

## A Note from the Author

Dear Fellow Gamer,

Thank you for downloading my game setting and rules modification and welcome to the horror which is Ectoplasm. It has been a long and enlightening experience in production of the game which lies before you, and included many months of endless research (especially on concepts like the monk class) and I am very proud of the product. It is a favorite amongst my friends who are all veteran gamers and I hope it suits you well either as a player or zombie master. I hereby grant permission to modify the actual text at will- as long as I am cited as being the original author; please I encourage modification and tweaking of the rules and context to fit your group. Some of the races and classes both have been intentionally overpowered to survive in the standard campaign setting of post-apocalyptic Forgotten Realms- you may wish to dub them down a bit. My inspirations and thanks have been truncated from this document to be included on the next page, please view my praises, for they are the reason this text was even made possible. It is now your turn to expand upon Ectoplasm and make it flourish, expect more publications by me in the future including a Monk's Handbook and Zombie Master's Guide soon to come. A few notes on actually playing the game, Ectoplasm has been played online in text format, and I recommend MIRC with a simple dicebot for that. To play Ectoplasm all you will need is an AD&D 2nd player's handbook (For basic reference) and the monster manual and at least 2 gamers + the zombie master. The zombie master should be well versed in the setting (Which is extremely expansive) before even telling his players about it! Enjoy and please send feedback to [onebulletleft@optonline.net](mailto:onebulletleft@optonline.net).

-Chris "Tyr" Krause



# E C T O P L A S M

## Sourcebook 1.1

An original campaign setting and game system by Chris Krause

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Scary German Guy

The Exorcist I and III

The Prophecy

Return of the Living Dead

Dawn of the Dead

Six Reasons to Kill

Interview with a Vampire

Shaolin Kung Fu

Ravenloft

Resident Evil

Twelve Monkeys

Sanitarium

Baldur's Gate and Tales of the Sword Coast

Strapping Young Lad

My basement, churches, morgues, my garage

Clive Barker's Undying

Doom 3

Dean Koontz

ARCANUM! (Just look at traits and backgrounds!)

Fallout Series

Death and black metal

Italian zombie movies

"And there were angels who could not accept the lifting of man above them, and, like Lucifer, rebelled against the armies of the loyal archangel Michael. And there rose a second war in heaven."

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Coming soon to a game table near  
you!

# Character

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## Creation Basics

Welcome to world of Ectoplasm, a horror oriented campaign setting and game system. The first step to take before jumping into the exciting game world is character creation, before you continue it is assumed you have printed a character sheet or have a pencil and paper- a pen will not do.

### 0. Check with your Zombie Master

The Zombie Master (ZM) may have unique rules or restrictions he created to tailor the custom needs of your play group so it is essential that you meet with your ZM before play and confirm the basics!

### 1. Ability Scores

Ability scores are the meat and soul of you r character, they determine what he can and can't do, it is important to pay careful attention to them. To determine starting ability scores rolling four six sided dice, ignoring the lowest die and totaling the others together. Record the six results on a piece of scrap paper.

If your rolls are extremely low you may consult your ZM to see if he allows a reroll, take note that few do and even if they do it may only be once per character.

### 2. Choose Class and Race

It is important to select race and class at the same time because some races are better suited to some classes and racial stat modifiers may enable or disable your ability to select that class you wanted! Flip to chapter 2 now and look over which race interests you then return here, if you meet or exceed the required ability scores then you may select the race. Next flip to chapter 3 and select a class, make note of the ability score minimums, if you pick a specialized class they may be very high.

Start thinking about your character and how he will adapt to those around him, his personality and attitude, to shell out a basic idea of what he will be like. Once you have selected traits and a background your character's personality and ethics should be mostly shelled out.

### 3. Assign and Adjust Ability Scores

Now that you aware of the requirements of your class and race you assign your ability scores to the six abilities and then modify the appropriate ones due to racial modifiers.

Put high scores in abilities that are necessary for your class, put lower ones in abilities that are not as important. Because we used the 4d6 method of rolling your character will most likely not be "min/maxed" and will be quite rounded except for a couple exceptional or under average scores.

For each ability, fill in the appropriate information across on the character sheet and then you are ready to continue.

### 4. Background

A unique feature of Ectoplasm is the background, a feature of your character which improves some of your character's abilities and reflects his life before hunting the Fell in a stat based form. Flip to chapter 4 and look through the various backgrounds, inspecting which ones will fit your respective class and race and the way you want to see your character played.

Once you have selected a desirable character background, record it on your character sheet and write down its modifiers and features.

**Note:** A player may only select one background for his character, and this background may not be changed after the first instance of game play without rerolling another completely new character!

### 5. Traits

A trait is another unique feature to Ectoplasm; it defines how your character acts and lives. The player may select two traits at first level and every ten levels after that may select a new one. To inspect available traits, please flip to chapter 5 now and read thoroughly before selecting a trait.

Once you have selected a trait to reflect how you want your character to be played, write it down on the character sheet. Do the same once more for another trait, remember that in 10 levels you may select to radically change your behavior (gain a new trait).

You can abandon your trait (s) at any time you want, but it will not return ever again unless selected as a new trait when the time comes.

## 6. Starting Equipment

All characters start out with a basic set of equipment they have collected over their early years in training for their class, see the equipment section under your appropriate class and select then copy down a set of basic equipment.

In addition to this free set of equipment your character starts out with a basic amount of gold (This amount may be effected by traits and/or your background though so be aware). Reference the AD&D 2<sup>nd</sup> edition Player's Handbook Equipment section for more information on this small treasury of starting funds.

## 7. Record Racial and Class Features

Record you're racial and class features mentioned in the description of each respectively. Some things to record include special abilities, special hindrances, thief abilities, spells, stream calling, movement rate modifiers, exceptions to the rule, bonuses etc. You also need to record character basics such as hit dice and proficiency progression.

This is an important part of character creation because it's what distinguishes you from the other races and other classes, if this were not copied down onto the character sheet a sorcerer would be on par with a highlander in melee combat or better.

## 8. Select Proficiencies and Secondary Skill

Proficiencies measure the abilities of the character, his skill in swinging a sword, his ability to mend a wound or jump across a raging river. Proficiencies are broken down into two broad categories: weapon and non-weapon.

Each type of character class starts out with a unique number of weapon and non-weapon proficiencies, please reference the AD&D 2<sup>nd</sup> Player's Handbook for this ratio. Each class also advances at a unique rate; this is in the respective chapter in the above book.

Select your character's proficiencies, keeping in mind what he will be doing in the party and his role as a party member, a character that puts all his proficiencies into things he will never do or experience is generally worthless. Consult your ZM for in

depth explanation of proficiencies and their uses.

Next we have secondary skills, a secondary skill is a thing your character is exceptionally good at and is rolled randomly on a scale of 1-100. Also located in the AD&D 2<sup>nd</sup> Player's Handbook, the secondary skills table is located around the same are as the proficiencies. Write it down after selecting it randomly, it will determine how well you can do a broad area of work.

## 9. Saving Throws

Reference page 134 in the AD&D 2<sup>nd</sup> Player's handbook for saving throws for a 1<sup>st</sup> level character of the appropriate class.

## 10. Hitpoints

To determine your hitpoints, you must first understand what your hit dice is; this is dependant on your class. Highlanders and monks roll 1d10 per level of health (hit points), priests roll 1d8, thieves roll 1d6 and sorcerers and stream callers roll 1d4. At first level, you are assumed to "Roll" max health, thus a 1<sup>st</sup> level human highlander would have a starting health of 10 hitpoints, not counting constitution bonuses. To this health, add your constitution modifier, whether it is good or bad!

## 11. Determine THAC0

Determine your "To hit Armor Class 0" (THAC0) and then complete the THAC0 chart present on your character sheet, this is perhaps the most important element of character creation, especially if you are a thief or highlander.

## 12. Wrap Up

Now it is time to wrap up your character creation, write down combat modifiers and fill in miscellaneous boxes on the character sheet such as movement rate and the class specific information which you have not even touched yet. Make sure the entire sheet is full, if you are missing something speak with your Zombie Master.

Now would be an ideal time for the Sorcerers and Priests out there to pick out and assign their spells, using a specialist spell sheet, same goes for stream caller. Fill in the extra information boxes and lines to give your character more depth!



### 13. Details!

Although not a necessary part of character creation, it is more than likely that you will get more out of your sessions if you write a character biography, whether it be brief or expansive. You may want to draw a character portrait or get one drawn for you, or get a miniature to represent your character, go out of your way to ensure that you and the others around you fully understand and can imagine who you're playing.

## Introduction

Main Entry: **ec·to·plasm**

Pronunciation: 'ek-t&- 'pla-z&m

Function: *noun*

Date: 1883

**1 : Biology** The outer portion of the continuous phase of cytoplasm of a cell, sometimes distinguishable as a somewhat rigid, gelled layer beneath the cell membrane.

**2 :** The visible substance believed to emanate from the body of a spiritualistic medium during communication with the dead.

**3:** An immaterial or ethereal substance, especially the transparent corporeal presence of a spirit or ghost.

- **ec·to·plas·mic** /'ek-t&-'plaz-mik/ *adjective*

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Ectoplasm is based lightly off the popular pen and paper game Dungeons and Dragons but varies in that it has unique classes, races, spells and campaign setting.

When you play Ectoplasm, you create a unique occupant of ruined Abeir Toril, one who has deviated from the Fell law and made his own life through one form or another. Ectoplasm is a high horror campaign setting and is defined by its horrific combat sequences and supernatural encounters; you will also realize its tendency to depict zombies in almost every scene!

Each character's dreaded existence is different, your character might

- \* Enter a graveyard and never come out again.
- \* Be eaten alive by a zombie.
- \* Be captured and tortured for eternity. in a Fell torture chamber.

- \* Be charmed by a vampire and be forced to extract hemoglobin from a set of protracted fangs lodged into your best friend's neck.
- \* Smash a skeleton's skull in.
- \* Discover a forgotten temple filled with Dretch and other beings of the netherworld.
- \* Consume flesh to survive a Krulg concentration camp.
- \* Shoot a Werewolf with a silver crossbow bolt.
- \* Run away from a Cambion attack force
- \* Travel to Hell
- \* Travel to the Abyss
- \* Be turned into a Bodak
- \* Defeat a Demon Lord

### What You Need to Play

To start playing Ectoplasm, all you need are the following:

- \* The Player's Handbook, which tells you how to create and play your character.
- \* A copy of the character sheet.
- \* A pencil and scratch paper (Graph paper is just as useful).
- \* One or two four-sided dice (d4), four or more six sided dice (d6), an eight sided die (d8), two ten-sided dice (d10), a twelve-sided die (d12) and a twenty sided die (d20).
- \* A miniature figure or at least something to represent your character in the game (even if it's just a mark on paper).
- \* Additionally, the Zombie Master needs the DUNGEON MASTER's Guide, which is filled with advice, ideas, and guidelines, and the Monster Manual, which describes hundreds of monsters with which to challenge the players.

### The Player's Handbook

This book's main purpose is to produce characters and then follow their progression until the character has died or is no longer played. It features the following chapters:

**Abilities (Chapter 1):** Changes done to the Intelligence and Wisdom abilities to

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compensate for the mana and faith spell casting systems.

**Races (Chapter 2):** A full blown description and dissection of all the races that now inhabit Abeir Toril!

**Classes (Chapter 3):** Describes the 30 classes of Ectoplasm in great detail.

**Backgrounds (Chapter 4):** Select a background for your character.

**Traits (Chapter 5):** Select traits for your character, the way he acts.

**Equipment (Chapter 6):** An expansive listing of new equipment and items.

**Magic (Chapter 7):** Includes a spell and stream archives, also explains the new mana/faith casting system.

**Addendums and Clarifications (Chapter 8):** Makes clear the changes from AD&D 2<sup>nd</sup>.

## Dice

The rules abbreviate dice rolls with phrases such as "3d4+3" (which means "three four-sided dice plus 3," generating a number between 6 and 15). The first number tells you how many dice to roll (all of which are added together), the number after the "d" tells you what type of dice to use, and any number after that indicates a number added to or subtracted from the result.

Some examples include the following:

**1d8:** One eight-sided die (generating a number from 1-8). This is the amount of damage a longsword deals.

**1d8+2:** One eight-sided die plus 2 (3-10). This is the amount of damage that a longsword deals when swung by a character with a +2 Strength bonus.

**2d4+2:** Two four-sided dice plus 2 (4-10). This is the amount of damage that a 3rd-level wizard deals with a *magic missile* spell.

**d%:** The "d%" ("percentile dice") is a special case. When you roll d%, you generate a number between 1 and 100 by rolling two different colored ten-sided dice. One color (designated before you roll) is the tens digit

and the other is the ones digit. A roll of 7 and 1, for example, give you're a result of 71. A 0 and 6 equals 6. A double-0 (two zeros), however, represents 100. Some pairs of percentile dice are both the same color. In this case, the tens digit is marked on the tens die in tens: 00, 10, 20, etc., while the ones die has numbers from 1 to 0. With these dice a roll of 70 and 1 would give you a result of 71, and a result of 00 and 0 would be 100.

## Abilities

A common problem with the abilities in AD&D 2<sup>nd</sup> is its inability to adapt to new game modifications without needing adaptation, Ectoplasm is no exception. To accommodate the new mana and faith spell casting systems, Ectoplasm uses a new table for the intelligence and wisdom abilities.

Although these abilities still have the same meaning, some things differ greatly from the AD&D 2<sup>nd</sup> standard as seen below.

**Intelligence:** Intelligence (Int) represents a character's memory, reasoning, and learning ability, including areas outside those measured by the written word. Intelligence dictates the number of languages a character can learn. Intelligence is the prime requisite of sorcerers, who must have keen minds to understand and memorize magical spells. A sorcerer with an Intelligence score of 16 or higher gains a 10% bonus to experience points earned. The wizard's Intelligence dictates which spells he can learn and the number of spells he can cast at one time. Only those of the highest Intelligence can comprehend the mighty magic of 10th-level spells.

**Wisdom:** Wisdom (Wis) describes a composite of the character's enlightenment, judgment, guile, willpower, common sense, and intuition. It can affect the character's resistance to magical attack. It is the prime requisite of priests; those with a Wisdom score of 16 or higher gain a 10% bonus to experience points earned. Clerics, druids, and other priests with Wisdom scores of 13 or higher also gain bonus spells over and above the number they are normally allowed to use.

Ability Score	# of Languages	Sorcerer Spell Level	Chance to Learn Spell	Max # of Spells/level	Base Mana Pool Size	Mana Pool Regeneration Rate	Chance of Sorcerer Spell Failure
1	0	-	-	-	5	Rest	80%
2	1	-	-	-	10	Rest	60%
3	1	-	-	-	15	Rest	50%
4	1	-	-	-	20	Rest	45%
5	1	-	-	-	25	Rest	40%
6	1	-	-	-	30	Rest	35%
7	1	-	-	-	35	Rest	30%
8	1	-	-	-	40	Rest	25%
9	2	4 <sup>th</sup>	35%	6	45	Rest	20%
10	2	5 <sup>th</sup>	40%	7	50	1/7 turns	15%
11	2	5 <sup>th</sup>	45%	7	55	1/7 turns	10%
12	3	6 <sup>th</sup>	50%	7	60	1/6 turns	5%
13	3	6 <sup>th</sup>	55%	9	65	1/6 turns	-
14	4	7 <sup>th</sup>	60%	9	70	1/5 turns	-
15	4	7 <sup>th</sup>	65%	11	75	1/5 turns	-
16	5	8 <sup>th</sup>	70%	11	80	1/4 turns	-
17	6	8 <sup>th</sup>	75%	14	85	1/4 turns	-
18	7	9 <sup>th</sup>	85%	18	90	1/2 turns	-
19	8	9 <sup>th</sup>	95%	All	95	1/2 turns	-
20	9	10 <sup>th</sup>	96%	All	100	1/turn	-
21	10	10 <sup>th</sup>	97%	All	105	2/turn	-
22	11	10 <sup>th</sup>	98%	All	110	3/turn	-
23	12	10 <sup>th</sup>	99%	All	115	4/turn	-
24	15	10 <sup>th</sup>	100%	All	120	5/turn	-
25	20	10 <sup>th</sup>	100%	All	125	5/turn	-

**Spell Level** lists the highest level of spells that can be cast by a wizard with this Intelligence.

**Chance to Learn Spell** is the percentage probability that a wizard can learn a particular spell. A check is made as the wizard comes across new spells, not as he advances in level. To make the check, the wizard character must have access to a spell book containing the spell. If the player rolls the listed percentage or less, his character can learn the spell and copy it into his own spell book. If the wizard fails the roll, he cannot check that spell again until he advances to the next level (provided he still has access to the spell).

**Maximum Number of Spells per Level (Optional Rule)** This number indicates the maximum number of spells a wizard can know from any particular spell level. Once a wizard has learned the maximum number of spells he is allowed in a given spell level, he cannot add any more spells of that level to his spell book (unless the optional spell research system is used). Once a spell is learned, it cannot be unlearned and replaced by a new spell.

**Spell Immunity** is gained by those with exceptionally high Intelligence scores. Those with the immunity notice some inconsistency or inexactness in the illusion or phantasm, automatically allowing them to make their saving throws. All benefits are cumulative, thus, a character with a 20 Intelligence is not fooled by 1st- or 2nd-level illusion spells.

**Base Mana Pool Size:** The equivalent of bonus spells, the starting unadjusted amount of mana a player has, regardless of his class at character creation. The larger the mana pool, the more spells can be cast.

**Mana Pool Regeneration Rate:** How fast your mana regenerates. Of course a full rest will restore your mana, but this is innate conscious restoration of mana



Ability Score	Magical Defense Adjustment	Chance of Priest Spell Failure	Base Faith Pool Size	Faith Pool Regeneration Rate	Negative/Positive Plane Resistance	Priest Spell Level	Max # of Priest Spells/level
1	0	80%	5	Rest	-	-	-
2	1	60%	10	Rest	-	-	-
3	1	50%	15	Rest	-	-	-
4	1	45%	20	Rest	-	-	-
5	1	40%	25	Rest	-	-	-
6	1	35%	30	Rest	-	-	-
7	1	30%	35	Rest	-	-	-
8	1	25%	40	Rest	-	-	-
9	2	20%	45	Rest	-	4 <sup>th</sup>	6
10	2	15%	50	1/7 turns	5%	5 <sup>th</sup>	7
11	2	10%	55	1/7 turns	10%	5 <sup>th</sup>	7
12	3	5%	60	1/6 turns	15%	6 <sup>th</sup>	7
13	3	-	65	1/6 turns	20%	6 <sup>th</sup>	9
14	4	-	70	1/5 turns	25%	7 <sup>th</sup>	9
15	4	-	75	1/5 turns	30%	7 <sup>th</sup>	11
16	5	-	80	¼ turns	35%	8 <sup>th</sup>	11
17	6	-	85	¼ turns	40%	8 <sup>th</sup>	14
18	7	-	90	½ turns	45%	9 <sup>th</sup>	18
19	8	-	95	½ turns	50%	9 <sup>th</sup>	All
20	9	-	100	1/turn	55%	10 <sup>th</sup>	All
21	10	-	105	2/turn	60%	10 <sup>th</sup>	All
22	11	-	110	3/turn	65%	10 <sup>th</sup>	All
23	12	-	115	4/turn	70%	10 <sup>th</sup>	All
24	15	-	120	5/turn	75%	10 <sup>th</sup>	All
25	20	-	125	5/turn	75%	10 <sup>th</sup>	All

**Magical Defense Adjustment:** If this number is checked on a 1d20, the character is immune to a magical attack.

**Base Faith Pool Size:** The equivalent of bonus spells, the starting unadjusted amount of faith a player has, regardless of his class at character creation. The larger the faith pool, the more spells can be cast.

**Faith Pool Regeneration Rate:** How fast your faith regenerates. Of course a full rest will restore your faith, but this is innate conscious restoration of faith.

**Negative/Positive Plane Resistance:** Dependant on the amount of faith a said priest has, he is granted by his god immunity to the vilest aspects of his opposite. Evil priests gain good plane resistance and neutral/good priests receive negative plane resistance.

**Chance of Spell Failure** states the percentage chance that any particular spell fails when cast. Priests with low Wisdom scores run the risk of having their spells fizzle. Roll percentile dice every time the priest casts a spell; if the number rolled is less than or equal to the listed chance for spell failure, the spell is expended with absolutely no effect whatsoever. Note that priests with Wisdom scores of 13 or higher don't need to worry about their spells failing.

## Races



The great Apocalypse divided the warring Aber Toril into a plethora of distinct and unique races. These races battle for dominance of their scorn planet, grasping the little remaining natural resources and riches which were not stolen by their sinister fell captors.

This collection of races is as varied as it is numerous, some being brute and some being gentle, some being intellectual and some being sharp as a marble.

This diversity may often confuse and dazzle some but the eventual shock wears off as it becomes apparent that you must learn to live with such ill humanoid creatures.

### Choosing a Race

After you roll your ability scores and before you write them on your character sheet, choose your character's race. At the same time, you'll want to choose his or her class, since race affects how well he or she can do in each class. Once you know your character's race and class, assign your ability score rolls to particular abilities, alter the abilities according to race, and continue detailing your character.

Your character's race gives you plenty of cues as to what sort of person he or she is, how he or she feels about characters of other races, and what might motivate him or her. Remember, however, that these descriptions of races only apply to the majority of people. In each race, some individuals diverge from

the norm, and your character could be one of these. Don't let a description of a race keep you from detailing your character as you like. The rules present within this book are only there to provide guidance, if you have a yearning to partake in a roleplay combination that is disabled due to statistical reasons speak with the zombie master.

### Racial Tables

The following is an index of tables which reflex racially unique aspects of your character physically.

**Table 1: Racial Height**

Race	Base	Modifier
Human	60/59 (5'5 11")	2d10
Immortal	60/59 (5'5 11")	2d10
Krulg	42/40 (3' 6"/3' 4")	1d10
Fell	72/72 (6')	2d10
Night Elf	55/50 (4' 7"/4' 2")	1d10
Ogre	108/96 (9'/8')	2d12
Giantspawn	*	*
Vampire	60/59 (5'5'11")	2d10

**Table 2: Racial Weight**

Race	Base	Modifier
Human	140/100	6d10
Immortal	140/100	6d10
Krulg	90/70	4d10
Fell	110/110	3d12
Night Elf	90/70	3d10
Ogre	300/280	5d10
Giantspawn	*	*
Vampire	140/100	6d10

**Table 3: Racial Starting Age**

Race	Base	Variable	Maximum Age
Human	15	1d4	90 +2d20
Immortal	15	1d4	Immortal
Krulg	7	1d3	40 +3d10
Fell	220	5d20	Immortal
Night Elf	100	5d6	350 +4d100*
Ogre	17	1d4	90 +3d20
Giantspawn	**	**	**
Vampire	15	1d4	Undead

**Table 4: Racial Ability Scores**

Ability	Human	Immortal	Krulg	Fell	Night Elf	Ogre	Giantspawn	Vampire
Strength	3/18	3/18	6/18	7/18	3/17	18/00	1/18*	18/76
Dexterity	3/18	3/18	3/18	3/18	6/19	3/18	1/18*	3/18
Constitution	3/18	5/18	8/19	6/18	7/17	9/19	1/16*	**
Intelligence	3/18	9/18	2/16	11/19	8/18	3/16	1/15*	9/18
Wisdom	3/18	3/17	3/16	3/17	8/19	3/17	1/15*	3/17
Charisma	3/18	12/19	3/17	7/18	8/18	3/18	1/16*	12/19

**Table 5: Racial Aging**

Race	Middle Age (-1 str/con, +1 int/wis)	Old Age (-2 str/dex/-1 con,+1 wis)	Venerable (-1 str/dex/con, +1int/wis)
Human	45 years	60 years	90 years
Immortal	450 years	700 years	1200 years
Krulg	30 years	45 years	55 years
Fell	600 years	900 years	1400 years
Night Elf	175 years	233 years	350 years
Ogre	50 years	65 years	95 years
Giantspawn	½ Max Age	¾ Max Age	Max Age
Vampire*	400 years	700 years	1000 years

## Human

**Physical:** Humans are modest beings that range from the heaviest to the smallest in frame with varying body shapes, heights and weights. Human eyeshade and hair is also highly varied and ranges from dark brown to light green. Humans typically live into their sixties, although a hero could live into his nineties (NPCs die around sixty, PCs live to their nineties).

**Personality:** Humans range from the heroic heroes to the brash destroyers, and this is

what makes their race unique. Within their society is a huge range of personalities and social classes, giving them a specialized advantage over the other races present on Toril. Many humans take their personalities seriously and even develop them to a degree of ridiculousness.

**Ecology:** Before the fall of Toril humans lived in densely populated towns and small farming plots on the outskirts of these towns, now they run through the waterlogged forests attempting to avoid all other hostile races and live in small, densely populated hamlets.

Humans prefer moderate temperatures with ideal amounts of rainfall and sunlight, although the more powerful races such as the Krulg and Fell often steal even this pleasure away from them.

**Allowed Classes:** Humans may be any class and excel to any level.

**Languages:** Humans start off the game with common and krulg as a bonus, due to the common integration of the two races into the same settlements.

**Special Bonuses:**

**Human Initiative:** All humans begin with one bonus weapon or non-weapon proficiency.

**Special Hindrances:**

Humans receive no negative hindrances.

**Stat Modifiers:** Humans receive no stat modifiers due to their unique nature.

**Recommended Player:** For a player, who wants a stable character with a lot of growing room and completely customizable personality, pick human. Although the special powers of other races may seem amazing look at the negatives and level caps and then compare that to the unlimited level human nature with no negatives.

**Naming:** Human names range from the dull to the insane, due to the society's ever developing nature; human children are often named after their parent's favorite places, foods and entertainment novelties. The surname of a typical human is the exact same as that of his/her father, the purpose of the human surname is to denote typical primary names apart from one another and better identify the properties of the said person.

**Male Names:** Some examples of male Human names are: John, William, Peter, Joseph, Henry, Michael, Steven and the more Gaelic: Lothar, Uther, Atticus, Danaiath, Tuluyron and Pagator.

**Female Names:** Some examples of Human female names are: Mary, Elizabeth, Heather, Margaret, Karin, Christine etc

**Surnames:** Human surnames are very varied, ranging from meaningful names such as Soulblessor to hereditary names like Jackson or Underhill.

**Favorite Class:** The human race has no favorite class although most of society's fighting men consist of highlanders.

**Immortal**

**Physical:** People who have unlocked the powers of the magic that was released from Faerun are an actual race, known as Immortals, although few in number. Immortals are of optimum height and weight, having nearly perfect bodies. No skin blemishes or imperfections are visible and

their smooth bold hair lacks knots or damaged ends. Their eyes are bold and colorful, generally sky blue, emerald green or a dark rich purple. Immortal men have a constant muscle tone without the need of working out, and females have firm attractive features. Other than that, they are mostly like humans.

**Personality:** Immortals act cunning and bold, favoring tests of their might and their immortality. They

favor extremely powerful alcohol but eat sparingly, in fact their bodies require much





less food than humans due to the fact that the majority of their body functions are controlled or powered by magic. Many Immortal men challenge each other to duels to the death for entertainment and to impress mortals who find Immortals to be amazing and magical. All immortals follow a general code of conduct; if an Immortal insults another in malice or in front of other males they must duel to the death, the victor beheading the defeated. Many Immortals are incredibly spiritual and embark on quests to find their purpose in life that could last thousands of years. As Immortals grow older (3000 +) they realize that they can never die and become extremely disgruntled, for any mortal they aligned themselves with dies before they do. Immortals respect the highlander profession, and nearly all of them follow it. Immortals are the archenemies of the fell, which over the years have attempted to steal the secret of immortality from its people. Immortals also are atheist; they refuse to believe in the existence of gods due to their immortal vitality, although many Immortals choose to become agnostic. In the Immortal society males control females, although many a rebellious female have escaped the nets of the Immortal society. There are two types of Immortals: true blood and half-breed (See below). True blood are 100% Immortal blood while half-breeds are half-human. When creating an Immortal character there is a 20% chance that that character is a half-breed (1 or 2 on a 1d10).

**Ecology:** The housing of Immortals is unique but many favor living in small families (a mother, father and their children) bands of highlanders (2-8) or a war camp (10-40), you will rarely find any Immortal settlement and if it is indeed created it will be in fact temporary. Ecologically Immortals favor the deep-water soaked jungles of Faerun, often nesting under great tree's trunks for nourishment and shade. Immortals hate the extreme cold, which nullifies their ability to regenerate back to life after being slain.

**Allowed Classes:** Immortals may be Highlanders (20<sup>th</sup> level), demon hunters (20<sup>th</sup> level), dark sorcerers (15<sup>th</sup> level), light sorcerers (15<sup>th</sup> level), water sorcerers (12<sup>th</sup> level), fire sorcerers (12<sup>th</sup> level), earth sorcerers (12<sup>th</sup> level), wind sorcerers (12<sup>th</sup> level), sorcerers (15<sup>th</sup> level), assassin/ninjas (12<sup>th</sup> level), spirit monks (10<sup>th</sup> level), Chrono

Callers (12<sup>th</sup> level), Kunglo Arhats (14<sup>th</sup> level), Charm Masters (10<sup>th</sup> level), or Stream Callers (14<sup>th</sup> level).

**Languages:** Immortals begin with common and fell, their archenemy's language.

#### Special Bonuses

**Immortal Regeneration:** An Immortal can never be killed through ordinary means, once he reaches -10 health he still lives. The only way to eliminate an Immortal is to behead him (which occurs in instant death, regardless of health). Immortals still feel pain and have no resistance to it, once they reach -10 health they fall unconscious. Many enemies will believe that the Immortal is dead and discard his corpse. Immortals regenerate slowly but surely at a rate of 1 hp/round. This regeneration does NOT occur normally, only when the immortal reaches -10 health and stops once the Immortal is conscious at 1 health. Extremely cold temperatures and ice negate their regeneration. Once it is negated, they die in



one round.

**Immortal Life:** Immortals never die from old age, and are also immune to natural disease and aging affects. They also have nearly perfect bodies and never gain weight.



**Magical Powers:** Immortals have found mystical ways of using the natural magic of the earth to their benefit. If an Immortal concentrates for a full round he may do the following (depending on his roll):

- Detect nearest Immortal (60' cone: their alignment, blood and location) 1-5 on 1d6
- *Detect Magic* as the 1<sup>st</sup> level sorcerer spell, 1-5 on 1d6
- Use the forces of magic to gain a +1 to hit on his next attack, 1-4 on 1d6
- Create a magical barrier around himself that improves his AC by 2 for the next 4 attacks upon him, 1-3 on 1d6
- *Detect Lie* on target, 1-3 on 1d6

**Note:** All these powers attempted are automatically detected by other Immortals within a 60' cone.

**Fell hatred:** Immortals gain a +1 to hit and damage while fighting Fell.

**Magical Being:** Immortals start out with a 5% magic resistance.

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#### **Special Hindrances**

**Cold vulnerability:** All ice/cold spells and attacks inflicted upon the Immortal gain a +1 to their damage dice, thus a cold spell causing 5d6 damage would make 5d6+5 (+1 per roll). Cold creatures gain a +1 to damage rolls. Cold based spells with durations last 25% longer and immortals succumb to a -1 saving throw from cold spells.

**Code of Conduct:** If an Immortal insults another they must duel to the death, the victor beheads those defeated. Immortals of opposite alignment naturally attack one another on sight. An Immortal cannot strike down an unarmed foe and cannot slay innocents (even if he is evil aligned). Immortals must be willing to take prisoners if they surrender and spare Fell if they beg for the Immortal not to kill them. An Immortal will NOT associate himself with a Fell character.

**Spiritual Life:** Immortals never retain wealth and never hoard magical items. Immortals rarely wear armor and when they do, they become uncomfortable (-2 to hit rolls).

**Fixed alignment:** Immortals must be lawful good, lawful neutral, or lawful evil.

**Half-Breed:** Immortal half-breeds are outcast half-human half-Immortals. Pure Immortals

will attack half-breeds as soon as they see them. Half-breeds are the same as Immortals, although they lack Fell hatred and immortal magic powers, but can rise to any level in any class.

**Note to ZMs:** You should STRESS the code of conduct, spiritual life and fixed alignment negatives so that it balances this race, for they are truly powerful.

**Stat Modifiers:** Immortals gain a +1 to charisma due to their impressive looks and bold motions, but suffer a -1 to wisdom due to their arrogant nature.

**Recommended Player:** Immortals are great for players that want to play a mystical and shadowed hero with an immense hatred for the evil that has begun to plague Faerun. Immortals are fun to role-play due to their often-unique personas and have even magical abilities to promote them as front line highlanders.

**Naming:** Immortal characters have names very like humans, but will often find the most colorful names in the human language to accent their unique lives (see human naming).

**Male Names:** Some examples of male Immortal names are: Dante, Ezekiel, Leon, Michelangelo, Ignacious and Zeke. See human naming for other related names.

**Female Names:** Some examples of Immortal female names are: Lucy, Tabatha, Lea, Azalea, Toni, and Kira. See human naming for other related names.

**Favorite Class:** The demon hating Immortals choose to be a demon hunter highlander above all else, although they have a particular fondness for sorcerers and magic in general.

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#### **Krulgs**

**Physical:** Krulgs are squat, wide framed beasts and weigh approximately one hundred and fifty pounds. They are covered in brick like scales that provide an excellent defense against melee attacks. They are the mixing of demonic and goblinoid blood, and are extremely violent in both their actions and thoughts and share the best attributes of both races. Their skin ranges from light brown to a dark black and they have two insectoid eyes and a huge fanged mouth. Their eye color is

always a faint pinkish white. They are equipped with great claws on their hands and a shortened spiked tail. There are many variants of Krulg blood including half-goblin, half-orc, half-bugbear, and half-hill giant. Half-goblins have smaller frames (and are slightly smaller in height) and hold a green tinge to their scales. Half-orcs are slightly larger than the average Krulg and slightly heavier as well as having small spots of black dull hair under their arms and on their backs. Half-bugbears have large dog like ears on their skulls in addition to a thin layer of human like hair over their entire body. Half-hill giants are obtusely shaped, having one arm nearly a foot off balance into the air and the other a foot off balance down toward the ground. Half-hill giant Krulgs walk as if their legs were broken or injured (they are bent and distorted) and have a very deep, frightening voice.

**Personality:** Krulgs are compulsive alcoholics and eaters. They favor brawling and rough housing. Almost all Krulgs despise water, which makes their skin lathery and saturated. Krulgs are cowardly and hoard their wealth in a well-hidden spot out of sight. Krulgs despise all Primary Forms of life and have no morals, often slaughtering or torturing anything that is in sight. Due to their obvious cowardice, Krulgs always travel in packs and wield weapons. Krulgs are extremely repulsive and often reek of dead flesh and feces, the things they often bathe in. Krulgs are extremely dull witted and are easily outsmarted by common tricks and follies ("Hey quick look that way, it's a red dragon!"). Nearly all Krulg relish in war, and whenever they can get the chance to pillage local farmland they do. They mix quite well with other barbarian races such as giants and ogres but especially disrespect magical beings such as vampires and immortals.

**Ecology:** Krulgs are the primary inhabitant of Abeir Toril. They litter the land in roving nomadic war bands and tribes. Krulgs despise water and cold temperatures, relishing hot

humid jungles and mountains although a simple temperature change won't stop them from invading adjacent territory. The Krulg hold inner strife and will never succeed as a unified force, often attacking one another or declaring war on local tribes. The Krulg race instantly obeys the Fell, which hold a pure blood control over them. Wild Krulg live in small underground burrows and attack local farming communities with the aid of the giantkin.

**Allowed Classes:** Krulgs may be savages (14<sup>th</sup> level), blade masters (10<sup>th</sup> level), dark sorcerers (12<sup>th</sup> level), fire sorcerers (12<sup>th</sup> level), earth sorcerers (12<sup>th</sup> level), sorcerers (14<sup>th</sup> level), cultists (10<sup>th</sup> level), shamans (10<sup>th</sup> level), priests (8<sup>th</sup> level), strong-arms (10<sup>th</sup> level), tomb robbers (12<sup>th</sup> level), thieves (10<sup>th</sup> level), and Charm Masters (8<sup>th</sup> level).

**Languages:** Krulg start out with the language of Krulg (a crude mix of goblin and orc with some words from the Fell vocabulary) and may select from giant, bugbear, Cyclops or ogre as additional languages, the number based on their intelligence score.

