caster's position by up to 1' in any horizontal direction.

Climb: Enables one creature to climb vertical surfaces much like a fly or spider.

Command: Deaf: Renders one creature completely deaf for 4 rounds.

Control Descent: Enables the caster to alter the rate of his or her descent due to gravity.

Darkvision: Enables the affected creature to see in complete darkness just as in daylight.

Enrage: The Enrage spell forces the spell's recipient into a violent rage.

Force Weapon: Invokes a glowing implement of energy, in the form of any standard melee weapon.

Leap: Enables the wizard to make one jump up to 60' upward, and/or up to 120' forward, and to land safely.

Might: Imbues a target creature with unnatural strength.

Minor Timeportation: Sends one creature forward in time 1 to 10 rounds.

Mylo's Shocking Aura: Surrounds the caster in a powerful field of electrical activity.

Percule's Exploding Missile: Enchants one small non-magical object so it explodes upon impact.

Protection from Cold: Renders a creature completely immune to all non-magical sources of cold.

Protection from Heat: Renders a creature completely immune to all non-magical fires or sources of heat.

Reveal Enchantment: Enables a wizard to understand the nature and/or function(s) of enchanted items.

Rust: Causes one non-magical ferrous metal object of up to 200 lbs. in weight to instantly oxidize.

Share Sight: Enables the wizard to alternate between his own visual perspective and one creature within range.

Shatter: Shatters all non-magical glass within a 10' cubic volume.

Summon Lesser Monsters: Brings forth a small number of fiendish creatures to serve the wizard.

Thwart Magic: Interrupts another caster's spell, as it is cast, and blocks that spell's effects.

Water-breathing: Enables one creature to breathe water as if breathing air.

Wind: Creates a powerful wind within the area of effect.

3rd Circle Hermetic Magic Spells

Armor Cutting: Enchants a weapon so that armor does not absorb physical damage inflicted by the weapon.

Compel: Enables the wizard to force one creature into performing one specific action.

Command: Blind: Renders one creature completely blind for 4 rounds.

Crumble: Reduces one non-magical stone or metal object to dust.

Delay Spell: Delays the effect of the next spell the wizard casts.

Design: Enables the wizard to alter the initiative order of two creatures for the next 3 combat rounds.

Diminish Magic: Causes all spells cast within the affected area to be reduced in efficacy.

Earth Walk: The caster may move through earth, metal or stone at a rate of 60' per round.

Function: Places the motion of one mechanical device under the direction of the caster.

Growth: Triples the proportions of one creature or object.

Ice Ray: Causes a ray of cold to streak out from the caster's fingertips, freezing or causing damage.

Levitation: Grants one creature the ability to levitate.

Projection: Instantly sends the wizard to any place that lies within sight of the wizard, and within range of the spell.

Quick Casting: For the duration of the spell, all spells are cast in half of their casting time.

Reflect Magic: Redirects another caster's spell to a target of the wizard's choosing.

Repel Projectiles: Renders the caster temporarily immune to all sorts of missiles that inflict kinetic damage.

Scry: Enables the wizard to both see and hear events at another place.

Seeker: Summons an imp to be used as a scout which can report visual sensory information to the caster.

Silence: Creates an area of magical silence, within 20' cube, centered upon a non-living object chosen by the caster.

Sleep: Induces up to 4 creatures to fall into a magical slumber.

Slow: Reduces the speed of one creature's actions by one half.

Steam Cloud: Creates a small cloud of hot vapor centered upon a spot of the caster's choosing.

Summon Lesser Elemental: Brings forth one minor elemental to serve the wizard.

Telekinesis: The wizard may move one object or creature of up to 500 lbs. through the air by concentration alone.

4th Circle Hermetic Magic Spells

Beckon: Instantly teleports up to 2 creatures from their current position to within 10' of the wizard.

Command: Halt: Renders one creature unable to move from its place for 2-4 rounds.

Counterspell: Interrupts another caster's spell as it is cast, and cancels that spell's effects.

Dancing Weapon: Enchants one melee weapon or similar object less than 20 lbs. to animate and attack.

Dispel Magic: Cancels any one spell that is currently in effect.

Divide Magic: Enables a caster to divide one spell within his or her repertoire into two spells of lesser Circles.

Enmity: Causes the spell's recipient to instantly and utterly loathe one chosen individual.

Explosive Ward: Creates a magical seal that when broken, causes a fiery explosion.

Fess' Vacuum: Completely removes all air from a 20' cubic volume.

Fly: Imbues one creature with the ability to fly.

Fold Space: Creates a door to any place the wizard chooses within range of the spell.

Invisibility: Renders one creature and all its equipment completely invisible.

Lightning Bolt: Sends a bolt of lighting out from the caster's extended hand, inflicting 4d10 points of damage.

Panic: Induces up to 4 creatures chosen by the caster into a frenzied state of hysteria.

Propel: Each round the wizard may telekinetically hurtle one non-living object of up to 20 lbs. in weight through the air.

Psychometry: Enables the wizard to view any event that took place within 20' of an object over a recent period of time.

Reprisal: Any creature striking the wizard will be injured as if they had been struck by the same weapon.

Scry Shield: Renders a creature and its carried equipment completely immune to all forms of divination or scrying.

Shield: Creates an invisible field of protection directly in front of the wizard.

Stone Spray: Sends numerous fist-size stones out from the caster's pointed finger at great speed.

Summon Monsters: Brings forth a small host of fiendish creatures to serve the wizard.

Time Cube: Those within the cube experience 8 hours of time. For those outside the cube, 1 hour of time will pass.

Wall of Fire: Invokes a large rectangular wall of flame.

5th Circle Hermetic Magic Spells

Animate Plants: A wizard may control plants as if they were sentient beings.

Banish: Returns any creature or creatures magically summoned to their resident plane of existence.

Call Object: A wizard may teleport one predetermined object (of less than 20lbs. weight) to himself instantly.

Command: Mute: Renders one creature unable to speak for 4 rounds.

Creation: The wizard may instantly create any non-magical object up to 50 lbs. and remains as long as he remains in contact with it.

Destroy Water: Instantly disintegrates any amount of water, up to a 20' cubic volume.

Extension: Doubles the duration of the next spell the wizard casts.

Fireball: Sends an exploding fireball streaking out from the caster's fingertips, inflicting 6d8 points of damage.

Inscribe: The wizard can create a magic scroll, imbued with the power of a particular spell.

Locate: A wizard is able to know the specific location of one item or creature, wherever it may be.

Magic Cache: Enables the wizard to cast and store one spell so it might be cast innately at a later point of his or her choosing.

Misdirect: All creatures physically harming the wizard must make a Mental Resistance check or attack another creature.

Nael's Spell Battery: Enables the caster to temporarily store spell-power within a vessel.

Polymorph: Enables the caster to change himself, or any one creature into a creature of a different type.

Shadow Form: The caster may partially shift himself and all of his equipment into shadow.

Shrink: Reduces one creature or object to one-tenth its normal size.

Speed: Enables one creature to act at twice normal speed.

Summon Elemental: Brings forth one elemental to serve the wizard.

Swap: Causes either two creatures or two inanimate objects to switch locations with each other.

Throw: Enables the caster to telekinetically toss any number of objects or creatures within 6' of each other.

Timeportation: Sends one creature forward in time 1 to 10 minutes.

True Strike: When cast upon a weapon, the weapon will automatically hit its next two targets.

6th Circle Hermetic Magic Spells

Alchemy: By means of the spell, the wizard can create magic potions and elixirs.

Control: Effectively puts one creature under complete control of the wizard for the duration of the spell.

Command: Confuse: Renders one creature befuddled for 1d3 + 1 rounds.

Destroy Matter: Instantly disintegrates any type of non-living, non-magical matter, up to a 10' cubic volume.

Enfeeblement: Reduces one creature's endurance by 3d4 and its strength by 5d4, each to a minimum of 1.

Ethereal Shift: Transforms the caster and his equipment into a vaporous ethereal form.

Explode: Causes one non-magical, non-living object to shatter in an explosive nature.

Extra-planar Protection: Renders creatures immune to all attacks made by undead or creatures from another plane.

Incinerate: Causes a column of intense heat to rise instantly from the ground at a point chosen by the caster.

Isolate: The wizard and one creature are teleported to a white featureless extra-dimensional plane for 3 rounds.

Lesser Golem: Enables the caster to enchant an automaton created from wood, flesh, or any previously living matter.

Magic Drain: Drains 1d6 + 2 spells from one caster's repertoire.

Melt: Causes one non-magical metal object (up to 50lbs. in weight) to instantly heat to the point of liquefaction.

Minor Goetia: Summons forth a lesser malevolent demon to serve the wizard.

Minor Magic Shield: Provides the wizard with minor protection against spells of the 4th Circle or lower.

Multiple Targets: Doubles the number of targets affected by the next spell the wizard casts.

Read Mind: Enables the wizard to extract information from one person or creature.

Summon Greater Monsters: Brings forth a small host of fiendish creatures to serve the wizard.

Teleportation: Instantly transports the caster and up to 5 other creatures to a specific locale within the same plane.

Time Shelter: Those within the cube experience 1 day of time. For those outside the cube, 1 month of time will pass.

Time Skip: The spell's recipient will disappear, and only exist in every other round for the next 10 rounds.

7th Circle Hermetic Magic Spells

Age: Causes one creature to instantly age 4d6 years.

Alter Weather: The wizard can change the weather over the course of several hours.

Animate Corpse: Causes one dead creature to animate and follow the commands of the wizard.

Baalphegor's Spell Trigger: Delays the effect of the next spell the wizard casts until the occurrence of one specific event.

Command: Stun: Renders one creature unable to act for 2d4 rounds.

Confine: Magically imprisons one creature inside a small glass bauble.

Enchantment: By means of the spell, the wizard can create magical weapons, armor or wands.

Firestorm: Brings a burning rain down upon everything within a 100' cubic volume.

Goetic Ward: Creates a magical seal that when broken, causes a lesser malevolent demon to be summoned.

Golem: Enables the caster to enchant an automaton created from earth or stone.

Implode: Creates a small void within the body of one target living creature.

Improved Psychometry: Enables the wizard to view any event within 20' of an object within the last 100 years.

Magic Shield: Provides the wizard with minor protection against spells of the 6th Circle or lower.

Mass Dispel: Cancels the effects of all spells currently in effect within a 100' radius, centered upon the caster.

Mass Hysteria: Induces up to 30 creatures chosen by the caster into a frenzied state of hysteria.

Optimize Magic: Maximizes the damage and/or duration of the next spell the wizard casts.

Petrify: Turns one creature to stone.

Perturbation: Enables the wizard to select the initiatives of up to five creatures for the following 2 combat rounds.

Portal: Opens a temporary gate between two locations.

Summon Greater Elemental: Brings forth one greater elemental to serve the wizard.

8th Circle Hermetic Magic Spells

Antithesis: Creates one exact copy of a creature within the spell's range, with the goal of destroying its original.

Artifact: The wizard can create a variety of magical items, as well as unique magical weapons and armor.

Change: Enables the wizard to alter reality in some real, permanent way.

Cognizance: The caster may uncover any discrete fact or article of information that he or she wishes to know.

Command: Die: Kills one creature with less than 40 health points.

Consolidate Magic: Enables a caster to combine two spells within his or her repertoire into one spell of a greater Circle.

Disintegration: Instantly reduces any creature to a small amount of dust.

Domination: Puts one creature under absolute control of the wizard.

Essence Conversion: Enables the wizard to permanently alter the physical and mental attributes of one humanoid.

Gate: Transports the caster and up to 5 other creatures to another plane of existence.

Goetia: Summons forth a malevolent demon to serve the wizard.

Greater Golem: Enables the caster to enchant an automaton created from iron or bronze.

Greater Magic Shield: Provides the wizard with a magical aegis against spells of all Circles.

Invulnerability: For 30 seconds, the wizard is completely immune to any harm, magical or otherwise.

Muriel's Void: Creates a 20' radius hemisphere that is completely devoid of magic.