**Special Bonuses:**

**Armored hide:** The Krulg have brick like scales coating

their body and have a natural AC of 8.

**Natural Attack Bonus:** Krulgs may attack with their claws and tail and have a fixed attack rate of 3 attacks per round: two claw swipes (1d6) and a tail smack (1d4+1). They can substitute their tail attack for a bite, which causes 1d4 damage.

**Demon Blood:** Krulgs gain a slight immunity to fire based attacks: 25% immunity to natural fire and 5% immunity to magical fire. Krulg blood is acidic and causes 1d4 damage if used as a weapon.

**Infravision:** Krulg have 30' infravision.

**Krulg Berserk:** Krulgs go berserk if fighting together in a small group of other Krulg, gaining a +1 to their "To Hit" and damage rolls.



**Krulg Burrowing:** Krulgs are superb at burrowing in dirt terrain and have a burrowing rate of 3. If a group of Krulg burrow in the soil together not only can they ambush a group of enemies, they also gain the affect of Krulg Berserk.

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Special Hindrances:

**Violent Nature:** Krulgs must be chaotic.

**Extreme stupidity:** Krulgs aren't the sharpest knife in the draw and have a 50% chance of misusing magical items and magical abilities. Krulgs are frightened of magic and succumb to a -1 when saving against magic attacks. Krulg rouges cannot use the read languages skill. A Krulg's starting intelligence may be as low as 2, contrary to the standard of 3 for most player characters.

**Bloodlust:** Demon blood has caused the generally hospitable goblinoid races to yearn for bloodlust. If a Krulg character does not kill and devour a corpse weekly he will succumb to a -1 to all his rolls cumulatively weekly until a maximum of -10 until he devours a corpse.

**Stat Modifiers:** Krulg receive a +1 to constitution due to their powerful frames but receive a -2 to wisdom, -1 to charisma and -2 to intelligence.

**Recommended Player:** Players that like to play sturdy yet wild and often violent unpredictable beasts should play Krulg. The main interests of a player choosing Krulg should be in battle, running into melee combat and looting while managing to drink in ample amounts.

**Naming:** Although the Krulg stupidity runs deeper then imaginable, the shamans of the Krulg tribes have created a method of naming a newly born Krulg. The Krulg parent (or more commonly the Krulg itself) selects a name that appeals to them, Krulg favor dull sounding names with guttural influence. The Krulg surname is that of his clan, automatically given to him by the shaman of the tribe. Krulg names are slurred and barbaric, having little variety and even less credence. Krulg favor using O's, K's and B's in different combinations.

**Male Names:** Some examples of male Krulg names are: Ug, Tek, Oko, Baldo, Ob and Kobdar

**Female Names:** Some examples of Krulg female names are: Boke', Boa, Uga, Obe, Oba, Keda, Uge

**Surnames:** Some examples of Krulg surnames are: Blackburrow, Blackfeet, Redhair, Mountainclimber and Bluehands

**Favorite Class:** The Krulg favorite class is the savage highlander, unleashing the natural and animalistic side of nature upon their enemies.

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Fell

**Physical:** The ancient and evil devils, those who once invaded Faerun and stayed due to their greed and malice toward the "weaker" races, those who claim immortality from the Immortals, these are the Fell. The Fell are tall, lanky humanoid creatures with flowing features, all approximately 5' to 6' in height and weighing from 100 to 150 lbs. Although Fell have humanoid features they hold several major differences from humans: horns (small goat like horns grown from the top of their temple), milky, pasty Grey skin (the Fell behold skin that resembles rotting flesh, a smooth Greyish white with absolutely no skin blemishes), raised brow (the Fell have a huge bone brow that sticks out from their skin and gives their cut faces more definition), eye color (Fell eyes are generally completely white or a burning red, although the latter is more rare), and hands (Fell hands are four fingered and clawed with large 4" claws). Nearly all fell are bald, those who are not have matte black beast hair, and many of those who have hair arrange it in a Syrian Mohawk style. Fell have a constant muscle tone and never gain weight or height. There are four types of Fell: Royal, half-demon, half-devil, and half-breed. Royal



Fell are those which are described above. Half-demon Fell are much more bestial, weighing twice as much for the rolled weight and being twice as tall. Half-demon Fell have large patches of black fur and a blood red skin tone. Half-devil Fell are extremely refined with poison dripping fangs and emitting sounds of the burning infernal as they walk. Half-breed Fell are those which are cross breed between human and Fell, these beings are outcasted by the other Fell due to their more human physical appearance and methods of thinking. Half-breed fell lose their horns, clawed fingers (although there is still 4), pasty white skin, and have a normal set of human hair. Royal fell, half-devil and half-demon Fell usually have a six hundred to nine hundred year life span, half-breeds usually don't live to be more then three hundred. All Fell lack sex organs and may appear either female or male.

**Note:** All the following applies to non half-breed Fell, half-breeds integrate into human society as normal people.

**Personality:** Fell are extremely sinister and cunning, often corrupting entire populaces into their slaves or notaries. All Fell are greedy and daring, many Fell basing their life around acquiring a huge wealth or finding old relics from Faerun and then returning to their plane. Unfortunately, the Fell can not leave now (due to the magical energy released in Faerun) and have become extremely disgruntled, having an uncanny hate for all life besides their own. Fell see every race and person as animals but will treat royals as divine beings until they can remove them, acquire their wealth, or backstab them. Fell are often the force behind massing hordes and serve as right hand men to Kurgoth the Decayed and Henrich Skullborne. All Fell seek a means of escaping Abeir Toril and many devote their life to it, creating lavish campaigns and enslaving entire populations to research a way of exhilaration.

**Ecology:** Fell are few in number, and often live in common populations out of sight of the locals, corrupting and charming local individuals into becoming their followers. The Fell race cannot reproduce (Fell can only be created in the fiery "pit fiend pits" unknown to Faerun) and very rarely mass together or create settlements. When Fell are seen together they are usually in small war

bands of five to twenty, accompanied by the lower Dretch and Manes. As far as most people are concerned the only Fell on the prime material are the only ones left, no Fell reinforcements have been spotted since the great collapse. Although a dieing breed, Fell are extremely resourceful and will help one another (at least long enough to backstab the other) if in dire need or if under attack.

**Allowed Classes:** Fell may be highlanders (12<sup>th</sup> level), dark sorcerers (12<sup>th</sup> level), fire sorcerers (12<sup>th</sup> level), sorcerers (14<sup>th</sup> level), clerics (8<sup>th</sup> level), shadow triad monks (8<sup>th</sup> level), Charm Masters (8<sup>th</sup> level), and Chrono Callers (8<sup>th</sup> level).

**Languages:** Fell automatically begin with Fell, common and planar. Fell may pick from the language of extra planar beings as additional languages.

#### Special Bonuses:

**Fell Self-Polymorph:** The Fell are masters of trickery and deception and may at will take upon the illusion and vocal chord emulation of any living being they have had eye contact with for one combat round or longer. The subject they wish to clone may be dead, unconscious or in motion when the character mimics his form. The fell character also may choose to speak in an identical voice from that of their target. This illusion counts as a 3<sup>rd</sup> level illusion (for enemies with high wisdom) and can be dispelled as a normal spell.

**Demon Blood:** Fell have demon blood running through their veins and are resistant to multiple attacks dependant on their lineage:

**Table 6: Devil Bloodline Resistances**

Attack	Damage
Acid	Full
Electricity	Full
Gas	Half
<i>Magic</i>	Full
Silver Weapon	Full
Cold	Half



Fire	None
Iron Weapon	None
Poison	None

**Table 7: Demon Bloodline Resistances**

Attack	Damage
Acid	Full
Electricity	None
Gas	Half
<i>Magic</i>	Full
Silver Weapon	Full
Cold	Half
Fire (Magical)	Half
Fire (Non-Magical)	None
Iron Weapon	Full
Poison	None

**Note:** Half-breed characters gain no immunities but are only vulnerable to holy water.

**Natural Attack Bonus:** Fell may wish to use their claws and venomous bite in combat. In such case their number of attacks is set to 2. Two claw swipes (1d4 each) or a claw and a bite (the latter causes only 1d2 damage but the target must roll a save vs. poison or be dealt 1 poison damage per round until healed).

**Super Natural Mind:** Fell are 90% resistant to *sleep* and *charm* spells.

**Cut Off:** Although cut off from your home plane, you can still draw upon the energy of one of your previous magical powers and use it once per day (pick one only, choosing a Fell magical ability is permanent):

1. *Snare of Flame*
2. *Forceful Wind*
3. *Muck*
4. *Fire Bolt*

**Special Hindrances:**

**Turnable:** Fell characters can be turned as per Turn Undead cleric ability.

**Vulnerable To Good:** Fell characters are dealt 2d4 "Acid" damage from holy water. This damage cannot be healed magically and must be healed naturally through time. Fell characters commanded by a holy symbol to be gone must roll a charisma check or suffer a -2 to their attack rolls versus the priest and all of his companions in a 15' radius to him. When being magically attacked by good aligned clerics and light sorcerers, Fell characters succumb to a -1 to their saving throws. Fell characters count as extra planar creatures (demon or devil) and are effected by special spells designed to destroy demons/devils. Fell characters are repulsed by holy places and suffer -1 to their "To Hit" and damage rolls while in such areas. Characters wielding a *Sword of Power* deal double damage on Fell characters. Good aligned Highlanders and Clerics gain a +1 to hit versus Fell characters.



**Item Restriction:** Fell cannot use clerical wands, holy weapons (ZM approval), items displaying holy symbols or any item blessed from a holy area (most healing potions from local temples and vendors are blessed). While a bottle of holy water might have a cool welcoming sensation to a non-fell character, it would seem incendiary to a Fell. If the



character forcefully attempts to use such items he violently spasms and succumbs to a -1 to all his rolls until removed. Long exposure to these spasms will result in damage (-1 constitution per month).

**Careless Greed:** Fell characters are so careless with their greed that they often attempt to become proficient in all things, and although being able to be any class, they cannot master any one class (see level restrictions).

**Stat Modifiers:** Fell are extremely intelligent (+1 intelligence) but also have a dulled logic due to their greed and arrogance (-1 wisdom).

**Recommended Player:** Players which favor evil aligned characters, playing maliciously and intelligently while having access to powerful magic and command over lesser beings should play a Fell character. Fell characters are violent and malevolent and scheme their way to success.

**Naming:** Fell have demonic names that have deep guttural roots and ancient meanings. Refer to old religious scripts such as both the Christian Bible and Jewish Torah for typical Fell names. Most fell names are spoken or were created in the ancient language of the nine hells and are linear and demonic. B's, R's and T's are commonplace in the Fell language as are "aars" and "bats." Fell rarely have surnames and when they do, it is to denote their allegiance- "Orcus of Lord Balphor" or "Orcus of Maladomini."

**Male Names:** Some examples of male Fell names are: Baartu, Belzepheth, Beelzebub, Orcus, Lucifer, Pazuzu, Baltazo, Mammon, Behemoth, Kazagaroth, etc

**Note:** It would be advised for players not to select the example names due to the fact that they are true demonic names written of in the Bible and in Sumerian myth.

**Female Names:** Some examples of Fell female names are: Hera, Lloth, Serpentine, Noctacula, Vampira, Phaltoris etc

**Favorite Class:** The ancient and deceiving Fell's favorite class is the powerful sorcerers of the destroyed Faerun. Fell favor to control and manipulate their enemies rather than get their hands dirty. Fell highlanders are nearly always Immortal hunters.

**Physical:** Night elves are the only remaining "elvish" race on Faerun, the previous elves were either eradicated, died out, or were evacuated by the gods who found them more worthy than the race of men. Night elves are tall slender humanoids with smooth perfect skin ranging in pigment from a turquoise to pitch black. Their features are sharply cut and acute, having raised cheekbones and rolling attractive facial features. Night elves have five to seven inch long slender elvish style ears on the opposite sides of their skulls. The muscular build of the night elf people is nearly perfect, in addition to the other features of their body. They stand from 5' to 6' tall and weigh 100 to 150 lbs. Night elf eyeshades range from emerald green, to lathander, to a glowing light blue and even a light reddish. Most Night Elves don black hair (their previously white hair was due to heavy radiation exposure in the underdark) but some (20%) still behold their true drow headset. The night elf voice is calm, smooth and reassuring, even the most skittish of night elves will inspire others around them due to their melodic and beautiful voice.

There are two types of night elves: true blood and Drow. Drow are more muscular, have a more sinister appearance and tend to be more malicious than the normal night elves. Both night elves and Drow live to be beyond 1,200 years old, although they leave the surface world of mortals and men far before that date.

**Personality:** Night elves are noble and calm beings, denouncing their previous roots and returning to their ancient way of life. Nearly all night elves have a great affinity with nature and wander the misty jungles of Faerun in search of their fate. They have a great liking to cultural arts such as song, dance, art, and folklore and are very hospitable of the other neutral/good aligned races. Night elves take insult from the term "Drow" and often become uncomfortable around those who labeled them Drow. Night elves despise Fell a bit more than other races due to the fact that they have intentionally attempted to enslave the night elf since the moment they were flushed out of the Underdark. There are few evil aligned night elves, and those who are still respect nature and the lives of both night elves. All night elves live a non-materialistic and spiritual form of life, returning to their ancient ways of animist natural life. Night elves, although

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Night Elf (Drow)

extremely intelligent and aloof beings are often frightened or insulted by the use of magical energy (priest magic do not scare them in the least bit). Overall, night elves act like the original elves of Faerun but with more interest in raw nature, spirituality and philosophy.

**Ecology:** Night elves choose to live in large tribes, deep within the misty jungles of Faerun. These tribes are large enough to fend off large enemy forces (150 members +) and are lead by a council of druids. Unlike previously, druids do not have to duel to the death or partake in tourney to gain level, thus the frequency of the elvish druids is high. Most tribes are on or around ground level, although some elvish druids choose to place their tribes in the great trees, offering both stealth and protection for their people. The night elf people commonly battle the vile Fell and their followers, but unlike the Fell they can reproduce. Socially, night elves live in small families housing a mother, a father and their offspring. Many night elves choose to live with their entire extended family, which sometimes can be large in number (night elves do NOT inbreed). Night elves are rarely seen alone, but when they are they are often comprised of an elite band of druids/highlanders on a spiritual quest. At any rate, although one night elf may be a sturdy foe, bands of night elves working in cohesion may be a fatal foe.

**Allowed Classes:** Night elves may be rangers (15<sup>th</sup> level), demon hunters (12<sup>th</sup> level), highlanders (10<sup>th</sup> level), saint (10<sup>th</sup> level), druids (20<sup>th</sup> level), priests (8<sup>th</sup> level), monks (10<sup>th</sup> level), and Kunglo Arhats (10<sup>th</sup> level).

**Languages:** Night elves start the game with common and Drow, and may pick from goblin, orc, gnome, dwarf, Halfling, Krulg, giant, dragon (any), dragon (generic), treant, sprite, pixy, sprig, nymph or brownie as additional languages.

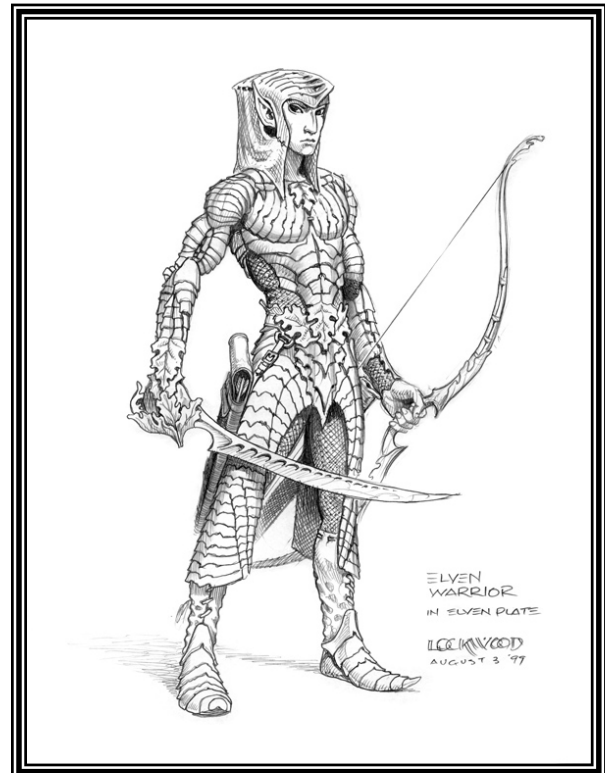
**Special Bonuses:**

**Infravision:** Night elves have an extraordinary 190' infravision.

**Attack Bonus:** While using a spear or staff of any sort, night elves gain a +1 to their attack rolls. They gain an additional +1 to hit and damage while fighting giantspawn due to their mutated nature, dishonoring the forces of nature.

**Magic Resistance:** Although it has been years since the night elves left the radioactive underdark, a slight magical barrier still protects them (5% +1%/level magic resistance).

**Strong Will:** 90% resistance to *sleep* and *charm* spells.



**Detect Hidden Doors:** Secret doors (those constructed so as to be hard to notice) and concealed doors (those hidden from sight by screens, curtains, or the like) are difficult to hide from elves. Merely passing within 10 feet of a concealed door gives an elven character a one-in-six chance (roll a 1 on 1d6) to notice it. If actively searching for such doors, elven characters have a one-in-three chance (roll a 1 or 2 on 1d6) to find a secret door and a one-in-two chance (roll a 1, 2, or 3 on 1d6) to discover a concealed portal.

**Special Hindrances:**

**Stat Modifiers:** Night elf characters are extraordinarily dexteritous (+1 dexterity) and wise (+1 wisdom) but are also physically weaker than most races (-1 strength, -1 constitution).

**Recommended Player:** A player who favors an aloof persona while still packing a serious

punch and great proficiencies in priest magic, should play Night elves. Night elves are intelligent and witty, and favor reason and logic over brash action.

**Naming:** Night elf names have melodic and beautiful names, mixing hymn like sounds with an acute S and K's. Elvish names are much related to the Earthen Latin, mixing aloof and almost song like patterns to their names. Most elves have two names, a primary name and surname. The primary name is that which is picked by their parents and has little meaning besides self-interest. The surname is that of the character's clan or tribe, and is usually chosen by the tribe leader (ZM) at birth time or at time of notable action. Nearly every member of the tribe shares the same surname.

**Male Names:** Some examples of male elvish names are: Artanis, Keldath, Elrude, Sindarin, Valar, Elentar, Alakar, Enfindel etc

**Female Names:** Some examples of elvish female names are: Silvani, Morula, Valsheen, Valadorune, Arhim, Atalante etc

**Surnames:** Firearrow, Greenwood, Thundertop, Silvertounge, Wyrmbreath, Moonchild etc

**Favorite Class:** The wise and caring druid is the night elf's favorite class. More primitive night elf tribes also favor the shaman class.

## Ogre

**Physical:** The race of ogres is a hideous race indeed. Deranged muscular humanoid beasts towering from 9 to 10 feet and weighing approximately 300 to 350 lbs are the ogres. Ogre characters generally have dark brown eyes. Many ogres are naturally bald; those who aren't have short patches of black furry hair on their skull. Akin to the goblins and orcs, ogres are bestial beings with a thirst for war. Ogre skin pigment ranges from dead yellow to a dull black-brown, and (rarely) a sickly violet. Most ogres have a life span of 90 years.

**Personality:** Ogres are malicious, dumb founded and sluggish in their motions but are extremely versatile foes in combat. Many ogres enjoy simple delights such as shiny objects, new weapons, and amusing Halflings. Ogres are prone to become

frustrated and angered if tricked or insulted and will often remember the most distant of memories that meant a great deal to them. Ogres enjoy drinking heavily and stupid humor ("hey look that way! It's Elminster!"), hording treasure and attending things that are above their level of thought to make them look important. Ogres enjoy walking through natural sites such as fields and mountain ranges and aZMiring nature. Ogres naturally think of orcs, goblins and bugbears as their inferiors and command



them into battle.

**Ecology:** Ogre tribes are found anywhere, from deep caverns to mountaintops.

Tribes have 16-20 males, 2-12 females, and 2-8 young. Shamans, if present, will be of 3<sup>rd</sup> level, and have access to the spheres of combat, divination, healing, protection, and sun (darkness only). Ogres live by raiding and scavenging and they will eat anything.

Their fondness for elf, dwarf, and Halfling flesh means that there is only a 10% chance that these will be found as slaves or prisoners. There is a 30% chance that an ogre lair will include 2-8 slaves. Captured prisoners are always kept as slaves (25%) or



food (75%). Extremely avaricious, ogres squabble over treasure and cannot be trusted, even by their own kind. Ogres have partially integrated into society after the fall of the great Pagatorite Empire but still remain evidently out of place.

**Allowed Classes:** Ogres may be savages (15<sup>th</sup> level), highlanders (12<sup>th</sup> level), dark sorcerers (10<sup>th</sup> level), fire sorcerers (8<sup>th</sup> level), earth sorcerers (8<sup>th</sup> level), sorcerers (6<sup>th</sup> level), shaman (14<sup>th</sup> level), priests (4<sup>th</sup> level), strong-arms (8<sup>th</sup> level) and Charm Masters (8<sup>th</sup> level).

**Languages:** Ogres start out only with their own self derived primitive tongue but it is common for ogres to speak orc, troll, stone giant, and gnoll, as well as the language of men or common.

#### Special Bonuses:

**Thick Skin:** The ogre character starts out with a base AC of 8 due to his thick muscular frame.

**Natural Attack Bonus:** The ogre character may choose to use his fists as a pummeling attack once per round, causing 1d10 damage. Due to the strength bonus, this attack is made with +6 damage and +3 to hit.

**Colossus:** Ogres are mighty beings, ogre characters are considered to roll full health upon rolling a character. Thus a highlander creating an ogre character would have an automatic 10 health (1d10), not counting constitution bonuses. A shaman would have 8 health (1d8), not counting constitution bonuses.

**Large Creature:** Ogres count as large creatures, gaining the benefits and negatives of being a large creature.

**Strength Bonus:** Ogre characters do not roll their strength score, and regardless of class it is automatically 18/00 due to their extremely powerful nature. All ogre characters receive "highlander" type bonuses from this exceptional strength.

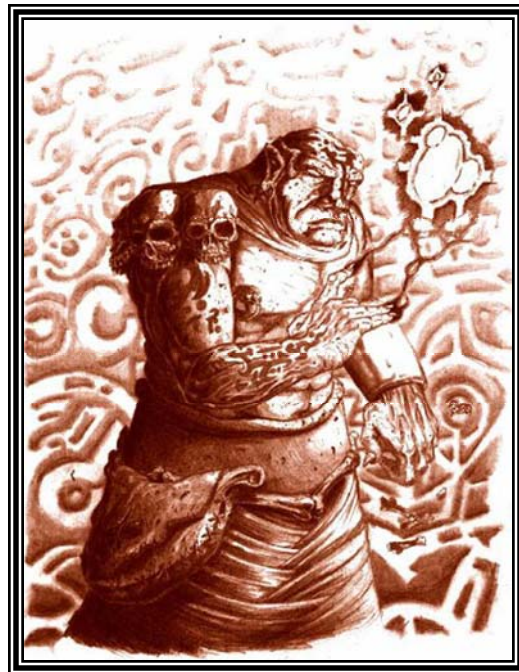
#### Special Hindrances:

**Slower Movement Rate:** Ogres have a movement rate of 9 due to their clumsy nature.

**Stat Modifiers:** Ogres are a militant and physically superior race (Automatic 18/00 strength, +1 constitution) but are extremely dull witted (many ability scores have caps, -2 intelligence, -1 wisdom).

**Recommended Player:** Someone who likes a strong sturdy highlander with lots of versatility in combat and role-playing a beast like giant should play an ogre.

**Naming:** Ogre names are guttural and violent; most ogres don't have a surname. Ogre names are dependant on O's and U's and revolve around combat and death. Most ogres prefer simplistic sounds and lack of advanced syllables such as Z's and X's. Female names are slightly more jovial but



still remain to the guttural ogre roots.

**Male Names:** Some examples of male ogre names are: Ogok, Bloodhammer, Udder, Mormon, Oldar, Buldur, Scarface

**Female Names:** Some examples of ogre female names are: Kooshie, Ote, Odda, Kuta, Brara and Ohare

**Favorite Class:** The savage highlander is an ogre's favorite class due to their violent nature. Many ogres also follow the path of shamanism due to its barbaric magic.

### Giantspawn

**Physical:** Giantspawn are a series of races that inbreed the qualities of humans and the host

giant, creating a mutant monstrosity of inhuman power. Giantspawn physically appear to look like their main host giant race mixed with the qualities of a human, being half the size and weight (of the host giant race) and beholding visible mutation in both limb length and proportion as well as hair length and skin coloration. The many types of giantspawn include half-hill giant, half-mountain giant, half-firbolg giant, half-ettin, half-verbeeg giant, half-Cyclops, all sharing physical malformation and deranged proportions. The hair and eye coloration is dependant on the particular race of giant, although as a default it can be assumed that the hair and eye color of the player is dark brown or hazel. Unfortunately physical mutation has led the giantspawn to have very shortened lives (rarely living more then 60 years). Look in the "special bonuses/negatives" section for a table on how to determine what mutations your character will have.

**Personality:** Most giantspawn, regardless of their host giant's alignment in general are very avaricious and violent beings that ambush travelers and attack what they want to capture or loot on sight. Many giantspawn delight in heavy drinking, hoarding wealth and gems, attacking local populations, and massing into hordes. Giantspawn have a natural hate of all true giants, which find them to freak mutations and not worth the time of day; many true giants take it upon themselves to eliminate the giantspawn race. Nearly all giantspawn are technically mentally retarded, their brains were twisted and poisoned when they were still in vitro. Giantspawn rarely develop families and rather wander the lands of Faerun in search of prey to feast upon or loot. Giantspawn are called toward the moon to mate at the end of every year, most giantspawn give birth to 2-4 offspring although the actual unique number is dependant on the specialist form. Another disturbing concept is that the giantspawn inbreed, creating true mutations to behold!

**Ecology:** As said before giantspawn rarely unite to form populations and families and rather rove in war bands or nomadically. Giantspawn are the most feared creature in nature, often challenging local animal populations with their ferocious might. Giantspawn are hated by the night elves due to their mutated nature (See natural attack

bonus for Night Elf) and are often hunted down if they intrude upon night elf territory and are killed. When giantspawn rarely do band together it is to create temporary war camps adjacent to enemy territory. These camps are usually led by a singular 8<sup>th</sup> level shaman and 10-40 (1d4 x 10) giantspawn of varying types and creeds, and rarely exist longer then a week in time. Giantspawn may be found in caves devouring raw corpses and/or other giantspawn or in the depths of ancient dungeons, left for dead by their sinister creators. Giantspawn are malicious and should be played as loners and bestial destroyers that leave places in ruin and destroyed.



**Allowed Classes:** Giantspawn may be savages (14<sup>th</sup> level), highlanders (12<sup>th</sup> level), cultists (8<sup>th</sup> level), shamans (8<sup>th</sup> level), and priests (4<sup>th</sup> level).

**Languages:** Giantspawn start off the game with the specific language common to their specialized race plus the common tongue of all giants ("Ugok starts the game with the languages of the ettin giants plus the broad language of all giants"). As additional languages, giantspawn may select from any specific giant and/or goblinoid race.

**Special Bonuses:**



**Mutant:** Giantspawn are so mutated and distorted that their minimum stat for character creation can be 1 instead of the normal 3 for player characters. This means that the giantspawn is so mutated that his very qualities can sink to a sub-Krulg level!

**Half-Giant:** The giantspawn are half-giant, half-human and suffer both penalties and negatives dependant on the type of giant half-breed chosen. Use the chart below to select a race, mutations and powers:

Table 8: Giantspawn Abilities				
(d6)	Race	Modifiers	Size/Weight	Max Age
1	Half-hill giant	19 str, -2 int, -1 chr	16'/4500 lbs	200
2	Half-mountain giant	+2 str, +1 con, -1 int, -1 wis	14'/2000 lbs	60
3	Half-firbolg giant	+1 str, +1 wis, -1 chr	10'/800 lbs	75
4	Half-ettin	+1 con, +1 str, -2 int, -1 chr	13'/1200 lbs	60
5	Half-verbeeg	+1 int, +1 str, -1	9'/350 lbs	45

	giant	wis, -1 chr		
6	Half-Cyclops	18/76 str, -1 int	7'/350 lbs	60

**Table 9: Giantspawn Starting Mutations**

Race	Mutations
Hill Giant	1d2
Mountain Giant	1d2+1
Firbolg	1
Ettin	1d2
Verbeeg	1d3
Cyclops	1

Table 10: Giantspawn Mutations		
(d10)	Mutation	Modifiers
1	Lame Leg	-1/2 MR, -1 THAC0 (characters with two lame legs can crawl at a MR of 3; sessile characters suffer a +2 to AC)
2	Added Appendage	-1 charisma, +10% of rolled weight, appendage can be used to wield weapons with double penalties for dual wielding
3	Lame Arm	Weapons cannot be equipped in affected arm, -2 dexterity checks (characters with two lame arms may not attack in melee)
4	Rotting Skin	-1 constitution, +1 damage from melee hits
5	Dead Siamese Twin Attachment	-2 charisma, +50% of rolled weight, -2 save vs. death, -2 constitution checks
6	Diseased	-1 constitution, emits aura of disease: save vs. poison or 1d4 damage in living beings
7	Fused Eyes	-2 to use ranged weapons, -2 to dexterity checks, -1 wisdom
8	Lame eye	-1/2 view distance (characters with two lame eyes can make out shapes and colors 3' in front of them or closer)
9	Giant Blood Boils	-1 constitution, 1d4 damage per hour unless bandaged
10	Distorted figure	-1 constitution, -1 charisma

### Racial Abilities:

#### Hill Giant

**Giant Hide:** The character's skin is extremely thick and durable, granting the character a natural AC of 5.

**Natural Attack Bonus:** When using clubs, hill giant characters inflict 2d6 + 7 damage and may attack once per round (+7 from the natural strength bonus). When throwing stones, a giant character may inflict 2d8 damage per blow, making one throw a round. These stones can be thrown from 3-200 yards from the character.

**Hill Giant Strength:** The character automatically starts out with 19 strength (see natural attack bonus).

**Magical Deficiency:** Hill giant characters may not become earth sorcerers and have a 30% chance of misusing magical items.

**Giant:** The character must have, due to his behemoth size, custom made weapons and armor to use. In other words, it is nearly impossible for the run of the mill smithy to have suitable armor and weapons to fit his size.

**Mutated:** The mutant half-giant receives the full brunt of mutations, disabling some of his abilities and offsetting the incredibly power advantages of playing giantkin.

#### Mountain Giant

**Giant Hide:** The character's skin is extremely thick and durable, granting the character a natural AC of 4.

**Natural Attack Bonus:** Mountain giants may choose to, once per round, throw boulders for 2d10 damage. If a mountain giant character finds a giant sized club they may use it once per round to inflict a massive 4d10 damage.

**Monster Summoning:** A mountain giant can summon and control other monsters. This summoning takes a full turn to perform and 1d6 hours pass before the creatures appear. A summoning results in either 1d10+5 ogres (70%), 1d6+3 trolls (20%), or 1d4 hill giants (10%), although the giant has no idea in advance of what he will get. The control is very loose, not absolute domination. The mountain giant can give a broadly defined command and the monsters obey as they see

fit. The summoned monsters stay with and fight for the mountain giant, but they value their own lives over that of the giant. The summoned creatures stay with the giant until killed, sent away, or another summoning is made.

**Giant:** The character must have, due to his behemoth size, custom made weapons and armor to use. In other words, it is nearly impossible for the run of the mill smithy to have suitable armor and weapons to fit his size.

**Mutated:** The mutant half-giant receives the full brunt of mutations, disabling some of his abilities and offsetting the incredibly power advantages of playing giantkin.

#### Firbolg

**Natural Attack Bonus:** Firbolgs can use any large size weapons; they disdain the use of armor or shields. Of manmade weapons, they prefer two-handed swords and halberds, both of which they may use in one hand without penalty. Weapons of their own make are double size equivalents of human weapons, for which they get a Strength bonus (19 Strength, +7 damage). However, when used with both hands, these huge weapons inflict double their normal damage, plus the Strength bonus. The strength bonus is only effective is the player contributed points toward his strength, but ideally most firbolgs have 19 strength.

**Missile Defense:** If a firbolg has one hand free, it can bat away up to two missiles per round. Large missiles, such as boulders, or those with long shafts, such as javelins and spears, can be caught if desired. A catch or bat is successful 75% of the time (6 or better on 1d20). A caught weapon may be thrown at any opponent on the next round with a -2 penalty to the attack roll, for using it's off hand.

**Magical Abilities:** All firbolgs have the following magical powers, usable once per day, on any round they are not engaged in melee combat: *detect magic*, *diminution* (as double the potion), *fools' gold*, *forget*, and *alter self*.

**Giant:** The character must have, due to his behemoth size, custom made weapons and armor to use. In other words, it is nearly impossible for the run of the mill smithy to

have suitable armor and weapons to fit his size.

**Mutated:** The mutant half-giant receives the full brunt of mutations, disabling some of his abilities and offsetting the incredibly power advantages of playing giantkin.

### *Ettin*

**Giant Hide:** The character's skin is extremely thick and durable, granting the character a natural AC of 5.

**Two Headed:** Ettin characters are two headed, having a split personality on his adjacent left or right side (player choice). This head controls the corresponding side of the body and has to work with the player character in order to succeed in combat.

Ettin Head (AC 5; MV Nil; HD 4+4;hp 20; THAC0 17; #AT 1; DMG 1d8 (Bite); SA Head Butt (2d4 damage); SD Alert; MR Nil; SZ S (3'); ML Elite (14); Int Low (6); AL CE; XP 90; SP Nil; EQP Nil; STR 15, DEX 10, CON 10, INT 6, WIS 9, CHA 14)

**Alert:** Having two heads is definitely an advantage for the ettins, as one is always alert, watching for danger and potential food. This means that an ettin is surprised only on the roll of a 1 on 1d10.

**Natural Attack Bonus:** In combat, an ettin has two attacks. Because each of its two heads controls an arm, an ettin does not suffer an attack roll penalty for attacking with both arms. An ettin always attacks with two large clubs, often covered with spikes. Using these weapons, the ettin causes 2d8 points of damage with its left arm, and 3d6 points of damage with its right. If the ettin is disarmed or unable to use a weapon, it attacks empty-handed, inflicting 1d10 points of damage with its left fist and 2d6 points with its right.

**Infravision:** The Ettin has 90' infravision.

**Giant:** The character must have, due to his behemoth size, custom made weapons and armor to use. In other words, it is nearly impossible for the run of the mill smithy to have suitable armor and weapons to fit his size.

**Mutated:** The mutant half-giant receives the full brunt of mutations, disabling some of his

abilities and offsetting the incredibly power advantages of playing giantkin.

### *Verbeeg*

**Exceptional Armor Class:** Verbeeg characters have an exceptionally good starting armor class of 4 or better. To determine one's AC, roll 1d6 (1-2=1, 3-4= 2, 5-6= 3) and then subtract that from your AC. For example if you were to roll a 5 you would gain a 3 AC bonus and your AC would be 1. This natural AC is permanent upon initial rolling.

**Spear Acuity:** Once the battle has begun, the verbeeg take on the stragglers and use their missile weapons, usually spears. The Strength of the giant determines how much further than normal the weapons can be hurled. Whatever their weaponry, the verbeeg get a Strength bonus for damage.

Table11: Verbeeg Spear Modifiers

Strength	Damage Bonus	Additional Range
18/51-75	+3	30 yards
18/76-90	+4	40 yards
18/91-99	+5	50 yards
18/00	+6	60 yards

**Giant:** The character must have, due to his behemoth size, custom made weapons and armor to use. In other words, it is nearly impossible for the run of the mill smithy to have suitable armor and weapons to fit his size.

**Heavy Mutation:** The inbreeding of verbeeg then cross breeding with humans has spawned the most mutated giant race playable, see mutations above.

### *Cyclops*

**Giant Hide:** The character's skin is extremely thick and durable, granting the character a natural AC of 3.

**Natural Attack Bonus:** Cyclopskin are armed with either a club or a bardiche. Each will also carry a heavy hurling spear (1d6 damage) and a sling of great size (1d6 damage). They never wear armor or use shields, for their tough hide gives them ample protection from most attacks. Cyclopskin do not bother with strategy or tactics in combat. If their opponents are out

of reach, they use slings or hurl heavy spears. They can not throw boulders like their larger cousins. Since the single eye of the Cyclopskin gives them poor depth perception, they suffer a -2 penalty to all missile attack rolls, but not to damage. If the opponents are close, the Cyclopskin rush in to fight with their clubs or bardiches.