Perpetuation: Renders the duration of the next spell the wizard casts permanent.

Repel Magic: All hostile spells directed specifically at the wizard are instead redirected at the caster of the spell.

Revisit: Sends the caster back in time one 10-second round.

Steal Youth: Causes one creature to instantly age 4d6 years, and another to grow the same number of years younger.

1st Circle Hedge Magic Spells

Clamor: Makes a creature become boisterous and noisy.

Courage: Imbues one creature with a strong feeling of self-confidence and fearlessness.

Create Scrivener: The caster creates a magical scribe that can copy non-magical texts and scrolls.

Darkness: Creates an area of unnatural darkness centered upon a point or object chosen by the caster.

Despair: Imbues a creature with a strong feeling of apprehension and doubt.

Double: The alchemist creates an illusory body double that appears 2' away to his side.

Enchant Armor: Temporarily imbues armor with a magical dweomer, improving its protection.

Fix: Enables the caster to mend one broken, cracked or torn non-magical item of up to 200 lbs. in weight.

Friends: Induces one or more semi-intelligent or intelligent creatures to treat the caster in an amiable, friendly manner.

Fumble: Forces the affected creature to drop any thing held within its hands or similar appendages.

Illuminate: Creates an area of soft light centered upon a point or object chosen by the caster.

Klutz: Causes a creature become temporarily awkward, clumsy, and generally off balance.

Leopold's Compass: Causes a small enchanted rod to point in the direction of one object or creature.

Magic Candle: Enchants a small flame so that the next 24 hours the flame burns, but does not consume any fuel.

Minor Phantasm: The alchemist creates an illusion of one creature or object no larger in volume than a 3' cube.

Noise: Creates an auditory illusion, centered upon a point chosen by the caster.

Palm: Enables the Alchemist to cause one hand-held item (up to 20 lbs.) to disappear so long as it remains in hand.

Perplex: Causes an affected creature to feel somewhat distracted and to have difficulty concentrating.

Phantom Sight: Enables the alchemist to project his vision along any path within the spell's range.

Scintillating Wall: Invokes a two-dimensional wall of bright shimmering lights at a point determined by the alchemist.

Sense Charm: Enables the caster to perceive if creatures are under the effects of magical charm or spiritual possession.

Sense Deception: Enables the alchemist to perceive verbal falsehoods or physical deception.

Sense Magic: Enables the caster to perceive magical enchantments upon items or effects of a magical nature.

Water to Wine: Enables the alchemist to transmute 1 cubic foot of any non-magical liquid into any other.

2nd Circle Hedge Magic Spells

Animate Fire: Enables the caster to cause one torch-sized flame to move independently at his will.

Appeal: Imbues one target creature with unnatural magnetism and charm.

Babble: Renders a creature unable to speak coherently.

Buoyancy: Reduces the weight of an object or creature to 20% of its original weight.

Captivate: Induces one or more intelligent creatures to view the caster to be a compelling, appealing personality.

Charm Animal: Places one natural animal (i.e. bird, fish, fox, bear, etc.), completely under the control of the alchemist.

Climb: Enables one creature to climb vertical surfaces much like a fly or spider.

Darkvision: Enables the alchemist to see in complete darkness just as in daylight.

Disguise: Enables the alchemist to alter his appearance, seeming taller, shorter, heavier or lighter than he actually is.

Enchant Weapon: Temporarily imbues the weapon with a magical dweomer that improves its effectiveness.

Enrage: Forces the spell's recipient into a violent rage.

Function: Places the motion of one mechanical device under the direction of the caster.

Hesitate: Imparts a -8 modifier to the initiative rolls of all creatures affected.

Hide: Renders one non-living object (up to 1000 lbs. in weight), temporarily undetectable by non-magical means.

Imbuement: Imbues any small trinket with the ability to contain a 1st Circle spell, cast by the same alchemist.

Jasper's Straw Man: Animates a scarecrow or similar figure constructed of cloth and grasses.

Leopold's Mark: Causes one creature to attract non-magical missile weapons and projectiles.

Reveal Enchantment: Enables an alchemist to understand the nature and/or function(s) of enchanted items.

Reveal Invisibility: Causes all invisible creatures and objects within 60' of the caster to be instantly rendered visible.

Rob: Enables the caster to pilfer an item within plain sight.

Shimmering Armor: Creates shifting planes of light that move about the caster's person, improving his dodge.

Swiftness: Causes up to 3 creatures to become more nimble and fleet of foot.

Terror: Imparts upon a creature an overwhelming fear of the caster.

Translation: The alchemist can comprehend spoken languages, and read non-magical texts written in unfamiliar script.

3rd Circle Hedge Magic Spells

Amnesia: Enables the alchemist to remove a memory from the mind of the affected creature.

Break: Causes one non-magical device constructed of metal or wood to instantly fail.

Brittle: Causes one non-living non-magical object to temporarily become as fragile as pottery.

Caldwell's Horseless Carriage: Enchants one cart to move as if lead by a number of high quality beasts in its harness.

Chameleon: Causes the color of the caster and his equipment to rapidly change, so as to match his background.

Compel: Enables the alchemist to force one creature into performing one specific action.

Dancing Weapon: Enchants one melee weapon or similar object less than 20 lbs. to animate and attack.

Doubt: Causes an individual to become unduly cautious and diffident when attacking.

Distill Potion: Enhances the effectiveness and duration of a potion or ambrosia by 200%.

Growth: Triples the proportions of one creature or object.

Heavy: Causes one non-living, non-magical object originally up to 200 lbs. to become unnaturally heavy.

Improved Enchant Armor: Temporarily imbues armor with a magical dweomer that improves its protection.

Ioun Stone: Enchants a rare gemstone providing a temporary +2 modifier to any one attribute.

Levitation: Grants one creature the ability to levitate.

Minor Alchemy: By means of the spell, the alchemist can create minor magic potions and elixirs.

Neophyte: Temporarily removes three random disciplines from a creature.

Pariah: Makes one creature intolerable, despised, and generally avoided by all.

Phantasm: Enables the alchemist to create an illusion of one creature or object no larger in volume than a 10' cube.

Refraction: Bends light reflecting off of the recipient, so the creature does not appear to be in the place it actually is.

Scry: Enables the alchemist to both see and hear events at another place.

Silence: Creates an area of magical silence, centered upon a non-living object chosen by the caster.

Sleep: Induces a number of creatures to fall into a magical slumber.

Trace: The alchemist may reveal the path of one creature within the last 24 hours.

Turn Shadow: Animates a creature's shadow, which then turns upon its material self.

4th Circle Hedge Magic Spells

Aptitude: Improves one of the alchemist's proficiencies, or imbues him with one new proficiency of his choosing.

Distort Space: Causes a volume of space to appear warped, making it difficult to gauge spatial relationships within.

Doppelganger: Creates a double of one creature, completely under the control of caster.

Efficacy Shield: Any attack made upon the alchemist requires two to-hit rolls, the lower result of the two dice is used.

Enmity: Causes the spell's recipient to instantly and utterly loathe one chosen individual.

Facsimile: The alchemist is rendered invisible upon casting of the spell and replaced by an illusionary likeness of himself.

Fly: Imbues one creature with the ability to fly.

Improved Enchant Weapon: Temporarily imbues a weapon with a magical dweomer that improves its efficacy.

Inscribe: The alchemist can create a magic scroll, imbued with the power of a particular spell.

Invisibility: Renders one creature and all its equipment completely invisible.

Isaac's Permutable Garment: Enchants one set of worn clothing, so it may transform into any non-magical apparel.

Mastery: Improves one of the alchemist's existing disciplines by three grades, or imbues him with one new discipline.

Mirage: Creates an illusion that spans a large area, and may affect a great number of creatures.

Outwit: Decreases the efficacy of the alchemist's foes, and improves the efficacy of the alchemist.

Panic: Induces those creatures chosen by the caster into a frenzied state of hysteria.

Phantasmal Armor: Creates an illusory aegis that protects the alchemist.

Phobia: Imparts an overwhelming fear of one type of creature or object, such as spiders, gnomes, bells, water etc.

Precedence: The alchemist adds a +10 modifier to his or her initiative rolls.

Prey: Renders one creature the target of all hostile creatures of low or animal intellect.

Psychometry: The alchemist may view an event that took place within 20' of an object over a recent period of time.

Shout: Causes all creatures within 60' and in front of the alchemist to suffer an earsplitting roar.

Sloth: Reduces the speed of creatures' actions by one half.

Witches' Ointment: Enchants an inert riding device, such as a broomstick or carpet with the ability of flight.

5th Circle Hedge Magic Spells

Alchemy: By means of the spell, the alchemist can create magic potions and elixirs.

Bogeyman: Causes one creature to be attacked by a hideous shadowy phantom.

Clone: Creates an exact clone of the caster.

Control: Puts one creature under complete control of the alchemist for the duration of the spell.

Dream: The alchemist decides if the following round is real, or if it did not occur.

Fool: Immediately reduces one creature's intellect score to 2.

Gambit: Improves a creature's efficacy, but improves the alchemist's efficacy more so.

Greater Phantasm: Enables the alchemist to create an illusion no larger in volume than a 30' cube.

Jasper's Mud Man: Enables the caster to enchant an automaton created from clay, dirt or loam.

Locate: The alchemist is able to know the specific location of one item or creature.

Luck: All dice rolls made on behalf of the alchemist may be voluntarily discarded and re-rolled once.

Mimic Magic: Enables the alchemist to cast an illusory version of any spell cast in his presence within the last hour.

Misdirect: Creatures physically harming the alchemist must make a Mental Resistance check or attack another creature.

Misfortune: All dice rolls made on behalf of the affected creature are rolled twice, and the less desirable result is used.

Object: Enables the caster to transform himself and all his equipment into an inanimate object between 1-100 lbs.

Phantasmagoria: Induces intense disorienting visual and auditory hallucinations in all creatures within its area of effect.

Phrenic Trap: Causes a state of mental confoundment, rendering victims comatose until the conundrum is resolved.

Polymorph: Enables the caster to change himself, or any one creature into a creature of a different type.

Shrink: Reduces one creature or object to one-tenth its normal size.

Simulation: Causes one creature to become temporarily illusory.

Split: Causes the alchemist to split into two images of himself, each with the same health points, abilities and equipment.

True Strike: When cast upon a weapon, the next two attacks with that weapon will automatically hit its target.

1st Circle Faith Magic Spells

Allay: (B) Restores 1 health point to the creature targeted, and reduces physical damage by 1 point.

Courage: (B) Imbues one or two creatures with a strong feeling of self-confidence and fearlessness.

Heal Minor Wounds: (B) Replaces health points equal to 2d4 + 1 per Circle of caster to the spell's recipient.

Invisibility to Undead (B): Makes the priest temporarily undetectable by undead.

Resilience: (B) Imbues one creature with a deep feeling of confidence and resolve.

Spiritual Armor: (B) Imbues one creature with a minor spiritual aura of protection.

Blindness: (D) Strikes one creature completely blind.

Demoralize: (D) Fills one to four creatures with an overwhelming feeling of uncertainty and morose.

Fright: (D) Causes one creature to become overwhelmingly afraid of the priest.

Hurt: (D) Inflicts damage upon a creature equal to 1d4 + 2 per Circle of caster.

Stun: (D) Renders one creature unable to act for 1d3 rounds.

Weakness: (D) Reduces the strength of a character by 1d4 + 4 points (min. 1).

Clairaudience: (R) Enables the priest to listen to any locale within the spell's range as if he or she were actually there.

Empathy: (R) The priest may sense the emotions of all sentient creatures within range of the spell.

Guide: (R) Provides the caster with an accurate sense of direction towards one object or creature the caster has seen.

Sense Charm: (R) Enables the priest to perceive if creatures are under the effect of a magical charm or spiritual possession.

Sense Deception: (R) Enables the priest to perceive verbal falsehoods or physical deception.

Sense Magic: (R) Enables the caster to perceive magical enchantments upon items or effects of a magical nature.

Calm Animal: (T) Causes one natural animal (i.e. bear, insect, fox, wolf, etc.), to become pacified.

Darkness: (T) Creates an area of unnatural darkness centered upon a point or object chosen by the caster.

Illuminate: (T) Creates an area of soft light centered upon an object targeted by the caster.

Persuade: (T) Enables the priest to temporarily convince one or two creatures of a particular idea, whether it is true or not.

Seal Portal: (T) Magically seals one closed door or similar portal.

Water Walk: (T) Enables the caster to walk upon water or similar liquids as though he were walking upon solid ground.

2nd Circle Faith Magic Spells

Cure Blindness: (B) Cures non-magical or magical blindness.

Innocence: (B) Imbues a creature with limited protection against Faith magic or Ritual magic spells for a limited time.

Mend: (B) Quickly replaces health points equal to 2d4 + 1 per Circle of caster to the spell's recipient.

Protection from Charm: (B) Renders a creature completely immune to all magical forms of charm or possession.

Protection from Cold: (B) Renders a creature completely immune to all non-magical sources of cold.

Protection from Heat: (B) Renders a creature completely immune to all non-magical fires or sources of heat.

Aphasia: (D) Renders one creature completely mute.

Cripple: (D) Causes one appendage of a creature to become twisted and cadaverous, so as to be nearly unusable.

Fear: (D) Causes up to three creatures to be overwhelmingly frightened of the caster.

Scourge: (D) Enables the priest to channel the wrath of his deity through his weapon, inflicting 1d6 extra points of damage.

Wane: (D) Causes a creature to lose 1 health point per round until reduced to zero health points.

Wrench: (D) Inflicts a creature with a sharp stabbing pain, causing 1d3 + 1 points of damage and impairment.

Farsight: (R) Enables the priest to see all things within three miles in clear detail as long as line-of-sight exists.

Insight: (R) The priest applies a +1 modifier to all intellect-related proficiency checks for each Circle of Faith magic.

Sense Life: (R) Enables the priest to determine the location and number of all living creatures within 300' of his person.

Sight: (R) Enables the priest to see in complete darkness just as in daylight.

Telepathy: (R) Allows the caster to communicate, as if he were speaking, directly to the minds of those within range.

Tongues: (R) The priest can comprehend all spoken languages, and may be understood by all intelligent creatures.

Call Lesser Fauna: (T) Recruits a small number of natural creatures to serve the priest.

Charm Animal: (T) Places one natural animal (i.e. bird, fish, fox, bear, etc.), completely under the control of the priest.

Enthrall: (T) Induces one or more intelligent creatures to view the priest as a persuasive, amiable personality.

Plant Growth: (T) Instantly accelerates the growth of all plants within a 20' cubic volume.

Sustenance: (T) Enables one creature to survive for two days without hunger or thirst.

Wind: (T) Creates a powerful wind within the area of effect.

3rd Circle Faith Magic Spells

Divine Favor: (B) Enables the affected creature to apply a +10 modifier to one Resistance check made within the spell's duration.

Exorcism: (B) Instantly absolves a creature from all forms of magical charm, possession, or mental affliction.

Heal Wounds: (B) Replaces health points equal to 4d4 + 1 per Circle of caster to the spell's recipient.

Protection from Undead: (B) Renders creatures immune to attacks made by lesser undead.

Remove Poison: (B) Instantly neutralizes all forms of non-magical poison.

Talisman: (B) Enables the priest to temporarily bless one holy symbol or trinket with protective magic.

Confuse: (D) Confuse causes one creature chosen by the caster to become perplexed and panic-stricken.

Curse: (D) Causes one creature chosen by the caster to become temporarily vexed.

Disease: (D) Causes one creature to immediately suffer from a debilitating affliction.

Paralyze: (D) Temporarily renders one creature's limbs rigid and numb.

Strike: (D) A priest may partially invoke the wrath of their patron deity upon one living creature, inflicting damage.

Torment: (D) Causes one targeted creature to suffer from an ever-growing, intense, mental anguish.

Clairvoyance: (R) Enables the priest to see events at another place.

Hindsight: (R) Enables the priest to view any event that took place within 50' of his person over a recent period of time.

Infuse: (R) The priest may transfer up to 4 Circles of spell power or up to 6 Ritual spell points to another spell caster.

Message: (R) Allows to the priest to send a short, verbal message to any familiar creature within the same plane.

Reveal Enchantment: (R) Enables a priest to understand the nature and/or function(s) of enchanted items.

Sense Illusion: (R) Renders the priest immune to all illusions, visual or otherwise.

Plant Form: (T) Enables the caster to transform himself and his equipment into an equal mass of living vegetation.

Rain: (T) Causes immediate precipitation to fall upon a large area, centered upon the priest's location.

Shatter: (T) Shatters all non-magical glass within a 10' cubic volume.

Silence: (T) Creates an area of magical silence, centered upon a point chosen by the caster.

Summon Lesser Fauna: (T) Conjures a small number of natural creatures to serve the priest.

Wave (T) The priest creates a large violent wave in a sufficient body of water (in a river, large pool, lake, etc.) or other liquid.

4th Circle Faith Magic Spells

Bless: (B) Improves a creature's efficacy and provides protection.

Cure Disease: (B) Instantly cures all forms of non-magical disease, mental or physical.

Death's Door: (B) The priest may restore life to any one creature that has perished within in the same or previous round.

Delivery: (B) The recipient may roll any Mental or Physical Resistance check twice, and use the most desirable result.

Repel Undead: (B) Renders the priest completely immune attacks to made by undead, and drives them away.

Scry Shield: (B) Renders a creature and its carried equipment completely immune to all forms of divination or scrying.

Atony: (D) Reduces the strength scores of up to 3 creatures by 3d4 points (to a minimum of 1).

Choke: (D) Renders three creatures unable to breathe.

Maim: (D) Inflicts damage upon a creature equal to 4d4 + 1 per Circle of caster.

Pestilence: (D) Imbues one area with a continued curse that affects all creatures within it.

Soul Shock: (D) Causes creatures to be wracked with crippling pain as the priest invokes his deity's wrath upon their spirit.

Dominion: (R) Enables the priest to effectively block 1st-3rd Faith or Ritual magic cast within an area centered about his person.

Familiarity: (R) Provides the priest with basic knowledge of all sentient creatures within range.

Ambrosia: (R) The priest is able to imbue an elixir with the magicks of his or her deity.

Predict Magic: (R) The priest is aware of all spells cast within range and of the nature of the spells as they are being cast.

Psychometry: (R) Enables the priest to view any event that took place within 20' of an object over a recent period of time.

Read: (R) The priest may instantly absorb and understand any written tome or script he touches.

Animate Plants: (T) A priest may control plants as if they were sentient beings.

Call Fauna: (T) Recruits a small number of natural creatures to serve the priest.

Conflagration: (T) Instantly creates a large ground fire, approximately 20' x 20' in area.

Move Water: (T) A priest may shape and move a 5' x 5' x 5' volume of water in any manner he or she wishes.

Summon Lesser Avatar: (T) Brings forth a minor spirit or patron to aid the priest.

Swarm: (T) Invokes a swarm of flying insects, centered upon any point chosen by the caster.

5th Circle Faith Magic Spells

Banish: (B) Returns any creature or creatures magically summoned to their resident plane of existence.

Heal Severe Wounds: (B) Replaces health points equal to 5d4 + 2 per Circle of caster to the spell's recipient.

Regenerate: (B) Causes one creature to heal at the rate of 1 health point per round.

Repel: (B) Creates an invisible barrier of protection about the priest that drives off any creatures he or she so chooses.

Sanctuary: (B) Creates an unmovable cube of protection centered upon a point chosen by the caster.

Failure: (D) Enables the priest to cause one creature to fail at any three unique actions during the spell's duration.

Haunt: (D) Imbues one area with a continued hex that affects all creatures within it.

Madness: (D) Causes two creatures chosen by the caster to go insane.

Pain Touch: (D) Any creature touched by the priest suffers 2d10 points of damage, or 1d10 if a Physical Resistance check is made.

Smite: (D) Enables a priest to invoke the wrath of his patron deity upon one living creature, inflicting 4d8 points of damage.

Wall of Pain: (D) A large rectangular barrier of swirling mist inflicting damage upon those who pass through it.

Channel: (R) The priest may communicate with the spirit of a creature whom has died somewhat recently.

Clarity: (R) Renders the priest immune to magical charm, possession or illusion, and confers a +4 modifier to Mental Resistance checks.

Locate: (R) A priest is able to know the specific location of one item or creature.

Project: (R) Enables the priest to remain in one place, while sending a spiritual form to any other within the spell's range.

Replenish: (R) A priest may restore his or her daily repertoire of spells within one hour's time.

Animal Form: (T) Enables the priest to physically transform into any natural animal.

Crumble: (T) Reduces one non-magical stone or metal object to dust.

Lightning Strike: (T) Invokes a stroke of lightning from the sky, inflicting 4d10 points of damage.

Sandstorm: (T) Creates a powerful, sand-laden cyclone within the spell's area of effect.

Summon Fauna: (T) Conjures a small number of natural creatures to serve the priest.

Wind Walk: (T) The caster shifts himself and his equipment into vapor-like form, and may move at a high rate of speed.

6ᵗʰ Circle Faith Magic Spells

Aura of Protection: (B) Creates a spiritual aegis of 20' diameter, affecting all allies of the priest.

Eye of God: (B) The priest invokes a powerful blessing upon all those that fight for his cause.

Immunity: (B) Creates an aura of protection about the priest that renders him immune to poison, disease, or mental charm.

Pacify: (B) Induces as many as three creatures to lose all feelings of hostility, and to thereafter avoid conflict.

Mitigate: (B) Creates a powerful aura of protection about the priest that lessens physical blows by ½.

Spirit Form: (B) Enables the priest to transform into a ghost-like, incorporeal figure.

Control: (D) Puts one creature under complete control of the priest for the duration of the spell.

Enfeeblement: (D) Reduces a creature's endurance by 4d4 and its strength by 4d4, each to a minimum of 1.

Glyph of Ruin: (D) Creates a seal that when opened, causes the creature opening to be cursed, injured, or diseased.

Immolate: (D) Causes a creature to burst into flames, suffering 6d6 points of damage.

Soul Snare: (D) Encapsulates the soul of one creature into a totem or charm carried by the priest.

Anamnesis: (R) Enables the priest to observe past events at a locale as if he or she were a bystander at the time.

Impart Skill: (R) The priest may imbue one creature with any one discipline or proficiency the priest possesses.

Improved Psychometry: (R) Enables the priest to view any event that took place within 20' of an object within 200 years.

Read Mind: (R) Enables the priest to extract information from one person or creature.

Vision: (R) Enables the priest to see all current events within a one mile radius.

Alter Weather: (T) The priest may change the local weather over the course of several hours.

Call Greater Fauna: (T) Recruits a small number of natural creatures to serve the priest.

Freeze: (T) Creates an intense chill within a 40' cubic volume, centered upon a point chosen by the caster.

Storm: (T) The priest may instantly conjure extreme weather.

Summon Avatar: (T) The spell summons a divine advocate to provide aid, defend the priest, or attack the priest's foes.

7ᵗʰ Circle Faith Magic Spells

Annul: (B) Enables the priest to completely resist any one attack or insult, be it magical or otherwise.

Consecrate: (B) Imbues one area with a continued blessing that affects all allies of the priest within it.

Cure: (B) Instantly restores one creature to its maximum number of health points and removes all afflictions.

Destroy Undead: (B) Completely reduces to dust up to 10 undead with an intellect score of 3 or less.

Holy Might: (B) Imbues one creature with incredible strength and fortitude, raising strength and endurance scores to 20.

Drain Life: (D) Instantly removes 4d10 health points from one creature, and at the same time, heals the priest for the same.

Harm: (D) Instantly reduces one creature to zero health points.

Implore: (D) Summons forth a daeva, demon or ifrit to serve the priest.