**Easier to Find Equipment:** Smiths may make armor in Cyclops-spawn size due to their relatively small size as compared to other giantspawn. Although these weapons and armor will cost 25% more they will fit and function as normal equipment on the giantspawn.

**Mutated:** The mutant half-giant receives the full brunt of mutations, disabling some of his abilities and offsetting the incredibly power advantages of playing giantkin.

**Stat Modifiers:** Regardless of specialized race, all giantspawn suffer a -2 to constitution due to their distorted form. They also suffer a -3 to intelligence, -3 to wisdom and -2 to charisma.

**Recommended Player:** Giantspawn are a tricky race to play because they often have extremely odd and varied negatives and positives, but they are best for players who wish to play a character that is physically superior to the other races but at the same time very inferior mentally. Before picking giantspawn, evaluate your character's weaknesses and powers due to his mutation and then choose from there.

**Naming:** Giantspawn names mix ogre, orc, krulg and goblin languages to create guttural beast like names that invoke fear into the hearts of the meek. See Krulg and ogre for examples on how to name your character, for their naming process is nearly identical.

**Male Names:** See ogre/Krulg.

**Female Names:** See ogre/Krulg.

**Favorite Class:** The giantspawn's favorite class is savage highlander due to their violent and wild nature.

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## Vampire

**Physical:** Of all the chaotic evil undead creatures that stalk the world, none is more dreadful than the vampire. Moving silently

through the night, vampires prey upon the living without mercy or compassion. Unless deep underground, they must return to the coffins in which the daylight hours pass, and even in the former case they must occasionally return to such to rest, for their power is renewed by contact with soil from their graves. One aspect that makes the vampire far more fearful than many of its undead kindred is its appearance. Unlike other undead creatures, the vampire can easily pass among normal men without drawing attention to itself for, although its facial features are sharp and feral, they do not seem inhuman. In many cases, a vampire's true nature is revealed only when it attacks.

There are ways in which a vampire may be detected by the careful observer, however. Vampires cast no reflection in a glass, cast no shadows, and move in complete silence. Vampires look very much like humans although their shapes and physiques are nearly perfected; many onlookers confuse the nearly perfect Primary Forms of vampires for that of Immortals. There are three variants of the vampire: western (the kind being described here), wild (free roaming animalistic undead) and eastern (See "Eastern vampire" in special bonuses/negatives), both eastern and western vampires look equally alike and are both physically equal. Wild vampires have a sickly white skin and reek of rotten flesh, generally being bald and have overgrown protruded incisors. Wild vampires always have albino eyes. A special trait of the wild vampire are a set of blade like claws and ability to jump great distances but they also lose some of their more civilized brethren's abilities (see special bonuses/negatives).

**Personality:** Vampires are intelligent and cunning beings that fade into society easily, attempting to make themselves look normal as compared to others around them. They strike silently and fully plan all their endeavors, calculating them down to the slightest details. Although evil at heart, they are not foolish in their actions and will not fumble if angered or enticed to attack. Vampires are rarely violently evil and rather represent an intelligent, even honorable evil. Although they yearn for blood they won't consume children or defenseless elderly unless extremely hungry (on the verge of death) and often give honorable deaths to those it captures.



**Ecology:** Vampires live in areas of death and desolation where they will not be reminded of the lives they have left behind. Ruined castles or chapels and large cemeteries are popular lairs for them, as are sites of great tragedies or battles. Vampires often feel a strong attachment to specific areas with some morbid significance, like the grave of a suicide or the site of a murder. When deciding on a course of action or planning a campaign, vampires move very slowly and meticulously. It is not uncommon for a vampire to undertake some scheme, which may take decades or even centuries to reach its conclusion. Because of the curse of immortality that has fallen upon them, they feel that time is always on their side and will often defeat foes who might otherwise overcome them; the vampire can simply go into hiding for a few decades until the passing of the years brings down its enemies. Vampires are normally solitary creatures. When they are found in the company of others of their kind, the group will certainly consist of a single vampire lord and a small group of vampires which it has created to do its bidding. In this way, the vampire can exert its power over a greater range without running the risk of exposing itself to attack by would-be heroes. In general, vampires feel only contempt for the world and its inhabitants. Denied the pleasures of a true life, they have become dark and twisted creatures bent on revenge and terror. When a vampire creates another of its kind, it considers the new creature a mere tool. The minion will be sent on missions that the vampire feels may be too dangerous or unimportant for its personal attention. If the need arises, these pawns will gladly be sacrificed to protect or further the conditions of their master. The vampire has no place in the world of living creatures. It is a thing of darkness that exists only to bring about evil and chaos. Almost without exception, the vampire is feared and hated by those who dwell in the regions in which it chooses to make its home. The vampire's unnatural presence is all-pervasive and will cause dogs and similar animals to raise a cry of alarm at the presence of the creature. Vampires sustain themselves by draining the life force from living creatures. Unless they have a specific need to create additional minions, however, they are careful to avoid killing those they attack. In cases where the death of a victim is

desired, the vampire will take care to see that the body is destroyed and thus will not rise as an undead.



**Allowed Classes:** Vampires may be highlanders (10<sup>th</sup> level), dark sorcerers (12<sup>th</sup> level), clerics (12<sup>th</sup> level), cultists (10<sup>th</sup> level), assassin/ninjas (12<sup>th</sup> level), thieves (10<sup>th</sup> level), monks (8<sup>th</sup> level), and Chrono Callers (8<sup>th</sup> level).

**Note:** Good (or lawful neutral) aligned vampires may progress up to 8<sup>th</sup> level as a saint.

**Languages:** Vampires start off the game with common and may select from bonus languages as humans.

**Special Bonuses:**

**Vampiric Strength:** When engaging in combat, vampires are savage and fearsome opponents. They are physically very powerful, with a Strength score of 18/76, receiving a bonus of +2 to hit and +4 to damage. The crushing blows of a vampire's attack are so fierce that they inflict 5-10 points of damage.

**Vampiric Charm:** The gaze of a vampire is one of its most powerful and dangerous weapons. Any person who allows the vampire to look into his eyes will be affected as if by a *charm person* spell. Due to the power of this enchantment, a -2 is applied to the victim's saving throw vs. spell. In this manner, vampires are often able to pass posted sentries and surprise their chosen victims.

**Energy Drain:** Like all undead creatures, vampires exist in both the Positive Material and Negative Material planes at the same time. Their powerful negative essence allows them to drain one life energy level from anyone they strike. If the vampire is making use of some form of weapon in the attack, it cannot employ this power.

**Undead:** *Sleep*, *charm*, and *hold* spells do not affect vampires. Similarly, they are unharmed by poisons and immune to paralysis. Spells that are based on cold or electricity cause only half damage. A vampire is affected by holy water, turn undead, spells that effect undead, Sword of Powers, and vampire targeting spells. Vampires cannot be healed normally and are dealt damage by healing spells. Vampires succumb to a -1 to their saving throws while resisting light sorcerers and good aligned clerics.

**Customizable Special Ability:**

Depending on either you are an eastern, western or wild vampire you will be given one of the following special abilities. Eastern vampires have the ability to go invisible at will (see "Eastern vampire" below), western vampires have the ability to call upon summoned creatures (See below) and wild vampires have the ability to *spider climb* at will (see "wild vampires" below).

**Creature Summoning:** Western vampires can summon lesser creatures for aid. In a subterranean environment, they will typically call forth a swarm of 10-100 rats or bats. In the case of the latter, these do not physically attack but serve to confuse and obscure the vision of the vampire's foes. In the wilderness, a vampire will normally call upon 3-18 wolves for assistance. In all cases, the summoned animals arrive in 2-12 rounds.

**Eastern Vampires:** This breed of vampire is, if anything, even more frightful than its western cousin. Although they share many of the western vampire's strengths and weaknesses, they have the ability to fade from sight at will. Once they have become *invisible*, they receive all of the normal bonuses which such a state normally bestows, including being attacked at -4. These monsters are unable to *charm* their victims, however, and cannot summon allies at will as western vampires can.

**Wild Vampires:** Wild vampires may not charm and do not have a strength bonus as western vampires do (due to their deteriorated nature) but gain a different special ability. At will, a vampire can use a *spider climb* ability and scale sheer surfaces. Often, they will employ this power to gain access to rooms on upper floors without alerting those on watch downstairs. This power also permits the vampire to seek refuge in places which are all but beyond the reach of mortal men. The wild vampire may also make great leaps half his movement rate once per round.

**Vampire Spawning:** Any human or humanoid creature slain by the life energy drain of a vampire is doomed to become a

vampire himself. Thus, those who would hunt these lords of the undead must be very careful lest they find themselves condemned to a fate far worse than death. The transformation takes place one day after the burial of the creature. Those who are not



actually buried, however, do not become undead and it is thus traditional that the bodies of a vampire's victims be burned or similarly destroyed. Once they become undead, the new vampire is under the complete control of its killer. If that vampire is destroyed, the controlled undead are freed from its power and become self-willed creatures.

#### Special Hindrances:

**Vampire:** Despite the great powers which vampires obviously possess, they are not without weaknesses of their own. The odor of strong garlic repels them and they will not approach it. Further, they will recoil from the face of a mirror or lawful good holy symbol if either of these are presented to them with courage and conviction. It is important to understand, however, that this will not actually harm the vampire in any way nor drive it off. Garlic will prevent the creature from attacking or entering the area, while mirrors and holy symbols force the vampire to find some means of removing the offending object before it can be bypassed. In most cases, the vampire will seek to overcome these hazards with the aid of its minions. For example, a *charmed* person might be called upon to attack someone who is holding the vampire at bay with a holy symbol. Another important point to keep in mind is that a lawful good holy symbol will affect the vampire regardless of the vampire's original religious background. Vampires which are splashed with a vial of holy water or struck with lawful good holy symbols are burned by them, suffering 2-7 points of damage.

**Vulnerable to Certain Attacks:** Just as vampires can be kept at bay, so too can they be slain by those who have the knowledge to do so. Any vampire which is exposed to direct sunlight is instantly rendered powerless and, after one round, utterly annihilated. If the vampire can be immersed in running water, it loses one-third of its hit points each round, until destroyed on the third round. Last, a vampire can be killed by having a wooden stake driven through its heart. In this case, however, the creature can be restored simply by removing the stake if further measures are not taken to ensure the fate of the vampire. In order for it to be completely destroyed, the vampire's head must be cut off

and its mouth stuffed with holy wafers (or their equivalent).

**Restraints:** In addition to its aversion to items like garlic and holy symbols, the vampire acts under many other limitations. One of the most powerful of these is the creature's inability to enter a home without being first invited to do so by a resident of the dwelling. This does not apply to public buildings and places of business which, by their very nature, extend an "invitation" to all. Once a vampire has been invited to enter a residence, it may come and go freely afterward. A common manner for obtaining permission to enter a home is the use of the vampire's gaze to *charm* a servant or other inhabitant.

#### *Why Was Magical Weapon Immunity, Regeneration and Gaseous Form Ability Removed?*

It became apparent that if vampire characters had the true abilities of a monster vampire that they would easily be the most powerful race. In order to balance this power, but still allow vampires to become a playable race, we removed these two abilities and changed the abilities usually innate to all vampires as specialist abilities of certain vampires (spider climb, monster summoning). So why did vampires change in Faerun? Once the great magical energy was released their regenerative, weapon immunity and gaseous form ability was oddly distorted and no longer functions!

**Stat Modifiers:** A vampire's charming nature makes him extremely alluring (+1 charisma), but his violent nature enfeebles his mind (-1 wisdom).

**Recommended Player:** Vampires are best played by players who wish to completely dominate their enemies and still packing a hefty punch in melee combat. The vampire vulnerabilities, particularly sunlight, make it a hard race to fit into a party and many parties must revolve around the vampire, but the final product is far grander than any negative.

**Naming:** Although some vampires choose to select archaic names much related to that of the Fell, their primary interest in names is

that of the mortals, choosing to fit in with society and overwhelm it slowly.

**Male Names:** See Fell/Human

**Female Names:** See Fell/Human

**Surnames:** See Fell/Human

**Favorite Class:** A vampire's favorite class is dark sorcerer, although many prefer cultist.

## Mutant

**Physical:** Many mutants look identical to humans, and although having a tendency to wear foppish or abnormal dress and jewelry they are physically duplicate. Although a magical twinkle may sometimes be seen in their eyes, the only true physical factor which makes them apparently alien to the human form is the often evident mutant powers they have.

On the inside mutants are much different, their bodies are able to innately perform many powerful feats of magic and daring, and the more mutated breed have some physical deformities which resemble radiation damage. The same power which stream callers voluntarily use to weave magic is what has caused mutation in an embryo, and now a sentient being- the mutant. This is the telltale indication that one is in the presence of a mutant, his magical mutations and odd almost godly abilities.

For more on typical physical properties please read the human section.

**Personality:** Many mutants try to stay out of society, their mutant powers make them so different that they can rarely fit in with typical families. Most mutants either attempt to use their powers to sustain good, keep it to themselves or destroy the ignorant that do not understand or wish to not understand that of the mutant race. In this matter they often form unique and interesting personalities that are hybrids of magical folklore and human culture, knowing of places and things that a typical peasant would never know of.

For more on typical personality traits please read the human section.

**Ecology:** Mutants rarely if ever form permanent or notable populations, for one can never be certain who is a mutant and even if they did it would not be common to come together and live amongst that of your

own kind. Instead they mix in-between unsuspecting humans until their powers are revealed and they are denounced by their local communities. Much like immortals, mutants are wanderers- but not by choice, by fear of the typical human reaction to their properties.

**Allowed Classes:** Mutants rarely have the time or facilities to fully develop their profession, they are always on the run and



their powers interfere with their more important responsibilities. Mutants may progress as the following classes:

Highlander (15<sup>th</sup> level), Blade Master (12<sup>th</sup> level), Ranger (10<sup>th</sup> level), Demon Hunter (15<sup>th</sup> level), Savage (8<sup>th</sup> level), Saint (12<sup>th</sup> level), Sorcerer (15<sup>th</sup> level), Light Sorcerer (12<sup>th</sup> level), Dark Sorcerer (15<sup>th</sup> level), Earth Sorcerer (10<sup>th</sup> level), Wind Sorcerer (10<sup>th</sup> level), Water Sorcerer (10<sup>th</sup> level), Fire Sorcerer (15<sup>th</sup> level), Priest (4<sup>th</sup> level), Cleric (6<sup>th</sup> level), Druid (2<sup>nd</sup> level), Shaman (2<sup>nd</sup> level), Cultist (10<sup>th</sup> level), Thief (15<sup>th</sup> level), Strong Arm (12<sup>th</sup> level), Assassin/Ninja (15<sup>th</sup> level), Tomb Robber (15<sup>th</sup> level), Monk (5<sup>th</sup> level), Shadow Triad (3<sup>rd</sup> level), Holy Monk (2<sup>nd</sup> level), Spirit Monk (7<sup>th</sup> level), Stream



Caller (20<sup>th</sup> level), Charm Master (20<sup>th</sup> level), Kunglo Arhat (10<sup>th</sup> level), Chrono Caller (20<sup>th</sup> level).

**Languages:** As human.

**Special Bonuses:**

**Greater Mutant Power:** Having been exposed to such an abundance of magical energy that mutation formed, the character may select a following power that represents the bulk of his mutation (or determine it randomly):

Roll (1d20)	Ability
1	Unlimited Telekinesis (50 lbs x intelligence at a MR of 1/lvl B)
2	Ability to control all magnetic objects in a radius of 10'/level
3	Immunity to fire/heat; ability to spontaneously create and control fire
4	Immunity to cold/ice; ability to spontaneously create and control ice
5	Ability to fully control and create all weather in 100 feet/level
6	Regeneration rate of 1 health/turn
7	Optic Blasts (speed of 4, 2 attacks/round, eye beams which deal 1d4 damage/level)
8	Advanced Telepathy (May attempt to dominate humanoids at a save vs spell at a -1/2 levels or freely use basic telepathy: read thoughts, speak etc)
9	Teleportation (ability to <i>Blink</i> at will)
10	Corporal Intangibility (Ability to pass through walls 1 foot wide/level)
11	Power & Memory Absorption (Ability to absorb spells and abilities and redirect them at the attacker or store them and use them on a future round)
12	Immunity to lightning; ability to spontaneously create and control lightning
13	Pyrotechnics (Ability to create firework like explosions at will that cause 1d6 damage/level per round in the radius)

14	Body Duplicates (may select to always have on the effect of <i>Mirror Image</i> as cast by a wizard of equal level)
15	Metamorph (may select to transform into any large or smaller sized creature he sees for a duration of 1 round/level)
16	Illusionary Affinity (may select to mimmick any image he wishes to up to a maximum of 10 feet/level). The illusions function with sound and smell also.
17	Super Speed (may elect to be under the influence of a <i>Haste</i> spell cast by a wizard of equal level)
18	Invulnerable Epidermis (immunity to physical damage by any less then a +3 weapon)
19	Superhuman agility, endurance, speed, and strength (+1d4 strength, dexterity, constitution)
20	Pyrokinesis (Basic levitation ability within 5' to pick up objects then hurl them with super enhanced kinetic power at a foe, S sized items made 1d4 damage, M 1d6, L 1d8 etc)

**Lesser Mutant Power:** 2 lesser powers may also be appointed which compliment the primary ability of the mutant, selected from the following table or randomly declared:

Roll (1d20)	Ability
1	Telekinesis (10 lbs x intelligence at a MR of 1/lvl C)
2	Flight (ability to fly at an MR of 2/level at a rating of B)
3	Empathy (Ability to feel others emotions and effect nearby objects depending on negative feedback)
4	X-Ray, Thermal, Telescopic or Enhanced Vision
5	Acute senses (all thief abilities gain a 10% bonus and all detect and spot

	rolls gain a +2 bonus)
6	Immunity to one element, school of magic, ability, spell or attack
7	<i>Spiderclimb</i> (effectively on at all times as a wizard of equal level)
8	Wings (allow flight at a MR of 3/level at a rating of A, the drawback being they can be damaged and unusable)
9	Structured Endoskeleton (-4 AC)
10	Long Jump (ability to jump 2'/level 3 times a round)
11	Clairvoyance (ability to see into the future, by ZM discretion)
12	Invisibility (ability to go <i>Invisible</i> at will as a wizard of equal level)
13	Super Strength (19 strength)
14	Animate/control the dead (dead corpses may be controlled as if rebuked by a evil aligned cleric of equal level)
15	Force Fields (may create a <i>Wall of Force</i> once per hour as a wizard of equal level)
16	Shape Shift (as a druid, select one animal or 6 HD or below monster and the character may stay in that form for an indefinite amount of time)
17	Elasticity (inability to be crushed, +2 dexterity)
18	Danger Sense (the character cannot be surprised, he has a 30% chance of detecting an attack before it happens)
19	Extra-dimensional travel (the character may become ethereal at will, at which point he may fly freely at a MR of 40, rate A)
20	Control Gravity (in a 10'/level radius)

### Special Hindrances:

**Special Weakness:** Although mutants do maintain a great deal of magical ability they also are vulnerable to certain attack, the

player must roll from the following table and elect his hidden weakness:

Roll (1d20)	Weakness
1	Vulnerable to Fire (x2 damage from fire attacks and -2 to saving throws related to fire based spells)
2	Vulnerable to Cold (x2 damage from cold attacks and -2 to saving throws related to cold based spells)
3	Vulnerable to Lightning (x2 damage from lightning attacks and -2 to saving throws related to lightning based spells)
4	Weak mind (no resistance to psychic attack)
5	Aversion to a certain element or material (character is warded off, like undead to a holy symbol, from the material or element and is mortally wounded if stained or submerged in it)
6	Vulnerable to Pyrokinesis (x2 damage from pyrokinetic attacks and -2 to saving throws related to pyrokinetic based checks)
7	Vulnerable to Pyrotechnics (x2 damage from pyrotechnic attacks and -2 to saving throws related to pyrotechnic based checks)
8	Telekinetic Weakness (if a telekinetic attempts to throw, injure or manipulate you, you count as - 1/2 weight)
9	Inability to control powers (One of your powers, randomly selected, cannot be easily controlled. There is a 10% chance per hour that the character is forced to use this ability)
10	Magical Radiation Scarring (its clear that you are a mutant, and suffer an additional -2 to reaction adjustment)
11	Super villain rival (a super villain rival stalks you, if you rolled this, please inform the ZM)

12	Split Personality (inform the ZM if you have this weakness)
13	Vulnerable to Cold Steel or Silver Weapons (+5 damage from blows made by such a weapon)
14	Blindness
15	Vulnerable to a certain school of magic (x2 damage from selected school and -2 adjustment to saving throws from that school)
16	Deafness
17	Conviction (The character has a conviction which cannot be broken. Sometimes this takes the form of an oath. The conviction can be against killing, fighting, using sharp weapons, using guns, using any weapon except a specific one, using electronics, or any thing/action/set of actions.)
18	Mute
19	Monomania (The character has one goal in life, and lets nothing get in the way of that goal.)
20	Drug Required (The character must take a pill, liquid, or injection regularly. The character might be diabetic, and have to have a shot of insulin regularly.)

**Stat Modifiers:** Mutants, like humans, have no statistical adjustments.

**Recommended Player:** Mutants should be played by people who wish to portray a super hero or villain persona and use amazing and unpredictable bursts of magical power.

**Naming:** Mutants remain to the human system of naming (See Human) but also have a tendency to name themselves after aspects of their powers that make them unique from the typical human. These are basically super villain or hero names.

**Male Names:** Astroboy, Justice Fury, Vibro Champion, Onyx Rage, Mighty Mane, Chameleon Thief, Spider Storm, Shadow Bat, Vibro Devil, Cyberbee

**Female Names:** Blonde Ricochet, Platinum Dancer, Super Lightning, Warrior Sorceress, Dawnstrike, Prince Queen, Mistresstroke, Baroness Ninja, Mistress Eye, General Sorceress

**Favorite Class:** The mutant's favorite class is the stream caller, simply because he can relate to the magical weaves floating through the air as can the callers.

## Classes

Although we find diversity in what race we are, we also see diversity in our roles in the eternal scheme. Below are some of the roles you may play in your game:

- **Highlander**, those who follow the will of the blade (demon hunter, ranger, blade master, savage highlander, saint)
- **Sorcerer**, those adept in the forces of nature turned magic (fire, wind, water, earth, dark, light)
- **Priest**, those who draw upon the power of their god (shaman, cultist, cleric, druid)
- **Thief**, those who lurk in the shadows (strong-arm, tomb robber, assassin/ninja)
- **Monk**, those who follow the path of enlightenment through physical prowess (holy monk, spirit monk, shadow triad monk)
- **Stream Caller**, those who stream the magic released in Faerun into physical form (Kunglo arhat, chrono caller, charm master)

## Multiclassing

If a character decides to advance in a second class he begins to do so automatically and from there on splits experience received with the new class. He advances in both classes equally; he does not stop advancing in the other class! While rolling for new health, he divides the natural roll by half and adds constitution modifiers. There are some

evident advantages and disadvantages to progressing in a second class, although he gains the new abilities of a new class he also advances twice as slow in level as the other characters and will never be as good as either class if he was pure. If alignment and health allow, a player may dual class to any available class. Two kits may not dual class, although a kit can dual class with a normal class, and visa versa.

## Highlander

The principal attribute of a highlander is Strength. To become a highlander, a character must have a minimum Strength score of 9. A good Dexterity rating is highly desirable.

A highlander whom has a Strength score (his prime requisite) of 16 or more gains a 10% bonus to the experience points he earns.

Also, high Strength gives the highlander a better chance to hit an opponent and enables him to cause more damage.

The highlander is a highlander, an expert in weapons and, if he is clever, tactics and strategy.



There are many famous highlanders from legend: Hercules, Perseus, Hiawatha,

Beowulf, Siegfried, Cuchulain, Little John, Tristan, and Sinbad. History is crowded with great generals and highlanders: El Cid, Hannibal, Alexander the Great, Charlemagne, Spartacus, Richard the Lionheart, and Belisarius. Your highlander could be modeled after any of these, or he could be unique. A visit to your local library can uncover many heroic highlanders.

Highlanders can have any alignment: good or evil, lawful or chaotic, or neutral. As a master of weapons, the highlander is the only character able to have weapon specialization (explained in Chapter 5). Weapon specialization enables the highlander to use a particular weapon with exceptional skill, improving his chances to hit and cause damage with that weapon. A highlander character is not required to specialize in a weapon; the choice is up to the player. No other character class—not even priest or rogue—is allowed weapon specialization.

While highlanders cannot cast magical spells, they can use many magical items, including potions, protection scrolls, most rings, and all Primary Forms of enchanted armor, weapons, and shields.

When a highlander attains 9<sup>th</sup> level (becomes a “Lord”), he can automatically attract men-at-arms. These soldiers, having heard of the highlander, come for the chance to gain fame, adventure, and cash. They are loyal as long as they are well-treated, successful, and paid well. Abusive treatment or a disastrous campaign can lead to grumbling, desertion, and possibly mutiny. To attract the men, the highlander must have a castle or stronghold and sizeable manor lands around it. As he claims and rules this land, soldiers journey to his domain, thereby increasing his power. Furthermore, the highlander can tax and develop these lands, gaining a steady income from them. Your ZM has information about gaining and running a barony.

In addition to regular men-at-arms, the 9<sup>th</sup>-level highlander also attracts an elite bodyguard (his “household guards”). Although these soldiers are still mercenaries, they have greater loyalty to their Lord than do common soldiers. In return, they expect better treatment and more pay than the common soldier receives. Although the elite



unit can be chosen randomly, it is better to ask your ZM what unit your highlander attracts. This allows him to choose a troop consistent with the campaign.

**Stat Requirements:** A highlander must have a minimum of 9 strength, a high dexterity and constitution is also a must.

Table12: Highlander Progression		
Level	Experience	Hit Dice (d10)
1	0	1
2	2,000	2
3	4,000	3
4	8,000	4
5	16,000	5
6	32,000	6
7	64,000	7
8	125,000	8
9	250,000	9
10	500,000	9+3
11	750,000	9+6
12	1,000,000	9+9
13	1,250,000	9+12
14	1,500,000	9+15
15	1,750,000	9+18
16	2,000,000	9+21
17	2,250,000	9+24
18	2,500,000	9+27
19	2,750,000	9+30
20	3,000,000	9+33

**Hit Dice:** Highlanders roll 1d10 to determine their additional health per level. At level 10 they begin to add 3 health automatically instead of rolling, thus in total a 10<sup>th</sup> level character should have 9d10 + 3 health not counting constitution bonuses.

**THACO Advancement:** Every level a highlander's THACO decreases by 1.

**Equipment:** Highlanders may use any weapon of any sort, wear any armor of any fit, and magical items of any sort. Although highlanders may not use magic or priest-like spells they can wield magical weapons, armor and accessories with full ability.

**Proficiencies:** Highlander is the only playable class in which a player can become a weapon specialist. Highlanders draw from the highlander and general non-weapon

proficiency types. Highlanders start out with 4 initial weapon and 3 initial non-weapon proficiencies. Highlanders suffer only a -2 penalty to THACO while wielding weapons unknown to them.

**Weapon Proficiency Advancement:** Every 3 levels.

**Non Weapon Proficiency Advancement:** Every 3 levels.

**Special Abilities:**

**Weapon Master (All kits except Ranger):**

Highlander is the only class, which can specialize in weaponry. Although rogues may become experts in their said weapon, they will never receive the full powers of weapon specialization. Highlanders also suffer the least in wielding weapons foreign to them.

**Lordship at 9<sup>th</sup> level (All kits besides**

**Demon Hunter, Ranger):** The highlander attracts a body of fanatical followers (See above in general description) once he has obtained 9<sup>th</sup> level and beyond. From this point on (if he holds a land plot with a personal keep on it) he is recognized as a lord.

**Elite Guards:** At 9<sup>th</sup> level the highlander attracts a group of elite bodyguards completely loyal to him that act as shock troops in battle or on adventures (see above in general description).

Table 13: Highlander Leader	
Die Roll	Leader
01-40	5 <sup>th</sup> level highlander equipped with plate mail, shield, battle axe +2
41-75	6 <sup>th</sup> level highlander equipped with plate mail, shield +1, spear +1, dagger +1
76-95	6 <sup>th</sup> level highlander equipped with plate mail +1, shield, spear +1, dagger +1 and assistant 3 <sup>rd</sup> level krulg highlander equipped with splint mail, shield, crossbow of

	distance
96-99	7 <sup>th</sup> level immortal highlander, plate mail +1, shield +1, broad sword +2, heavy war horse with horseshoes of speed
00	ZM's Option

**Table 14: Highlander Followers**

Die Roll	Troops/Followers
01-50	50 Krulg infantry with leather armor, spears, shields, 25 human light infantry with long sword, shield and chainmail, 10 krulg 1 <sup>st</sup> level shaman with staffs and leather armor
51-75	50 pike men with leather armor, pike and short sword, 30 human heavy infantry, 10 bowmen with long bows and leather armor, 20 human heavy infantry with longs sword, splintmail and shield
76-90	100 krulg skirmishers with clubs/stone spears, 4 ogre berserkers with morning star, 10 krulg shaman with staffs and leather armor
91-99	10 cavalry with banded mail, shield, lance, bastard sword, mace; 20 cavalry with scale mail, shield, lance, long sword, mace; 30 cavalry with studded leather armor, shield, lance, long sword
00	ZM's option (Immortals, fell sorcerers, giantspawn berserkers, ogre magi etc.)

**Table 15: Highlander Elites**

Die Roll	Elite Units/Body Guards
01-10	10 mounted knights; 2 <sup>nd</sup> -level highlanders with field plate, large shield, lance, broad sword, morning star, and heavy war horse with full barding
11-20	10 2 <sup>nd</sup> level Dark Elf rangers with dual scimitars, studded armor, composite long bows and 1 healing

	potion
21-30	20 berserkers: 2 <sup>nd</sup> -level savage highlanders with leather armor, shield, battle axe, broad sword, dagger (berserkers receive +1 bonus to attack and damage rolls)
31-40	20 expert archers: 1 <sup>st</sup> -level highlanders with studded leather armor, long bows or crossbows (+2 to hit, or bow specialization, if using that optional rule)
41-65	10 Ogre Berserkers with morning stars
66-99	30 infantry: 1 <sup>st</sup> -level highlanders with plate mail, body shield, spear, short sword
00	ZM's Option

**Strength of the Gods (All Kits):**

Highlanders gain special bonuses for having exceptional constitution because they devote their time to mastering their physique.

**Lightning Fast (All Kits):**

Highlanders attack naturally faster than all other character classes (see below).

**Battle-Born (All Kits besides Ranger):**

Highlander characters (And NPCs past level 3) are completely immune to the effects of natural fear. Unfortunately they are still 100% vulnerable to magical fear and may be affected at will. They can withstand fatigue from battle twice as long as other character classes and move at a normal unadjusted movement rate while in thick combat situations.

**Sword of Power (Highlander Only):**

A highlander is the only class that can wield a Sword of Power, very much a weapon like that of past *holy swords* but the highlander wielding it may be of any alignment. This ability is only usable by pure highlanders; the highlander profession kits do not gain this ability. Swords of Power are considered to be swords of immeasurable power, few men in existence have even heard rumor of

such a godly and mighty force of divine creation.

A Sword of Power is a special type of consecrated weapon that provides a highlander with unique benefits. Though the *sword +5, Holy Avenger* (described in the Appendix of the *ZMG*) is one of the more common examples, others exist as well.

Aside from their exceptional craftsmanship, Swords of Power are often indistinguishable from ordinary magical weapons. A highlander may not become aware of the sword's special powers until he uses it. In some cases, a highlander may be able to identify a Sword of Power by its cryptic inscription (which may require the Ancient Languages proficiency or a friendly sorcerer's *read magic* spell to translate). A skilled weaponsmith or sage may also recognize a Sword of Power. Occasionally, a Sword of Power will glow when touched by a highlander, or the highlander's arm may tingle when he picks it up.

Swords of Power are hard to come by, and a highlander rarely finds more than one in his entire career. Usually, a highlander acquires a Sword of Power under difficult or extraordinary circumstances. A Sword of Power may be part of a venerable red dragon's treasure horde, concealed in a cave atop a high mountain. A highlander may hear rumors of a Sword of Power buried in a desert ruins; in fact, the ruins contain a map that shows the actual location of the Sword of Power, embedded in a glacier in an arctic wilderness. If a highlander reaches a high level without acquiring a Sword of Power, his deity might direct him to one in a temple on the ocean floor or a treasure chest on a remote island. In any case, the ZM should treat the acquisition of a Sword of Power as a significant campaign event, and design the circumstances of its discovery accordingly.

When unsheathed and held by a highlander, every Sword of Power projects a *circle of power* 10 feet in diameter. The highlander's hand serves as the center of the circle. The circle moves with the highlander and persists as long as he grips the sword. The sword projects the circle even if a glove, gauntlet, or bandage covers the highlander's hand.

**Note:** The first sentence in the paragraph regarding the highlander's Sword of Power in Chapter 3 of the PH (page 27) should read:

"A highlander using a *Sword of Power* projects a circle of power 10 feet in diameter when the sword is unsheathed and held."

Within its range, the circle of power dispels all hostile magic of a level less than or equal to the highlander's experience level and creates a magic resistance of 50%.

Specifically:

- All evil opponents within the circle are unable to cast spells, including monsters and characters of evil alignment; extraplanar, conjured, and summoned evil entities; and monsters and characters that have been charmed or controlled by evil casters. The circle neutralizes a spell the instant it is cast. Opponents may not make saving throws to resist the circle of power.

- Evil opponents have normal use of their spell and spell-like abilities once they leave the range of the circle. However, the highlander remains immune to their spells, even when cast from outside the circle. An evil sorcerer can cast a *fireball* spell at a highlander, but the *fireball* dissipates as soon as it enters the circle. An evil spellcaster's attempts to mentally probe or control a highlander (with spells such as *ESP* and *magic jar*) will also fail.

- Magical items created by evil magic won't work within the circle. Physical properties remain unchanged, however; a *sword +1* may still be wielded as a normal sword. Outside the circle, magical items function normally, but the highlander remains immune to their effects.

The following restrictions also apply:

- The highlander is always vulnerable to magic from opponents whose level exceeds his own. The highlander has the normal chances of avoiding the affects of these magical attacks.

- The circle functions only as long as the highlander grips the Sword of Power. Should he sheathe or drop it, he immediately becomes vulnerable to evil magic.

- The highlander must be conscious and in control of his own actions for the Sword of Power to project a circle of power. A Sword of Power doesn't dispel magic in the grip of a comatose or sleeping highlander.

- An evil spellcaster may temporarily negate the magic of a Sword of Power, including its power to project a circle of protection, by casting *dispel magic* directly on the weapon. The Sword of Power may resist the spell with a successful saving throw

vs. spell, using the highlander's saving-throw number. If the throw fails, the Sword of Power's magic is inert for 1-4 rounds.

- A highlander is still subject to indirect effects of evil magic. If an evil spellcaster uses a *lighting bolt* spell to cause an avalanche, the highlander risks damage from falling boulders.

Certain Swords of Power may have additional benefits and limitations. A *Holy Avenger*, for instance, inflicts +10 points of damage on chaotic evil opponents. Each Sword of Power has its own special properties. In designing Swords of Power, the ZM may use the standard benefits and limits described above, perhaps adding a +1 to +5 bonus on attack and damage rolls against certain kinds of evil opponents.

**Note about alignments:** Evil and neutral aligned highlanders have effective bonuses versus good aligned foes rather than that of evil, thus the Sword Of Power is as effective and as powerful in the hands of either a evil, neutral or good aligned highlander. A sword of power will adapt its alignment to the first highlander that touches it.

#### Aura of Courage/Aura of Fear

**(Highlander Only):** At 9<sup>th</sup> level and beyond those around the highlander feel compelled to take daring measures and hold their ground while in combat. Those within a 10' +5'/level beyond 9<sup>th</sup> are immune to the effects of natural fear (including Dragon Fear) and in the case of charisma, gain a +4 bonus to charisma checks. While in combat, those within the radius are assumed to automatically pass rally and morale checks. Evil aligned highlanders gain an Aura of Fear. All enemies within the radius described above must roll a save vs. spell or flee in terror 1d4 rounds while combating the highlander or attempting to make injury to the highlander. The evil aligned highlander is so incredibly dubious and frightening that it literally scares men to death, especially during huge scale battles.