Mass Hysteria: (D) Induces up to 20 creatures chosen by the caster into a frenzied state of panic.

Mindblank: (D) Temporarily removes up to four random disciplines and up to four random proficiencies from one creature.

Awareness: (R) Imbues the priest with total awareness of all events and circumstances within 200' of his or her person.

Commune: (R) Enables the priest to directly query his deity for information regarding a matter of great importance.

Ego Incarnation: (R) Enables the priest to remain in one place, while sending a quasi-material self out of his own body.

Savant: (R) The priest may raise the scores of all proficiencies skills the creature possesses to their maximum grade.

Theurgic Replication: (R) Enables the priest to cast any Ritual, Hedge or Hermetic magic spell cast within the last 10 rounds.

Animate Earth: (T) Gives life to a large mass of earth or stone, which appears in most respects as a large earth elemental.

Elemental Form: (T) Enables the priest to transform himself and his equipment into a large elemental figure.

Elemental Wall: (T) Enables the priest to invoke a wall composed of earth, fire, water or wind.

Reincarnate: (T) The priest can bring one dead humanoid back to life, but transfers its spirit into another living form.

Summon Greater Fauna: (T) Conjures a small number of natural creatures to serve the priest.

8ᵗʰ Circle Faith Magic Spells

Magic Resistance: (B) Provides the priest with an aura of protection against all magic spells.

Relic, Holy: (B) The priest can create a variety of magical items, including unique magic armor, and possibly weapons.

Restore: (B) Restores one creature to its maximum health points, removes afflictions, and restores spell power.

Resurrect: (B) The priest can bring one dead creature back to life.

Damnation: (D) Instantly transfers the soul of one creature into the possession of a greater demon.

Death: (D) instantly kills one creature targeted by the priest.

Relic, Unholy: (D) The priest can create a variety of magical items, including unique magic armor and weapons.

Winterkill: (D) Causes an intense chill, destroying plant life and inflicting 6d6 points of damage.

Wrath: (D) Invokes the unholy fury of the priest's deity upon one individual creature, with varied consequences.

Imbue: (R) The priest may imbue one creature with the ability to cast 4 Circles of Faith magic as if cast by the priest.

Link: (R) Enables two creatures to use each others disciplines and proficiencies for a short duration.

Recall: (R) Enables the caster to replenish up to 7 Circles of spell-power in his daily repertoire.

Relic, Vatic: (R) The priest can create a variety of magical items. However, vatic items rarely include armor and weapons.

Steal Skill: (R) The priest may remove any one discipline or proficiency a creature possesses, and gain it.

Earthquake: (T) Causes a violent tremor within the earth over an area of 400' in diameter.

Everday/Evernight: (T) Causes one area 20 miles in diameter to remain in daylight (or night-like) conditions for one week.

Plague: (T) Imbues one area with a continued curse that affects all creatures within it.

Relic, Telluric: (T) The priest can create a variety of magical items, including unique magic armor and weapons.

Summon Greater Avatar: (T) Summons a divine advocate to provide aid, defend the priest, or attack the priest's foes.

1st Circle Ritual Magic Spells

Beguile: (DS) Induces one semi-intelligent or intelligent creature to treat the caster with deference and admiration.

Blindness: (BS) Strikes one creature completely blind.

Blaze: (GS) Causes one torch-sized flame to flare violently, scattering burning embers over a 10' radius.

Blood Swap: (BB) Allows the caster to exchange 1-2 attribute points of endurance for 2 or 4 points in strength or agility.

Catechize: (BS) Applies a -4 modifier when resisting the mystic's spells, and augments the effects of some beneficial spells.

Deafness: (BS) Renders one creature unable to hear.

Drift: (DG) Enables the caster to float up to 1' above the ground and to move horizontally at a movement rate of 120'.

Familiar: (DG) Summons forth a small creature to indefinitely serve the mystic.

Fog: (GG) Creates a dense fog, roughly 30' in diameter and 20' tall, centered upon a point within range of the mystic.

Hunger: (BS) Causes one creature to become overwhelmed with an insatiable desire to eat.

Infect: (GS) Causes one wounded creature to develop a malignant infection, immediately losing additional 1 health point.

Invisibility to Undead: (DG) Makes one creature temporarily undetectable by undead creatures.

Pest: (GS) Brings forth an over-sized insect or pest to serve the mystic.

Pillage Spirit: (BS) Enables the mystic to gain 5 Blood or Stitch spell points when he physically slays a creature.

Resilience: (BS) Imbues one creature with confidence and resolve; mimics the Last Stand discipline.

Sense Charm: (BD) Enables the mystic to perceive if creatures are affected by a magical charm or spiritual possession.

Sense Undead: (DS) Enables the mystic to determine the location and number of undead creatures within 500' of his person.

Steal Tongue: (BS) Removes 3 presence and 1 intellect points from a creature, and adds these to the mystic's attributes.

Tangle: (GS) Tangle causes the flora near one creature to animate and quickly entwine it.

Thin Skin: (BS) Causes creatures to become increasingly susceptible to damage, suffering 2 additional health points per injury.

Thorn Growth: (GS) Causes a 30' x 30' square of the vegetation to become a thick thorn-covered bramble.

Transfuse: (BB) The mystic transfers up to 5 of his own health points into one creature.

Weakness: (BS) Reduces the strength of a character by 1d4 + 4 points (min. 1).

Wind: (GG) Creates a powerful wind within the area of effect.

2nd Circle Ritual Magic Spells

Alter Temperature: (GGG) The mystic may raise or lower the temperature within a 20' cubic volume up to 60° Fahrenheit.

Aphasia: (BSS) Renders one creature mute.

Blood Armor: (BBG) The mystic sacrifices two points of endurance to be surrounded by an aura of protection for one day.

Blood Doll: (BGS) The next successful attack on the mystic leads to the creation of blood dolls that will attack the opponent.

Blood Rage: (BBG) The mystic temporarily sacrifices two points of endurance to increase his strength score by +4 (max. 20).

Charm Animal: (DDG) Places one natural animal (i.e. bird, fish, fox, bear, etc.), completely under the control of the mystic.

Chill: (GGS) Targeted creature feels an intense chill and suffers 2d4 + 2 points of cold damage. Chill freezes liquids and objects.

Corrupt Insect: (DGS) Transforms normal insects or arachnids into large aggressive creatures to serve the mystic.

Drink Deep: (BDS) Enables the mystic to replace lost spell points via the ritual sacrifice of a living humanoid creature.

Essence Drain: (BBS) One creature suffers 1d8 points of damage, and the caster gains that same amount of health points.

Fear: (DSS) Causes up to three creatures to be overwhelmingly frightened of the caster.

Heat: (GGS) The Heat spell causes one non-magical, non-living object (up to 40 lbs.) to quickly heat to a searing temperature.

Protection from Undead: (DGS) Renders one creature immune to all physical or magical attacks made by lesser undead.

Refute: (BDS) Enables the mystic to sacrifice endurance points in order to modify any Mental or Physical Resistance check.

Remedy: (BBB) Accelerates the natural healing rate of one creature to three times normal for the next 24 hours.

Sense Life: (DGG) Enables the mystic to determine the location and number of all living creatures within 200' of his person.

Smoke: (GGS) Creates a cloud of thick acrid smoke centered upon a point within range of the mystic.

Splinter: (GGS) Shatters one non-magical wooden item of no more than 200 lbs. in weight.

Steal Strength: (BBS) Enables the mystic to remove 4 points of strength from a creature, and add these to his own strength.

Summon Lesser Monsters: (DGS) Brings forth a small number of fiendish creatures to serve the mystic.

Torpor: (BBD) Induces a target creature to fall into death-like slumber.

Tremor: (BDS) Imbues one creature with uncontrollable fits and spasms.

Wane: (BSS) Causes a creature to lose 1 health point per round until reduced to zero health points.

Wither: (GGS) Causes all flora within a 30' x 30' area to immediately wilt and dry.

3rd Circle Ritual Magic Spells

Blood Pact: (BBBD) Allows the caster to exchange one to three points of endurance for 2-4 points in any other attributes.

Brute: (BBDS) Temporarily transforms one creature, reducing its intellect, but imbuing it with unnatural strength.

Clairvoyance: (BDDG) Enables the mystic to see events at another place.

Corrupt Earth: (GGGS) Causes an area of ground to extend numerous knife-like broken and jagged extrusions of rock.

Curse: (BDSS) Causes one creature chosen by the mystic to become temporarily vexed.

Dead Zone: (GGSS) Causes all air within a 20' cubic volume to become non-breathable.

Disease: (BBSS) Causes one creature to immediately suffer from a debilitating affliction.

Draw Blood: (BBDS) Allows the caster to exchange six attribute points of endurance for 8 spell points.

Exorcism: **(BDDS)** Instantly absolves a creature from all forms of magical charm, possession, or mental affliction.

Goo: **(DGGS)** Causes a 20' x 20' area of ground to be covered in a thick tar-like substance 1' in depth.

Mesmerize: **(DDDS)** Induces one or more intelligent creatures to view the mystic to be a compelling, appealing character.

Paralyze: **(BDSS)** Temporarily renders one creature's limbs rigid and numb.

Plant Form: **(BBGG)** Enables the mystic to transform himself and his equipment into an equal mass of living vegetation.

Rain: **(GGGG)** Causes immediate precipitation to fall upon a large area, centered upon the mystic's location.

Repel Undead: **(DGSS)** Renders the caster immune to all attacks made by undead with an intellect score of 3 or less.

Roots: **(BGSS)** Causes magical vines to spring forth from the earth and to entangle the legs of up to three creatures.

Serpent Staff: **(DGGS)** Temporarily transforms one wooden stick, pole or staff of 6' to 8' in length into a large snake.

Steal Magic: **(BDDS)** Enables the mystic to remove up to 6 Circles of spell-power from one magic-using creature.

Stone Skin: **(BBGG)** Causes the mystic's skin to become hardened, improving damage absorbance.

Summon Lesser Fauna: **(DGGG)** Conjures a small number of natural creatures to serve the mystic.

Summon Lesser Undead : **(DGSS)** Brings forth one or two minor undead to serve the mystic.

Talisman: **(BBDG)** Enables the mystic to temporarily sanctify one charm or trinket, imbuing it with beneficial magic.

Torment: **(DDSS)** Causes one targeted creature to suffer from an ever-growing, intense, mental anguish.

Wake Dead: **(BDGS)** Causes one corpse to animate and follow the commands of the mystic.

4ᵗʰ Circle Ritual Magic Spells

Animal Form: **(BBGGG)** Enables the mystic to physically transform into any natural animal or insect.

Atony: **(BBDSS)** Reduces the strength scores of up to 3 creatures by 3d4 points (min. 1).

Batter: **(BBSSS)** Each successful melee attack made by the mystic upon a creature applies a cumulative +2 damage modifier.

Blood Strike: **(BBBSS)** Enables the mystic to sacrifice endurance attribute points to increase the damage of melee attacks.

Corrupt Animal: **(DGGSS)** Transforms non-magical, living animals into twisted aggressive creatures to serve the mystic.

Futility: **(BDDSS)** Any creature affected suffers a -5 damage modifier when physically attacking the mystic in melee.

Green Man: **(DDGGG)** Calls forth a humanoid creature wholly composed of vegetation to serve the mystic.

Hallow Ground: **(DDGGG)** Imbues one area with a continued aura that benefits the mystic whenever he or she is within it.

Pestilence: **(DGGSS)** Imbues one area with a continued curse that affects all creatures within it.

Plant Walk: **(BDGGG)** Enables the caster to move through any form of living vegetation as though it were immaterial.

Possess: **(DGGSS)** Puts one creature under control of the mystic for the duration of the spell.

Quicksand: **(GGGSS)** Causes a 30' x 30' square of earth to become water-logged silt or quicksand.

Reprisal: **(BBDSS)** Any creature striking the mystic will be injured as if they had been struck by the same weapon.

Reveal Enchantment: **(DDDDG)** Enables a mystic to understand the nature and/or function(s) of enchanted items.

Simulacrum: **(BBDGS)** Enables the mystic to enchant an automated likeness created from clay.

Sleep: **(BDDDS)** Induces up to 3 creatures to fall into a magical slumber.

Spirit Link: **(BBDSS)** Entwines two target creatures such that, when one creature suffers damage, the other suffers half as much.

Steal Vigor: **(BBBSS)** Causes one creature to suffer 3d4 points of damage. The caster gains half the amount in endurance.

Summon Monsters: **(DGGSS)** Brings forth a small host of fiendish creatures to serve the mystic.

Swarm: **(DGGSS)** Invokes a swarm of flying insects, centered upon any point chosen by the mystic.

Totem: **(DGGGS)** Enables the mystic to temporarily enchant one figurine of a natural non-humanoid animal.

Vexation: **(DDSSS)** All Resistance or proficiency rolls made by a creature must be rolled twice, and the less desirable result used.

Voodoo Doll: **(BBDSSS)** Enables the mystic to enchant one doll or puppet to confer upon it a magical link with one humanoid.

5ᵗʰ Circle Ritual Magic Spells

Animate Plants: **(DDGGGS)** A mystic may control plants as if they were sentient beings, commanding them to perform tasks.

Blood Shield: **(BBBBGS)** Enables the mystic to sacrifice endurance points to prevent the damage of one or more physical attacks.

Channel: **(BDDDGS)** The mystic may communicate with the spirit of a creature whom has died within a year's time.

Control Undead: **(DDDGSS)** Places one to five undead creatures completely under the control of the mystic.

Create Undead: **(DDGGSS)** Enables the mystic to create an undead servant.

Death's Door: **(BBBBBD)** The mystic may restore life to any one creature that has perished within in the same or previous round.

Fiend: **(BBDGGS)** Summons forth a lesser daeva or malevolent demon to serve the mystic.

Fly: **(BDDGGG)** Imbues the mystic with the ability to fly.

Haunt: **(DDDGSS)** Imbues one area with a continued hex that affects all creatures within it.

Insect Plague: **(BGGGSS)** Creates a horde of biting and stinging insects that moves under the direction of the caster.

Madness: **(BDDSSS)** Causes one creature chosen by the mystic to go insane.

Polymorph: **(BBBGGG)** Enables the mystic to change any one creature into a creature of a different type.

Regenerate: **(BBBBDG)** The affected creature heals from all wounds at the rate of 1 health point per round.

Shade: **(BBDSSS)** The mystic physically transforms into a shade, a creature of the Realms of Perdition.

Spirit Form: **(BBBDDD)** Enables the mystic to transform into a ghost-like, incorporeal figure.

Split Earth: **(GGGGSS)** Causes a large fissure to appear upon any surface of stone, earth or ice.

Steal Life: **(BBBSSS)** Restores life to a creature that has perished within the last 24 hours via the sacrifice of another creature.

Storm: **(DGGGGS)** The mystic may conjure extreme weather.

Summon Fauna: **(DDGGGG)** Conjures a small number of natural creatures to serve the mystic.

Summon Undead: **(DGGSSS)** Conjures forth a small number of lesser undead to serve the mystic.

Swan Song: **(BBDSSS)** When the caster is reduced to 0 or less health points, the attacker's health points are reduced to the same.

Syncopsis: **(BBBDDG)** If the mystic would normally die due to damage, he or she will instead enter a state of torpor.

Quick Reference Charts & Tables

The following section provides some of the most lists most referenced while playing the Wayfarers game. Feel free to copy these lists to create even more convenient reference-sheets.

Table A1.3.1: Attributes

Agility	1	2-3	4-5	6-7	8-9	10-11	12-13	14-15	16-17	18-19	20
Initiative modifier	-5	-4	-3	-2	-1	-	+1	+2	+3	+4	+5
Off-hand weapon to-hit†	-12	-11	-10	-9	-8	-7	-6	-5	-4	-3	-2
On-hand weapon to-hit‡	-2	-2	-1	-1	-	-	-	+1	+1	+2	+2
Agility skill modifier	-4	-3	-2	-1	-	-	-	+1	+2	+3	+4

† Unless they possess the Ambidexterity discipline, characters fighting with two weapons automatically suffer a -2 to-hit penalty with their on-hand, regardless of their agility score.
‡ The on-hand weapon to-hit modifier applies to two-handed melee weapons and missile weapons as well.

Endurance	1	2-3	4-5	6-7	8-9	10-11	12-13	14-15	16-17	18-19	20
Health points/Skill level†	-3	-3	-3	-2	-1	-	+1	+2	+3	+4	+5
Endurance-related skill modifier	-4	-3	-2	-1	-	-	-	+1	+2	+3	+4

† Characters with a -1 to -3 health point modifier may not earn health points when achieving a new skill level. If a character's adjusted health points per skill level are 0 or less, none are earned. These characters may purchase additional health points with skill points, however.

Intellect	1	2-3†	4-5†	6-7†	8-9	10-11	12-13	14-15	16-17	18-19	20
Bonus 1st Circle Hedge/Hermetic spells	n/a	n/a	n/a	n/a	-	-	1	1	2	2	3
Bonus 2nd Circle Hedge/Hermetic spells	n/a	n/a	n/a	n/a	-	-	-	1	1	2	2
Bonus 3rd Circle Hedge/Hermetic spells	n/a	n/a	n/a	n/a	-	-	-	-	1	1	2
Bonus 4th Circle Hedge/Hermetic spells	n/a	n/a	n/a	n/a	-	-	-	-	-	1	1
Bonus 5th Circle Hedge/Hermetic spells	n/a	n/a	n/a	n/a	-	-	-	-	-	-	1
Initial languages‡	n/a	n/a	1	1	1	2	2	2	3	4	5
Illusion Resistance modifier	-5	-4	-3	-2	-1	-	+1	+2	+3	+4	+5
Intellect-related skill modifier	-4	-3	-2	-1	-	-	-	+1	+2	+3	+4

Bonus Hedge/Hermetic magic spells example: When a character with an intellect score of 18 gains the 3rd Circle spell discipline, he may initially cast two 3rd Circle spells per day rather than one.
† Characters with an intellect score of 7 or less may not cast Hermetic or Hedge magic spells. Characters with an intellect score of 3 or less may not verbally communicate effectively. Characters with an intellect score of 3 or less may not verbally communicate effectively. Characters with an intellect of 5 or less may not read or write.
‡ Characters with an initial intellect of 10-13 may begin with 2 languages, or with 1 language and the Literacy discipline. Characters with an initial intellect score of 14 or higher automatically begin with the Literacy discipline.

Presence	1	2-3†	4-5	6-7	8-9	10-11	12-13	14-15	16-17	18-19	20
Bonus 1st Circle Faith magic spells	n/a	n/a	-	-	-	-	1	1	2	2	3
Bonus 2nd Circle Faith magic spells	n/a	n/a	-	-	-	-	-	1	1	2	2
Bonus 3rd Circle Faith magic spells	n/a	n/a	-	-	-	-	-	-	1	1	2
Bonus 4th Circle Faith magic spells	n/a	n/a	-	-	-	-	-	-	-	1	1
Bonus 5th Circle Faith magic spells	n/a	n/a	-	-	-	-	-	-	-	-	1
Bonus Ritual spell points	n/a	n/a	-	-	-	-	1	2	3	4	5
Charm Resistance modifier	-5	-4	-3	-2	-1	-	+1	+2	+3	+4	+5
Presence-related skill modifier	-4	-3	-2	-1	-	-	-	+1	+2	+3	+4

Bonus Faith magic spells example: When a Faith magic using character with a presence score of 16 gains the 2nd Circle spell discipline, he may initially cast two 2nd Circle spells per day rather than one.
† Characters with a presence score of 3 or less may not cast Faith magic spells or Ritual magic spells.

Strength	1	2-3	4-5	6-7	8-9	10-11	12-13	14-15	16-17	18-19	20
Melee weapon damage modifier†	-5	-4	-3	-2	-1	-	+1	+2	+3	+4	+5
Missile weapon damage modifier†‡	-3	-2	-2	-1	-1	-	+1	+1	+2	+2	+3
Feat of Strength modifier	-10	-8	-6	-4	-2	-	+2	+4	+6	+8	+10

† Regardless of a negative strength damage modifier, any successful hit will inflict no less than one point of damage. For example, a character with a strength score of 4 (-3 damage modifier) wielding a short sword (2-7 damage), will inflict 1-4 points of damage with a successful hit.
‡ Damage from thrown weapons, slingshot, or arrows fired from composite bows may be modified by a character's strength. Bolts fired from crossbows, or arrows from normal or 'self' bows do not apply this modifier.

Table A1.3.2: Physical or Mental Resistance modifier

Agil. + str. + end. or pre. + end. + int.	1-9	10-16	17-21	22-25	26-28	29-32	33-35	36-39	40-44	45-51	52-60
Physical or Mental Resist. mod.	-5	-4	-3	-2	-1	-	+1	+2	+3	+4	+5

Table A1.3.3: Feat of Strength target numbers

Strength Task	Feat of Strength target number	Strength Task	Feat of Strength target number
Break a broom handle	1-4	Lift a cask of wine	15-18
Break a chair	5-7	Break open an oaken door	19-22
Break open a wooden crate	8-10	Bend prison bars	23-26
Break open a simple door	11-14	Lift a portcullis	27-30

Table A1.3.4: Armor impedance

Total impedance score	Dodge score adjustment	Initiative roll modifier	Agility proficiency modifier	Movement/swimming rate adjustment	Jumping distance adjustment	Hermetic/Hedge casting failure score
0	-	-	-	-	-	-
1	-1	-1	-1	-10'	-1'	1
2	-2	-2	-2	-20'	-2'	2
3	-3	-3	-3	-30'	-3'	3
4	-4	-4	-4	-40'	-4'	4
5	-5	-5	-5	-50'	-5'	5
6	-6	-6	-6	-60'	-6'	6
7	-7	-7	-7	-70'	-7'	7
8	-8	-8	-8	-80'	-8'	8

Table A1.3.5: Disciplines

Discipline	Skill point cost	Prerequisite	Discipline	Skill point cost	Prerequisite
Advanced Counterattack	8 skill points	Counterattack	Increased Mental Resist.	1 skill point per grade	None
Ambidexterity	7 skill points	None	Language	1 skill point	Intellect >3
Armor Use	2 skill points x grade	None	Last Stand	3 skill points	None
Backstab	4 skill points x grade	None	Literacy	2 skill points	Intellect >6
Bash	3 skill points	Weapon mast. I (A, B)	Magic Potency	2 skill points x grade	Hedge, Herm. or Ritual
Blindfighting	2 skill points	None	Magic Resistance	2 skill points per grade	None
Calculated Strike	6 skill points	Multiple att. I (melee)	Multiple Attacks	4 skill points + grade	Weapon mast.* (any)
Charge	4 skill points	Weapon mast. I (D)	Parrying	4 skill points	Weapon mast. I (E)
Combat Archery	4 skill points	Weapon mast. I (J, K)	Pause and Study	6 skill points	None
Combat Casting	5 skill points	None	Prayer	2 skill points	Magic: Faith
Counterattack	5 skill points	Weapon mast. I (melee)	Precise Shot	4 skill points	Multiple att. I (J, K, L)
Critical Hit	6 skill points	Weapon mast. I (melee)	Quick Draw	3 skill points	None
Disarm	5 skill points	Weapon mast. I (melee)	Quick Shot	3 skill points	Weapon mast. I (J, K, L)
Extra Spell	1 skill point + Circle	Hedge, Herm. or Faith	Resilience	4 skill points	None
Evasion	5 skill points	Feint	Ritual Magic Potential	12 skill points	None
Extra Spell Point	1 skill point	Ritual	Rush	5 skill points	Weapon mast. I
Faith Magic Potential	16 skill points	None	Savant	1 skill point x grade	None
Feint	4 skill points	None	Silent Casting	2 skill points x grade	Any magic potential
Greatstrike	6 skill points	Weapon mast. II (melee)	Spell Circle (Hedge)	3 skill points + (2 x Circle)	Hedge
Guard	3 skill points	None	Spell Circle (Hermetic)	3 skill points + (2 x Circle)	Hermetic
Health Point	1 skill point	None	Spell Circle (Faith)	2 skill points + (2 x Circle)	Faith
Hedge Magic Potential	13 skill points	Literacy	Spell Circle (Ritual)	2 skill points + (2 x Circle)	Ritual
Hermetic Magic Potential	17 skill points	Literacy	Split Attacks	4 skill points	Weapon mast. I (melee)
Improved Dodge	4 skill points x grade	None	Stunning Blow	3 skill points	Weapon mast. I (melee)
Improved Initiative	2 skill points x grade	None	Unarmed Combat	2 skill points + (2 x grade)	None
Increased Accuracy	3 skill points x grade	None	Vital Strike	2 skill points x grade	Weapon mast. I (melee)
Increased Attribute	score/3 skill points	None	Weapon Mastery	3 skill points + grade	None
Increased Physical Resist.	1 skill point per grade	None	Whirlwind Attack	6 skill points	Multiple att. II (melee)

* The prerequisite for the Multiple Attacks discipline is the same grade in Weapon Mastery in the same weapon class. For example, Weapon Mastery I in weapon class A must be purchased before acquiring Multiple Attacks I in weapon class A.