**Number of Attacks:** Highlanders even if they decide not to devote proficiencies to weapons still attack much faster then normal characters. Use the following chart to

determine how many attacks your character has.

**Table 16: Highlander Attack Per Round**

Highlander Level	Attacks Per Round
1-6	1/ round
7-12	3/2 rounds
13+	2/ round

**Starting Equipment:** Highlanders automatically start out with 5d4 x 10 gold but free of charge start out with a standard set of equipment they have collected throughout their training period.

Primary Weapon (1): Spear (Any), Sword (Long, bastard, two handed bastard, two handed sword), Axe (Battle, Adz)

Secondary Weapon (1): Dagger, Knife, Bow (Any non-composite), Hammer (Any), mace (Any), pole-arm (any), Crossbow (Any), Flail (Any), Lance (Any)

Armor (1): Leather, studded leather, ring mail, chain mail

Shield (1): Small, medium, kite/large/tower, and buckler

Helmet (1): Half-Helm

### Blade Master

**Description:** The Blade Master is the epitome of melee combat skill in a singular said weapon and master of combat. In combat, the Blade Master is a feared and powerful foe who has the ultimate eventual ability to cut down hundreds of troops via Blade Storm. Training day and night to completely focus his body, the Blade Master is always a venerable threat to even the most powerful of enemies due to their devastating nature. To become a blade master one must have at least 16 dexterity in addition to the standard highlander starting requirements, due to the amazing feats preformed with their mastered weapon.

**Role:** The role of the Blade Master is as a front line elite assault soldier, always charging into battle first and inflicting the most damage. While leading armies, he is also a great asset, having the ability to enter blade storm and having natural militaristic



leading abilities. Blade Masters also make great weapon smiths and armorers, having the innate ability to create weapons for the player party and NPCs.

**Secondary Skills:** Armorer and Weaponsmith are the only secondary skills that appeal to the Blade Master, and he may pick either.

**Weapon Proficiencies:** The Blade Master has a very unique weapon setup. At 1<sup>st</sup> level he selects a weapon that he is the "ultimate master" with and starts out as a "master" (3 proficiencies) in that particular weapon. The weapon must be a medium sized (or larger) sword or axe of any kind. Exceptions include double sided weapons such as bladed staves and the assorted (ask the ZM). In future acquiring of weapon proficiency levels do not hinder him, he may become an "ultimate master" at any level. An ultimate master is devotion of 5 proficiencies; the coined term "ultimate master" replaces that of grand master. The three starting proficiencies used to take up mastership in his said weapon are not bonus; they are out of the 4 he starts off with. Furthermore, the Blade Master cannot specialize in any other weapon then his selected weapon, but can become proficient and does gain the highlander number of attack bonus. He may become an expert, but never a specialist in any other weapon besides his selected weapon. So starting out, the player will have 1 proficiency to use for whatever he wants. He may not choose to become a "high master" (4 slots) with his said weapon by devoting his free weapon proficiency to it at time of character creation.

**Nonweapon Proficiencies:** Bonus proficiencies (Highlander) weapon smithing, Recommended: (General) Animal Handling, Cooking, Heraldry, Riding (Land-based), Seamanship, Swimming, Weather Sense, (Priest, double slots unless Demon Hunter) Reading/Writing, (Rogue, double slots) Disguise, (Highlander) Armorer, Blind-Fighting, Bowyer/Fletcher, Charactering, Endurance, Navigation, Set Snares, Survival, Tracking, Weaponsmithing, (Sorcerer, double slots unless Ranger) Reading/Writing.

**Equipment:** Blade Masters only choose to wield their devoted weapon in combat and if this weapon is disarmed or destroyed he switches to the heaviest weapon in his

inventory. Blade Masters favor the heaviest and most protective armor available and the most durable of equipment, relying on it constantly during the heat of battle.

### Special Benefits:

**Master of Blades:** The Blade Master must select a "devoted weapon." It may be a medium sized axe or sword of any kind; this weapon gains a natural combat bonus in addition to the benefits of "ultimate mastership." When the Blade Master wields this type of weapon, he gains a +3 bonus to damage and THACO. In addition the weapon cannot be disarmed from his hand and parries used against it are automatically assumed to fail.



**Death Strike:** On a roll of 18 or above it is presumed that the Blade Master has caused a death strike and deals +50% damage, and this will combine with a normal critical to cause massive amounts of mind blowing damage. For example, if a character were to roll a 20, not only would he cause a critical hit he would also cause a death strike, adding on an additional 50% of the final damage.

**Improved Death Strike:** At 13<sup>th</sup> level death strike affects natural rolls of 16 or above.

**Ultimate Mastership:** Once the Blade Master has devoted 5 proficiencies to his mastered weapon he is considered to be the pinnacle of combat skill, an Ultimate Master. Even more powerful than the Grand Master, the Ultimate Master has all the bonuses of a Grand Master with the exception of one thing. Critical hits are assumed to be on 15 or higher rather than 16 or higher and an additional +2 to damage and THACO is added to the current +3/+3. Thus in conclusion he makes critical hits on natural rolls of 15-20, has a +5 to hit and THACO (not counting above bonus), his weapon causes one damage dice higher in base damage and his weapon speed is dramatically increased from previous proficiencies. All these bonuses, plus the ones listed above make the Blade Master the most lethal class for use in physical combat.

**Blade Storm (Ultimate Ability):** The ultimate ability of the Blade Master is Blade Storm, the art of spinning at inhuman speeds in attempt to injure a radius of enemies. During the Blade Storm, the Blade Master spins on lateral, vertical and horizontal axis to form a globe of spinning blades. The area of effect is 3x that of the length of the weapon and the player's arm combined. In order to perform Blade Storm, the Blade Master must be at least 9<sup>th</sup> level and may only be attempted once per day due to the physical strains it puts on the user. The duration of a Blade Storm is 4 rounds (5 minutes), for every round the Blade Master attempts to perform it after that he must roll a constitution check at a -2 cumulative modifier or fall unconscious for 1-2 hours. The actual ability gives the player 3x his normal amount of attacks. During Blade Storm the Blade Master also gains a -4 AC bonus versus missile weapons. Even if the Blade Master deliberately doesn't target him/her, anyone within the radius is still dealt one base damage dice (without any modifiers whatsoever) from the Blade Master's weapon per round.

For example, *Bravius* (9<sup>th</sup> level Blade Master) leading the forces of his lord's kingdom notices that battle is not tipping in

*his favor and enters Blade Storm with intent of killing the largest amount of people in the least time. Bravius wields a two handed sword with 3/2 as his natural number of attacks per round, but since he is a Ultimate Master he deals 1d12 damage rather than 1d10 per blow. Bravius's two handed sword is five feet long and his arm is 4 feet long. Running into a unit of light infantry he affects a 27' circular radius ( $5' + 4' = 9' \times 3$ ), has  $9/2$  attacks per round and decides to target and kill 5 enemy sergeants ( $9/2 = 5$  attacks first round, 4 attacks second round). He passes 4 THACO rolls versus the sergeants and kills 3 of them, mortally wounding the fourth. Although his natural number of attacks is up his Blade Storm still deals 1d12 damage in a 27' radius to the light infantry unit. Bravius rolls a 7, and since each light infantryman only has 5 (1 HD) health he successfully destroys the entire unit from the area of effect damage. The already mortally wounded sergeant perishes, and the two remaining ones are moderately wounded. Next round he decides to use two of his attacks to finish off the sergeants (which he does) and his last two to strike Duke Vader himself on horseback nearby. He successfully hits the Duke once, but only slightly wounds him. The enemy troops surrounding Vader in a 27' radius are dealt 1d12 damage. The elite bodyguards of the duke have 15 health (3 HD), and since Bravius only rolled a 4, they are only moderately wounded. The elite bodyguards attack Bravius and moderately wound him, and followed up by Vader's two handed war hammer charge he has taken a licking. Down to only 1/3 health, on his 3<sup>rd</sup> round Bravius rallies his troops to come to his aid as he uses all 5 attacks with intention of finishing off Vader. Only 3 land, but he rolls high and Vader is mortally wounded, barely hanging onto his horse. The area of effect damage from the Blade Storm causes an additional 6 damage, reducing Vader's elites to 5 health or less and slicing up the already wounded duke a bit more. Before the Duke's men can go friendly skirmishers and light infantry run up from a bluff behind Bravius and clash with the elites. Vader already wounded, attempts to disable Bravius and lands a great blow, reducing Bravius to only a few hit points. On his fourth round, Bravius uses all 4 of his remaining attacks to finish off Vader. Only 1 hits, but it successfully finishes off the raging Duke who is knocked*

*off his horse in a pile of blood. The area of effect causes an additional 9 damage and kills off the rest of Vader's bodyguards. Exhausted and wounded from battle, Bravius collapses to his feet to rest awhile while friendly troops finish off the remaining resistance.*

### Special Hindrances:

**Ranged Weapons Restriction:** The Blade Master may not use any sort of ranged weapon, due to his thinking that such weapons are dishonorable in combat.

**Master Of One Blade:** Although the Blade Master is has the epitome of skill with one sort of weapon, he may not specialize in any other weapon. At the best, he may take expertise in it.

**Constant Training:** The Blade Master must have at least 2 hours a day to practice swordsmanship and reenact battle situations. If he does not practice for two days consecutively, he loses the special benefits of Ultimate Mastership and Death Strike until he makes up the time he missed.

**Weapon Devotion:** Since the Blade Master is so focused on his said weapon, he may not dual wield.

**Code of Battlefield Honor:** The Blade Master will not strike or kill an un-armed man, neither will he fight or kill elderly, women or children. If an opponent surrenders to him, he always accepts the surrender, even if the one surrendering is his mortal enemy. Of course, he will ensure that the surrendered highlander is prosecuted by the highest extent of law. Furthermore, if someone gives the Blade Master "his sword" then he is inclined to shake hands or promote some other gesture of friendship. Blade Masters will not cut down retreating men or insult other highlanders of equal power. Blade Masters despise cowards and will not flee in battle under any circumstance, choosing to die honorably then die with his back to the enemy. Both good and evil aligned Blade Masters must obey this code.

**Wealth Options:** In addition to the standard Highlander gold and equipment selection he may add the following choices to his list of available starting equipment:

Primary Weapon (1): Falchion, Great Sword, Two Handed Axe (Great Axe), Double bladed weapon (any)

Secondary Weapon (1): Sword (long, bastard or two handed bastard)

**Races:** See races.

### Ranger



**Description:** The ranger is a hunter and woodsman who lives not only by his sword, but also his wits. Robin Hood, Orion, Jack the giant killer, and the huntresses of Diana are examples of rangers from history and legend. The abilities of the ranger make him particularly good at tracking, woodcraft, and spying. The ranger must have scores not less than 13 in Strength, 14 in Constitution, 13 in Dexterity, and 14 in Wisdom. The prime requisites of the ranger are Strength, Dexterity, and Wisdom. Rangers are always good, but they can be lawful, neutral, or chaotic. It is in the ranger's heart to do well, but not always by the rules.

A ranger who has Strength, Dexterity, and Wisdom scores of 16 or more gains a 10% bonus to the experience points he earns.

**Role:** The ranger is skilled woodsman. Even if the optional proficiency rules are not used, the ranger has tracking proficiency. If the proficiency rules are used in your campaign, the ranger knows tracking without expending any points. Furthermore, this skill improves by +1 for every three levels the ranger has earned (3rd to 5th level, +1; 6th to 8th level, +2, etc.). While wearing studded leather or lighter armor, the ranger can try to move silently and hide in shadows. His chance to succeed in natural surroundings is given on Table 18. When attempting these actions in non-natural surroundings (a musty crypt or city streets) the chance of success is halved. Hiding in shadows and moving silently are not possible in any armor heavier than studded leather--the armor is inflexible and makes too much noise.

**Secondary Skills:** The Ranger character should have Fisher, Forester, Hunter, or Trapper/Furrier as his Secondary Skill (player choice).

**Weapon Proficiencies:** When wearing studded leather or lighter armor, a ranger can fight two-handed with no penalty to his attack rolls (see "Attacking with Two Weapons" in Chapter 9: Combat).

Obviously, the ranger cannot use a shield when fighting this way. A ranger can still fight with two weapons while wearing heavier armor than studded leather, but he suffers the standard attack roll penalties

**Nonweapon Proficiencies:** Bonus Proficiencies (general) survival (any), animal handling (any) Recommended: (General) Animal Handling, Animal Training, Fire-Building, Fishing, Riding (Land-based), Rope Use, Swimming, (Highlander) Animal Lore, Bowyer/ Fletcher, Hunting, Mountaineering, Running, Set Snares, Tracking, (Priest) Healing, Herbalism, Local History, Religion, (Rogue, double slots) Jumping, Tightrope Walking, Tumbling, (Sorcerer, double slots unless Ranger) Herbalism, Religion.

**Equipment:** Although the ranger can use any weapon and wear any armor, several of his special abilities are usable only when he is

wearing studded leather or lighter armor. Although he has the basic skills of a highlander, the ranger also has several advantages.

#### Special Benefits:

**Racial Enemy:** In their roles as protector of good, rangers tend to focus their efforts against some particular creature, usually one that terrorizes their homeland. Before advancing to 2<sup>nd</sup> level, every ranger must select a species enemy. Typical enemies include giants, orcs, lizard men, trolls, or ghouls; your ZM has final approval on the choice. Thereafter, whenever the ranger encounters that enemy, he gains a +4 bonus to his attack rolls. This enmity can be concealed only with great difficulty, so the ranger suffers a -4 penalty on all encounter reactions with creatures of the hated type. Furthermore, the ranger will actively seek out this enemy in combat in preference to all other foes unless someone else presents a much greater danger.

**Woodsman:** The ranger gains a host of powerful abilities due to his exposure to the wilds and training in the wilderness.

Table 17: Ranger Abilities

Ranger Level	Hide in Shadows	Move Silently
1	10%	15%
2	15%	21%
3	20%	27%
4	25%	33%
5	31%	40%
6	37%	47%
7	43%	55%
8	49%	62%
9	56%	70%
10	63%	78%
11	70%	86%
12	77%	94%
13	85%	99%
14	93%	99%
15	99%	99%
16	99%	99%

**Animal Affinity:** Having a limited degree of animal empathy, the ranger can carefully



approach or tend to any natural animal; he can try to modify the animal's reactions. (A natural animal is one that can be found in the real world -- a bear, snake, zebra, etc.)

When dealing with domestic or non-hostile animals, a ranger can approach the animal and befriend it automatically. He can easily discern the qualities of the creature (spotting the best horse in the corral or seeing that the runt of the litter actually has great promise).

When dealing with a wild animal or an animal trained to attack, the animal must roll a saving throw vs. rods to resist the ranger's overtures. (This table is used even though the ranger's power is non-magical.) The ranger imposes a -1 penalty on the die roll for every three experience levels he has earned (-1 at 1st to 3rd, -2 at 4th to 6th, etc.). If the creature fails the saving throw, its reaction can be shifted one category as the ranger chooses. Of course, the ranger must be at the front of the party and must approach the creature fearlessly.

For example, Beornhelm, a 7th-level ranger, is leading his friends through the woods. On entering a clearing, he spots a hungry black bear blocking the path on the other side. Signaling his friends to wait, Beornhelm approaches the beast, whispering soothing words. The ZM rolls a saving throw vs. rods for the bear, modified by -3 for Beornhelm's level. The bear's normal reaction is unfriendly, but Beornhelm's presence reduces this to neutral. The party waits patiently until the bear wanders off to seek its dinner elsewhere.

Later, Beornhelm goes to the horse market to get a new mount. The dealer shows him a spirited horse, notorious for being vicious and stubborn. Beornhelm approaches it carefully, again speaking soothingly, and mounts the stallion with no difficulty. Ridden by Beornhelm, the horse is spirited but well-behaved. Approached by anyone else, the horse reverts to its old ways.

**Nature Magic:** Beginning at 9<sup>th</sup> level, rangers have limited access to Earth magic and may cast, at a slower rate of progression, Earth sorcery spells. He does not gain the special benefits for being an "earth sorcerer" but does have the minor ability to cast these spells.

**Table 18: Ranger Spells**

Ranger Level	Casting Level	Level 1 Spells	Level 2 Spells	Level 3 Spells
1	-	-	-	-
2	-	-	-	-
3	-	-	-	-
4	-	-	-	-
5	-	-	-	-
6	-	-	-	-
7	-	-	-	-
8	-	-	-	-
9	1	1	-	-
10	2	2	-	-
11	3	2	1	-
12	4	2	2	-
13	5	2	2	1
14	6	3	2	1
15	7	3	2	2
16	8	3	3	2
17	9	3	3	3

**Nature Fellowship:** At 10th level, a ranger attracts 2d6 followers. These followers might be normal humans, but they are often animals or even stranger denizens of the land. The below table can be used to determine these, or your ZM may assign specific followers.

**Table 19: Ranger Followers**

Die Roll	Follower
01-10	Bear, black
11-20	Bear, brown
21	Brownie*
22-26	Cleric (human)
27-38	Dog/wolf
39-40	Druid
41-50	Falcon
51-53	Fighter (elf)
54-55	Fighter (gnome)
56-57	Fighter (halfling)
58-65	Fighter (human)
66	Fighter/mage (elf)*
67-72	Great cat (tiger, lion, etc.)*
73	Hippogriff
74	Pegasus*
75	Pixie*

76-80	Ranger (half-elf)
81-90	Ranger (human)
91-94	Raven
95	Satyr*
96	Thief (halfling)
97	Thief (human)
98	Treant*
99	Werebear/weretiger*
00	Other wilderness creature (chosen by the DM)

Of course, your ZM can assign particular creatures, either choosing from the list above or from any other source. He can also rule that certain creatures are not found in the region -- it is highly unlikely that a tiger would come wandering through a territory similar to Western Europe!

These followers arrive over the course of several months. Often they are encountered during the ranger's adventures (allowing you and your ZM a chance to role-play the initial meeting). While the followers are automatically loyal and friendly toward the ranger, their future behavior depends on the ranger's treatment of them. In all cases, the ranger does not gain any special method of communicating with his followers. He must either have some way of speaking to them or they simply mutely accompany him on his journeys. (*"Yeah, this bear's been with me for years. Don't know why--he just seems to follow me around. I don't own him and can't tell him to do anything he doesn't want to do," said the grizzled old woodsman sitting outside the tavern.*)

Of course, the ranger is not obligated to take on followers. If he prefers to remain independent, he can release his followers at any time. They reluctantly depart, but stand ready to answer any call for aid he might put out at a later time.

### Special Hindrances:

**Code of Conduct:** A ranger must always retain his good alignment. If the ranger intentionally commits an evil act, he automatically loses his ranger status. Thereafter he is considered a highlander of the same level (if he has more experience points than a highlander of his level, he loses

all the excess experience points). His ranger status can never be regained. If the ranger involuntarily commits an evil act (perhaps in a situation of no choice), he cannot earn any more experience points until he has cleansed himself of that evil. This can be accomplished by correcting the wrongs he committed, revenging himself on the person who forced him to commit the act, or releasing those oppressed by evil. The ranger instinctively knows what things he must do to regain his status (i.e., the ZM creates a special adventure for the character).

Furthermore, rangers tend to be loners, men constantly on the move. They cannot have henchmen, hirelings, mercenaries, or even servants until they reach 8th level. While they can have any monetary amount of treasure, they cannot have more treasure than they can carry. Excess treasure must either be converted to a portable form or donated to a worthy institution (an NPC group, not a player character).

**Nature Devotion:** Over the years of isolation the character has lost his combat edge and cannot specialize in any sort of weaponry. This means he fights as any other non-highlander character would in combat, although he may expertise. He also loses the "Battle-born" highlander immunity.

**Alignment Restriction:** The Ranger must be of good alignment.

**Defender of the Wild:** Rangers are often drawn to the wilds to defend it from invaders, natural disaster and harm. Further more, rangers will not associate themselves with those who harm or even threaten the wild. A ranger character that has stood idle while the wild is injured, harmed or threatened is counted as breaching his code of conduct.

**Note:** The ranger may not use the earth sorcerer spells with armor on.

**Wealth Options:** The ranger starts out with only his starting items, he receives no rolled gold. In addition to the standard highlander starting gear he may also choose to select:

Primary Weapon (1): composite bow (Any), scimitar, stone weapon (any), bone weapon (any)

Secondary Weapon (1): Throwing darts (40), sling w/ 40 bullets

**Races:** See race section.

## Demon Hunter

**Description:** The demon hunter is one who has devoted his entire existence to the elimination of Fell and their spawned allies. With special abilities and extreme amounts of martial training dedicated to slaying the forces of the Abyss and Nine Hells the demon hunter utilizes a large array of weaponry and combat tactics to destroy his rivals. Demon hunters are spiritual and very superstitious, relying on old customs and ancient methods to seek out and eliminate those which plague Faerun. Their abilities to hunt and destroy the evil forces of Hell have been granted by the sole deity Pagator- who still grants small bursts of his heavenly power to those whose aim is to radically destroy the bane of his beliefs.

To qualify as a demon hunter, the character must meet high requirements: 13 strength, 10 constitution, 9 wisdom and 16 charisma.

**Role:** The demon hunter's role in the party is that of a wise man, spiritual guide and front line highlander. He is especially potent and deadly while attacking extra planar beings, and Fell in particular. The demon hunter stands as a sole philosopher in a land full of evil and few live fast their teens due to the obvious power and intelligence of his enemy. Although the demon hunter must remain masked to decrease the chance of becoming possessed by his enemies his perception of things around him remains keen and vigilant.

**Secondary Skills:** The only secondary skill that even remotely relate to that of the Demon Hunter is scribe.

**Weapon Proficiencies:** The Demon Hunter is drawn to the use of oriental weapons. Although these weapons may be rare, they express his emotional and spiritual interests. It is required that he takes a proficiency in katana, the primary weapon of the oriental lands and a masterful blade. It is assumed that the player will never come across such a weapon but may select one as his primary weapon (See wealth options). This requirement counts as would a normal weapon proficiency. Aside from the katana,

many Demon Hunters adopt use of the wakizashi (As a secondary backup weapon), tanto (as a secondary defense weapon), yumi (as a ranged bow weapon) or jutte (to parry enemy's attacks). And recommended: Martial Arts (Any).

**Nonweapon Proficiencies:** Bonus: blind fighting (highlander), Reading/Writing (any, general), Ancient Language (Fell, Baatezu or Tanar'ri). Recommended: (General) Animal Training, Dancing, Etiquette, Gaming, Hunting, Tracking, (Priest) Local History, and Musical Instrument.

**Equipment:** The Demon Hunter, being non-materialistic in nature refuses to horde wealth. He may never carry more than enough coin to live off of, including the expenses for room and board, to upkeep his equipment and to buy healing potions. All remaining coin from adventuring is given to the nearest lawful good aligned organization.

### Special Benefits:

**Demon Slayer:** The Demon Hunter gains certain powerful benefits while combating devils, demons and Fell. He gains a +5 bonus to damage and THAC0 while combating this sort of creatures, having studied for years on both the field of combat and in the library. For impure demonic races, such as Krulg they receive only a +3 bonus to damage and THAC0.

**Demonic immunities:** The demon hunter is completely immune to all sorts of fear created by abyssal beings, the hatred for his enemies running deeper than logic. This immunity includes magical fear. Furthermore, the Demon Hunter is considered to have a 50% resistance to psychic attack deployed by abyssal enemies including possession. The Demon Hunter cannot be detected by abyssal enemies\*by means of divination and thus is a constant threat.

**Fire/Acid Immunity:** The demon hunter has a slight 20% immunity to both acid and fire.

**Aura of Protection:** A demon hunter is surrounded by an aura of protection with a 10-foot radius. Within this radius, all summoned and specifically evil creatures

suffer a -1 penalty to their attack rolls, regardless of whom they attack. Creatures affected by this aura can spot its source easily, even if the demon hunter is disguised. This aura is filled with light, providing the demon hunter a 10' spherical light radius.

**Heightened Senses:** A demon hunter can detect the presence of evil intent up to 60 feet away by concentrating on locating evil in a particular direction. He can do this as often as desired, but each attempt takes one round. This ability detects evil monsters and characters. Without concentration, the demon hunter is automatically alerted of demonic presence including possessed individuals.

\*If the Demon Hunter is within the fiend's home plane of existence then this resistance is nullified.

**Metamorphosis (Ultimate Ability):** The ultimate ability of the demon hunter is to actually turn himself temporarily into that of a raging demon. At 9<sup>th</sup> level, once per day for a duration of 4 rounds (or 5 minutes, if out of combat) the demon hunter willingly gives into the will of evil and allows a demonic entity to possess him, calling upon the name of a various demon prince. He instantly transforms into that of a Pit Fiend or Balor (50% chance of either) and is granted full abilities of the creature (if the ZM chooses he may also choose between a vrock and molydeus). Gated creatures are considered to listen to the player character, and the player character only until the duration is expanded, at which time they re-gate back to their home plane. Although the player is completely in control of himself during the duration, at the end he must test his own spirit to see if he can expel the demon. Although magical protections may improve the chance of the demon hunter's self-removal of the powerful evil, he alone must roll and pass a charisma

check at a -2 modifier or be possessed. The 50% immunity to psychic attacks and possession does not affect this roll due to the fact that the demon hunter willingly allowed a demonic entity into his body. Possessed

characters become NPCs under the ZM's control and may attack the party. IF the check is passed, the demonic entity is instantly ejected from the player's body and returns to its home plane.

\*If the Demon Hunter is within the fiend's home plane of existence then this resistance is nullified.

#### **Special Hindrances:**

**Respect to Pagator:** As a sign of respect to Pagator, a demon hunter may not possess more than 10 magical items. Furthermore, these may not exceed one suit of armor, one shield, four weapons (arrows and bolts are not counted), and four other magical items. Furthermore, he must be lawful or neutral good.

**Un-materialistic philosophy:** The demon hunter may never horde more gold than he needs to pay for room and board, to upkeep his equipment and pay his daily debts and requirements.

**Loner:** The demon hunter does not attract a body of followers and will not create a keep or castle due to his mysterious, jaded and vagabond nature.

**Face Mask:** It is required that the demon hunter wears a black face mask so that he may not entice demonic entities to possess him. Luckily, due to his heightened senses he may move as any normal character would. Unfortunately he suffers a -4 modifier to any





check referring to ability to see an object and a -2 to dexterity checks. He may fight normally in combat (he gains blind fighting as a bonus proficiency).

**Code of Honor:** The demon hunter must be of good or lawful neutral alignment and if he shifts in his alignment from dubious acts he instantly loses his class and reverts to a standard highlander of equal level. A demon hunter must tithe to whatever charitable, religious institution of lawful good alignment he serves. A tithe is 5% of the demon hunter's income, whether coins, jewels, magical items, wages, rewards, or taxes. It must be paid immediately. A demon hunter may employ only lawful good henchmen (or those who act in such a manner when alignment is unknown). A demon hunter will cooperate with characters of other alignments only as long as they behave themselves. He will try to show them the proper way to live through both word and deed. The demon hunter realizes that most people simply cannot maintain his high standards. Even thieves can be tolerated, provided they are not evil and are sincerely trying to reform. He will not abide the company of those who commit evil or unrighteous acts. Stealth in the cause of good is acceptable, though only as a last resort.

**Wanted By Fell:** The demon hunter automatically starts out with the "hunted by Fell" background and may not select another or change it during game play.

**Wealth Options:** Although the demon hunter rolls full gold and may purchase whatever he wishes with that gold, all left over gold is assumed to have been given to a nearby lawful good organization besides a small sum for room and board (up to 5 gold). The demon hunter may select some very masterful equipment in addition to the standard highlander stock including:

Primary Weapon (1): Katana, No Dachi, Han Dachi

Note: If the player chooses to abandon all his starting gold he may select a Tempered Katana, which has a +1 THAC0 and damage bonus but still counts as a normal non-magical weapon.

Secondary Weapon (1): Wakizashi, Yumi, Jutte, Tanto, oriental weapon (any besides

Katana, Tempered Katana, No Dachi, Han Dachi)

Armor (1): Banded mail

Helmet (1, required): Leather full-face helm, great helm, Kabuto

**Races:** See races.

## Savage Highlander

**Description:** The Savage is a tribesman, technologically and culturally far more primitive than even the Ranger or Demon Hunter, who is very much in tune with the natural world. A Savage can be an honorable jungle vine-swinging raised by animals, a very dirty and primitive highlander who lives in mud-wattle huts and fights with bone weapons, a breathtakingly beautiful native princess from a culture which the characters consider impossibly primitive and yet uncorrupted and very noble . . . and so on. In short, the tribal culture from which the Savage character comes can be as crude or civil, coarse or noble, nasty or admirable as the players and ZM want it to be. Savage highlanders are renowned for their insanely savage and vicious fighting stance, sending themselves into a berserk rage while in combat and taking upon the innate animal spirit within them.

To be a Savage, a character must have a minimum Strength score of 11 and a minimum Constitution score of 15.

**Role:** In a campaign, the savage character has a couple of roles. His particular skills and benefits are of use to the average adventuring party. If he comes from a particularly noble tribe, he may choose to act as the "voice of conscience" for the adventuring party, asking why, if the other characters are supposed to be so much more civilized than his own people, their honor and ethics seem to drag so far behind? But for the most part, he's a role-playing challenge, and should be chosen only by players willing to devote the extra effort to portraying someone from such a different culture . . . and how that character reacts with the other PCs' culture. This is an opportunity for a lot of humor and not a little tragedy in a campaign . . . but only if the player is willing to go to that effort. In combat, the savage is perhaps best fit as a skirmisher, attacking with lightning speed and then pulling out before his enemies can strike him (due to his lack of fine armors).

**Secondary Skills:** The Savage character should have Fisher, Forester, Hunter, or Trapper/Furrier as his Secondary Skill (player choice).

**Weapon Proficiencies:** The ZM should define a set of weapons, which the PC can choose his beginning weapon proficiencies from. A typical set, for classic "berserker savage": two handed sword, hammer, throwing axes, spear, short sword, battle axe. The character must make his first-level weapon proficiencies selections from these choices. Once he begins play and begins adventuring in the outer world, he may learn any other weapon, of course . . . but it's better role-playing if he prefers to stick to the weapons of his tribe. The preferred weapon of the savage highlander is the two handed sword and two handed hammer.

**Nonweapon Proficiencies:**

Bonus Proficiencies: (General) Direction Sense, Weather Sense, (Highlander) Endurance, And Survival. Recommended: (General) Animal Handling, Animal Training, Fire- Building, Fishing, Riding (Land-based), Rope Use, Swimming, (Highlander) Animal Lore, Bowyer/ Fletcher, Hunting, Mountaineering, Running, Set Snares, Tracking, (Priest) Healing, Herbalism, Local History, Religion, (Rogue, double slots) Jumping, Tightrope Walking, Tumbling, (Sorcerer, double slots unless Ranger) Herbalism, Religion.

**Equipment:** The Savage gets no gold with which to purchase his weapons and equipment. Instead, he may take up to four of the weapons listed under "New Savage Weapons" below. He may assemble an equipment list of up to ten additional items, subject to the ZM's approval, which he will have accumulated during his years with the tribe; they must be items which members of a savage tribe could have made (things such as pouches, clothing, food, rope, fishing gear, sheathes for weapons, and so forth—no mirrors, lanterns, iron cooking pots, and the like.) With the ZM's permission, if the tribe is a river-tribe or a riding tribe, he may have

either a war wolf (with saddle-blanket, halter, bit and bridle) or a small war canoe.

**Savage Weapons**

The lump term "savages" is being used here to refer to any number of different types of people. They have in common these traits: They're not as technologically advanced as the normal peoples of the campaign, though some do make weapons of bronze or iron; and they're probably hunter-gatherers who have not yet embraced the agricultural revolution. And that's really all they have to have in common. "Savages" might be highly cultured, artistic, peaceful peoples, but if they have dirt floors or flint-tipped weapons, the

rest of the world calls them savage. For our purposes, "savages" encompasses Neanderthal man, Old Stone Age Cro-Magnon, and New Stone Age modern men. Stereotypical savages know the following weapons: two handed sword, throwing axes, hammer (any), axe (any), spear (any), club (any), short sword, and two-handed bastard sword. For our purposes, iron and bronze weapons



have the same characteristics as steel weapons; it's not worth generating all-new weapon stats for the slight game-mechanic differences. Stone and bone weapons, on the other hand, require their own statistics.

**Stone/Bone Weapons**

Stone and bone weapons cause one damage die lower in damage and have a 10% chance per blow of shattering, their costs are 1/10<sup>th</sup> that of regular weapons and can be commonly made by the savage highlander if desired.

**Special Benefits:** The savage highlander was born from the wilds of the world and gains the benefit of berserker rage and call upon animal allies.

**Berserk:** The savage highlander may willingly allow himself to temporarily lose control of his body and attack nearby enemy targets, focusing on his animalistic totem spirit (wolf, bear or elk) and become immune to mortal pain. While berserk the savage lets out a great yelp and charges his enemies, fighting to -10 health normally, granting a +3 bonus to damage and THAC0 and becoming immune to battle and running fatigue for the duration. The berserk lasts until all enemies have been defeated in any said battle, and after the berserker collapses in a tired state. If the berserker does not rest for the next 1d4 hours he will suffer a -2 to all his rolls until he does.

**Animal Affinity:** Having trained alongside wild beasts to gain his berserk and growing up in an uncivilized animist land, the savage has a great affinity with animals. Not only can he attempt to ride and enter combat with untamed beasts, but also wild animals do not attack him unless he attacks them first. He may call upon the aid of near by animals by vocally growling aloud, howling or chanting in his native tongue. In 1d4 hours, 1d6 animals/level that are within a 10 mile radius will arrive to serve the savage. Of course, if he treats them unfairly or asks of a ludicrous request they will simply wander off.

#### Special Hindrances:

**Savage:** The Savage has some drawbacks, too. He is uncomfortable in civilized clothes and armor—When wearing any sort of clothing more cumbersome and concealing than his normal tribal dress, he suffers a -1 to all attack, damage and Nonweapon proficiency rolls; he's uncomfortable, and it's affecting his actions and reactions. Likewise, he can wear any type of armor, but is so uncomfortable in it that he will suffer a -3 to all attack, damage, and Nonweapon proficiency rolls while wearing any sort of armor at all. If a player blatantly decides not to role-play his character's dislike of armor and simply wears armor continually, accepting that negative modifier, the ZM should gradually increase the modifier: -3 in one play-session, -4 in the next, -5 in the next, and so on . . . with no limit. If the player asks why this is happening, the ZM need merely reply that the character is growing more and more uncomfortable in

his unnatural trappings and finding it harder and harder to concentrate on the job at hand.

**Wealth Options:** The Savage starts out with no gold. He gets his starting weapons as described above, under *Equipment*. After the campaign starts, the character will inevitably come across the concepts of money; it's up to the player how he reacts to them (he could either like the idea and try to accumulate the stuff as his allies do, or put it down to civilized corruption and stay away from it).

**Races:** Only the most brutal and most uncivilized of races can be savage highlanders due to their crude and violent nature (see race section).

## Saint

**Description:** The saint is a warrior sworn in by his god to complete some task that may very well take most of his life to complete. Typically only good aligned gods (such as Pagator and Slars) swear in saints to their service, and it can be argued that saints are



perhaps the most dangerous warriors to ever walk the battlefield. Highly religious (nearly as much as a stigmatic) and certainly at times prophetic their gods grant them some unique powers to overcome their task at hand. Unless the ZM insists

otherwise, the saint is given a task by his personal god (whoever the player chooses) which correlates to the following table:

Roll (1d10)	Task
1	Destroy the avatar of a evil aligned god
2	Seek out a lawful good martyr
3	Smite the leader of a powerful evil organization
4	Build a temple in your god's name or create a world wonder
5	Cure a epidemic or plague
6	Conquer a evil aligned empire
7	Kill the high priest of a evil aligned religion
8	Claim the heart of a demon or devil lord (Type III + )
9	Roll twice
10	Roll again

To qualify as a saint the character must have a minimum of 12 wisdom and 12 charisma and be lawful neutral or of good alignment.

**Role:** The role of the saint in a party is to provide as a prophet and heavy frontline fighter, using his divine abilities and stout heart to overcome even the most powerful of evils.