Table A1.3.6: Proficiency check target numbers

Difficulty of task	Proficiency target number	Difficulty of task	Proficiency target number
Average, straight-forward	5-9	Unlikely, complicated	15-19
Difficult, involved	10-14	Incredible, amazing	20+

Table A1.3.7: Proficiencies

Proficiency	Skill point cost	Attribute	Proficiency	Skill point cost	Attribute
Acrobatics	2 skill points per grade	agility	Local Knowledge	1 skill point per grade	intellect
Ancient History	2 skill points per grade	intellect	Lock-picking	2 skill points per grade	agility
Animal Handling	1 skill point per grade	intellect	Magic Acuity†	2 skill points per grade	intellect
Arcane Knowledge	2 skill points per grade	intellect	Martial Knowledge	1 skill point per grade	intellect
Artistic Ability	1 skill point per grade	intellect	Perception	2 skill points per grade	intellect
Armor-making†	2 skill points per grade	intellect	Performance	1 skill point per grade	presence
Climbing	2 skill points per grade	agility	Persuasion	1 skill point per grade	presence
Contacts	1 skill point per grade	presence	Regional Knowledge	1 skill point per grade	intellect
Disguise	2 skill points per grade	presence	Religious Knowledge	2 skill points per grade	intellect
Distract	1 skill point per grade	presence	Riding	1 skill point per grade	agility
Dweomercraft (Hedge)†	2 skill points per grade	intellect	Rope Use	1 skill point per grade	agility
Dweomercraft (Hermetic)†	3 skill points per grade	intellect	Running	1 skill point per grade	endurance
Engineering	2 skill points per grade	intellect	Seamanship	1 skill point per grade	intellect
Extra-planar Knowledge	3 skill points per grade	intellect	Search	1 skill point per grade	intellect
Gambling	1 skill point per grade	presence	Sleight-of-hand	1 skill point per grade	agility
Healing†	2 skill points per grade	intellect	Stealth	2 skill points per grade	agility
Heraldry	1 skill point per grade	intellect	Swimming	1 skill point per grade	endurance
Herbalism	1 skill point per grade	intellect	Tracking	2 skill points per grade	intellect
Inspire†	2 skill points per grade	presence	Trade Skill	1 skill point per grade	intellect
Intimidate†	2 skill points per grade	presence	Weapon-making†	2 skill points per grade	intellect
Jumping	1 skill point per grade	agility	Wilderness Lore	1 skill point per grade	intellect
Leadership	1 skill point per grade	presence	World Knowledge	2 skill points per grade	intellect

† Proficiency checks in these proficiencies may not be attempted by non-proficient characters.

Table A1.3.8: Armor

Armor type	Physical damage absorbed	Strength requisite	Impedance‡*	Average cost	Armor type	Physical damage absorbed	Strength requisite	Impedance‡*	Average cost
Shield, buckler†	1d6 - 4	-	1	1-8 sc	Chain mail	1d3	14	14 – strength	200 sc
Shield†	1d6 - 3	-	2	1-15 sc	Splint	1d3	16	16 – strength	160 sc
Shield, kite†	1d6 - 2	-	3	5-25 sc	Scale	1d3	15	15 – strength	170 sc
Leather	1	7	7 – strength	40 sc	Banded	1d4	18	18 – strength	300 sc
Padded	1	6	6 – strength	32 sc	Plate	1d6	19	19 – strength	800 sc
Studded leather	1d2	9	9 – strength	80 sc	Full plate	1d8	20	20 – strength	1200 sc
Ring	1d2	10	10 – strength	100 sc					

† The damage absorbance and impedance of a shield are cumulative with worn armor. For example, a character with a strength score of 16 wearing banded armor and employing a buckler would have a damage absorbance of 1d4 + (1d6 – 2), and an impedance of 3.

‡ Negative impedance scores are not possible. For example, a character with a strength score of 9 wearing padded armor (6 – 9 = -3) would have an impedance of 0.

* The impedance for armor is dependent upon the character's strength score. For example, a character with a strength score of 8 would have an impedance of 1 when wearing studded leather armor (9 – 8 = 1).

Table A1.3.9: Melee weapons

Melee weapon	Damage	Weapon class	Strength requirement	Approximate length	Average cost
Axe, hand‡	1d6 + 1	A	7	2'	15 sc
Axe, battle*	1d10	B	11	3-4'	25 sc
Axe, pole*	1d10	B	9	5-7'	20 sc
Cestus‡,@	+1	-	-	-	12 sc
Club‡	1d6	A	7	2-3'	2 sc
Dagger‡	1d6	C	5	1'	18 sc
Flail‡	1d8	A	7	2'	40 sc
Halberd*	1d10	B	12	6'	32 sc
Hammer‡	1d6 + 1	A	9	2'	4 sc
Hammer, maul*	1d8 + 1	B	12	3-4'	10 sc
Knife‡	1d4	C	3	6"	6 sc
Lance, light†	1d12	D	9	10-12'	60 sc
Lance, heavy†	3d4 + 1	D	13	12-14'	80 sc
Mace	2d4	A	9	3'	25 sc
Machete	1d6 + 1	A	7	2-3'	13 sc
Morning star	1d10	A	11	4'	28 sc
Pike*	1d10	D	9	10-14'	20 sc

Scimitar	2d4	E	9	3'	60 sc
Spear*	1d8	D	7	5-8'	16 sc
Staff, wooden*	1d6	B	7	6'	2 sc
Staff, iron-shod*	1d6 + 1	B	8	6'	8 sc
Sword, bastard*,ª	1d10/1d12*	E,F	11	4-5'	70 sc
Sword, broad	1d8 + 1	E	8	3'	50 sc
Sword, claymore*	3d4	F	13	6'	94 sc
Sword, falchion	2d4 + 1	E	9	3-4'	65 sc
Sword, long	1d10	E	9	3-4'	65 sc
Sword, rapier	1d8	C	7	4'	60 sc
Sword, short‡	1d6 + 1	C	7	2'	38 sc
Sword, great*	2d6	F	12	6'	90 sc
Trident*	1d10	D	10	5-7'	24 sc
Unarmed§	1d3	U	-	n/a	-
Whip	1	H	-	10-16'	2 sc

* These weapons require two hands to use effectively and may not be used by characters employing a shield.

† Lances may only be used effectively from horseback or similar steed.

‡ May be used as an off-hand weapon.

ª When wielded with two hands, bastard swords are considered weapon class F.

Bastard swords inflict 1d10 damage when wielded in one hand, or 1d12 when wielded with two hands.

@ Cestus increase the damage inflicted by unarmed attacks by +1.

§ Characters with the Unarmed Combat discipline may inflict more damage with unarmed attacks.

Table A1.3.10: Missile weapons

Missile weapon	Damage	Approx. length	Short range	Medium range	Long range	Strength requirement	Weapon class	Average cost
Arrow, shortbow*†	1d8	2'	10-40'	41-120'	121-320'	6	J	5 cc
Arrow, longbow*†	1d8 + 1	2-3'	10-60'	61-160'	161-360'	8	J	1 sc
Axe, hand‡	1d6 + 1	2'	5-20'	21-60'	61-100'	7	A	15 sc
Bolt, light crossbow*	1d6 + 1	1'	10-40'	41-100'	101-220'	-ª	K	5 cc
Bolt, heavy crossbow*§	2d4 + 1	1'	10-60'	61-120'	121-280'	-ª	K	1 sc
Dagger‡	1d6	1'	5-20'	21-60'	61-120'	5	C	18 sc
Hammer‡	1d6 + 1	2'	5-20'	21-60'	61-120'	9	A	4 sc
Javelin‡	1d6 + 1	3-4'	5-40'	41-100'	101-200'	6	D	14 sc
Knife‡	1d4	6"	5-20'	21-60'	61-120'	3	C	6 sc
Spear‡	1d8	5-8'	5-40'	41-100'	101-180'	7	D	16 sc
Stone or shot, sling*‡	1d4	2"	10-40'	41-100'	101-220'	4	L	1 bc

* These weapons require two hands to use effectively and may not be used by characters employing a shield.

† If shot from a composite long or short bow, the missile weapon damage modifier due to strength is applied to the arrow's damage.

‡ The missile weapon damage modifier due to strength is applied to this weapon's damage. Strength requirement to-hit modifiers apply to these weapons.

§ Characters with a strength score less than 8 can must take one full round to reload a heavy crossbow.

ª Crossbows do not require significant strength to shoot effectively, but the heavy crossbow is difficult to reload for characters of strength 8 or less.

Table A1.3.11: Hermetic magic spells

1st Circle	School	2nd Circle	School	3rd Circle	School	4th Circle	School
Command: Sting	evoc.	Abridge	meta.	Armor Cutting	art.	Beckon	astro.
Combust	evoc.	Apportation	astro.	Compel	charm	Command: Halt	evoc.
Darkness	alt.	Blink	astro.	Command: Blind	evoc.	Counterspell	meta.
Ignore	charm	Climb	alt.	Crumble	annih.	Dancing Weapon	art.
Illuminate	alt.	Command: Deaf	evoc.	Delay Spell	meta.	Dispel Magic	meta.
Extinguish	annih.	Control Descent	alt.	Design	horo.	Divide Magic	meta.
Flare	evoc.	Darkvision	alt.	Diminish Magic	meta.	Enmity	charm
Fog	evoc.	Enrage	charm	Earth Walk	astro.	Explosive Ward	evoc.
Force Bolt	evoc.	Force Weapon	evoc.	Function	art.	Fess' Vacuum	annih.
Friends	charm	Leap	alt.	Growth	alt.	Fly	alt.
Magic Bag	astro.	Might	alt.	Ice Ray	evoc.	Fold Space	astro.
Magic Vestment	abjur.	Minor Timeportation	horo.	Levitation	alt.	Invisibility	alt.
Morgan's Vigilant Sentinel	summ.	Percule's Exploding Missile	art.	Projection	astro.	Lightning Bolt	evoc.
Minor Enchantment	art.	Mylo's Shocking Aura	evoc.	Quick Casting	meta.	Panic	charm
Nael's Magical Trace	art.	Protection from Cold	abjur.	Reflect Magic	meta.	Propel	astro.
Penetrating Sight	divin.	Protection from Heat	abjur.	Repel Projectiles	abjur.	Psychometry	divin.
Preserve	horo.	Reveal Enchantment	divin.	Scry	divin.	Reprisal	abjur.
Quicken	horo.	Rust	annih.	Seeker	summ.	Scry Shield	abjur.
Retrieve	astro.	Share Sight	divin.	Silence	alt.	Shield	abjur.
Seal Portal	abjur.	Shatter	annih.	Sleep	charm	Stone Spray	evoc.
Sense Magic	divin.	Summon Lesser Monsters	summ.	Slow	horo.	Summon Monsters	summ.
Thought Projection	alt.	Thwart Magic	meta.	Steam Cloud	evoc.	Time Cube	horo.
Vermin	summ.	Water-breathing	alt.	Summon Lesser Elemental	summ.	Wall of Fire	evoc.
Water Walk	alt.	Wind	evoc.	Telekinesis	astro.		

5th Circle	School	6th Circle	School	7th Circle	School	8th Circle	School
Animate Plants	alt.	Alchemy	art.	Age	horo.	Antithesis	evoc.
Banish	abjur.	Command: Confuse	evoc.	Alter Weather	alt.	Artifact	art.
Call Object	astro.	Control	charm	Animate Corpse	art.	Change	alt.
Command: Mute	evoc.	Destroy Matter	annih.	Baalphegor's Spell Trigger	meta.	Cognizance	divin.
Creation	evoc.	Enfeeblement	alt.	Command: Stun	evoc.	Command: Die	evoc.
Destroy Water	annih.	Ethereal Shift	alt.	Confine	abjur.	Consolidate Magic	meta.
Extension	meta.	Explode	annih.	Enchantment	art.	Disintegration	annih.
Fireball	evoc.	Extra-planar Protection	abjur.	Firestorm	evoc.	Domination	charm
Inscribe	art.	Incinerate	evoc.	Golem	art.	Essence Conversion	alt.
Locate	divin.	Isolate	astro.	Implode	annih.	Gate	astro.
Magic Cache	meta.	Lesser Golem	art.	Improved Psychometry	divin.	Goetia	summ.
Misdirect	charm	Magic Drain	meta.	Magic Shield	abjur.	Greater Golem	art.
Nael's Spell Battery	art.	Melt	annih.	Mass Dispel	meta.	Greater Magic Shield	abjur.
Polymorph	alt.	Minor Goetia	summ.	Mass Hysteria	charm	Invulnerability	abjur.
Shadow Form	astro.	Minor Magic Shield	abjur.	Optimize Magic	meta.	Muriel's Void	abjur.
Shrink	alt.	Multiple Targets	meta.	Perturbation	horo.	Perpetuation	meta.
Speed	horo.	Read Mind	divin.	Petrify	alt.	Repel Magic	meta.
Summon Elemental	summ.	Summon Greater Monsters	summ.	Portal	astro.	Revisit	horo.
Swap	astro.	Teleportation	astro.	Summon Greater Elemental	summ.	Steal Youth	horo.
Timeportation	horo.	Time Shelter	horo.	Goetic Ward	summ.		
Throw	evoc.	Time Skip	horo.				
True Strike	art.						

Table A1.3.12: Faith magic spells

1st Circle	Domain	2nd Circle	Domain	3rd Circle	Domain	4th Circle	Domain
Allay	benef.	Cure Blindness	benef.	Divine Favor	benef.	Bless	benef.
Courage	benef.	Innocence	benef.	Exorcism	benef.	Cure Disease	benef.
Heal Minor Wounds	benef.	Mend	benef.	Heal Wounds	benef.	Death's Door	benef.
Invisibility to Undead	benef.	Protection from Charm	benef.	Protection from Undead	benef.	Delivery	benef.
Resilience	benef.	Protection from Cold	benef.	Remove Poison	benef.	Repel Undead	benef.
Spiritual Armor	benef.	Protection from Heat	benef.	Talisman	benef.	Scry Shield	benef.
Blindness	damn.	Aphasia	damn.	Confuse	damn.	Atony	damn.
Demoralize	damn.	Cripple	damn.	Curse	damn.	Choke	damn.
Fright	damn.	Fear	damn.	Disease	damn.	Pestilence	damn.
Hurt	damn.	Scourge	damn.	Paralyze	damn.	Maim	damn.
Stun	damn.	Wane	damn.	Strike	damn.	Soul Shock	damn.
Weakness	damn.	Wrench	damn.	Torment	damn.	Animate Plants	tellur.
Calm Animal	tellur.	Call Lesser Fauna	tellur.	Plant Form	tellur.	Call Fauna	tellur.
Darkness	tellur.	Charm Animal	tellur.	Rain	tellur.	Conflagration	tellur.
Illuminate	tellur.	Enthrall	tellur.	Silence	tellur.	Move Water	tellur.
Persuade	tellur.	Plant Growth	tellur.	Shatter	tellur.	Summon Lesser Avatar	tellur.
Seal Portal	tellur.	Sustenance	tellur.	Summon Lesser Fauna	tellur.	Swarm	tellur.
Water Walk	tellur.	Wind	tellur.	Wave	tellur.	Ambrosia	rev.
Clairaudience	rev.	Farsight	rev.	Clairvoyance	rev.	Dominion	rev.
Empathy	rev.	Insight	rev.	Hindsight	rev.	Familiarity	rev.
Guide	rev.	Sense Life	rev.	Infuse	rev.	Predict Magic	rev.
Sense Charm	rev.	Sight	rev.	Message	rev.	Psychometry	rev.
Sense Deception	rev.	Telepathy	rev.	Reveal Enchantment	rev.	Read	rev.
Sense Magic	rev.	Tongues	rev.	Sense Illusion	rev.		

5th Circle	Domain	6th Circle	Domain	7th Circle	Domain	8th Circle	Domain
Banish	benef.	Aura of Protection	benef.	Annul	benef.	Magic Resistance	benef.
Heal Severe Wounds	benef.	Eye of God	benef.	Consecrate	benef.	Relic, Holy	benef.
Sanctuary	benef.	Immunity	benef.	Cure	benef.	Restore	benef.
Regenerate	benef.	Mitigate	benef.	Destroy Undead	benef.	Resurrect	benef.
Repel	benef.	Pacify	benef.	Holy Might	benef.	Damnation	damn.
Failure	damn.	Spirit Form	benef.	Drain Life	damn.	Death	damn.
Haunt	damn.	Control	damn.	Harm	damn.	Relic, Unholy	damn.
Madness	damn.	Enfeeblement	damn.	Implore	damn.	Winterkill	damn.
Pain Touch	damn.	Glyph of Ruin	damn.	Mass Hysteria	damn.	Wrath	damn.
Smite	damn.	Immolate	damn.	Mindblank	damn.	Earthquake	tellur.
Wall of Pain	damn.	Soul Snare	damn.	Animate Earth	tellur.	Everday/Evernight	tellur.
Animal Form	tellur.	Alter Weather	tellur.	Elemental Form	tellur.	Plague	tellur.
Crumble	tellur.	Call Greater Fauna	tellur.	Elemental Wall	tellur.	Relic, Telluric	tellur.
Lightning Strike	tellur.	Freeze	tellur.	Reincarnate	tellur.	Summon Greater Avatar	tellur.
Sandstorm	tellur.	Storm	tellur.	Summon Greater Fauna	tellur.	Imbue	rev.
Summon Fauna	tellur.	Summon Avatar	tellur.	Awareness	rev.	Link	rev.
Wind Walk	tellur.	Anamnesis	rev.	Commune	rev.	Recall	rev.

Channel	*rev.*	Impart Skill	*rev.*	Ego Incarnation	*rev.*	Relic, Vatic	*rev.*
Clarity	*rev.*	Improved Psychometry	*rev.*	Savant	*rev.*	Steal Skill	*rev.*
Locate	*rev.*	Read Mind	*rev.*	Theurgic Replication	*rev.*		
Project	*rev.*	Vision	*rev.*				
Replenish	*rev.*						

Table A1.3.13: Hedge magic spells

1st Circle	School	2nd Circle	School	3rd Circle	School	4th Circle	School	5th Circle	school
Clamor	*jinx.*	Animate Fire	*alt.*	Amnesia	*charm*	Aptitude	*alt.*	Alchemy	*art.*
Courage	*charm*	Appeal	*alt.*	Break	*jinx.*	Distort Space	*illus.*	Bogeyman	*illus.*
Create Scrivener	*art.*	Babble	*jinx.*	Brittle	*alt.*	Doppelganger	*illus.*	Clone	*art.*
Darkness	*alt.*	Buoyancy	*alt.*	Caldwell's Horseless Carriage	*art.*	Efficacy Shield	*illus.*	Control	*charm*
Despair	*charm*	Captivate	*charm*	Chameleon	*illus.*	Enmity	*charm*	Dream	*illus.*
Double	*illus.*	Charm Animal	*charm*	Compel	*charm*	Facsimile	*illus.*	Fool	*jinx.*
Enchant Armor	*art.*	Climb	*alt.*	Dancing Weapon	*art.*	Fly	*alt.*	Gambit	*alt.*
Fix	*art.*	Darkvision	*alt.*	Distill Potion	*art.*	Improved Enchant Weapon	*art.*	Greater Phantasm	*illus.*
Friends	*charm*	Disguise	*illus.*	Doubt	*jinx.*	Inscribe	*art.*	Jasper's Mud Man	*art.*
Fumble	*jinx.*	Enchant Weapon	*art.*	Growth	*alt.*	Invisibility	*alt.*	Locate	*divin.*
Illuminate	*alt.*	Enrage	*charm*	Heavy	*alt.*	Isaac's Permutable Garment	*art.*	Luck	*alt.*
Klutz	*jinx.*	Function	*art.*	Improved Enchant Armor	*art.*	Mastery	*alt.*	Mimic Magic	*illus.*
Leopold's Compass	*art.*	Hesitate	*jinx.*	Ioun Stone	*art.*	Mirage	*illus.*	Misdirect	*charm*
Magic Candle	*art.*	Hide	*illus.*	Levitation	*alt.*	Outwit	*charm*	Misfortune	*jinx.*
Minor Phantasm	*illus.*	Imbuement	*art.*	Minor Alchemy	*art.*	Panic	*charm*	Object	*alt.*
Noise	*illus.*	Jasper's Straw Man	*art.*	Neophyte	*jinx.*	Phantasmal Armor	*illus.*	Phantasmagoria	*illus.*
Palm	*illus.*	Leopold's Mark	*jinx.*	Pariah	*jinx.*	Phobia	*charm*	Phrenic Trap	*charm*
Perplex	*jinx.*	Reveal Enchantment	*divin.*	Phantasm	*illus.*	Precedence	*alt.*	Polymorph	*alt.*
Phantom Sight	*divin.*	Reveal Invisibility	*alt.*	Refraction	*illus.*	Prey	*jinx.*	Shrink	*alt.*
Scintillating Wall	*illus.*	Rob	*illus.*	Scry	*divin.*	Psychometry	*divin.*	Simulation	*illus.*
Sense Charm	*divin.*	Shimmering Armor	*illus.*	Silence	*alt.*	Shout	*alt.*	Split	*illus.*
Sense Deception	*divin.*	Swiftness	*alt.*	Sleep	*charm*	Sloth	*jinx.*	True Strike	*art.*
Sense Magic	*divin.*	Terror	*charm*	Trace	*divin.*	Witches' Ointment	*art.*		
Water to Wine	*alt.*	Translation	*divin.*	Turn Shadow	*illus.*				