**Secondary Skills:** As Highlander.

**Weapon Proficiencies:** As Highlander. Saints mostly prefer the war sword (long sword) or great sword but may in fact use whatever weaponry they wish. The ZM may restrict use of wicked weapons like the scourge or scythe.

**Nonweapon Proficiencies:** Bonus Proficiency: Reading/Writing, Healing. Recommended: (General) Artistic Ability, Etiquette, Heraldry, Languages (Modern), (Priest) Ancient History, Astrology, Languages (Ancient), Local History.

#### Special Benefits:

**Resurrection:** There is a 5% chance per level that upon death the saint is resurrected, that one's god grabs his ebbing soul and places it back in a newly restored body.

**Saintly Touch:** The touch of the saint blesses the target (or *dooms* them if evil) as a *Bless* spell. This effect lasts 1 round/level.

**Divine Strength:** Once per day for every 4 levels the saint may call upon his god to imbue within him immortal divine power, boosting his strength and constitution to 18 +1d4 (+1 for every 5 levels) for 1 round/level.

**Divine Health:** The saint is immune to disease and poison.

**Movanic Mantle (Ultimate Ability):** After 9<sup>th</sup> level upon death, the saint is embraced even closer by his god. Instantly becoming resurrected at death, his body is wrapped in a holy white aura, arch angel wings sprout from his back (not damaging armor), his eyes and hair turn to silver, and his skin turns to that of milky white. Now only able to hit by magical weapons, and gaining immunity to cold-based, electrical, magic missile, petrification, poison, normal fire-based, and gas attack spells. His charisma is boosted to 18 permanently. Also the saint takes half damage from dragon and magical fire attacks. The angel wings allow the saint to move at a rate of 30 (B) in free flight.

#### Special Hindrances:

**Pious:** The highlander must be of good alignment (lawful neutral also permitted), preferably lawful good. The saint must also spend at least 6 hours a week attending church activities or his special benefits become forfeit. If a church is unavailable, he must pray for 6 hours a week up to a maximum of 4 weeks at which point he must visit a temple/church.

**Code:** The saint must live by the following commands or forfeit his class: worship only one god, and that god must not be taken in vain, honor one's mother and father, shall not murder innocent (only kill to further the task), shall not commit adultery, shall not steal, not bear false witness or covet anything of the like.

**Tithe:** 10% of all of the saint's material wealth must be tithed to his church or a local lawful good institution every week or two weeks (ZM approval).

**Task Dedication:** If the saint ignores his task for a period of one month or longer (ZM judgment) he forfeits his class and must



spend 12 hours a week attending church activities for 2 weeks or more to appeal his loss of powers.

**Binding (9<sup>th</sup> level and above):** Once the movanic mantle has taken its place on the saint, he feels himself bound to his god and may be summoned to the god's avatar or home plane at any time the god deems it fit. The god may also permanently ban rogue saints from his home plane and adjacent good aligned planes (Depending on his sphere of influence) if the saint misbehaves. Finally the god may no longer revoke the saint's class (now that the mantle is upon him) but may cut off contact from him and cast him into the abyss (for lawful neutral characters) or hell (for good characters) as a demon, at which point the binding is nullified.

**Wealth Options:** Although the saint begins with no coin, he begins with a set of equipment chosen by his church (ZM). The quality of these items may far exceed other highlander professions, or it may fall short—depending on the financial security of the church.

**Races:** See races.

## Sorcerer

The sorcerer group encompasses all spell casters working in the various fields of magic—both those who specialize in specific schools of magic and those who study a broad range of magical theories. Spending their lives in pursuit of arcane wisdom, sorcerers have little time for physical endeavors. They tend to be poor highlanders with little knowledge of weaponry.



However, they command powerful and dangerous energies with a few simple gestures, rare components, and mystical words.

Spells are the tools, weapons, and armor of the sorcerer. He is weak in a toe-to-toe fight, but when prepared he can strike down his foes at a distance, vanish in an instant, become a wholly different creature, or even invade the mind of an enemy and take control of his thoughts and actions. No secrets are safe from a sorcerer and no fortress is secure. His quest for knowledge and power often leads him into realms where mortals were never meant to go.

Sorcerers cannot wear any armor, for several reasons. Firstly, most spells require complicated gestures and odd posturing by the caster and armor restricts the wearer's ability to do these properly. Secondly, the sorcerer spent his youth (and will spend most of his life) learning arcane languages, poring through old books, and practicing his spells. This leaves no time for learning other things (like how to wear armor properly and use it effectively). If the sorcerer had spent his time learning about armor, he would not have even the meager skills and powers he begins with. There are even unfounded theories that claim the materials in most armors disrupt the delicate fabric of a spell as it gathers energy; the two cannot exist side by side in harmony. While this idea is popular with the common people, true sorcerers know this is simply not true. If it were, how would they

ever be able to cast spells requiring iron braziers or metal bowls?

For similar reasons, sorcerers are severely restricted in the weapons they can use. They are limited to those that are easy to learn or are sometimes

useful in their own research. Hence, a sorcerer can use a dagger or a staff, items that are traditionally useful in magical studies. Other weapons allowed are darts, knives, and slings (weapons that require little skill, little strength, or both).

Sorcerers can use more magical items than any other characters. These include potions, rings, wands, rods, scrolls, and most miscellaneous magical items. A sorcerer can use a magical version of any weapon allowed to his class but cannot use magical armor, because no armor is allowed. Between their spells and magical items, however, sorcerers wield great power.

Finally, all sorcerers (whether sorcerers or specialists) can create new magical items, ranging from simple scrolls and potions to powerful staves and magical swords. Once he reaches 9<sup>th</sup> level, a sorcerer can pen magical scrolls and brew potions. He can construct more powerful magical items only after he has learned the appropriate spells (or works with someone who knows them). Your ZM should consult the Spell Research and Magical Items sections of the ZMG for more information.

**Stat Requirements:** No matter what school of magic the sorcerer is involved in, Intelligence is his prime requisite (or one of several prime requisites). Characters must have an Intelligence score of at least 9 to qualify to be a sorcerer.

Table 20: Sorcerer Progression		
Level	Experience	Hit Dice (d4)
1	0	1
2	2,500	2
3	5,000	3
4	10,000	4
5	20,000	5
6	40,000	6
7	60,000	7
8	90,000	8
9	135,000	9
10	250,000	10
11	375,000	10+1
12	750,000	10+2
13	1,125,000	10+3
14	1,500,000	10+4

15	1,875,000	10+5
16	2,250,000	10+6
17	2,625,000	10+7
18	3,000,000	10+8
19	3,375,000	10+9
20	3,750,000	10+10

**Hit Dice:** Sorcerers roll 1d4 to determine their additional health per level. At level 11 they begin to add 1 health automatically instead of rolling, thus in total a 11<sup>th</sup> level character should have 10d4 + 1 health not counting constitution bonuses.

**THAC0 Advancement:** Every 4 levels a sorcerer's THAC0 decreases.

**Equipment:** See above.

**Proficiencies:** Sorcerers may select Nonweapon proficiencies from the sorcerer and general categories. Sorcerers start out with 1 initial weapon and 4 initial non-weapon proficiencies. Sorcerers hold a -5 penalty to THAC0 when using weapon unknown to them.

**Weapon Proficiency Advancement:** Every 6 levels.

**Non Weapon Proficiency Advancement:** Every 3 levels.

**Special Abilities:**

**Spells:** A sorcerer draws upon Faerun's released magical energies to destroy their enemies. See the below chart for mana costs per spell level and see the intelligence stat chart for "bonus" mana from exceptional intelligence.

Learning and casting spells require long study, patience, and research. Once his adventuring life begins, a sorcerer is largely responsible for his own education; he no longer has a teacher looking over his shoulder and telling him which spell to learn next.

This freedom is not without its price, however. It means that the sorcerer must find his own source for magical knowledge: libraries, guilds, or captured books and scrolls.

Whenever a sorcerer discovers instructions for a spell he doesn't know, he

can try to read and understand the instructions. The player must roll percentile dice. If the result is equal to or less than the percentage chance to learn a new spell (listed on Table 4), the character understands the spell and how to cast it. He can enter the spell in his spell book (unless he has already learned the maximum number of spells allowed for that level). If this die roll is higher than the character's chance to learn the spell, he doesn't understand the spell. Once a spell is learned, it cannot be unlearned. It remains part of that character's repertoire forever. Thus, a character cannot choose to "forget" a spell so as to replace it with another.

A sorcerer's spell book can be a single book, a set of books, a bundle of scrolls, or anything else your ZM allows. The spell book is the sorcerer's diary, laboratory journal, and encyclopedia, containing a record of everything he knows. Naturally, it is his most treasured possession; without it he is almost helpless. A spell book contains the complicated instructions for casting the spell -- the spell's recipe, so to speak. Merely reading these instructions aloud or trying to mimic the instructions does not enable one to cast the spell. Spells gather and shape mystical energies; the procedures involved are very demanding, bizarre, and intricate. The sorcerer may use these scribed spells at will via spiritual power from within called mana. Mana is a powerful force that molds the world around us and envelops us in perfect equilibrium. The sorcerer has learned over the years on how to twist this mana into destructive and awesome forces that temporarily disrupts the equilibrium of nature into kinetic energy. All sorcerers have a base mana pool size dependant on their intelligence and level, once their mana is exhausted they cannot cast spells until it returns. Although mana regenerates naturally at a slow rate, it can be quickly restored via potions, a good night's rest or spell protections. Each spell has a mana cost, and with that mana cost comes a spell level in proportion. First level spells cost 10 mana per cast with increasing values of 10 per level up to 10<sup>th</sup> level spells requiring a grand 100 mana per cast. As a sorcerer gains experience and thus levels, he can begin to scribe more and more powerful spells until he has reached the grand magic of the 10<sup>th</sup> level. These spells may be scribed at any time, and

sudden boosts of expendable mana may enable sorcerers to cast spells past their normal mana account (ex. A 1<sup>st</sup> level sorcerer casting a 3<sup>rd</sup> level spell because of a special ring that gives him an additional 50 mana) although rare in frequency. As a rule of thumb, sorcerers start with 10 max mana and then gain 5 additional max mana per level, thus a 20<sup>th</sup> level sorcerer with a standard intelligence would have 110 mana.

Another important power of the sorcerer is his ability to research new spells and construct magical items. Both endeavors are difficult, time-consuming, costly, and occasionally even perilous. Through research, a sorcerer can create an entirely new spell, subject to the ZM's approval. Likewise, by consulting with your ZM, your character can build magical items, either similar to those already given in the rules or of your own design. Your ZM has information concerning spell research and magical item creation.

Unlike many other characters, sorcerers gain no special benefits from building a fortress or stronghold. They can own property and receive the normal benefits, such as monthly income and mercenaries for protection. However, the reputations of sorcerers tend to discourage people from flocking to their doors. At best, a sorcerer may acquire a few henchmen and apprentices to help in his work.

**Table 21: Mana Usage**

Spell Level	Mana Cost
1	10
2	20
3	30
4	40
5	50
6	60
7	70
8	80
9	90
10	100

**Table 22: Spell Usage**

Sorcerers gain 5 mana per level and start off at a base of 10
Level and intelligence determine max mana
To configure mana cost per spell multiply the spell level by 10
Mana potions, a full night's rest and spell enchantments restore mana

**Magical Item Creation:** All sorcerers (whether sorcerers or specialists) can create new magical items, ranging from simple scrolls and potions to powerful staves and magical swords. Once he reaches 9<sup>th</sup> level, a sorcerer can pen magical scrolls and brew potions. He can construct more powerful magical items only after he has learned the appropriate spells (or works with someone who knows them). Your ZM should consult the Spell Research and Magical Items sections of the ZMG for more information.

**Sage:** Sorcerers have the largest amount of lore (see lore section for more details).

**Number of Attacks:** All sorcerers have a career 1 attack per round; this cannot be increased by non-magical means.

**Starting Equipment:** Sorcerers automatically start out with 1d4 x 5 gold but free of charge start out with a standard set of equipment they have collected throughout their training period.

Primary Weapon (1): Dagger, throwing daggers (5), staff, darts (20), knife, throwing knives (5), sling w/ 40 bullets

Miscellaneous (2): Robe, spell components (10), metal brazier, metal bowl, paper (10 sheets), empty spell book, quill pen, empty scrolls (5), backpack

## Light Sorcerer

**Description:** The light sorcerer is a sage, advisor and user of good aligned magic in aid to the party. He uses his magic to serve the general people and defeat evil while maintaining a savory ethical nature and having the highest standards in morals. He uses the power of good to destroy evil and relies on his magical powers rather than his physical prowess (dark sorcerer) in combat.

To qualify as a light sorcerer, a character must have a minimum of 15 intelligence in addition to a minimum of 12 wisdom.

**Role:** The light sorcerer's role in the party is to give valuable advice when needed and fight off enemies with his powerful magic. He is master of divination and protective magic and uses these abilities to aid the party along the adventure. Relying on his magical abilities rather than melee skill he is also the master of magic which disable enemies in a non-harmful way such as slowing their attacks to a halt or causing them to pass out. In his homeland, the light sorcerer is a respected member of society, valued for his skills as a teacher and advisor as well as for his seemingly endless store of knowledge on a variety of subjects. Most likely, he will fill similar roles in a campaign.

□□ In spite of his somewhat sedentary background, the light sorcerer welcomes the chance to join an adventuring party. For him, it is an unparalleled opportunity to experience new cultures, acquire new devices, and acquire first-hand information about people, places, and creatures he may have only read about.

**Secondary Skills:** The light sorcerer may only pick to be a scribe, due to their knowledgeable and intelligent nature.

**Weapon Proficiencies:** Light sorcerers follow weapon progression as a normal sorcerer.

**Nonweapon Proficiencies:** Bonus Proficiency: Reading/Writing. Recommended: (General) Artistic Ability, Etiquette, Heraldry, Languages (Modern); (Sorcerer) Ancient History, Astrology, Herbalism, Languages (Ancient), Spellcraft; (Priest) Local History.

**Equipment:** The light sorcerer travels lightly and relishes in buying knowledge filled tomes and books. He prefers using a staff in combat and rarely uses ranged or bladed weapons such as slings or daggers respectively. He also prefers a clean and fully equipped robe as well.

**Special Benefits:**

**User of Light:** The light sorcerer only may cast "light" spells. In the spells section of



this book, spells are divided into color and alignment (light/dark) categories, the latter referring to the ethical meaning of the spell. Although he

may only cast light spells, when he casts these spells they are much more potent than any other sorcerer class. Light spells cast by the

**Table 23: Light Sorcerer Read Languages**

Light Sorcerer Level	Read Languages
1	5%
2	10%
3	15%
4	20%
5	25%
6	30%
7	35%
8	40%
9	45%
10	50%
11	55%
12	60%
13	65%
14	70%
15	75%
16	80%
17	85%
18	90%
19	95%
20	99%

light sorcerer are assumed to have their durations, effects and damage dice (if applicable) increased by 25%, rounding up (spells that have varied effects depending on level are assumed to be cast by a sorcerer 5 levels above his normal).

**Power of Good:** All evil aligned enemies required to make a saving throw against a light sorcerer spell suffer a -1 to the roll. Beings such as Fell, have cumulative negatives in addition to their

innate modifier, suffering a -2 to their saving throw.

**Master of Knowledge:** The light sorcerer has the largest amount of lore out of all classes (he gains 7 lore per level), may use his starting non-weapon proficiency for a non-weapon one, and gains a bonus starting language of any sort. In addition he has the ability of attempting to decipher foreign languages to a minimal level.

**Sage (Ultimate Ability):** At 9<sup>th</sup> level the light sorcerer is considered to be a sage as described in the Dungeon Masters Guide and gains the full abilities and powers of being an NPC sage.

**Special Hindrances:**

**User of Light:** The light sorcerer only may cast "light" spells. In the spells section of this book, spells are divided into color and alignment (light/dark) categories, the latter referring to the ethical meaning of the spell. Although he may only cast light spells, when he casts these spells they are much more potent than any other sorcerer class. Light spells cast by the light sorcerer are assumed to have their durations, effects and damage dice (if applicable) increased by 25%, rounding up (spells that have varied effects depending on level are assumed to be cast by a sorcerer 5 levels above his normal).

**Wealth Options:** Light sorcerers have identical wealth options to the standard sorcerer.

**Races:** See races.



**Description:** Dark sorcerers employ the Art only for their own twisted and evil ends. They revel in animating the dead and forcing the corrupted remains to serve their perverse appetites. Dark sorcerers have come to be

called by the local public, necromancers due to their fascination with the dead and sick, uncanny magic. Because of the dark sorcerer's vile excesses, necromancers as a profession are universally reviled in most civilized societies. Dark sorcerers can be found in abandoned towers, undead crypts and other places where they might store corpses and other ghoulish fetish. To qualify as a dark sorcerer, the character must have at least a wisdom score of 15 and an intelligence score of 12.

The dark sorcerer was perhaps best captured in the short stories of dark Ashton Smith. The decadent Mmatmuor and Sodosma from "The Empire of the Necromancers", powerful Vacharn, and his treacherous sons Vokal and Uldulla from "Necromancy in Naat", the vengeful Nathaire from "the Colossus of Ylourgne", and finally the perverted Abnon-Tha with his timid assistants, Narghai and Vemba-Tsith, from "The Chamel God."

All these vile and repugnant personalities serve to clearly illustrate the dark sorcerer at its lowest form. In more recent fantasy literature, Sauron (Tolkien's *Lord of the Rings*), Roxanne (the *Thieves' World* anthologies), and the Forsaken (Robert Jordan's *Wheel of Time* series) are good examples of this kit.

**Role:** Stereotypical necromancers (dark sorcerers) are consummate villains, foul-hearted sorcerers of the basest sort. As a result of their violently unrelenting and unrepentant evil, these sorcerers are either promptly stamped out of existence by the righteous arm of society, or they are eventually driven out of civilization into the wilderness. Most tend to be shortsighted, petty scoundrels with few ambitions save to capture unwary travelers,

kill them in gruesome tortures, and later animate them as a form of sick amusement. Others plot in seclusion to gain the coveted boon of lichdom so they can prolong their depravity beyond the grave. The most dangerous ones harbor secret, long-range plans to subvert or destroy the society that exiled them.

**Secondary Skills:** No particular Secondary Skill is recommended or required. He receives his Secondary Skill either by choosing or rolling randomly, whatever method is normal for the campaign.

**Weapon Proficiencies:** The dark sorcerer is generally limited much like a standard sorcerer and can normally choose from among the dagger, dart, staff, knife, or sling.

However, at the discretion of the ZM, these villainous sorcerers may learn a single special weapon outside their restricted selection, at the expense of two slots. The necromancers of dark Ashton Smith, for instance, rarely traveled far without strapping on their scimitars. The dark sorcerer can learn only one special weapon, chosen from among the following: battle axe, bow (any), crossbow (any), javelin, spear, sword (any), and war hammer. While these are not normally allowed to sorcerer characters, they tend to be common among dark sorcerers (especially at low levels).

**Nonweapon Proficiencies:**  
Required: none.  
Recommended: (General)

any; (Highlander, these take 3 slots): endurance, survival; (Rogue) any; (Sorcerer) anatomy, languages (ancient), ancient history, necrology, netherworld lore, reading/writing, venom handling. Forbidden: all Priest.



**Equipment:** Dark sorcerers prefer using their special weapon (Described above in weapon proficiencies) and wearing leather armor or a *Robe of the Evil Archmagi*. They may wear up to leather armor (AC 8) due to their unruly nature in disobeying the laws of magic. While wearing this armor, they *may* cast spells but not without a price (See below)!

**Special Benefits:**

**User of Darkness:** The dark sorcerer only may cast “dark” spells. In the spells section of this book, spells are divided into color and alignment (dark/light) categories, the latter referring to the ethical meaning of the spell. Although he may only cast dark spells, when he casts these spells they are much more potent than any other sorcerer class. Dark spells cast by the dark sorcerer are assumed to have their durations, effects and damage dice (if applicable) increased by 25%, rounding up (spells that have varied effects depending on level are assumed to be cast by a sorcerer 5 levels above his normal).

**Unholy Arsenal:** The dark sorcerer may wield his “special weapon” (see above) and wear leather armor (AC 8 or worse) or below. While wearing this armor he may still cast spells.

**Power of Evil:** All good aligned enemies required to make a saving throw against a dark sorcerer spell suffer a –1 to the roll. Beings such as celestials have cumulative negatives in addition to their innate modifier, suffering a –2 to their saving throw.

**Mass Animate Dead (Ultimate Ability):** Through pacts with dark gods and practicing of necromantic magic the vile dark sorcerer at 9<sup>th</sup> level may summon a horde of undead allies once per week as a spell like ability. To determine the area of effect, multiply the caster’s level by 10 feet, all dead corpses within the range will rise from the dead as undead zombies (or skeletons, if the bodies are decomposed). The graveyard and battle sites are ideal places to cast this spell, summoning hordes of undead highlanders that willingly serve their master until destroyed. As the spell is cast the user is surrounded in a yellow column of light and the souls of those turned undead float into the air, forming a maelstrom of undead

spirits around him. It takes 10 minutes (or 10 rounds) to successfully cast the spell, and during this period the dark sorcerer must not be disturbed or injured or the spell fails, during this time he is immune to all forms of dark magic (because of the column of spirits surrounding him). The skeletons/zombies summoned are assumed to be the standard 1HD ones mentioned in the monster manual. The effects of this spell can be staggering especially during huge scale battles.

**Special Hindrances:**

**User of Darkness:** The dark sorcerer only may cast “dark” spells. In the spells section of this book, spells are divided into color and alignment (light/dark) categories, the latter referring to the ethical meaning of the spell. Although he may only cast dark spells, when he casts these spells they are much more potent than any other sorcerer class. Dark spells cast by the dark sorcerer are assumed to have their durations, effects and damage dice (if applicable) increased by 25%, rounding up (spells that have varied effects depending on level are assumed to be cast by a sorcerer 5 levels above his normal).

**Exposed to ghoulish evils:** The dark sorcerer over the years has been exposed to magic and the undead that would normally kill a mortal, only his black heart protected him from the demonic presence. In conclusion he suffers a –1 to his constitution score and automatically starts out with the “Sold soul to devil” background.

**Wealth Options:** The dark sorcerer starts out with the standard starting coin and equipment but may select from the following as substitute:

Primary Weapon (1): Battle Axe, Bow (any), Crossbow (any), Javelin, Spear, Sword (any), War hammer

Armor (1): Leather Armor

**Races:** See races.

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## Earth Sorcerer

**Description:** The earth sorcerer is master of earth magic. Often confused with the druid, he is still a sorcerer at heart and delights in

roaming the woods to test his magical feats. Like other "Elemental" sorcerers, he is the only class that can summon earth elementals. Drawing all his magical power from nature magic and nature magic alone, he may not cast any other spells besides that of the "earth" spell type. He is extremely useful in a party of adventurers, who must cross obstacles or charm animals, which they can use for trap fodder or worthy allies in combat. Although he draws his power from nature, he does not dedicate his life to protecting it (as druids and rangers do) nor is he spiritual in his transmutation of magic. The closest ally in the schools of magic to the earth sorcerer is the fire sorcerer.

In order to qualify as an earth sorcerer, one must have a minimum constitution score of 11 in addition to the standard requirements of a sorcerer.

**Role:** The earth sorcerer's role is to use his powerful earth magic and pet earth elemental to destroy the party's foes. He is also very valuable in the wilderness, at which place his spells function at an amazing level.

**Secondary Skills:** (Required) Fisher, Forester, Hunter, Navigator, Trapper/Furrier.

**Weapon Proficiencies:** The earth sorcerer follows the weapon progression as a standard sorcerer but due to his interests in the wilds may select club (any) as an available weapon without any penalty.

**Nonweapon Proficiencies:** (General) Direction Sense or Weather Sense (player choice); (Highlander) Endurance or Survival. Recommended: (General) Animal Handling, Animal Training, Fire-Building, Fishing, Riding (Land-based), Rope Use, Swimming; (Highlander, double slots) Animal Lore, Bowyer/Fletcher, Hunting, Mountaineering, Running, Set Snares, Tracking; (Priest, double slots) Healing, Local History; (Rogue, double slots) Jumping, Tightrope Walking, Tumbling; (Sorcerer) Herbalism, Religion. An earth sorcerer cannot take Etiquette or Heraldry when first created.

**Equipment:** The earth sorcerer prefers to travel lightly but other than that, he follows the same equipment setup as the standard sorcerer.



#### Special Benefits:

**Master of Earth Magic:** The earth sorcerer only may cast "earth" spells. In the spells section of this book, spells are divided into color and alignment (light/dark) categories, the latter referring to the ethical meaning of the spell. Although he may only cast earth spells, when he casts these spells they are much more potent than any other sorcerer class. Earth spells cast by the earth sorcerer are assumed to have their durations, effects and damage dice (if applicable) increased by 50%, rounding up (spells that have varied effects depending on level are assumed to be cast by a sorcerer 5 levels above his normal).

**Man of Nature:** The earth sorcerer is admired by fire sorcerers, rangers, druids and shaman and receives a +2 to his reaction adjustment while encountering them. He may also wield a club (any) as a specialist weapon without the usual sorcerer negatives.

**Earth Summoning (Ultimate Ability):** The earth sorcerer is the only class that may summon earth elementals (Besides druids). Starting at 9<sup>th</sup> level, the earth sorcerer begins to attract the natural earth spirits of the world, being able to summon earth elementals once a day for every 10 levels. Beginning at 9<sup>th</sup> level, he summons an 8 HD elemental, next at 12<sup>th</sup> level the HD increases



to 12 and at 16<sup>th</sup> level the HD increases to 16. Thus, by the time he is level 20 he may summon 2, 16 HD earth elementals a day. This earth elemental will do *anything* the caster wills and shares the abilities of the earth elemental described in the monster manual. The elemental stays until destroyed or unsummoned. Earth elementals can be conjured in any area of earth or stone. This type of common elemental appears on the Prime Material plane as a very large humanoid made of whatever types of dirt, stones, precious metals, and gems it was conjured from. It has a cold, expressionless face, and its two eyes sparkle like brilliant, multifaceted gems. Though it has a mouth-like opening in its face, an earth elemental will rarely speak. Their voices can be heard in the silence of deep tunnels, the rumblings of earthquakes, and the grinding of stone on stone.

#### Special Hindrances:

**Master of Earth Magic:** The earth sorcerer only may cast "earth" spells. In the spells section of this book, spells are divided into color and alignment (light/dark) categories, the latter referring to the ethical meaning of the spell. Although he may only cast earth spells, when he casts these spells they are much more potent than any other sorcerer class. Earth spells cast by the earth sorcerer are assumed to have their durations, effects and damage dice (if applicable) increased by 50%, rounding up (spells that have varied effects depending on level are assumed to be cast by a sorcerer 5 levels above his normal).

**Wealth Options:** The earth sorcerer follows the standard sorcerer wealth options in addition to the following starting equipment:

Primary Weapon (1): Club (any)

**Races:** See races.

### Wind Sorcerer

**Description:** Wind sorcerers can often be found on the top of mountain peaks, chanting into the open air, calling force the magical energies of natural wind to destroy his foes from afar. The wind sorcerer is very

much like the earth sorcerer in which he is the only class that can summon air elementals. Although he may only cast wind magic spells he casts such spells more potently than any other sorcerer class, smashing his enemies to death with waves of strong current. Water and wind sorcerers can often be found working together.

In order to qualify as a wind sorcerer the player character must have a minimum of 11 dexterity in addition to the standard requirements of a sorcerer.

**Role:** The wind sorcerer is aloof and swift, relying on his powerful wind magic to both transport the party and to destroy its enemies. He summons air elementals to fend off his enemies and destroy his rivals, forming an empathetic bond between aerial spirits and his magical powers.

**Secondary Skills:** Required: None.  
Recommended: Scribe.

**Weapon Proficiencies:** The wind sorcerer follows the regular weapon progression as a standard sorcerer but due to his bond with aerial forces may select a bow (any) without standard sorcerer negative modifiers.

**Nonweapon Proficiencies:** (General)  
Direction Sense or Weather Sense (player choice);  
(Highlander) Endurance or Survival.  
Recommended: (General) Animal Handling, Animal Training, Fire-Building, Fishing, Riding (Land-based), Rope Use, Swimming; (Highlander, double slots) Animal Lore, Bowyer/Fletcher, Hunting, Mountaineering, Running, Set Snares, Tracking; (Priest, double slots) Healing, Local History; (Rogue, double slots) Jumping, Tightrope Walking, Tumbling; (Sorcerer) Herbalism, Religion. A wind sorcerer cannot take Etiquette or Heraldry when first created.

**Equipment:** The wind sorcerer follows the same equipment plan as the standard sorcerer.

#### Special Benefits:

**Master of Wind Magic:** The wind sorcerer only may cast "wind" spells. In the spells section of this book, spells are divided into color and alignment (light/dark)

categories, the latter referring to the ethical meaning of the spell. Although he may only cast wind spells, when he casts these spells they are much more potent than any other sorcerer class. Wind spells cast by the wind sorcerer are assumed to have their durations, effects and damage dice (if applicable) increased by 50%, rounding up (spells that have varied effects depending on level are assumed to be cast by a sorcerer 5 levels above his normal).



**Man of the Winds:** While encountering free willed air elementals, water sorcerers, or shaman the wind sorcerer receives a +2 reaction adjustment score. He may use also use a bow as a specialist (any) without any negatives that a standard sorcerer would receive.

**Wind Summoning (Ultimate Ability):** The wind sorcerer is the only class that may summon air elementals. Starting at 9<sup>th</sup> level, the wind sorcerer begins to attract the natural wind spirits of the world, being able to summon air elementals once a day for every 10 levels. Beginning at 9<sup>th</sup> level, he

summons a 8 HD elemental, next at 12<sup>th</sup> level the HD increases to 12 and at 16<sup>th</sup> level the HD increases to 16. Thus, by the time he is level 20 he may summon 2, 16 HD air elementals a day. This air elemental will do *anything* the caster wills and shares the abilities of the air elemental described in the monster manual. The elemental stays until destroyed or unsummoned. Air elementals can be conjured in any area of open air where gusts of wind are present. The common air elemental appears as an amorphous, shifting cloud when it answers its summons to the Prime Material plane. They rarely speak, but their language can be heard in the high-pitched shriek of a tornado or the low moan of a midnight storm.

#### Special Hindrances:

**Master of Wind Magic:** The wind sorcerer only may cast "wind" spells. In the spells section of this book, spells are divided into color and alignment (light/dark) categories, the latter referring to the ethical meaning of the spell. Although he may only cast wind spells, when he casts these spells they are much more potent than any other sorcerer class. Wind spells cast by the wind sorcerer are assumed to have their durations, effects and damage dice (if applicable) increased by 50%, rounding up (spells that have varied effects depending on level are assumed to be cast by a sorcerer 5 levels above his normal).

**Wealth Options:** The wind sorcerer follows the standard equipment as the standard sorcerer but may select from the following in addition to the standard starting equipment:

Primary Weapon (1): Bow (Any)

### Water Sorcerer

**Description:** Water sorcerers can often be found along the sea shore, chanting into the open ocean, commanding legions of giant sea denizens or the helpful aid of a lightning bolt to strike down their foes. While only being able to use water based magic, he does so more potently than any other sorcerer class. The closest ally to the water sorcerer is the wind sorcerer, sharing similarities in magical ability.



To qualify as a water sorcerer, one must have a minimum wisdom score of 11 in addition to the standard starting requirements of a sorcerer.

**Role:** The role of the water sorcerer is to use his magic in aid of the party, crushing its foes and summoning mighty water elementals to its aid. A water sorcerer is very fond of counter-spells and charm spells also.

**Secondary Skills:** Fisher, navigator, sailor, scribe, shipwright.

**Weapon Proficiencies:** The water sorcerer follows the weapon progression as a standard sorcerer but without any penalty if he chooses to wield a trident.

**Nonweapon Proficiencies:** Recommended Proficiencies: (General) Swimming, Weather Sense, (Highlander) Navigation, (Priest, double slots unless Paladin) Engineering (for shipbuilding), Reading/Writing (for mapmaking), (Rogue, double slots) Appraising, Set Snares (in association with Rope Use skill), Tightrope Walking, Tumbling, (Sorcerer, double slots unless Ranger) Engineering (for shipbuilding), Reading/Writing (for mapmaking).

**Equipment:** The water sorcerer follows an identical equipment plan as the standard sorcerer.

### Special Benefits:

**Master of Water Magic:** The water sorcerer only may cast "water" spells. In the spells section of this book, spells are divided into color and alignment (light/dark) categories, the latter referring to the ethical meaning of the spell. Although he may only cast water spells, when he casts these spells they are much more potent than any other sorcerer class. Water spells cast by the water sorcerer are assumed to have their durations, effects and damage dice (if applicable) increased by 50%, rounding up (spells that have varied effects depending on level are assumed to be cast by a sorcerer 5 levels above his normal).

**Man of the Rain:** While encountering wind sorcerers free willed water elementals, sirens, and intelligent water bound monsters he receives a +2 to his reaction adjustment. He may also wield a trident as a specialist without the usual negatives that a sorcerer would receive.

**Water Summoning (Ultimate Ability):** The water sorcerer is the only class that may summon water elementals. Starting at 9<sup>th</sup> level, the water sorcerer begins to attract the natural water spirits of the world, being able to summon water elementals once a day for every 10 levels. Beginning at 9<sup>th</sup> level, he summons an 8 HD elemental, next at 12<sup>th</sup> level the HD increases to 12 and at 16<sup>th</sup> level the HD increases to 16. Thus, by the time he is level 20 he may summon 2, 16 HD water elementals a day. This water elemental will do *anything* the caster wills and shares the abilities of the water elemental described in the monster manual. Water elementals can be conjured in any area containing a large amount of water or watery liquid. At least one thousand cubic feet of liquid is required to create a shell for the water elemental to inhabit. Usually a large pool serves this purpose, but several large kegs of wine or ale will do just as well. The water elemental appears on the Prime Material Plane as a high-crested wave. The elemental's arms appear as smaller waves, one thrust out on each side of its main body. The arms ebb and

flow, growing longer or shorter as the elemental moves. Two orbs of deep green peer out of the front of the wave and serve the elemental as eyes. Like all other common elementals, water elemental rarely speak on the Prime Material Plane, but their voices can be heard in the crashing of waves on rocky shores and the howl of an ocean gale.

#### Special Hindrances:

**Master of Water Magic:** The water sorcerer only may cast "water" spells. In the spells section of this book, spells are divided into color and alignment (light/dark) categories, the latter referring to the ethical meaning of the spell. Although he may only cast water spells, when he casts these spells they are much more potent than any other sorcerer class. Water spells cast by the water sorcerer are assumed to have their durations, effects and damage dice (if applicable) increased by 50%, rounding up (spells that have varied effects depending on level are assumed to be cast by a sorcerer 5 levels above his normal).

**Wealth Options:** The water sorcerer follows the equipment setup of the standard sorcerer but may also pick from the following starting equipment:

Primary Weapon (1): Trident (Any)

**Races:** See races.

### Fire Sorcerer

**Description:** Found deep within the worlds reaches summoning fire elementals to serve them and atop volcano's summits calling forth streams of fire on those below, the fire sorcerers are the most chaotic and anarchy driven of all the elemental sorcerers. Making able allies with sorcerers of the earth, the fire sorcerer may not cast any other spell than fire based spells but he does so more potently than any other class.

To qualify as a fire sorcerer the player character must have a minimum strength score of 11 in addition to the standard requirements of a wizard.

**Role:** The fire sorcerer's role is pure destruction, his magic is completely offensive and his role in the party is one of an

offensive spell caster. He is extremely useful during mass combat, due to his wide array of area of effect spells.

**Secondary Skills:** Miner and Scribe are the only secondary skills that appeal to the fire sorcerer.

**Weapon Proficiencies:** Although fire sorcerers follow the exact weapon configuration as standard sorcerers they may, without standard sorcerer modifiers, wield a hammer (any).

**Nonweapon Proficiencies:** Recommended: (General) Artistic Ability, Brewing, Cooking, Languages (Modern), Weather Sense; (Sorcerer) Ancient History, Astrology, Languages (Ancient), Reading/Writing, Religion; (Priest, double slot) Healing. .

**Equipment:** The fire sorcerer follows an identical equipment plan to that of the standard sorcerer.

#### Special Benefits:

**Master of Fire Magic:** The fire sorcerer only may cast "fire" spells. In the spells section of this book, spells are divided into color and alignment (light/dark) categories, the latter referring to the ethical meaning of the spell. Although he may only cast fire spells, when he casts these spells they are much more potent than any other sorcerer class. Fire spells cast by the fire sorcerer are assumed to have their durations, effects and damage dice (if applicable) increased by 50%, rounding up (spells that have varied effects depending on level are assumed to be cast by a sorcerer 5 levels above his normal).

**Man of Fire:** While encountering earth sorcerers, free willed fire elementals, and shaman he receives a +2 to his reaction adjustment. He may also wield a hammer (any) without the usual modifiers for being a sorcerer as a specialist.

**Fire Summoning (Ultimate Ability):** The fire sorcerer is the only class that may summon fire elementals. Starting at 9<sup>th</sup> level, the fire sorcerer begins to attract the natural fire spirits of the world, being able to summon fire elementals once a day for every 10 levels. Beginning at 9<sup>th</sup> level, he summons



an 8 HD elemental, next at 12<sup>th</sup> level the HD increases to 12 and at 16<sup>th</sup> level the HD increases to 16. Thus, by the time he is level 20 he may summon 2, 16 HD fire elementals a day. This fire elemental will do *anything* the caster wills and shares the abilities of the fire elemental described in the monster manual. Fire elementals can be conjured in any area containing a large open flame. To provide a fire elemental with an adequate shell of Prime Material flame, a fire built to house an elemental should have a diameter of at least six feet and reach a minimum of four feet into the air. On the Prime Material Plane, a fire elemental appears as a tall sheet of flame. The fire elemental will always appear to have two arms like appendages, one on each side of its body. These arms seem to flicker back into the creature's flaming body, only to spring out from its side's seconds later. The only facial features of a fire elemental are two large glowing patches of brilliant blue fire, which seem to function as eyes for the elemental. Like all common elementals, fire elementals rarely speak on the Prime Material plane, though their voices can be heard in the crackle and hiss of a large fire.



### Special Hindrances:

**Master of Fire Magic:** The fire sorcerer only may cast "fire" spells. In the spells section of this book, spells are divided into color and alignment (light/dark) categories, the latter referring to the ethical meaning of the spell. Although he may only cast fire spells, when he casts these spells they are much more potent than any other sorcerer class. Fire spells cast by the fire sorcerer are assumed to have their durations, effects and damage dice (if applicable) increased by 50%, rounding up (spells that have varied effects depending on level are assumed to be cast by a sorcerer 5 levels above his normal).

**Wealth Options:** The fire sorcerer has an identical equipment plan to that of the sorcerer but may select from the following as starting items.

Primary Weapon (1): Hammer (any)

**Races:** See races.

## Priest

The priest is a believer and advocate of a god from a particular mythos. More than just a follower, he intercedes and acts on behalf of others, seeking to use his powers to advance the beliefs of his mythos.

All priests have certain powers: The ability to cast spells, the strength of arm to defend their beliefs, and special, deity-granted powers to aid them in their calling. While priests are not as fierce in combat as highlanders, they are trained to use weaponry in the fight for their cause. They can cast spells, primarily to further their god's aims and protect its adherents. They have few offensive spells, but these are very powerful.

All priests use eight-sided Hit Dice (d8s). Only priests gain additional spells for having high Wisdom scores. All priests have a limited selection of weapons and armor, but the restrictions vary according to the mythos.

All priests use the below table to determine their advancement in level as they gain experience points. Much like sorcerers, priests have a scale of how many spells can be cast called the "faith pool." This system is identical to the sorcerer's except that the term mana is replaced with "faith" and mana pool is replaced with "faith pool." The more faith

a priest has the more powerful spells he can ask of from his god at any given point.

All priest spells are divided into 5 categories called *spheres of influence*. Different types of priests have access to different spheres; no priest can cast spells from every sphere of influence. The 5 spheres of influence are as follows: War, Healing, Nature, Death, Sub-planar and Utility.

In addition, a priest has either major or minor access to a sphere. A priest with major access to a sphere can (eventually) cast all spells in the sphere. A priest with minor access to a sphere can cast only 1st-, 2nd-, and 3rd-level, 4<sup>th</sup> and 5<sup>th</sup> level spells from that sphere. **All priest classes get major exclusive access to the Utility Spells sphere.**

All priests gain one eight-sided Hit Die (1d8) per level from 1st through 9th. *After 9<sup>th</sup> level, priests earn 2 hit points per level and they no longer gain additional hit point bonuses for high Constitution scores.*

**Table 24: Priest Experience**

Level	Cleric/ Cultist	Druid/ Shaman	Hit Dice (d8)
1	0	2	1
2	1,500	4	2
3	3,000	7	3
4	6,000	12	4
5	13,000	20	5
6	27,500	35	6
7	55,000	60	7
8	110,000	90	8
9	225,000	125	9
10	450,000	200	9+2
11	675,000	300	9+4
12	900,000	750	9+6
13	1,125,000	1	9+8
14	1,350,000	3	9+10
15	1,575,000	3	9+12
16	1,800,000	500	9+14
17	2,025,000	1	9+16
18	2,250,000	1	9+18
19	2,475,000	2	9+20
20	2,700,000	2	9+22

Cleric

**Description:** The most common type of priest is the cleric. The cleric may be an adherent of any religion (though if the ZM designs a specific mythos, the cleric's abilities and spells may be changed--see following). Clerics are generally good, but are not restricted to good; they can have any alignment acceptable to their order. A cleric must have a Wisdom score of 9 or more. High constitution and Charisma are also particularly useful.

A cleric who has a Wisdom of 16 or more gains a 10% bonus to the experience points he earns.

**Role:** The cleric class is similar to certain religious orders of knighthood of the Middle Ages: the Teutonic Knights, the Knights Templar, and Hospitalers. These orders combined military and religious training with a code of protection and service. Members were trained as knights and devoted themselves to the service of the church. These orders were frequently found on the outer edges of the Christian world, either on the fringe of the wilderness or in war-torn lands. Archbishop Turpin (of *The Song of Roland*) is an example of such a cleric. Similar orders can also be found in other lands, such as the sohei of Japan.

**Secondary Skills:** Standard.

**Weapon Proficiencies:** Clerics are sturdy soldiers, although their selection of weapons is limited. They can wear any type of armor and use any shield. Standard clerics, being reluctant to shed blood or spread violence, are allowed to use only blunt, bludgeoning weapons. They can use a fair number of magical items including priest scrolls, most potions and rings, some wands and rods, staves, armor, shields, and magical versions of any weapons allowed by their order.

**Nonweapon Proficiencies:** Bonus Proficiency: Reading/Writing. Recommended: (General) Artistic Ability, Etiquette, Heraldry, Languages (Modern), (Priest) Ancient History, Astrology, Languages (Ancient), Local History.

**Equipment:** Clerics are sturdy soldiers, although their selection of weapons is limited. They can wear any type of armor and use any shield. Standard clerics, being reluctant to shed blood or spread violence, are allowed to use only blunt, bludgeoning weapons. They can use a fair number of magical items including priest scrolls, most potions and rings, some wands and rods, staves, armor, shields, and magical versions of any weapons allowed by their order.

### Special Benefits:

**Clerical Spells:** Spells are the main tools of the cleric, helping him to serve, fortify, protect, and revitalize those under his care. He has a wide variety of spells to choose from, suitable to many different purposes and needs. (A priest of a specific mythos probably has a more restricted range of spells.) A cleric has major access to the healing sphere of influence and minor access to the war sphere of influence.

The cleric receives his spells as insight directly from his deity (the deity does not need to make a personal appearance to grant the spells the cleric prays for), as a sign of and reward for his faith, so he must take care not to abuse his power lest it be taken away as punishment.

**Turn Undead:** The cleric is also granted power over undead -- evil creatures that exist in a form of non-life, neither dead nor alive. The cleric is charged with defeating these mockeries of life. His ability to *turn undead* (see "Turning Undead" in Chapter 9: Combat) enables him to drive away these creatures or destroy them utterly (though a cleric of evil alignment can bind the creatures to his will). Some of the more common undead creatures are ghosts, zombies, skeletons, ghouls, and mummies. Vampires

and lichs (undead sorcerers) are two of the most powerful undead. As a cleric advances in level, he gains additional spells, better combat skills, and a stronger turning ability.

**Following (Ultimate Ability):** Upon reaching 8th level, the cleric automatically attracts a fanatically loyal group of believers, provided the character has established a place of worship of significant size. The cleric can build this place of worship at any time during his career, but he does not attract believers until he reaches 8th level. These followers are normal highlanders, level 0 soldiers, and ready to fight for the cleric's cause. The cleric attracts 20 to 200 of these followers; they arrive over a period of several weeks. After the initial followers assemble, no new followers trickle in to fill the ranks of those who have fallen in service. The ZM decides the exact number and types of followers attracted by the cleric. The character can hire other troops as needed, but these are not as loyal as his followers.

**Religious Stronghold:** At 9th level, the cleric may receive official approval to establish a religious stronghold, be it a fortified abbey or a secluded convent. Obviously, the stronghold must contain all the trappings of a place of worship and must be dedicated to the service of the cleric's cause. However, the construction cost of the stronghold is half the normal price, since the work has official sanction and much of the labor is donated. The cleric can hold property and build a stronghold any time before reaching 9th level, but this is done without



church sanction and does not receive the benefits described above.

### Special Hindrances:

**Militancy:** The cleric, although being a better soldier lacks the full-blown spell casting abilities that a druid or shaman has.

**Wealth Options:** Clerics automatically start out with 3d6 x 10 gold but free of charge start out with a standard set of equipment they have collected throughout their training period.

Primary Weapon (1): Mace, hammer (any), flail, club (any), morning star

Secondary Weapon (1): Sling w/20 bullets, staff sling w/ 20 bullets

Armor (1): Leather, studded leather, ring mail, chain mail

Shield (1): Small, medium, kite/large/tower

Helmet (1): Half-Helm, Full Helm

**Races:** See races.

## Druid

**Description:** Historically, druids lived among the Germanic tribes of Western Europe and Britain during the days of the Roman Empire. They acted as advisors to chieftains and held great influence over the tribesmen. Central to their thinking was the belief that the earth was the mother and source of all life. They revered many natural things -- the sun, moon, and certain trees -- as deities. Druids in the AD&D game, however, are only loosely patterned after these historical figures. They are not required to behave like or follow the beliefs of historical druids.

The druid is an example of a priest designed for a specific mythos. His powers and beliefs are different from those of the cleric. The druid is a priest of nature and guardian of the wilderness, be it forest, plains, or jungle. He must have a Wisdom score of at least 12 and a Charisma score of 15 or more. Both of these abilities are prime requisites.

As protectors of nature, druids are aloof from the complications of the temporal

world. Their greatest concern is for the continuation of the orderly and proper cycles of nature-- birth, growth, death, and rebirth. Druids tend to view all things as cyclic and thus, the battles of good and evil are only the rising and falling tides of time. Only when the cycle and balance are disrupted does the druid become concerned. Given this view of things, the druid must be neutral in alignment.

Druids are charged with protecting wilderness--in particular trees, wild plants, wild animals, and crops. By association, they are also responsible for their followers and their animals. Druids recognize that all creatures (including humans) need food, shelter, and protection from harm. Hunting, farming, and cutting lumber for homes are logical and necessary parts of the natural cycle. However, druids do not tolerate unnecessary destruction or exploitation of nature for profit. Druids often prefer subtle and devious methods of revenge against those who defile nature. It is well known that druids are both very unforgiving and very patient.

Mistletoe is an important holy symbol to druids and it is a necessary part of some spells (those requiring a holy symbol). To be fully effective, the mistletoe must be gathered by the light of the full moon using a golden or silver sickle specially made for the purpose. Mistletoe gathered by other means halves the effectiveness of a given spell, if it causes damage or has an area of effect, and grants the target a +2 bonus to his saving throw if a saving throw is applicable.

Druids as a class do not dwell permanently in castles, cities, or towns. All druids prefer to live in sacred groves, where they build small sod, log, or stone cottages.

Druids have a worldwide structure. At their upper levels (12th and above), only a few druids can hold each level.

At 12th level, the druid character acquires the official title of "druid" (all druid characters below 12th level are officially known as "initiates"). There can be only nine 12th-level druids in any geographic region (as defined by oceans, seas, and mountain ranges; a continent may consist of three or four such regions). A character cannot reach 12th level unless he takes his place as one of the nine druids. This is possible only if there are currently fewer than nine druids in the region, or if the character defeats one of the



nine druids in magical or hand-to-hand combat, thereby assuming the defeated druid's position. If such combat is not mortal, the loser drops experience points so that he has exactly 200,000 remaining--just enough to be 11th level. The precise details of each combat are worked out between the two combatants in advance. The combat can be magical, non-magical, or a mixture of both. It can be fought to the death, until only one character is unconscious, until a predetermined number of hit points is lost, or even until the first blow is landed, although in this case both players would have to be supremely confident of their abilities. Whatever can be agreed upon between the characters is legitimate, so long as there is some element of skill and risk.

When a character becomes a 12th-level druid, he gains three underlings. Their level depends on the character's position among the nine druids. The druid with the most experience points is served by three initiates of 9th level; the second-most experienced druid is served by three initiates of 8th level; and so on, until the least experienced druid is served by three 1st-level initiates.

Only three arch druids (13th level) can operate in a geographical region. To become an arch druid, a 12th-level druid must defeat one of the reigning arch druids or advance into a vacant position. Each of the three arch druids is served by three initiates of 10th level. From among the arch druids of the entire world, three are chosen to serve the Grand Druid (see "The Grand Druid and Hierophant Druids" section). These three retain their attendees but are themselves servants of the Grand Druid.

The Great Druid (14th level) is unique in his region. He, too, won his position from the previous great druid. He is served by three initiates of 11th level. The ascendance of a new Great Druid usually sets off shock waves of turmoil and chaos through the druidical hierarchy. The advancement of an arch druid creates an opening that is fiercely contested by the druids, and the advancement of a druid creates an opening in their ranks.

The highest ranking druid in the world is the Grand Druid (15th level). Unlike great druids (several of whom can operate simultaneously in different lands), only one person in a world can ever hold this title at one time. Consequently, only one druid can be 15th level at any time.

The Grand Druid knows six spells of each level (instead of the normal spell progression) and also can cast up to six additional spell levels, either as a single spell or as several spells whose levels total to six (for example, one 6th-level spell, six 1st-level spells, three 2nd-level

spells, etc.).

The Grand Druid is attended by nine other druids who are subject only to him and have nothing to do with the hierarchy of any specific land or area. Any druid character of any level can seek the Grand Druid and ask to serve him. Three of these nine are arch druids who roam the world, acting as his messengers and agents. Each of them receives four additional spell levels. The remainder are normally druids of 7th to 11th level, although the Grand Druid can request a druid of any level to serve him and often considers applications from humble aspirants.



The position of Grand Druid is not won through combat. Instead, the Grand Druid selects his successor from the acting great druids. The position is demanding, thankless, and generally unexciting for anyone except a politician. After a few hundred thousand experience points of such stuff, any adventurer worthy of the name probably is ready to move on to something else.

For this reason, the Grand Druid reaches 16th level after earning only 500,000 more experience points. After reaching 16th level, the Grand Druid can step down from his position at any time, provided he can find a suitable successor (another druid with 3,000,000 experience points).

Upon stepping down, the former Grand Druid must relinquish the six bonus spell levels and all of his experience points but 1 (he keeps the rest of his abilities). He is now a 16th-level hierophant druid, and begins advancing anew (using the progression given in Table 23). The character may rise as high as 20th level as a hierophant druid (almost always through self training).

Beyond 15th level, a druid never gains any new spells (ignore the Priest Spell Progression table from this point on). Casting level continues to rise with experience. Rather than spells, spell-like powers are acquired.

**16th level:** At 16th level, the hierophant druid gains four powers: Immunity to all natural poisons. Natural poisons are ingested or insinuated animal or vegetable poisons, including monster poisons, but not mineral poisons or poison gas. Vigorous health for a person of his age. The hierophant is no longer subject to the ability score adjustments for aging. The ability to alter his appearance at will. Appearance alteration is accomplished in one round. A height and weight increase or decrease of 50% is possible, with an apparent age from childhood to extreme old age. Body and facial features can resemble any human or humanoid creature. This alteration is not magical, so it cannot be detected by any means short of *true seeing*.

**17th Level:** The character gains the biological ability to hibernate. His body functions slow to the point where the character may appear dead to a casual observer; aging ceases. The

character is completely unconscious during hibernation. He awakens either at a preordained time ("I will hibernate for 20 days") or when there is a significant change in his environment (the weather turns cold; someone hits him with a stick, etc.).

A 17th-level hierophant druid can also enter the Elemental Plane of Earth at will. The transference takes one round to complete. This ability also provides the means to survive on that plane, move around, and return to the Prime Material Plane at will. It does not confer similar abilities or immunities on the Prime Material Plane.

**18th level:** The character gains the ability to enter and survive in the Elemental Plane of Fire.

**19th level:** The character gains the ability to enter and survive in the Elemental Plane of Water.

**20th level:** The character gains the ability to enter and survive in the Elemental Plane of Air.

**Role:** The role of the druid in the party is to provide vital wisdom and aid the party throughout their treks in nature.

**Secondary Skills:** The secondary skill of a druid must relate directly to nature, thus all players must confirm their secondary skill with the ZM before finalizing it.

**Weapon Proficiencies:** Unlike the cleric, the druid is allowed to use only "natural" armors -- padded, hide, or leather armor and wooden shields, including those with magical enhancements. All other armors are forbidden to him. His weapons are limited to club, sickle, dart, spear, dagger, scimitar, sling, and staff.

**Nonweapon Proficiencies:** Recommended: Languages (Modern), Languages (Ancient), Ancient History, Singing, Musical Instrument, Reading/Writing.

**Equipment:** Unlike the cleric, the druid is allowed to use only "natural" armors -- padded, hide, or leather armor and wooden shields, including those with magical enhancements. All other armors are forbidden to him. His weapons are limited to club, sickle, dart, spear, dagger, scimitar, sling, and staff.

### Special Benefits:

**Druidic Spells:** Druids do not have the same range of spells as clerics. They have major access to the following spheres: Nature, Healing. They have minor access to the sub-planar sphere. Druids can use all magical items normally allowed priests, except for those that are written (books and scrolls) and armor and weapons not normally allowed for druids.

**Druid:** A druid makes most saving throws as a priest, but he gains a bonus of +2 to all saving throws vs. fire or electrical attacks.

All druids can speak a secret language in addition to any other tongues they know. (If the optional proficiency rules are used, this language does not use a proficiency slot.) The vocabulary of this druidic language is limited to dealing with nature and natural events. Druids jealously guard this language; it is the one infallible method they have of recognizing each other.

Additional powers are granted as the druid reaches higher levels.

**Nature Wisdom:** He can identify plants, animals, and pure water with perfect accuracy after he reaches 3rd level.

**Tree Walker:** He can pass through overgrown areas (thick thorn bushes, tangled vines, briar patches, etc.) without leaving a trail and at his normal movement rate after he reaches 3<sup>rd</sup> level.

**Voice of the Wilds:** He can learn the languages of woodland creatures. These include centaurs, dryads, elves, fauns, gnomes, dragons, giants, lizard men, manticores, nixies, pixies, sprites, and treants. The druid can add one language at 3rd level and one more every time he advances a level

above 3rd. (If the optional proficiency rules are used, it is the druid's choice whether or not to spend a proficiency slot on one or more of these languages.)

**Charm Immunity:** He is immune to *charm* spells cast by woodland creatures (dryads, nixies, etc.) after he reaches 7th level.

**Shapeshift (Ultimate Ability):** He gains the ability to shapechange into a reptile, bird, or mammal up to three times per day after he reaches 7th level. Each animal form (reptile, bird, or mammal) can be used only once per day. The size can vary from that of a bullfrog or small bird to as large as a black bear. Upon assuming a new form, the druid heals 10-60% (1d6 \_ 10%) of all damage he has suffered (round fractions down). The druid can only assume the form of a normal (real world) animal in its normal proportions, but by doing so he takes on all of that creature's characteristics -- its movement rate and abilities, its Armor Class, number of attacks, and damage per attack.

Thus, a druid could change into a wren to fly across a river, transform into a black bear on the opposite side and attack the orcs gathered there, and finally change into a snake to escape into the bushes before more orcs arrive.

The druid's clothing and one item held in each hand also become part of the new body; these reappear when the druid resumes his normal shape. The items cannot be used while the druid is in animal form.

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## Shaman

**Description:** The shaman is historically a member of certain tribal societies who acts as a medium between the visible world and an invisible spirit world and who practices magic or sorcery for purposes of healing, divination, and control over natural events. In the campaign a shaman is a practitioner of powerful magic and the most bestial and warlike priest of all four. Nature oriented, the shaman is the only class that may commune with the spiritual world for advice and aid without risk, being masters of spiritual summoning and divination. To become a Shaman a character must have at least 15 wisdom and 12 constitution.

**Role:** The shaman's role in the campaign is to provide advice by use of divination magic and spiritual summoning and to unleash the bestial side of nature upon its enemies.

**Secondary Skills:** Required (choose one of the following, based on the Shaman's background): Fisher, Forester, Hunter, Navigator, Trapper/Furrier.

**Weapon Proficiencies:** The shaman follows the same weapon proficiencies as the druid in all aspects but shaman prefer to wield staff and spear. Of course their not required to wield these weapons but simply prefer them over others such as sickle and scimitar.

**Nonweapon Proficiencies:** Bonus: Endurance, Survival, Weather Sense. Recommended: (General) Direction Sense, Fire-building, Riding (Land-based), Rope Use, Swimming; (Highlander) Astrology; (Highlander, all cost single slots) Animal Lore, Hunting, Mountaineering, Running, Set Snares.

**Equipment:** Unlike the cleric, the shaman is allowed to use only "natural" armors -- padded, hide, or leather armor and wooden shields, including those with magical enhancements. All other armors are forbidden to him. His weapons are limited to club, sickle, dart, spear, dagger, scimitar, sling, and staff.

**Special Benefits:**

**Totemic Spells:** Shaman do not have the same range of spells as clerics. They have major access to the following spheres: Nature, Sub-Planar. They have minor access to the war sphere. Shaman can use all magical items normally allowed priests, except for those that are written (books and scrolls) and armor and weapons not normally allowed for shaman.

**Spiritual Commune:** Once per every 4 levels (starting with one at level 1) the

shaman may summon free-willed spirits to come to him. Specific spirits, such as those, which have names, or those which are long dead can only be summoned at the site of death or with the aid of the subject's complete skeleton at a site other than death. The summoning of such spirits takes a complete round of chanting and spiritual dancing around the site and if the shaman is disturbed at any time during his summoning the spirits fail to appear. The target cannot resist the shaman; no matter how powerful the hatred of the shaman is and must answer any questions the shaman asks truthfully for one full round/5 levels. It is assumed that each question that shaman asks takes a singular round to ask, if the question is played out and intricate the ZM may conclude it takes two. The spirit who appears in a ghost like form will answer any question the shaman ask best to his knowledge, if the shaman asks the spirit something ethical or moral such as "did you enjoy killing that man?" the spirit may answer however it wishes and may lie. Of course the shaman does not need to summon a specific spirit; he may summon a free-willed one that is roaming the area in ethereal space. In such case, he needs no corpse or special materials besides a Shamanistic fetish. A Shamanistic fetish is a wand or rod, which has been soaked in the blood of a totemic being such as a wolf or bear and was imbued with spiritual energies by a violent chanting ritual. Used to invoke and draw near spiritual forces, it is an essential player in randomly summoning spirits. Of course free willed spirits will not know nearly as much as specific spirits in specific things but they will attempt to answer all questions to the best of their knowledge. This ability allows the shaman to have a limitless amount of knowledge and wisdom available to him.

**Nature Wisdom:** He can identify plants, animals, and pure water with perfect accuracy after he reaches 3rd level. He may also identify other shaman and savage highlanders.

**Animal Affinity:** Having a limited degree of animal empathy. If a shaman carefully approaches or tends any natural animal, he can try to modify the animal's

# ECTOPLASM



reactions. (A natural animal is one that can be found in the real world -- a bear, snake, zebra, etc.)

When dealing with domestic or non-hostile animals, a shaman can approach the animal and befriend it automatically. He can easily discern the qualities of the creature (spotting the best horse in the corral or seeing that the runt of the litter actually has great promise).

When dealing with a wild animal or an animal trained to attack, the animal must roll a saving throw vs. rods to resist the shaman's overtures. (This table is used even though the shaman's power is non-magical.) The shaman imposes a -1 penalty on the die roll for every three experience levels he has earned (-1 at 1st to 3rd, -2 at 4th to 6th, etc.). If the creature fails the saving throw, its reaction can be shifted one category as the shaman chooses. Of course, the shaman must be at the front of the party and must approach the creature fearlessly.

For example, Beornhelm, a 7th-level shaman, is leading his friends through the woods. On entering a clearing, he spots a hungry black bear blocking the path on the other side. Signaling his friends to wait, Beornhelm approaches the beast, whispering soothing words. The ZM rolls a saving throw vs. rods for the bear, modified by -3 for Beornhelm's level. The bear's normal reaction is unfriendly, but Beornhelm's presence reduces this to neutral. The party waits patiently until the bear wanders off to seek its dinner elsewhere.

Later, Beornhelm goes to the horse market to get a new mount. The dealer shows him a spirited horse, notorious for being vicious and stubborn. Beornhelm approaches it carefully, again speaking soothingly, and mounts the stallion with no difficulty. Ridden by Beornhelm, the horse is spirited but well-behaved. Approached by anyone else, the horse reverts to its old ways.

**Spirit Walk (Ultimate Ability):** Upon reaching 9<sup>th</sup> level the Shaman is available at will to become ethereal and communicate with all beings in the ethereal plane. He may survive normally in this environment without need of fancy protections or immunities. Surrounding each Prime Material plane is a separate Ethereal plane. The *Ethereal planes* are misty realms of proto-matter. Nothing is

solid on these planes. In the Ethereal planes, there may be small pockets or islands of matter known as demiplanes. These demiplanes are sometimes the creations of extremely powerful sorcerers, technologists, or demi-gods. While in spirit walk the shaman may spot potentially useful spirits to ask his questions and spirits summoned specifically from the ethereal space are assumed to be able to answer anything about a said area.

#### Special Hindrances:

**Spiritual:** The shaman lacks the melee combat edge that the cultist and cleric share.



**Wealth Options:** Shaman automatically start out with 3d6 x 10 gold but free of charge start out with a standard set of equipment they have collected throughout their training period.

Primary Weapon (1): Club (any), sickle, spear, scimitar, staff

Secondary Weapon (1): Darts (20), Sling w/ 20 bullets, dagger

Armor (1): Leather

Shield (1): Wooden small shield, wooden medium shield, wooden large/kite/tower shield, wooden buckler

Helmet (1): Leather half-face

**Races:** See races.

## Cultist

**Description:** The cultist is a follower of a false god or demonic force that is genuinely false and unholy in nature. Cultists mix the powers of their vile god with that of magic, betraying the basic laws of nature and blurring the line between sorcery and faith. Despised by other priests, the cultist is a practitioner of dark magic and evil.

To qualify as a cultist, the player character must have a minimum wisdom score of 7, a minimum intelligence score of 6, a minimum constitution score of 9 and a minimum charisma score of 5.

**Role:** The role of the cultist is to aid the party with his partial magic abilities while still performing the abilities of a priest such as healing and providing magical vestments. The cultist is also more inclined to melee combat than the druid and shaman classes, serving as a makeshift highlander when the need calls.

**Secondary Skills:** Standard.

**Weapon Proficiencies:** Cultists are sturdy soldiers, although their selection of weapons is limited. They can wear any type of armor and use any shield. Standard cultists, being eager to shed blood or spread violence, are allowed to use only weapons, which cause pain and represent their deity (such weapons include caltrops, chain, dagger (any), gaff/hook, harpoon, knife (any), scourge, barbed spear, stiletto, trident (any), and whip). They can use a fair number of magical items including priest scrolls, most potions

and rings, some wands and rods, staves, armor, shields, and magical versions of any weapons allowed by their order.



**Nonweapon Proficiencies:** Bonus Proficiency: Religion. Recommended: (General) Artistic Ability, Etiquette, Heraldry, Languages (Modern), (Priest) Ancient History, Astrology, Languages (Ancient), Local History.

**Equipment:** Cultists are sturdy soldiers, although their selection of weapons is limited. They can wear any type of armor and use any shield. Standard cultists, being eager to shed blood or spread violence, are allowed to use only weapons, which cause pain and represent their deity (such weapons include caltrops, chain, dagger (any), gaff/hook, harpoon, knife (any), scourge, barbed spear, stiletto, trident (any), and whip). They can use a fair number of magical items including priest scrolls, most potions and rings, some wands and rods, staves, armor, shields, and magical versions of any weapons allowed by their order.

**Special Benefits:**

**Cultist Spells:** Cultists do not have the same range of spells as clerics. They have major access to the following sphere: Death. They have minor access to the sub-planar sphere. Cultists can use all magical items normally allowed priests, except for those that are written (books and scrolls) and armor and weapons not normally allowed for cultist. Due to their pacts with evil gods, cultists receive the ability to use "dark magic" (as the dark sorcerer) to a certain degree. Using identical rules used for the gaining of priest spells (prayer for a night, and granting of all the spells automatically in the morning as described in the general priest section) the cultist may use up to 3<sup>rd</sup> level dark sorcerer spells at the same progression he would receive regular spells from his god. Instead of using mana to cast these spells, he uses an equal amount of faith.

**Unholy Pact:** The cultist receives a +2 bonus to save versus death and poison.

**Wish (Ultimate Ability):** Once per year, beginning at 9<sup>th</sup> level the cultist may ask of a wish (As the 9<sup>th</sup> level sorcerer spell) from his vile god and be granted the full benefits of it.

#### Special Hindrances:

**Weak Faith:** Cultists share a weak amount of faith in their god and only have a faith progression rate of 3 per level on contrary to the standard 5.

**Militancy:** The cultist, although being a better soldier lacks the full-blown spell casting abilities that a druid or shaman has.

**Wealth Options:** Cultists automatically start out with 3d6 x 10 gold but free of charge start out with a standard set of equipment they have collected throughout their training period.

Primary Weapon (1): Caltrops, chain, dagger (any), gaff/hook, harpoon, knife

(any), scourge, barbed spear, stiletto, trident (any), and whip

Secondary Weapon (1): Sling w/20 bullets, staff sling w/ 20 bullets

Armor (1): Leather, studded leather, ring mail, chain mail

Shield (1): Small, medium, kite/large/tower

Helmet (1): Half-Helm, Full Helm

**Races:** See races.

## Rogue

Rogues are people who feel that the world (and everyone in it) somehow owes them a living. They get by day by day, living in the highest style they can afford and doing as little work as possible. The less they have to toil and struggle like everyone else (while maintaining a comfortable standard of living), the better off they think they are. While this attitude is neither evil nor cruel, it does not foster a good reputation. Many a rogue has a questionable past or a shady background he'd prefer was left uninvestigated.

Rogues combine a few of the qualities of the other character classes. They are allowed to use a wide variety of magical items, weapons, and armor. Rogues have some special abilities that are unique to their group. All rogues tend to be adept at languages and thus, have a percentage chance to read strange writings they come across. All are skilled in climbing and clinging to small cracks and outcroppings—even more skilled than the hardy men of the mountains. They are alert and attentive, hearing things that others would miss. Finally, they are dexterous (and just a little bit light-fingered), able to perform tricks and filch small items with varying degrees of success.

Rogues have a number of special abilities, such as picking pockets and detecting noise, for which they are given a percentage chance of success (this chance depends on the class, level, Dexterity score, and race of the rogue). When a rogue tries to use a special ability, a percentile dice roll determines whether the attempt succeeds or fails. If the dice roll is equal to or less than the special ability score, the attempt succeeds. Otherwise, it fails.

All rogues gain one six-sided Hit Die (1d6) per level from 1st through 10th. *After 10<sup>th</sup> level, rogues earn 2 hit points per level and no longer receive additional hit point bonuses for high Constitution scores.*

**Table 25: Rogue Experience**

Level	Thief	Hit Dice (d6)
1	0	1
2	1,250	2
3	2,500	3
4	5,000	4
5	10,000	5
6	20,000	6
7	40,000	7
8	70,000	8
9	110,000	9
10	160,000	10
11	220,000	10+2
12	440,000	10+4
13	660,000	10+6
14	880,000	10+8
15	1,100,000	10+10
16	1,320,000	10+12
17	1,540,000	10+14
18	1,760,000	10+16
19	1,980,000	10+18
20	2,200,000	10+20

## Thief

**Description:** Thieves come in all sizes and shapes, ready to live off the fat of the land by the easiest means possible. In some ways they are the epitome of roguishness.

The profession of thief is not honorable, yet it is not entirely dishonorable, either.

Many famous folk heroes have been more than a little larcenous -- Reynard the Fox, Robin Goodfellow, and Ali Baba are but a few. At his best, the thief is a romantic hero fired by noble purpose but a little wanting in strength of character. Such a person may truly strive for good but continually run afoul of temptation.

The thief's prime requisite is Dexterity; a character must have a minimum score of 9 to qualify for the class. While high numbers in other scores (particularly

Intelligence) are desirable, they are not necessary. The thief can have any alignment except lawful good. Many are at least partially neutral.

Thieves do not build castles or fortresses in the usual sense. Instead, they favor small, fortified dwellings, especially if the true purpose of the buildings can easily be disguised. A thief might, for example, construct a well-protected den in a large city behind the facade of a seedy tavern or old warehouse. Naturally, the true nature of the place will be a closely guarded secret! Thieves almost always build their strongholds in or near cities, since that is where they ply their trades most lucratively.

This, of course, assumes that the thief is interested in operating a band of thieves out of his stronghold. Not all thieves have larceny in their hearts, however. If a character devoted his life to those aspects of thieving that focus on scouting, stealth, and the intricacies of locks and traps, he could build an entirely different sort of stronghold—one filled with the unusual and intriguing objects he has collected during his adventurous life.

Like any thief's home, it should blend in with its surroundings; after all, a scout never advertises his whereabouts. It might be a formidable maze of rooms, secret passages, sliding panels, and mysterious paraphernalia from across the world.

A thief with a Dexterity score of 16 or more gains a 10% bonus to the experience points he earns.

**Role:** The role of the thief is to provide as a light skirmisher and aid the party with his large array of varied skills.

**Secondary Skills:** Any.

**Weapon Proficiencies:** Thieves have a limited selection of weapons. Most of their time is spent practicing thieving skills. The allowed weapons are club, dagger, dart, hand crossbow, knife, lasso, short bow, sling, broad sword, long sword, short sword, and staff. A thief can wear leather, studded leather, padded leather, or elven chain armor. When wearing any allowed armor other than leather, the thief's abilities are penalized.



**Nonweapon Proficiencies:** Required: None. Recommended: Player's choice; among those that may be selected are Alertness, Boating, Fast-talking, Gather Intelligence, and Looting.

**Equipment:** Thieves have a limited selection of weapons. Most of their time is spent practicing thieving skills. The allowed weapons are club, dagger, dart, hand crossbow, knife, lasso, short bow, sling, broad sword, long sword, short sword, and staff. A thief can wear leather, studded leather, padded leather, or elven chain armor. When wearing any allowed armor other than leather, the thief's abilities are penalized.

### Special Benefits:

**Thief Skills:** To determine the initial value of each skill, start with the base scores listed on the table below. To these base scores, add (or subtract) any appropriate modifiers for race, Dexterity, and armor worn.

The scores arrived at in the preceding paragraph do not reflect the effort a thief has spent honing his skills. To simulate this extra training, all thieves at 1st level receive 60 discretionary percentage points that they can add to their base scores. No more than 30 points can be assigned to any single skill. Other than this restriction, the player can distribute the points however he wants.

Each time the thief raises a level in experience, the player receives another 30 points to distribute. No more than 15 points per level can be assigned to a single skill, and no skill can be raised above 95 percent,

including all adjustments for Dexterity, race, and armor. As an option, the ZM can rule that some portion of the points earned must be applied to skills used during the course of the adventure.