Table A1.3.14: Ritual magic spells

1st Circle	Formula	2nd Circle	Formula	3rd Circle	Formula	4th Circle	Formula	5th Circle	Formula
Beguile	*DS*	Alter Temperature	*GGG*	Blood Pact	*BBBD*	Animal Form	*BBGGG*	Animate Plants	*DDGGGS*
Blindness	*BS*	Aphasia	*BSS*	Brute	*BBDS*	Atony	*BBDSS*	Blood Shield	*BBBBGS*
Blaze	*GS*	Blood Armor	*BBG*	Clairvoyance	*BDDG*	Batter	*BBSSS*	Channel	*BDDDGS*
Blood Swap	*BB*	Blood Doll	*BGS*	Corrupt Earth	*GGGS*	Blood Strike	*BBBSS*	Control Undead	*DDDGSS*
Catechize	*BS*	Blood Rage	*BBG*	Curse	*BDSS*	Corrupt Animal	*DGGSS*	Create Undead	*DDGGSS*
Deafness	*BS*	Charm Animal	*DDG*	Dead Zone	*GGSS*	Futility	*BDDSS*	Death's Door	*BBBBBD*
Drift	*DG*	Chill	*GGS*	Disease	*BBSS*	Green Man	*DDGGG*	Fiend	*BBDGGS*
Familiar	*DG*	Corrupt Insect	*DGS*	Draw Blood	*BBDS*	Hallow Ground	*DDGGG*	Fly	*BDDGGG*
Fog	*GG*	Drink Deep	*BDS*	Exorcism	*BDDS*	Pestilence	*DGGSS*	Haunt	*DDDGSS*
Hunger	*BS*	Essence Drain	*BBS*	Goo	*DGGS*	Plant Walk	*BDGGG*	Insect Plague	*BGGGSS*
Infect	*GS*	Fear	*DSS*	Mesmerize	*DDDS*	Possess	*BDDDS*	Madness	*BDDSSS*
Invisibility to Undead	*DG*	Heat	*GGS*	Paralyze	*BDSS*	Quicksand	*GGGSS*	Polymorph	*BBBGGG*
Pest	*GS*	Protection from Undead	*DGS*	Plant Form	*BBGG*	Reprisal	*BBDSS*	Regenerate	*BBBBDG*
Pillage Spirit	*BS*	Refute	*BDS*	Rain	*GGGG*	Reveal Enchantment	*DDDDG*	Shade	*BBDSSS*

Resilience	BS	Remedy	BBB	Repel Undead	DGSS	Simulacrum	BBDGS	Spirit Form	BBBDDD
Sense Charm	BD	Sense Life	DGG	Roots	BGSS	Sleep	BDDDS	Split Earth	GGGGSS
Sense Undead	DS	Smoke	GGS	Serpent Staff	DGGS	Spirit Link	BBDSS	Steal Life	BBBSSS
Steal Tongue	BS	Splinter	GGS	Steal Magic	BDDS	Steal Vigor	BBBSS	Storm	DGGGGS
Thin Skin	BS	Steal Strength	BBS	Stone Skin	BBGG	Summon Monsters	DGGSS	Summon Fauna	DDGGGG
Tangle	GS	Summon Lesser Monsters	DGS	Summon Lesser Fauna	DGGG	Swarm	DGGSS	Summon Undead	DGGSSS
Thorn Growth	GS	Torpor	BBD	Summon Lesser Undead	DGSS	Totem	DGGGS	Swan Song	BBDSSS
Transfuse	BB	Tremor	BDS	Talisman	BBDG	Voodoo Doll	BBDSS	Syncopsis	BBBDDG
Weakness	BS	Wane	BSS	Torment	DDSS	Vexation	DDSSS		
Wind	GG	Wither	GGS	Wake Dead	BDGS				

Table A1.3.15: Attribute combination reference

7	7	7	7	8	7	8	7
7	8	8	7	8	8	8	9
9	8	9	10	8	10	9	9
16	16	15	15	15	14	14	14
16	16	16	16	16	16	16	16
7	7	8	8	7	7	7	8
7	8	8	9	7	9	8	8
11	11	10	9	12	10	12	11
14	13	13	13	13	13	12	12
16	16	16	16	16	16	16	16
7	7	8	7	8	7	8	7
9	10	9	10	10	10	9	7
11	10	10	10	10	11	11	11
12	12	12	12	11	11	11	15
16	16	16	16	16	16	16	15
7	7	8	8	7	7	7	7
8	9	8	8	9	8	7	8
10	9	9	10	10	11	12	12
15	15	15	14	14	14	14	14
15	15	15	15	15	15	15	14
8	7	7	7	7	7	8	8
8	9	8	7	8	9	8	9
11	11	12	13	13	12	12	11
14	14	14	14	13	13	13	13
14	14	14	14	14	14	14	14
7	8	9	8	9	9	7	8
10	10	9	10	9	10	10	9
11	10	10	11	11	10	12	12
13	13	13	12	12	12	12	12
14	14	14	14	14	14	14	14
8	9	10	7	8	7	8	7
11	10	10	9	8	10	9	11
11	11	10	13	13	12	12	11
11	11	11	13	13	13	13	13
14	14	14	13	13	13	13	13
8	9	7	8	9	9	10	11
10	9	12	11	10	11	10	11
11	11	12	12	12	11	11	11
13	13	12	12	12	12	12	11
13	13	12	12	12	12	12	11

Note: These unique attribute sets are created according to the character creation system. Simply assign them to the character's stats as desired and apply racial modifiers if needed.

Table A1.4.1: Skill points for defeating creatures (optional rule)

Creature	Base skill point reward
Ablocanth	17
Amphiptere	5
Angels	
Angels	10
Archangels	11
Cherubim	26
Dominions	16
Ophanim	15
Powers	22
Principalities	23
Seraphim	37
Virtues	21
Archons	
Basileae	16
Demiurge	10
Ecclesia	10
Polemarch	19
Strategoi	11
Archon Eponymous	30
Balaur	17
Banshee	8
Basajaun	8
Basilisk	13
Bears	
Cave	16
Grizzly	11
Polar	13
Behemoth	17
Boar	5
Boruta	10
Bugbear	6
Bunyip	11
Caetlwig	6
Cambion	4*
Carnivorous Plant, Giant	10
Catoblepas	15
Cat	
Cougar	7
Lion	9
Saber-tooth	10
Tiger	10
Centaur	5
Centipede, Giant	6
Cephlocid	7
Chimera	12
Cockatrice	10
Crocodile	
Crocodile, Common	9
Saltwater	10
Currudi	20
Daevas	
Daeva, Lesser	12
Daeva, Greater	21
Agneus (Greater)	20
Aurelius the Dyer (Grt.)	19
Jeh (Greater)	20
Sindic V (Greater)	21
Vaaki (Greater)	16
Demons	
Hellhound (Minor)	10
Imps, Lesser (Minor)	4
Imps, Greater (Minor)	5
Manes (Minor)	6
Demon, Lesser	16
Incubus (Lesser)	15
Malebranche (Lesser)	16

Creature	Base skill point reward
Ördög (Lesser)	17
Sphexis (Lesser)	17
Succubus (Lesser)	11
Demon, Greater	19
Cacodemon (Greater)	19
Charu (Greater)	19
Grigori (Greater)	22
Xenes (Greater)	27
Ba'al (Archdemon)	34
Gressil (Archdemon)	32
Dog	
Hunting	2
War	2
Domovoi	1
Doppelganger	10
Dragon	
Azhi	37
Drake	31
Smok	41
Wyrm	40
Drepsid	2
Dwarrow	
Brownie	5
Dvergar	4*
Dwarf	4*
Gnome	4*
Eagle, Giant	10
Eel, Giant	11
Elemental	
Air	13
Earth	13
Fire	13
Water	12
Elephant	12
Erinyes	6
Faeries	
Elf	4*
Elf, Dark	4*
Half-elf	4*
Pixie	2
Sidhe	5
Sprite	2
Firedrake	13
Fuath/Fuath-Arrachd	17
Gargoyle	6
Ghast	7
Giants	
Cyclops	8
Diatya	9
Ettin	7
Fir Bolg	13
Jotun	13
Ogre	5*
Titan	22
Gnoles	5
Goblins	
Goblin	4*
Gremlin	4
Half-orc	4*
Haubit	4*
Hobgoblin	4*
Orc	4*
Golem	
Golem, Lesser	15
Golem	17

Creature	Base skill point reward
Golem, Greater	18
Gorgon	
Gorgon	24
Medusae	21
Gorilla	10
Griffon	8
Grindylow	7
Gru	16
Harkumen	5*
Harpy	7
Hippocamp	5
Hippogriff	5
Horse	4
Human	4*
Hydra	13-17
Hyraeth	6
Jinn	
Djinn, Common	18
Djinn, Lesser	15
Djinn, Greater	27
Ghul	11
Ifrit	21
Marid	18
Sila	5
Kappa	4
Khulek	8
Kobold	5
Kraken	35
Leyak	2
Lindworm	9
Lithian	11
Lycanthrope	
Werebear	12
Werejackal	6
Wererat	4
Werewolf	7
Mammoth	16
Manticore	13
Mermen	4
Merrow	6
Minotaur	11
Mycoloid	4
Naga	9
Näkki	7
Nymph	
Dryad	5
Lampade	6
Oceanid	6
Oread	6
Octopus, Giant	17
Olagheri	8
Oozes	
Black	13
Green	6
Red	9
Yellow	9
Pegasus	5
Peryton	5
Phoenix	7
Piasa	4
Qilin	11
Rakshasa	15
Rat, Giant	2
Ratkin	4*
Reptilian	4*

Creature	Base skill point reward
Reptillian, Vhog	28
Rhinoceros	12
Roc	19
Rusalka	11
Salamander	11
Satyrs	
Satyr	16
Faun	18
Scorncloud	12
Scorpion, Giant	15
Scrivener Boss	13
Selkie	6
Shade	15
Shark	
Bull	6
Great white	10
Tiger	8
Shedu	13
Shuggoth	10
Siren	6
Skegg	5
Snakes	
Cobra, Giant	10
Constrictor, Giant	6
Rattlesnake, Giant	6
Sphinx	
Androsphinx	11
Criosphinx	11
Hierocosphinx	11
Spiders	
Aquatic, Giant	7
Black Widow, Giant	11
Spitting Spider, Giant	11
Tarantula, Giant	12
Stone Frog	4
Strix	2
Sylph	10
Troll	17
Troll, Cave	18
Undead	
Apparition	10
Barghest	10
Draugr	16
Ghost	12
Lich	24
Mummy	9
Myling	7
Poltergeist	11
Shadow	12
Skeleton	7
Spectre	16
Vampire	12
Wendigo	15
Wight	18
Wraith	17
Zombie	7
Unicorn	6
Valkyrie	10
Waldkin	15
Will o' the Wisp	5
Wolves	
Wolf, Common	4
Dire Wolf	6
Wyvern	21
Yeti	11

*Members of these races may be non-player characters. In such cases, add 2 x (skill level) for base skill point reward. Thus a 3rd skill level reptilian would have a base skill point reward of 10.

The above table presents an optional rule for granting of skill points for defeating creatures in combat. The Game Master is encouraged to employ the above table as he or she wishes. However, it is suggested that skill points granted for defeating creatures in combat are determined by the following:

During the course of a game session, add all base skill point rewards for all creatures that are defeated by the player characters in combat. Do not include creatures that are dispatched without a fight (i.e. slaying a sleeping goblin earns no skill point reward). For example, if throughout a session, the player characters slay 2 ogres, 3 harpies, a giant centipede, and 4 gargoyles, the total base skill point reward would be 61 (10 + 21 + 6 + 24 = 61). Next, add the skill levels of the characters in the party, plus three times the number of characters in the party. For example, if 3 characters of skill levels 2, 4 and 4 went on this expedition, the result would be 19 (2 + 4 + 4 + 9 = 19). Finally, divide the total base skill point reward by this number. Here, the result would be 3.21 (61/19 = 3.21). Round to a whole number and grant that many skill points to each character. Thus, for this session, each character earns a base of 3 skill points, plus or minus any modifications for quality of gameplay.

If a player character dies during a session, record all skill points earned by each character at that point, and begin to track the reward for the remaining party anew. Add these when the session is complete.

Index to Game Master's Reference Book

Welcome to Fantasy Roleplaying as it was meant to be.

herein you will find everything a Game Master needs to run the
Wayfarers Roleplaying Game.

This reference book includes hundreds of detailed creatures,
enchanted items, and resources for
designing a rich campaign setting. Useful analysis, optional rules,
helpful advice, and a customizable system make creating and
running adventures fun and exciting.

So open these pages and grab your dice. Your destiny awaits,
...for good or ill.

Wayfarers™
Game Master's Reference
∞
PDF Version