**Table 26: Thief Initial Skills**

Skill	Base Score
Pick Pockets	15%
Open Locks	10%
Find/Remove Traps	5%
Move Silently	10%
Hide in Shadows	5%
Detect Noise	15%
Climb Walls	60%
Read Languages	0%

In addition to the base percentages listed above, demi-human characters and characters with high or low Dexterity scores have adjustments to their base numbers. Some characters may find that, after adjustments, they have negative scores. In this case, the character must spend points raising his skill percentage to at least 1% before he can use the skill. (Some races just aren't very good at certain things!)

A thief character uses the "No Armor" column if wearing *bracers of defense* or a cloak without large or heavy protective clothing.

**Table 27: Racial Thieving**

Skill	Immortal	Krulg	Fell	Night Elf	Vampire
Pick Pockets	--	--	-10%	+10%	--
Open Locks	--	+5%	--	-5%	--
Find/Remove Traps	+10%	+5%	+15%	+20%	--
Move Silently	+10%	-5%	+10%	+5%	+25%
Hide in Shadows	--	+5%	+5%	+5%	+25%

Detect Noise	+5%	--	--	+5%	--
Climb Walls	--	+15%	-5%	--	--
Read Languages	+5%	-20%	--	-15%	--

**Table 28: Dexterity and Thieving**

Dexterity	Pick Pockets	Open Locks	Find/Remove Traps	Move Silently	Hide in Shadows
9	-15%	-10%	-10%	-20%	-10%
10	-10%	-5%	-10%	-15%	-5%
11	-5%	--	-5%	-10%	--
12	--	--	--	-5%	--
13-15	--	--	--	--	--
16	--	+5%	--	--	--
17	+5%	+10%	--	+5%	+5%
18	+10%	+15%	+5%	+10%	+10%
19	+15%	+20%	+10%	+15%	+15%

**Table 29: Thieving in Armor**

Skill	No Armor	Elven Chain	Padded, Hide or Studded Leather	Chain mail or Ring Mail
Pick Pockets	+5%	-20%	-30%	-25%
Open Locks	--	-5%	-10%	-10%
Find/Remove Traps	--	-5%	-10%	-10%
Move Silently	+10%	-10%	-20%	-15%
Hide in Shadows	+5%	-10%	-20%	-15%
Detect Noise	--	-5%	-10%	-5%
Climb Walls	+10%	-20%	-30%	-25%
Read Languages	--	--	--	--

## Skill Explanations

**Pick Pockets:** The thief uses this skill when filching small items from other peoples' pockets, sleeves, girdles, packs, etc., when palming items (such as keys), and when performing simple sleight of hand.

A failed attempt means the thief did not get an item, but it does not mean that his attempt was detected. To determine whether the victim noticed the thief's indiscretion, subtract three times the victim's level from 100. If the thief's pick pockets roll was equal to or greater than this number, the attempt is

detected. A 0th-level victim, for example, notices the attempt only if the roll was 00 (100), while a 13th-level character notices the attempt on a dice roll of 61 or more. In some cases, the attempt may succeed and be noticed at the same time.

If the ZM wishes, he can rule that a thief of higher level than his victim is less likely to be caught pilfering. The chance that the victim notices the attempt can be modified by subtracting the victim's level from the thief's level, and then adding this number to the percentage chance the thief is detected. For example, Ragnar, a 15th-level

thief, tries to pick the pocket of Horace, a 9th-level highlander. Normally, Ragnar would be detected if his pick pockets roll was 73 or more ( $100 - [3\_9] = 73$ ). Using this optional system, since Ragnar is six levels higher than Horace, this number is increased by six to 79 ( $73 + 6 = 79$ ). This option only applies if the thief is higher level than his victim.

A thief can try to pick someone's pocket as many times as he wants. Neither failure nor success prevents additional attempts, but getting caught might!

**Open Locks:** A thief can try to pick padlocks, finesse combination locks (if they exist), and solve puzzle locks (locks with sliding panels, hidden releases, and concealed keyholes). Picking a padlock requires tools. Using typical thief's tools grants normal chances for success. Using improvised tools (a bit of wire, a thin dirk, a stick, etc.) imposes a penalty on the character's chance for success. The ZM sets the penalty based on the situation; penalties can range from -5 for an improvised but suitable tool, to -60 for an awkward and unsuitable item (like a stick). The amount of time required to pick a lock is 1d10 rounds. A thief can try to pick a particular lock only once per experience level. If the attempt fails, the lock is simply too difficult for the character until he learns more about picking locks (goes up a level).

**Find/Remove Traps:** The thief is trained to find small traps and alarms. These include poisoned needles, spring blades, deadly gases, and warning bells. This skill is not effective for finding deadfall ceilings, crushing walls, or other large, mechanical traps.

To find the trap, the thief must be able to touch and inspect the trapped object. Normally, the ZM rolls the dice to determine whether the thief finds a trap. If the ZM says, "You didn't find any traps," it's up to the player to decide whether that means there are no traps or there are traps but the thief didn't see them. If the thief finds a trap, he knows its general principle but not its exact nature. A thief can check an item for traps once per experience level. Searching for a trap takes 1d10 rounds.

Once a trap is found, the thief can try to remove it or disarm it. This also requires

1d10 rounds. If the dice roll indicates success, the trap is disarmed. If the dice roll indicates failure, the trap is beyond the thief's current skill. He can try disarming the trap again when he advances to the next experience level. If the dice roll is 96-100, the thief accidentally triggers the trap and suffers the consequences. Sometimes (usually because his percentages are low) a thief will deliberately spring a trap rather than have unpleasant side effects if the trap doesn't work quite the way the thief thought, and he triggers it while standing in the wrong place.

This skill is far less useful when dealing with magical or invisible traps. Thieves can attempt to remove these traps, but their chances of success are half their normal percentages.

**Move Silently:** A thief can try to move silently at any time simply by announcing that he intends to do so. While moving silently, the thief's movement rate is reduced to 1/3 normal. The ZM rolls percentile dice to determine whether the thief is moving silently; the thief always *thinks* he is being quiet. Successful silent movement improves the thief's chance to surprise a victim, avoid discovery, or move into position to stab an enemy in the back. Obviously, a thief moving silently but in plain view of his enemies is wasting his time.

**Hide in Shadows:** A thief can try to disappear into shadows or any other type of concealment -- bushes, curtains, crannies, etc. A thief can hide this way only when no one is looking at him; he remains hidden only as long as he remains virtually motionless. (The thief can make small, slow, careful movements: draw a weapon, uncork a potion, etc.) A thief can never become hidden while a guard is watching him, no matter what his dice roll is--his position is obvious to the guard. However, trying to hide from a creature that is locked in battle with another is possible, as the enemy's attention is fixed elsewhere. The ZM rolls the dice and keeps the result secret, but the thief always *thinks* he is hidden.

Hiding in shadows cannot be done in total darkness, since the talent lies in fooling the eye as much as in finding real concealment (camouflage, as it were). However, hidden characters are equally concealed to those with or without

infravision. Spells, magical items, and special abilities that reveal invisible objects can reveal the location of a hidden thief.

**Detect Noise:** A good thief pays attention to every detail, no matter how small, including faint sounds that most others miss. His ability to hear tiny sounds (behind heavy doors, down long hallways, etc.) is much better than the ordinary person's.

Listening is not automatic; the thief must stand still and concentrate on what he's hearing for one round. He must have silence in his immediate surroundings and must remove his helmet or hat. Sounds filtering through doors or other barriers are unclear at best.

**Climb Walls:** Although everyone can climb rocky cliffs and steep slopes, the thief is far superior to others in this ability. Not only does he have a better climbing percentage than other characters, he can also climb most surfaces without tools, ropes, or devices.

Only the thief can climb smooth and very smooth surfaces without climbing gear. Of course, the thief is very limited in his actions while climbing--he is unable to fight or effectively defend himself.

**Read Languages:** Out of necessity, thieves tend to learn odd bits of information. Among these is the ability to read various languages, particularly as they apply to treasure maps, deeds, secret notes, and the like. At 4th level, the thief has enough exposure to languages that he has a chance to read most nonmagical writing. This ability naturally improves with more experience. However, your ZM can rule that some languages (those the thief has never encountered) are indecipherable to the thief.

The die roll to read a language must be made every time the character tries to read a document (not just once per language). A successful die roll means the thief puzzled out the meaning of the writing. His understanding of the document is roughly equal to his percentage chance for success: a 20% chance means that, if the thief understands it at all, he gets about 20% of the meaning. A different document in the same language requires another die roll (it probably contains different words). It isn't necessary to keep notes about what languages

the thief has read in the past, since each document is handled individually.

Only one die roll can be made for any particular document at a given experience level. If the die roll fails, the thief can try again after gaining a new experience level. If the character knows how to read a given language because he spent a proficiency slot on it, this die roll is unnecessary for documents in that language.

**Backstab:** Thieves are weak in toe-to-toe hacking matches, but they are masters of the knife in the back. When attacking someone by surprise and from behind, a thief can improve his chance to successfully hit (+4 modifier for rear attack and negate the target's shield and Dexterity bonuses) and greatly increase the amount of damage his blow causes.

To use this ability, the thief must be behind his victim and the victim must be unaware that the thief intends to attack him. If an enemy sees the thief, hears him approach from a blind side, or is warned by another, he is not caught unaware, and the backstab is handled like a normal attack (although bonuses for a rear attack still apply). Opponents in battle will often notice a thief trying to maneuver behind them--the first rule of fighting is to never turn your back on an enemy! However, someone who isn't expecting to be attacked (a friend or ally, perhaps) can be caught unaware even if he knows the thief is behind him.

The multiplier given in previous tables applies to the amount of damage before modifiers for Strength or weapon bonuses are added. The weapon's standard damage is multiplied by the value given in the previous. Then Strength and magical weapon bonuses are added.

Backstabbing does have limitations. First, the damage multiplier applies only to the first attack made by the thief, even if multiple attacks are possible. Once a blow is struck, the initial surprise effect is lost. Second, the thief cannot use it on every creature. The victim must be generally humanoid. Part of the skill comes from knowing just where to strike. A thief could backstab an ogre, but he wouldn't be able to do the same to a beholder. The victim must also have a definable back (which leaves out most slimes, jellies, oozes, and the like). Finally, the thief has to be able to reach a



significant target area. To backstab a giant, the thief would have to be standing on a ledge or window balcony. Backstabbing him in the ankle just isn't going to be as effective.

**Table 30: Backstab**

Thief's Level	Damage Multiplier
1-4	x 2
5-8	x 3
9-12	x 4
13+	x 5

**Thieves' Cant:** Thieves' cant is a special form of communication known by all thieves and their associates. It is not a distinct language; it consists of slang words and implied meanings that can be worked into any language. The vocabulary of thieves' cant limits its use to discussing things that interest thieves: stolen loot, easy marks, breaking and entering, mugging, confidence games, and the like. It is not a language, however. Two thieves cannot communicate via thieves' cant unless they know a common language. The cant is useful, however, for identifying fellow cads and bounders by slipping a few tidbits of lingo into a normal conversation.

The concept of thieves' cant is historical (the cant probably is still used today in one form or another); although in the AD&D game it has a non-historical broad base. A few hours of research at a large library should turn up actual examples of old thieves' cant for those who want to learn more about the subject.

**Use Scrolls:** At 10th level, a thief gains a limited ability to use magical and priest scrolls. A thief's understanding of magical writings is far from complete, however. The thief has a 25% chance to read the scroll incorrectly and reverse the spell's effect. This sort of malfunction is almost always detrimental to the thief and his party. It could be as simple as accidentally casting the reverse of the given spell or as complex as a foul-up on a *fireball* scroll, causing the ball of flame to be centered on the thief instead of its intended target. The exact effect is up to the ZM (this is the sort of thing ZMs enjoy, so expect the unexpected).

#### Special Benefits:

**Body Guard (Ultimate Ability):** Once a thief reaches 10th level, his reputation is such that he can attract followers either a gang of scoundrels and scalawags or a group of scouts eager to learn from a reputed master. The thief attracts 4d6 of these fellows. They are generally loyal to him, but a wise thief is always suspicious of his comrades. Table 31 can be used to determine the type and level of followers, or the ZM can choose followers appropriate to his campaign. Thieves tend to be very jealous of their territory. If more than one thief starts a gang in the same area, the result is usually a war. The feud continues until one side or the other is totally eliminated or forced to move its operation elsewhere.

**Table 31: Thief Bodyguard**

D100 Roll	Follower	Level Range
01-03	Krulg Savage Highlander	1-4
04-08	Krulg Thief	1-4
09-13	Human Thief	1-4
14-15	Krulg Sorcerer	1-4
16-18	Krulg Highlander/ Dark Sorcerer	1-4
29-24	Human Thief	1-6
25-27	Vampire Highlander	1-4
28-30	Krulg Thief	1-6
31-35	Krulg Thief/Sorcerer	1-4
36-38	Vampire Thief	1-4
39-41	Vampire Sorcerer	1-4
42-46	Night Elf Thief	1-4
47-50	Human Thief/Sorcerer	1-4
51-98	Vampire Dark Sorcerer	1-6
99	Fell Dark Sorcerer	1-8
00	Giant Spawn or ZM choice	--

#### Special Hindrances:

**Jack of All Trades:** The thief may have many varied abilities and be able to use a

large array of weaponry and armor but he is no master in any one thing.

**Wealth Options:** Thieves automatically start out with 2d6 x 10 gold but free of charge start out with a standard set of equipment they have collected throughout their training period.

Primary Weapon (1): Club, hand crossbow, lasso, short bow, sling, broadsword, long sword, short sword, and staff.

Secondary Weapon (1): Dagger, Dart (20), knife, sling w/20 bullets

Armor (1): Leather, studded leather, padded leather

Shield (1): Buckler

Helmet (1): any besides Great Helm

**Races:** See races.

## Strong-Arm

**Description:** The strong-arm is a rogue that relies on man handling and using physical force to get what he wants. Usually doing the dirty work such as murder, money gathering, extortion and interrogation for a powerful crime syndicate he has the unique ability among rogues to use any weapon (as a highlander). Strong-arms are often referred to as thugs and bringers of pain unto those who betrayed their crime boss or brigand leader. To qualify as a strong-arm the character must have a strength and constitution score of 12 in addition to the standard requirements of a rogue.

**Role:** The role of the strong-arm is not only to act as a rogue and use rogue abilities in the party but also to double as a sufficient melee highlander when the highlanders of the party are injured, unavailable or non-existent.

**Secondary Skills:** Most often none (the ultimate "unskilled" laborer, or perhaps Sailor.

**Weapon Proficiencies:** The strong-arm is the only type of rogue that may use and utilize the weapons of the highlander class without

any penalties. This allows the strong-arm to be a versatile and deadly foe, being able to utilize a huge range of weapons while still being able to use rogue abilities.

**Nonweapon Proficiencies:** Required: Intimidation. Recommended: Player's choice; Can only select Alertness, Endurance, Looting and Trailing.

**Equipment:** The Strong-arm's equipment usually consists of the biggest, most intimidating weapon available. Otherwise, it's a matter of common sense according to the job. A kidnapper, for example, could make good use of a rope to bind his victim.



### Special Benefits:

**Strong-Arm:** The strong-arm may wield highlander weapons without any penalty as a highlander would. He may not become a specialist, but he may indeed become an expert in any said highlander weapon. The strong-arm also receives special highlander type bonuses for a high constitution score.

**Bully:** The strong-arm gets free proficiency in wrestling as per Combat and Tactics or Highlander's Handbook.

**Street Smarts:** The strong-arm instantly recognizes local crime bosses, threats and important figures in the underground crime scene including murderers and those who have committed great or miraculous acts of crime. He also has a 20 + 5%/level of recognizing symbols and gestures made by or displayed by members of the local crime scene.

#### Special Hindrances:

**Combat oriented:** Strong-arms spend much of their early career learning about weapons and their use, and their initial training in the traditional thief skills suffers as a consequence. To compensate for the extra wrestling weapon proficiency slot and combat bonus, a thief of the strong-arm kit has only 40 points to distribute initially among his thief skills (although he can still put up to 30 of them in a single ability, if he so chooses).

**Street Born:** The strong-arm does not and will never be able any time in his career to read languages as the rogue ability or detect illusion for these are things just simply not of his nature.

**Wealth Options:** Strong-arms automatically start out with 2d6 x 10 gold but free of charge start out with a standard set of equipment they have collected throughout their training period.

Primary Weapon (1): Spear (Any), Sword (Long, bastard, two handed bastard, two handed sword), Axe (Battle, Adz)

Secondary Weapon (1): Dagger, Knife, Bow (Any non-composite), Hammer (Any), mace (Any), pole-arm (any), Crossbow (Any), Flail (Any), Lance (Any)

Armor (1): Leather, studded leather, ring mail, chain mail

Shield (1): Small, medium, kite/large/tower, buckler  
Helmet (1): Half-Helm

**Races:** See races.

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## Assassin (Ninja)

**Description:** In any reasonably corrupt culture, there are those who wish to eliminate someone whose very existence stands in the way of their plans. To serve them there are Assassins: trained killers whose services are for hire.

In the AD&D® 2nd Edition *Players' Handbook*, the idea of an assassin, a hired killer, has been divorced from any particular character class. Indeed, a character can be any class and still be an assassin; this thief kit simply shows how a thief can be converted into an efficient, discreet killer. Characters of other classes still can (and often will) be assassins, so it would be best not to let down one's guard. Assassins must have the following minimum ability scores: Strength 12, Dexterity 12, and Intelligence 11.

For all purposes, ninjas are identical to assassins in all way.

**Role:** Strong-arms and Bounty Hunters may be seen as close relatives of the Assassin. It is important, then, to understand their differences, and what makes their roles distinct.

Strong-arms typically serve as crude muscle, using bullying and intimidation. The Assassin, on the other hand, thrives on anonymity, on surprise—on his victim not even realizing that he is a target until it is far too late. A clever Assassin might never be seen by his victim. Here, too, the Assassin differs from the Bounty Hunter, for the hunter often seeks his quarry alive, and typically must bring back his prey (or the corpse thereof) as proof of his project's success.

Most Assassins are of evil alignment. However, it is conceivable that one might be of a neutral (but not good) alignment. Player-character Assassins, if they are permitted in the campaign, best fit this rare

neutral description. A PC might be the agent of some monarch, paid to arrange the discreet demise of those who threaten the kingdom's safety.

While this certainly is not good (in the moral sense), the character might regard it as a justifiable evil because of the deaths the action prevents by obstructing rebellion, invasion, or whatever.

Many Assassin thieves belong to guilds. The guilds use them to serve their own needs, and act as an intermediary for outsiders who wish to take out a contract on someone's life.

**Secondary Skills:** Standard.



**Weapon Proficiencies:** Because of their specialization in the art of killing, Assassins, unlike thieves of other kits, are permitted the use of any weapon. An Assassin often selects one favored weapon, such as a garotte or serrated dagger (or even something exotic, such as blowgun darts with an exotic insect poison from a distant jungle), to use for his killings. If the Assassin achieves infamy, the marks of this weapon may become known as a sort of "calling card."

**Nonweapon Proficiencies:** Required: Trailing, Disguise. Recommended: Alertness, Begging, Gather Intelligence, Herbalism, Land-Based Riding, Observation, Tracking, Voice Mimicry.

**Equipment:** Assassins are familiar with and make frequent use of a wide array of deadly devices. See the Thief's Handbook for details on all sorts of special items, such as blade boots, death knives, folding bows, and so forth. Equipment to help their preferred skills such as clawed shoes and gloves and camouflaged clothing, is also popular.

**Special Benefits:**

**Master of Poisons (Ultimate Ability):** Because of their training and experience with the use of poisons, Assassins also can identify poisons used by others. The base chance of doing so is the Assassin's level multiplied by 5%.

Sight means examination of the poison or poisoned article. Many poisons have a distinctive appearance, or they may have a corrosive or discoloring effect on metals, foods, etc. Identification by sight has a -20% modifier. Its advantage is that the Assassin needn't worry about poisoning himself in the process.

A poison may also be identified by its odor. This carries a -15% penalty. Furthermore, if it is an ingested or contact poison, there is a 10% chance that the Assassin will be affected by the poison, though at half strength (i.e., no effect if the saving throw is successful, and if it's not, normal save damage is applied—see the *Dungeon Master's Guide*, p. 73). Taste is a fairly reliable, though dangerous, method of identifying a poison. It carries a -5% penalty. After dabbing a tiny bit on his tongue, the Assassin spits it out. There is still a chance that the poison will affect the Assassin: 25% for injected poison, 75% for ingested and 100% for contact. The poison's effects, if any, are half strength (see above).

The most certain way of identifying a poison is by its symptom (no penalty on the attempt). The drawback of this method is of course that you need a poisoned character to examine.

An Assassin with Herbalism proficiency gets a +5% identification bonus because of his knowledge of toxins extracted



from plants. An Assassin with healing proficiency gets a +10% bonus in any case. These bonuses are not cumulative.

An attempt to identify a poison takes one round; be sure to keep track of time elapsed and the onset time of the poison. If one method of identification fails, the next may be tried. If none of the four produce an answer then the poison will remain a mystery to that Assassin. (The Assassin could attempt identification again after he's gained an experience level, but this is not normally of any help.)

Identification of a poison also means knowledge of its antidote (if one exists); it does not mean that the antidote is available, however. An Assassin with Herbalism proficiency may attempt to make an antidote from scratch.

**Assassin:** The assassin receives a -5% to his read languages skill and +5% to his find/remove traps skill.

**Tools of the Trade:** The assassin starts out with a 10 application vile of class L poison (as per the Dungeon Master's Guide) and a death knife (as Thief's Handbook), even if he is not proficient in either.

#### Special Hindrances:

**Professional Killer:** Because of the time they spend on weapons and poisons Assassins advance more slowly in thieves' skills than thieves of other kits. They start with only 40 discretionary points to allocate at 1st level, and with each level gained they receive only 20 points to distribute among the skills.

**Feared:** Assassins are generally feared and shunned. Therefore an Assassin suffers a -4 reaction penalty with non-evil NPCs who are aware of his profession.

**Wealth Options:** Assassins automatically start out with 2d6 x 10 gold but free of charge start out with a standard set of equipment they have collected throughout their training period.

Primary Weapon (1): Any (ZM approval)

Secondary Weapon (1): Any (ZM approval)

Armor (1): Any (ZM approval)  
Shield (1): Any (ZM approval)  
Helmet (1): Any (ZM approval)

**Races:** See races.

## Tomb Robber

**Description:** The tomb robber is a looter of crypts and dungeons, often embarking into the vile depths of the earth in attempts of hoarding their stolen wealth. Although miscellaneous in nature to other worlds, the tomb robber is a very common figure in the ruined fields of Faerun due to the abundance of sunken Pagatorite temples and castles long forgotten under the fire of Pagator's overpassing hand. The tomb robber is skilled in the art of quickly looting treasure hordes and evading dungeon based dangers, perfect for a party who is inclined towards dungeon crawling.

To qualify as a tomb robber the player character must have all the minimum requirements of a standard rogue plus a minimum dexterity score of 15.

**Role:** The role of the tomb robber is to aid the party in quickly looting treasure and navigating the dangerous dungeon environment.

**Secondary Skills:** Bowyer/Fletcher, Farmer, Fisher, Forester, Gambler, Groom, Hunter, Leather worker, Tailor/Weaver, Teamster/Freighter, Trader/Barterer, Trapper/Furrier, Weaponsmith, Woodworker/Carpenter.

**Weapon Proficiencies:** As thief.

**Nonweapon Proficiencies:** Bonus: Looting, Alertness. Recommended: Begging, Gather Intelligence, Jumping, Observation, Rope Use, Tightrope Walking, Tumbling.

**Equipment:** Tomb robbers love to use specialized hardware to increase their chances of success. For a thorough examination of

some specialty items available, and their effects on thief skills, consult the equipment chapter present in the Thief's Handbook.

### Special Benefits:

**Trap Dodger:** The tomb robber gains a +2 bonus to his save vs. death due to his constant exposure to dangerous traps and mortal wounds.

**Robber of Tombs:** The Tomb Robber gains a +15% bonus to his Open Locks skill, +10% to his Find/Remove traps skill, and +5% to his climb walls skill. He also receives -5% to his pick pockets and -5% to his read languages skill.

**Tomb Raider:** He gains bonus proficiencies in looting and alertness (see non-weapon proficiencies). These proficiencies allow him to quickly loot a treasure horde while being able to detect the presence of guards or worse. The tomb robber starts out with a set of Thief's Picks (As the Player's Handbook equipment section), a vile of weaponblack (as Thief's Handbook) and a set of climbing daggers.

### Special Hindrances:

**Social Outcast:** The tomb robber is a social outcast, raised by street scum and constantly living on the street in an attempt to earn a living while not raiding heavily guarded tombs. This hard form of living results in him beginning with absolutely no starting gold, and limited starting gear.

**Fell Magnet:** Because the tomb robber is accustomed to robbing dungeons he is almost constantly harassed by Fell and automatically starts out with the "Hunted by Fell" background.

**Wealth Options:** The tomb robber starts with no starting gold and a limited selection of

equipment he found off the street during his training period:

Primary Weapon (1): Short bow, short sword

Secondary Weapon (1): Dagger

Armor (1): Leather

Shield (1): Buckler

**Races:** See races.



**Description:** Historically the role of the fighting monks of Ancient China has surrounded itself in a veil of mystery and adventure. The Shaolin were not only great advocates of Buddhism but also extremely deadly in an evolved form of Shaolin boxing martial arts called Kung Fu. The monk class is modeled after these men. In the oriental land known as Karatur (in the Forgotten Realms campaign setting) similar monks following a similar religion stood as one of the only surviving relics of oriental culture after the collapse of Faerun when Karatur was flooded and completely obliterated. The monks escaped the now sunken land of Karatur with little more than faith and physical prowess in marital arts to now inhabit the warring Sword Coast. These monks wander the lands in small groups, seeking to spread their

righteous beliefs among the common folk and fight off the glooming shadow of the Fell. The oriental Karatur name for these monks is Lokung and their religion, much like Buddhism (in the sense that it is atheist, pacifist and based around spiritual enlightenment, spiritual and emphasized around the sanctity of life) is called Hungshao.

The requirements of a fighting monk are many. To qualify as a monk one must have at least 9 strength, 12 constitution, 10 dexterity, 9 wisdom and 10 charisma. To gain a 10% experience bonus the monk must have a score of 16 in both constitution and strength.

**Role:** The role of the Lokung monk is to provide his lethal martial arts skill to the party and stand as both an advisor and philosopher. To understand monk life we must first understand the two most important concepts of their culture, Hungshao religion and Kung Fu martial arts.

### Lokung Beliefs:

Hungshao, like most of the great religions of the world, is divided into a number of different traditions. We will deal in this essay with Sang Pai Hungshao.

Hungshao is a religion, which shares few concepts with western religions. For example, they do not believe in a transcendent or immanent or any other type of God or Gods, the need for a personal savior, the power of prayer, eternal life in a heaven or hell after death, etc. They do believe in reincarnation: the concept that one must go through many cycles of birth, living, and death. After many such cycles, if a person releases their attachment to desire and the self, they can attain Enlightenment.

The Holy One's Four Noble Truths may be described (somewhat simplistically) as:

To be fully understood: the universality of suffering.

To be abandoned: the desire to have and control things, which cause suffering

To be made visible: the supreme truth and final liberation of enlightenment that is achieved as the cause of suffering is eliminated. The mind experiences complete freedom and liberation.

To be brought into being: the truth of the eightfold ariya path leading to the cessation of suffering.

Hungshao followers choose to:

1. To abstain from harming any sentient being; to abstain from killing or intentionally harming any person or creature.
2. To abstain from taking what is not freely given; to abstain from stealing or borrowing without consent.
3. To abstain from sexual activity.
4. To abstain from harming by one's speech; not to lie, gossip or use harsh or hurtful language.
5. To abstain from using alcohol, drugs and intoxicants.

The Eightfold Path consists of:

Right understanding

Right thinking

Right speech

Right conduct

Right livelihood

Right effort

Right mindfulness

Right concentration

The above right paths are those, which are necessary concepts to fulfill one's life, those which are necessary to live and should be executed in right (positive) action on a persistent practice.

## Martial Arts (Kung Fu)

The martial arts system is very advanced in its own right and was created to display the diversity of the fighting monk's martial arts skills.

### What is a martial arts style?



The concept of a style is a rather complicated one, and Karaturan martial arts claim as many as 1500 different styles. By "style" we mean a particular school of martial practice, with its own training methods, favored techniques, and emphasis on attack and defense. While it is impossible to quantify differences between most styles, it is easy to see the distinctions between such disparate approaches to combat as practiced by Tiger, Crane, and Monkey stylists. In choosing a style (a contemporary privilege; traditionally, styles were assigned by the teachers), try to find one that suits your physical attributes, interests, and sense of utility. It does no good to study the graceful single-leg and flying techniques of White Crane if you have the flexibility and grace of a turtle! On the other hand, kung fu practice will enhance your physical skills, dexterity, and alertness, and it is not uncommon for a beginner in one style to change to a more "appropriate" style later. Whatever else may

be said of styles, the first year basics are almost universal--punches, kicks, and stances show little variation at the beginner's level.

### What is Kung Fu?

In dealing with the recently popularized concept of kung fu, one must begin the discussion by explaining that kung fu is not a martial art unto itself, yet it encompasses the most effective and devastating methods of self-preservation known to man. The identity of kung fu is diverse; over 1,000 styles are known or recognized. From kung fu came Karate, Escrima, and most important, a way of thinking that became a code of life.

Kung Fu requires of the practitioner a strict code of physical and mental discipline, unparalleled in Western pursuits. It is only as a whole concept that kung fu can be discussed, and this entails more than fighting.

To be adept, one must follow The Balance, the essence of the philosophy and life of the originators of the arts. One cannot pay to learn this art; it is only acquired by the desire to learn, the will to discipline one's self, and devotion to practice.

The standards to be met to attain proficiency are so high that the Karaturan refer to the master as a disciple of the way of the tiger, the sign of the dragon.

### The Martial Aspects

The power of the kung fu practitioner lay in his ability to defend himself against impossible odds and situations. After years of the most diligent practice, these monks became more than merely adept at the ways of survival. But the initial acceptance to be one of the chosen few was difficult.

As children, applicants for priesthood were made to do the most menial and difficult work related to the upkeep of the temple. Their sincerity and ability to keep the secrets of the order were severely tested for years before the finer aspects of the order were revealed to them. But, upon being



accepted by the elders of the temple, his or her entry into kung fu was to open a whole new world. The student would work long hours training mind and body to work together in a coordinated effort. He would learn the principles of combat, the way of The Balance, and together they would ensure his way to peace.

One would be taught initially the first basic fist sets, the prearranged Primary Forms which simulated multiple attacks. These in turn became more complex as the student advanced, while he would simultaneously be learning the way of The Balance.

Upon completion of the student stage, one became a disciple who would be taught the higher secrets of the arts and philosophies. Weapons of all descriptions would become familiar to him as weapons of attack and defense. One would perfect his movements to coincide with his breathing. One's mind would meld into the realm of meditation known as mindlessness. And one would learn to harness ch'i.

Ch'i is a concept of such magnitude that we shall deal with it throughout this description in many different lights. For now, suffice it to say that ch'i is the power governing the universal power, so to speak. Only by harnessing such energy can a person of mild stature learn to break bricks with his bare hand, or learn to sense the movements of an opponent in the darkness. The list of feats goes on and on; we shall discuss some of these in other sections of this description.

Essential to movements in kung fu are ch'i-controlled actions. Compare the movements of a Karateka and a kung fu practitioner, and the differences are at once obvious. The Karateka moves deliberately, forcefully, each move unique and distinct from each other move. He punches linearly, kicks in a straight line, and keeps his body as rigid as iron. The Karaturan boxer, on the other hand, is smooth and fluid in motion, allowing several moves to meld imperceptibly into one long, graceful action. In short, kung fu is fluid.

Ch'i properly coordinated allows for fluidity. Consider a single drop of water. Alone, it is harmless, gentle, and powerless. But what on earth can withstand the force of

a tsunami? The concept of ch'i is the same. By tapping into the universal energies, one increases one's abilities many times. How can one damage a kung fu practitioner, when one is unable to strike and injure a body of water?

### Artistic Aspects

There can be little doubt, after examining first hand the structure of kung fu, that mastery of it is indeed mastery of a fine art form. It requires a tremendous amount of background, information and disciplines, which would shame our liberal-arts students. The priests of old were adept in all of the following: medicine, music, art, weapons-making, religions, animal husbandry, cartography, languages, history, and of course, kung fu. The artist had to be more than a fighting machine, he had to know how, where and why to enter a fight, and even of greater importance, how to avoid conflict. Only with "unbeatable" ability of the priest was he secure enough not to need to fight.

There was a ranking system of sorts used, beginner, disciple, and master. The beginner (novice or student level), was the menial servant. Only very crude rudiments of kung fu were in his domain. Disciples were in effect almost priests, still having to master themselves, but of the right mettle to carry the traditions and secrets of the Lokung. The pinnacle of master was reached by very few; it was truly the achievement of a lifetime.

The primary obstacle that a disciple had to pass to attain the priesthood was the test for master rank. Actually a series of oral and practical exams, were culminated in the test of the tunnel. The candidate was lead to a corridor linked with the outside world. In the corridor were booby-traps, all lethal, all unpredictable. The disciple had to pass all of these, for there was no going back, no way out but to succeed. Most never even began the journey; few finished it. The adept who passed the traps faced one last obstacle; a several hundred pound urn filled with burning iron filings. On each side of the urn was an emblem, different for each temple, usually of a dragon and a tiger. The urn had to be moved with the bare forearms to

unblock the exit. In so doing, the now priest was forever branded as a Sil Lum monk.

Many priests just out of the temple would wander about the country acting as doctors, roving law givers, and guardians of the poor. Some would return to the temple then it was their job to prepare the next generation of priests. Entry was between ages five and seven. Graduation was at the age of at least twenty-two. And every bit was part of a long, hard life.

The stylistic variations within the Karaturan martial arts are due to various factors. First, some priests were not content with one "truth", and engineered improvements or variations on the old standards. Some arts had their origin from Gungtain exercises, while others were influenced by Amnish wrestling, and equally unexpected pursuits.

Secondly, the priests were not all content as priests. Some went civilian and taught parts of the temple boxing, mixed with moves of their own. A man who preferred the use of one style of attack, i.e. claws, would build a whole discipline around gouging, claw-like attacks (Eagle Claw system).

Thirdly, the civilians taught by priests would adapt what they needed in their real lives. For this reason, Southern Karaturan preferred hand techniques with stable stances, adaptable to boats, while the Northern Karaturan adapted almost bizarre foot techniques, flying kicks and wild sweeps.

#### **Martial Arts: Hard vs. Soft, External vs. Internal**

The concept of hard/soft and external/internal martial arts is not one easily described. In terms of styles which most people are familiar with, Karate would be an example of a hard style and Aikido or Tai Chi examples of soft styles. A hard style is generally considered one where force is used against force; a block is used to deflect an incoming strike by meeting either head on, or at a 90 degree angle. A soft style does not use force against force, but rather deflects the incoming blow away from its target. There are uses for both hard and soft techniques. A practitioner may wish to break the attacker's

striking arm with the block. On the other hand, a much smaller opponent would not be able to accomplish this, so instead may wish to deflect the incoming attack.

An external style is one which relies primarily in strength and physical abilities to defeat an opponent. In contrast, an internal style is one that depends upon ch'i and timing rather than power. Aikido (at the master's level) would be an internal style, while most karate styles are external.

However, the concepts of hard/soft internal/external are finding fewer proponents among senior martial artists. Both conceptual twins are impossible to separate in reality, and masters will generally acknowledge that any distinction is largely only a matter of subjective interpretation. Arguments about the reality of the concepts are often waged by novices and philosophical dilettantes, ignorant of the inseparable nature of duality. They see yin and yang as elements that can exist independently, while philosophical and physical reasoning demonstrate that they cannot. Without their union (=The Balance), neither can exist. Ergo, a "hard" technique such as a straight fist is guided by the soft power of mind and the internal component of ch'i. Equally, the softest projection of Aikido requires the "hard" element of physical contact and movement, coupled with actively redirecting the opponent. In short, preoccupation with distinguishing soft from hard is a distraction from learning martial arts and moving towards a unifying technique and mastery.

#### **Kung Fu Styles**

Kung Fu styles may generally be divided into three classes: Lokung Temple styles, temple-derived non-temple styles, and family styles, or Pai. Within the Temple styles are those arts generally and consistently taught in the temples, with many having their origins in pre-Lokung history. There are two major divisions in Lokung kung fu. The southern temples are predominantly hand technique oriented, while northern temples put more emphasis on kicks and foot techniques.

The northern Lokung styles primarily consist of Northern Praying Mantis, Black Crane, and Black Tiger.

The southern Lokung styles primarily consist of White Crane, Tiger, Dragon, Leopard, Snake, and Southern Praying Mantis.

There were also styles that had their roots in the Lokung temples, such as Wing Chun and Hung Gar.

There are also two forbidden styles, white tiger and white eyebrow. Lawful evil monks use these styles and are shunned by other Lokung monks.

Many of the movements were representations of the behavior of animals. A system sometimes comprised the maneuvers of one specific animal and no other. All the blocks, attacks and stances were done in imitation of the bird or beast. Each system had certain aspects peculiar to it since each of the animals was designed differently by nature. However, most styles were not so rigid and limited; northern praying mantis, for example, uses mantis and tiger hand techniques, and monkey and generic northern style footwork.

### **Differences Between the Styles**

In general terms, the styles followed specific training objectives (but there are always exceptions). The dragon movements were devised to develop alertness and concentration. These movements were executed without the application of strength, but with emphasis on breathing in the lower abdomen along with the coordination of mind, body and spirit. Movements are long, flowing and continuous, and provided Lokung practitioners with the equivalent of t'ai chi or pakua.

The tiger movements were formed to develop the bones, tendons and muscles. The execution of these movements was the opposite of that of the dragon, since emphasis was placed on strength and dynamic tension. Movements are short, snappy and forceful.

The snake movements were used to develop temperament and endurance.

Breathing was done slowly, deeply, softly and harmoniously. Movements are flowing and rippling with emphasis on the fingers.

The crane movements were used to develop control, character and spirit. Emphasis is placed on light, rapid footwork and evasive attacking techniques. Movements in the one-legged stance are performed with a considerable amount of meditation.

The Lokung systems were developed from animal actions and were divided into low systems and high systems. The list used below is from the temple from the Honan province during the Ch'ing dynasty. The low systems of the Lokung were choy li fut, crane, cobra, and tiger. The high systems of the order were snake, dragon, Wing Chun, and praying mantis. The primary features that separate high from low are the fantastic economy of movement and the differences in application of ch'i in the high systems.

The low systems were called so because they had their basis both in physical maneuvers and in earthly creatures. Choy li fut was based on a posture called a riding horse stance, so called because when adopted, one appeared to be straddling a horse. The movements are very stiff and hard, depending primarily on muscular power to perform adequately. There are only three kicks in the original system, although recently the style has adopted many techniques of the Northern Lokung system. According to legend, it was designed for use on the house boats of the south where a stable stance and powerful hand techniques were necessary. The certain portion of its history is that the system was named for two Karaturan boxing masters, Choy and Li. Fut means Holy Relic, serving in this instance to refer to the Lokung temple's Hungshao influence.

The next system is crane, one of the traditional Lokung systems. A legend is also attached to its birth. One day a monk stumbled on a battle between an ape and a crane. It seemed as if the ape would rend the bird in two. However, the bird continually stymied the ape, flapping its wings and darting in and out with its beak; at last the animal was driven away. The graceful movements of the bird were copied as well as

its one leg stance. The principle weapons of the system are its long range kicks and a hand formation, the crane's beak.

The cobra system is a strange, nearly extinct system. Its basis is a stance that resembles a cobra raised from the grass with spread hood. The maneuvers are strictly defensive in nature, devastatingly effective and swift. Cobra is designed for speed and tenacity for once the reptile strikes, it hangs on and makes certain that its opponent will die. Most of its techniques are hand maneuvers aimed at the eyes and throat. It is primarily a dim mak style.

Tiger is another natural system, this being the opposite of crane. It is a vicious method of fighting utilizing powerful kicks and grim clawing motions. Like the tiger, its practitioner fights fiercely, rending, tearing and breaking any open space of skin or limb that is left unguarded. It is highly defensive in nature, waiting until being backed into a corner, then unleashing an unstoppable assault. Its principle hand weapon is the tiger claw, also useful for unarmed defense against weapons. By claspings the weapon between the hands or enmeshing it in the crushing grip of the hand, the enemy's advantage is lost.

Snake is an interface between the high systems and low systems. It is one of the easiest systems to learn and also one of the most deadly. The reason that it is a transition system is because it has the movements of a spiritual system and the physical applications of a low system. The spiritual movements are all flowing and continuous, akin to the movements of a cloud. Physical applications of such movements are seen by the stabbing hand motions to the face, throat and genitals. Ch'i is present in the practitioner as his body mimics a snake in its coiling, undulating motions; for only through ch'i can the proper flow be achieved to allow the technique to work. It is an earthly animal by nature, yet still somewhat spiritual due to its mysterious character. The snake has thus been appointed as the guardian of the dragons.

The basis of the dragon systems is ch'i, the inner power of The Balanceism. The movements and applications of the dragon systems are dependent on the use of ch'i. The special flow that distinguishes it from the flow of the crane system is due to ch'i. Also,

the ch'i is substituted for muscular strength. For example, a tiger stylist would break a rock by sheer force and physical technique, while a dragon stylist would shatter it by ch'i projection.

The praying mantis has as its watchwords silence and determination. Although it is a physical system in terms of its origin, it nonetheless is classified as a high system. Praying mantis warrants its prominence because of its extreme efficiency. Despite the fact that it is hand oriented and lacks the fancy leg maneuvers of dragon, it is versatile and overpowering. Characteristic of mantis, as well as dragon and snake, is the virtual lack of blocks. Since blocks are inefficient, the high systems follow the advice of the ancient sages and yield in order to conquer. Also, it combines ch'i and extreme awareness to be virtually invincible.

The systems of the Lokung can be arranged on the pyramid illustrated below. The best method for this is to take the tiger family as a representative of the low systems and the dragon family as a representative of the high systems. The remaining Lokung systems will be placed in the appropriate tiers singly.

The lowest level of the pyramid is composed entirely of basic techniques. These are common to all martial arts and can be claimed exclusively by no one system. The maneuvers are comprised of kicks, punches, stances and blocks. Since they are universal to most martial arts, it is very difficult to distinguish a student from a karate style as opposed to a choy li fut pupil. All of this class of basics belongs to the low systems and so are dependent on hard, muscular movements in order to carry them through properly.

Next we progress to the low systems. As stated earlier, this level has its basis in earthly rather than ethereal beings. The subsystems of tiger are numerous at this level. Tiger, eagle, leopard, hung gar, the drunken system and the crab system all belong at this level. Tiger, leopard and hung gar are very oriented toward physical body strength and the destruction of an opponent by breaking his body's structural system. Eagle is a vicious ripping system with the bulk of its work directed against the eyes and throat. The drunken system is a lurching,



seemingly unstable system that strikes with little power and thus tries to exhaust an opponent with an arrhythmic, oddly placed series of blows to tender, exposed areas. The crab system concentrated on closing off blood vessels and pinching nerves, thereby immobilizing part or all of an attacker's body.

In the category of the higher low systems are found four different tiger subsystems: hong tiger, s'hu tiger, imperial tiger and white tiger. They are placed above the previous systems because ch'i and some concepts of spiritual motion have been incorporated into them. Hong tiger was a system which evolved from a mixture of tiger and white dragon. It was used by palace guards especially against weapons. S'hu tiger was the weapons training that went with the unarmed system of hong tiger. Imperial tiger is a modern adaptation of hong tiger. The techniques are sophisticated at this level. Also contained in the band of high low systems is monkey, placed there because of its liberal use of parries and advanced striking techniques, taking it out of the realm of brute strength. White tiger is a highly sophisticated, forbidden style similar to snow tiger.

The main systems of the Lokung that are left are placed thus: choy li fut, white crane, and tiger all low systems. Snake is a lower high system and may be classified as a low or a high system. Dragon, praying mantis, and Wing Chun are all classified as full high systems due to their efficiency of movement and the use of ch'i to both supplement and in some cases replace physical technique. These systems were taught to some extent to all monks as part of their training. The complete systems were reserved for the few, the priests that would remain in the temple after being granted their priesthood.

#### Progression...

- Monks begin the game with 100 discretionary martial development points, and gain 10 every level. One can only rise in one level of mastery per level, he may not become a master in any one said thing at any one said level.

- Monks gain 5 max stamina points per level, these points can be restored by 8 hours of rest or sleep.
- Monks begin with 10 stamina points.

**Styles:** Though can only be activated for a finite amount of time, the player must only say he is entering a certain stance and the change is instantaneous. It is assumed that the player is always in Kunglo Quan unless he notes otherwise. A master specialist is assumed to know all the Primary Forms mentioned below the description (Thus the high requirements).

**Standard Disciplines:** Include certain physical masteries such as balance and footwork, the bonuses from these disciplines automatically are activated and do not require any special combat specialization.

**Skills:** These are special combat moves the character has mastered; only one skill may be used per round (unless it says otherwise). Skills are potentially more deadly than standard attacks in any style. Skills are fed by stamina points requiring certain amounts of strain on the body, once these points are expended, the monk may not execute any more skills until he rests or regenerates these stamina points.

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### Kung Fu Styles

**Kunglo Quan (Generic Style):** The basic combat technique of all Kunglo monks, they begin the game with this at initiate level free of charge. Kunglo Quan has spread widely across Karatur. According to a rough estimate, there are more than 300 Kunglo Quan routines practiced in Karatur today. Well-known among these are Dahong Quan (Great Hong Boxing), Xiaohong Quan (Hong-clan Boxing), Luohan Quan (Arhat Boxing), Chaoyang Quan (Turn-to-the-Sun Boxing), Qinglong Chuhai Quan (Dragon-Raising-from-the-Sea Boxing), Babu Lianhuan Quan (Eight Step Interlocking Boxing), Jingang Quan (Buddha's Warrior Attendant's Boxing), Lianbu Quan (Chain-Step Boxing), Qixing Quan (Seven-Star Boxing), Meihua Quan (Plum-Blossom Boxing), and Pao Quan (Cannon Boxing).

**Initiate (9 strength, 12 constitution, 10 dexterity, 9 wisdom and 10 charisma free):** 3/2 base attacks per round. Free familiarity (As Combat and Tactics) in Staff (Gun), Broadsword (Dao), Spear (Qiang), Straight Sword (Jian)

**Adept (9 strength, 12 constitution, 10 dexterity, 9 wisdom and 10 charisma, 10 additional martial development points):** 2 base attacks per round. Free familiarity (As Combat and Tactics) in Staff (Gun), Broadsword (Dao), Spear (Qiang), Straight Sword (Jian)

**Master (9 strength, 12 constitution, 10 dexterity, 9 wisdom and 10 charisma, 10 additional martial development points):** 5/2 base attacks per round. Free familiarity (As Combat and Tactics) in Staff (Gun), Broadsword (Dao), Spear (Qiang), Straight Sword (Jian)

**Drunken Boxing (Generic Style):** The fast and confusing stance in which the monk acts as if he were drunk but is actually attempting to lower the enemy's defense by creating an image of a weakling drunkard. The stance features sharp powerful blows and is easily used in both defense and offense.

**Initiate (10 strength, 14 dexterity, 12 charisma, initiate balance, initiate safe fall, 10 martial development points):** The special benefit of the drunken boxing style (Besides the evident AC bonus and ability to use weapons while in style) is that the first blow in any one battle (if the enemy is not expecting attack) counts as a surprise attack, consult the Dungeon Master's guide for rules on surprise attacks. Drunken boxing is also special in that it can be activated while using a broad sword, straight sword or staff and the monk will still gain the benefits as if he were fighting unarmed. If the character chooses to use a weapons instead of fists, his number of attacks is dependant on his skill with that weapon.

The base number attacks for this style is 1 and the character gains a -1 to his AC while fighting in it. The monk may perform drunken dodge if he invests in it.

**Adept (10 strength, 14 dexterity, 12 charisma, adept balance, initiate footwork,**

**adept safe fall, 10 additional martial development points):** The base number of attacks is 3/2 and the character gains a -2 bonus to his AC while fighting in it. The monk may perform drunken sucker punch if he invests in it.

**Master (10 strength, 14 dexterity, 12 charisma, master balance, adept footwork, master safe fall, 10 additional martial development points):** The base number of attacks is 2 and the character gains a -3 bonus to his AC while fighting in it. The monk may perform drunken crazy fists if he invests in it.

**Tai Chi Chuan (Generic Style):** Tai Chi has been practiced in Karatur for centuries as a martial art, as exercise, and as a means of improving the flow of internal energy within the body. Because of Tai Chi's emphasis on correct form and feeling each movement, it is practiced very slowly and gently. Completely non-impact, yet involving the entire body, Tai Chi promotes strength, stamina, and flexibility, while tempering the joints of practitioners. Because the whole body moves as one, Tai Chi cultivates the link between mind and body, enhancing balance and coordination. Practitioners develop confident ease of movement.

The Taoists felt that stagnation was the cause of disease and aging. Nature moves unceasingly, and movement prevents stagnation.

Tai Chi was developed as a martial art/movement and breathing system that exercised all the joints and major muscle groups while circulating the chi, the internal energy. It is this circulation of the chi that prevents or mitigates disease and debility.

As a martial art, Tai Chi uses the theory of "four ounces of strength against a ton of force" to repel the opponent without the need of force against force. Tai Chi uses the opponent's own energy against him, while the Tai Chi practitioner exerts little or no force controlling the opponent. Where the opponent attacks, you become "insubstantial"; where the opponent is weak you attack.

**Important Note:** This emulation of Tai Chi Chuan is based off of the Yang style and thus certain weapon and fist Primary Forms are not included.

**Primary Forms:** Beginning movement, Part the wild horse mane, White crane spreads its wings, Brush knee and twist step, Hand strums the lute, Step back and whirl arms, Grasp the birds tail (left), Grasp the birds tail (right), Single whip, Wave hands as clouds Single whip, High pat on horse, Kick with right heel, Strike ears with both fists, Turn and kick with right heel, Push down and stand on left leg, Push down and stand on right leg, Work at shuttles on both sides, Needle at sea bottom, Flash the arm, Turn, deflect, parry and punch, Apparent close up, Cross hands, Closing movement

**Initiate (11 constitution, 10 wisdom, 11 charisma, initiate meditation, initiate chi mastery, straight sword proficiency, 10 martial development points):** Tai chi chuan is a very rounded and flexible style but is centered around injuring the enemy with his own force, his own attacks. The tai chi chuan martial artist has a chance of reversing the enemy's attack and making that damage upon him. For example, if an opponent were to punch him for 12 damage, he would spin the opponent around and have him collapse painfully on his own force or actually strike himself; he would in turn be dealt 12 damage. This bonus applies to attacks made by weapons if the monk has initiate iron body or above.

The base number of attacks is 3/2 and the monk has a 25% chance of reversing an attack made on him back toward the enemy. The monk may perform Tai Strength of Mind if he invests in it.

**Adept (11 constitution, 10 wisdom, 11 charisma, adept meditation, adept chi mastery, straight sword specialization, 10 martial development points):** The base number of attacks is 2 and the monk has a 50% chance of reversing an attack made on him back toward the enemy. The monk may perform Tai Calm Fist if he invests in it.

**Master (11 constitution, 10 wisdom, 11 charisma, master meditation, master chi mastery, straight sword mastery, 10 martial development points):** The base number of

attacks is 5/2 and the monk has a 75% chance of reversing an attack made on him back toward the enemy. The monk may perform Tai Master Reversal if he invests in it.

**Crane Style (Specialized Style):** The crane movements were used to develop control, character and spirit. Emphasis is placed on light, rapid footwork and evasive attacking techniques. Movements in the one-legged stance are performed with a considerable amount of meditation. The ideal weapons (although it is impossible to pick one standard weapon for such a style) are the chain whip, rope dart and meteor hammer.

**Primary Forms:** Unnamed, crane leaving the marsh, synthetic fist form, defending the 4 angles

**Initiate (12 constitution, 12 dexterity, 10 wisdom, 10 charisma, initiate footwork, initiate meditation, initiate pressure point attack system, initiate blocking, initiate grappling, chain whip, rope and meteor hammer proficiency, 10 martial development points):** The crane style is completely defensive, and is used to disable and paralyze its foes. The special bonuses of the crane style include: immunity to critical hits, AC bonus and when foes attacking him critically fumble he gains a critical hit on them.

The base number of attacks is 1; the character gains a -1 bonus to his AC. The monk may use Crane Strike if he invests in it.

**Adept (12 constitution, 12 dexterity, 10 wisdom, 10 charisma, adept footwork, adept meditation, adept pressure point attack system, adept blocking, adept grappling, chain whip specialization, 10 martial development points):** The base number of attacks is 3/2; the character gains a -2 bonus to his AC. The monk may use Defending the Marsh if he invests in it.

**Master (12 constitution, 12 dexterity, 10 wisdom, 10 charisma, master footwork, master meditation, master pressure point attack system, master blocking, master grappling, chain whip mastery, 10 martial development points):** The base number of

attacks is 2, the character gains a –3 bonus to his AC. The monk may use Crane Fire Palm if he invests in it.

**Dragon Style (Specialized Style):** The basis of the dragon systems is ch'i, the inner power of Hungshao. The movements and applications of the dragon systems are dependent on the use of ch'i. The special flow that distinguishes it from the flow of the crane system is due to ch'i. Also, the ch'i is substituted for muscular strength. For example, a tiger stylist would break a rock by sheer force and physical technique, while a dragon stylist would shatter it by ch'i projection. Dragon heavily uses tiger-like punches and clawing techniques, snake-like stance shifts, and leopard-like hit and run strikes to weaken a physically superior adversary. Dragon kung fu also regularly employs low sweeping techniques, but these are not unique; most senior stylists of any kung fu system use these on a weakened adversary. The weapons of dragon kung-fu are the spear, broadsword and "king dragon heart-piercing pole" or great staff.

**Primary Forms:** 16 Hole, Passing Bridge Three Times, Fierce Tiger Leaping Over Wall, Rescue Master From Single Side, Single Sword and Mount, Press and Hit from Four Sides, Eagle Claw, Bridge Smashing, Touch Bridge (introduces sticking hands), Venomous Snake Moves Tongue, Hua King's Fist, Standing Five-Form, Cross Standing Five-Form, Turn to Hook and Hit, Five Horses Returning to Stable Palm, Plum Flower Punch, Seven Ways of Plum Flower Punch

**Initiate (12 strength, 12 constitution, 12 dexterity, 12 wisdom, 10 charisma, initiate meditation, initiate chi mastery, initiate speed, initiate body strengthening, initiate kicking, initiate blocking, broadsword, spear and great staff proficiency, 10 martial development points):** The dragon style is odd in that it burrows heavily from the tiger, snake and crane styles, three completely different styles in nature. It gains a small piece in advantage of each style, plus chi attacks but does not master any one.

The base number of attacks is 3/2, the character pushes enemies back while hitting them in feet 1/3 his strength score due to powerful chi. He strikes with a 25% chance of making an additional 1d4 bleeding damage. The monk may use Dragon Chi Jump if he invests in it.

**Adept (12 strength, 12 constitution, 12 dexterity, 12 wisdom, 10 charisma, adept meditation, adept chi mastery, adept speed, adept body strengthening, adept kicking, adept blocking, great staff specialization, 10 martial development points):** The base number of attacks is 2, the character pushes enemy's back while hitting them in feet ½ his strength score due to powerful chi. He strikes with a 25% chance of making an additional 1d4 bleeding damage. He gains a –1 bonus to his AC. The monk may use Dragon Spirit Kick if he invests in it.

**Master (12 strength, 12 constitution, 12 dexterity, 12 wisdom, 10 charisma, master meditation, master chi mastery, master speed, master body strengthening, master kicking, master blocking, great staff mastery, 10 martial development points):** The base number of attacks is 5/2, the character pushes enemy's back while hitting them in feet his strength score due to powerful chi. He strikes with a 25% chance of making an additional 1d4 bleeding damage. He gains a –1 bonus to his AC. On a critical hit the enemy must roll a save vs. death or instantly die from piercing of a vital surface organ or artery (See snake). The monk may use Dragon Spirit Walk if he invests in it.

**Leopard (Panther) Style (Specialized Style):** Leopard kung fu began as a southern style that has seen some northern influence in the form of Panther. Leopard is construed as a soft subsystem and is used to develop speed and strength, for it is the fastest of the tiger family. It was developed by Mot, a great choy lay fut practitioner, and was included in tiger because of its different structure and style of attack. Although the chain, knuckle dusters, and whip are occasionally used in leopard kung fu, the main weapon is the leopard fist. The fist is formed in such a way that it can jab, rake or crush on any surface without alteration, striking soft points in the anatomy and structural weak points. Ribs are a frequent target. The back of the hand is often



used in breaking while a variation with the first two fingers extended like chelicerae is used for attacks to the eyes. The weapons of leopard kung fu are the chain, whip and the leopard fist.

**Primary Forms:** Snow leopard, leopard at dawn, leopard bares its claws, and Panther

**Initiate (14 strength, 12 constitution, 10 dexterity, 10 charisma, initiate body strengthening, initiate speed, initiate kicking, initiate punching, initiate pressure point attack system, initiate meditation, chain, whip, knuckle dusters proficiency, 10 martial development points):** Tying for the second fastest style along with Tiger, Leopard/Panther is especially deadly due to the hit and run tactics and pain inflicting wounds practiced by the monks which use it. What this means in game terms is that the monk may take a full move action and attack in the same round, being able to attack an enemy and then move away before the enemy can return attacks. The leopard monk also attacks with injuring, painful pokes and other frustrating attacks, while engaging enemies the monk may select to "hurt" the enemy which means he deals a bonus 1-2 damage and taunts the enemy to turn and attack him instead of the target he/she was attacking. Of course, he doesn't *have* to hurt his enemy if he doesn't choose to.

The base number of attacks is 5/2; the success of the taunt working is 25%. The monk may use Panther Feet if he wishes to invest in it.

**Adept (14 strength, 12 constitution, 10 dexterity, 10 charisma, adept body strengthening, adept speed, adept kicking, adept punching, adept pressure point attack system, adept meditation, knuckle dusters specialization, 10 martial development points):** The base number of attacks is 3; the success of the taunt working is 50%. The monk may use Panther Swipe if he invests in it.

**Master (14 strength, 12 constitution, 10 dexterity, 10 charisma, master body strengthening, master speed, master kicking, master punching, master pressure point attack system, master meditation, knuckle**

**dusters mastery, 10 martial development points):** The base number of attacks is 7/2; the success of the taunt working is 75%. The monk may use Panther Strike if he invests in it.

**Snake Style (Specialized Style):** Snake is an interface between the high systems and low systems. It is one of the easiest systems to learn and also one of the most deadly. The reason that it is a transition system is because it has the movements of a spiritual system and the physical applications of a low system. The spiritual movements are all flowing and continuous, akin to the movements of a cloud. Physical applications of such movements are seen by the stabbing hand motions to the face, throat and genitals. Ch'i is present in the practitioner as his body mimics a snake in its coiling, undulating motions; for only through ch'i can the proper flow be achieved to allow the technique to work. It is an earthly animal by nature, yet still somewhat spiritual due to its mysterious character. The snake has thus been appointed as the guardian of the dragons. Most snake kung fu practitioners use an upright, mobile stance and rely less on horse-stance than most other styles. The mobile stance allows for rapid advances and sidestepping footwork. Additionally, snake stylists don't trade blows, or "tough-out" attacks. Using fast, alternating hand jabs, the practitioner drills at an opponent, sidesteps counterattacks, and drives home his attack. There are some stylistic variations, such as one Fukien-based style that employs low sweeps (and is thus an exception to the general rule of sweeps being confined to Northern styles). The two weapons most used by the snake monks are butterfly knives and snake spears.

**Primary Forms:** Cobra, python, serpent, viper, Wing Chun, Bil Jee

**Initiate (16 dexterity, 10 constitution, 8 wisdom, 10 charisma, initiate speed, initiate pressure point attack system, initiate footwork, initiate balance, initiate grappling, initiate meditation, butterfly knife, spear proficiency, 10 martial development points):** The special power of the snake style

is, its utter speed. The monk attacks with lightning speed, while inflicting huge gaping wounds by means of sharp-fingered fists and knives.

The base number of attacks is 3, when a critical hit is rolled the enemy must roll (if he is humanoid or the ZM concludes the target has near surface organs) a save vs. death at a -2 modifier or instantly die from piercing of a vital surface organ or artery. This Monk may perform Snake Piercing Punch if he invests in it.

**Adept (16 dexterity, 10 constitution, 8 wisdom, 10 charisma, adept speed, adept pressure point attack system, adept footwork, adept balance, adept grappling, adept meditation, butterfly knife specialization, 10 martial development points):** The base number of attacks is 7/2, when a critical hit is rolled the enemy must roll (if he is humanoid or the ZM concludes the target has near surface organs) a save vs. death at a -4 modifier or instantly die from piercing of a vital surface organ or artery. Monk may perform Lesser Snake Tongue if he invests in it.

**Master (16 dexterity, 10 constitution, 8 wisdom, 10 charisma, master speed, master pressure point attack system, master footwork, master balance, master grappling, master meditation, butterfly knife mastery, 10 martial development points):** The base number of attacks is 4, when a critical hit is rolled the enemy must roll (if he is humanoid or the ZM concludes the target has near surface organs) a save vs. death at a -6 modifier or instantly die from piercing of a vital surface organ or artery. Monk may perform Snake Tongue if he invests in it.

**Praying Mantis Style (Specialized Style):** The specialized style, which only praying mantis monks may use. The praying mantis has as its watchwords silence and determination. Although it is a physical system in terms of its origin, it nonetheless is classified as a high system. Praying mantis warrants its prominence because of its extreme efficiency. Despite the fact that it is hand oriented and lacks the fancy leg maneuvers of dragon, it is versatile and overpowering. Characteristic of mantis, as well as dragon and snake, is the virtual lack of blocks. Since blocks are

inefficient, the high systems follow the advice of the ancient sages and yield in order to conquer. Also, it combines ch'i and extreme awareness to be virtually invincible. The weapon of the mantis style is the straight sword.

**Primary Forms:** Bouncing step, Four way running, hitting step, Avoiding Hardness, 18 Ancestors, Punch and Jab, Lo Han skill, Small circular fist, White gibbon comes out of cave, White gibbon steals peach, Plum blossom fist, Plum blossom falling fist, Plum blossom hand, Very important fist, Six harmonies fist, Seven stars fist ,(Interception form)

**Initiate (10 strength, 14 dexterity, 12 wisdom, 10 charisma, initiate blocking, initiate pressure point attack system, initiate meditation, initiate grappling, initiate balance, initiate kicking, straight sword proficiency, 10 martial development points):** The mantis style is special from other styles because it emphasizes crushing or braking the enemy's bones from grapples. Although the style is slow compared to tiger and snake it can be used to severely injure the opponent.

The base number of attacks for this style is 3/2, there is a 15% chance of a crushing blow which results in a critical hit using the "Combat and Tactics" optional critical hits table or if this is not available, the critical causes x3 damage. The monk may use Mantis Stun if he invests in it.

**Adept (10 strength, 14 dexterity, 12 wisdom, 10 charisma, adept blocking, adept pressure point attack system, adept meditation, adept grappling, adept balance, adept kicking, straight sword specialization, 10 martial development points):** The base number of attacks for this style is 5/2, there is a 30% chance of a crushing blow which results in a critical hit using the "Combat and Tactics" optional critical hits table or if this is not available, the critical causes x3 damage. The monk may use Mantis Crushing Fist if he invests in it.

**Master (10 strength, 14 dexterity, 12 wisdom, 10 charisma, master blocking, master pressure point attack system, master meditation, master grappling, master**

**balance, master kicking, straight sword mastery, 10 martial development points):** The base number of attacks for this style is 3, there is a 45% chance of a crushing blow which results in a critical hit using the "Combat and Tactics" optional critical hits table or if this is not available, the critical causes x3 damage. The monk may use Mantis Death Strike if he invests in it.

**Tiger Style; Hung Gar (Specialized Style):** Tiger is another natural system, this being the opposite of crane. It is a vicious method of fighting utilizing powerful kicks and grim clawing motions. Like the tiger, its practitioner fights fiercely, rending, tearing and breaking any open space of skin or limb that is left unguarded. It is highly defensive in nature, waiting until being backed into a corner, then unleashing an unstoppable assault. Its principle hand weapon is the tiger claw, also useful for unarmed defense against weapons. By clasping the weapon between the hands or enmeshing it in the crushing grip of the hand, the enemy's advantage is lost. Its weapons are spear, tiger fork and daggers. Tiger monks are also prone to use Tiger Hooks, although their not required or necessary weapons to the style.

**Primary Forms:** crab, eagle, pa kua, leopard, monkey, hung gar, hong tiger, s'hu tiger, white tiger, snow tiger, imperial tiger, drunken, white dragon, black dragon, white eyebrow

**Initiate (14 strength, 10 constitution, 12 dexterity, 10 charisma, initiate body strengthening, initiate speed, initiate pressure point attack system, initiate punching, initiate kicking, initiate meditation, spear, tiger fork and dagger proficiency. 10 martial development points):** The base number of attacks for this style is 5/2. Every blow has a 25% chance of causing an additional 1d4 bleeding damage and criticals cause x3 damage. The monk may use tiger palm if he invests in it.

**Adept (14 strength, 10 constitution, 12 dexterity, 10 charisma, adept body strengthening, adept speed, adept pressure point attack system, adept punching, adept**

**kicking, adept meditation, tiger fork specialization, 10 additional martial development points):** The base number of attacks for this style is 3. Every blow has a 50% chance of causing an additional 1d4 bleeding damage and criticals cause x3 damage. The monk may use tiger claw if he invests in it.

**Master (14 strength, 10 constitution, 12 dexterity, 10 charisma, master body strengthening, master speed, master pressure point attack system, master punching, master kicking, master meditation, tiger fork mastery, 10 additional martial development points):** The base number of attacks for this style is 7/2. Every blow has a 75% chance of causing an additional 1d4 bleeding damage and criticals cause x3 damage. The monk may use wonder palm if he invests in it.

**Family Specific Style (Specialized Style):** Many monks are taught a specialized form of kung-fu developed over the years within their family.

The style creation system is quite simple, bonuses and abilities of the style require a certain point value. The amount of "Style points" begins at zero and when certain requirements are added, bonuses and abilities can be added. For example, if the monk is required to become proficient in 4 weapons (20 style points), he may "buy" 20 points of bonuses and abilities, in this example the ability to attack once per round and gain the ability of a drunken master surprise attack.

*Suggested styles:*

- \* Crab- Crab is now a dead system of kung fu, the remnants of which were incorporated into eagle, hong tiger and white eyebrow. Practitioners fought from a low, crouching scissors stance and used great wrist and forearm strength to attack nerves or cut off circulation with the crab pincer.
- \* Eagle- Eagle kung fu, commonly known as tam tuie in its southern form, uses kicks only sparingly. The eagle talon is its primary weapon and is used to attack the eyes, throat and

- occasionally, the groin. Pokes and grabs are the rule, sometimes used in concert with leg sweeps such as the eagle wheel. Within the system are contained some of the most efficient blocks known, although they may be difficult to retaliate from. It was originally a northern style of kung fu that migrated south.
- \* Monkey- the monkey kung fu found in the tiger kung fu family is based upon combat between an ape and a tiger, thus is not Ta Sheng Men. Nevertheless, the leaping, scratching, biting and screaming common to the animal are employed in full measure. Low stances are the rule. Fluid motion and blinding speed are also characteristic. The Primary Forms are monkey 1-10, monkey in the grass and monkey playing with a ball of string.
  - \* Dog (Gou Xing)- The dog is the eleventh animal of the Karaturan zodiac. It has an odd role among the Karaturan. It is praised for its humility and loyalty, yet despised as a scavenger. Keeping dogs as pets is a sign of prosperity that was banned up until recently in Beijing. In ancient times, lunatics were smeared with dog excrement to expel demons. Today, the Karaturan breed chow dogs for food and fur just as Americans breed cattle. Dog style is a style on its own and it has Northern and Southern schools. Its basis is ground fighting. Dog-like gestures like rolling, panting, "lifting the leg to make water" are used as martial applications. One often fights from being down on all fours, and dog style is notorious for low kicks and tricky leg techniques
  - \* The Cock (Ji Xing)- The cock is the tenth animal of the Karaturan zodiac. It is believed to be courageous and benevolent, always leading the hens to seed and protecting them. The Karaturan consider them a useful animal, not only for their eggs and meat, but also of alarms of daybreak and trespassers, and natural bug killers. Cock techniques are common within the Primary Forms of many styles, like "golden cock stands on one leg", while Xingyi has its own cock form. Cock fighting emphasizes quick and light footwork with many single leg stances. It has a unique "short" power, where a minimum of time and energy is used to generate striking force, like the one-inch punch. This emulates the quick motions of a cock's pecker, as if to eat seed.
  - \* Sparrow hawk (Yao Xing)- The sparrow hawk is notably different from its raptor cousin, the eagle. Ancient Karaturan legend tells of trained war birds, eagles, hawks and falcons, large enough to pick up horses. The sparrow hawk is not thought of with the same regard for power and size. Rather, it is respected for its speed and agility. Sparrow hawk is a form of Xingyi. Unlike eagle style, it does not focus on claw attacks. It mimics the body movements instead of just the claw or wing. The footwork uses quick turns like a sparrow hawk swooping in flight. The fist techniques also strike upward, like a soaring bird. This is also an animal form of Xingyi.
  - \* Swallow (Yan Xing)- Swallow style is another animal form of Xingyi. It is thought to be a light bird, so the energy of swallow style is like "light body" Kung Fu. Body movements go low, and then fly up quickly. It focuses on jumping techniques and flexibility.
  - \* Bear (Xiong Xing) In Karaturan belief, the bear is a masculine symbol of yang, contrasting the snake's female yin. The constellation commonly known as the Big Dipper is still called the Big Bear in The orient and its pattern is frequently carved into sword blades as the "seven stars". Once very common in Karatur, today bears have been hunted to the brink of extinction because their paws are considered a delicacy and their gall is believed to be a potent medicine. In reaction to this sad situation, Dich Yan Duk and Shi Zie Lao have been campaigning to bears and other wild animals as



- part of the Oriental Conservation Awareness Program. The bear appears in Hua Tuo's five animal Qigong and Xingyi. As one might expect, bear style uses big, powerful upper body movements. Along with claw attacks, some schools deploy punches, elbow and shoulder strikes. Force is generated from the arms alone. Bear also emphasizes a strong neck posture. Instead of turning the head, the whole body moves so the spine is never twisted.
- \* Horse (Ma Xing)- The horse is the seventh animal in the Karaturan zodiac. Much of Karatur's ancient warfare relied heavily upon war-horses, so warriors venerate them. Today, a young stud fighter might still be nicknamed a "thousand li" colt (a li is a distance measurement like a mile). Karaturan Hungshaos also sanctify the horse because it was a white horse that brought back the Hungshao Sutras from Gungtai. Hence, the first Hungshao temple in Karatur was White Horse Temple (Baimasi), which is located near to Lokung Temple. Horse style is another form of Xingyi. The fists are held up like front hooves, prepared to "kick". The footwork leaps forward like a gallop. This style has a powerful first strike, and when combined with pressure point attacks, can knock an opponent out in one shot.
  - \* Duck (Ya Xing)- The duck is the symbol of fertility and conjugal fidelity. It is believed that Karaturan ducks mate for life, and when their mate dies, they die of pining. Duck tongue and livers are considered a delicacy, not to mention the world famous Za Lu duck. When eating Za Lu duck, the word for duck head (ya tou) is phonetically similar to young girl, so it is a favorite part for young men to eat. In Tulanda, there was a Duck Egg Hungshao sect devoted to the goddess of compassion, Kuan Yin. Followers maintained a strict vegetarian diet except for duck eggs until the government banned the movement for "immoral behavior".
  - \* Duck style is a style on its own, but it is seldom practiced alone because it is incomplete as a fighting style. While it can be used for fighting, its emphasis is more akin to that of Qigong.
  - \* Elephant (Xiang Xing)- Elephants once roamed southern Karatur, but are now very rare. The Karaturan still venerate it as one of the four powerful animals, along with the tiger, leopard and the lion. The elephant figures prominently in Hungshao symbolism as a servant of The Holy One, sometimes offering shade or serving as his mount. Elephant is a form within Choy Li Fut (Chailifo in Gungtai). This style combines the clan schools of Choy and Li, and tempers it with a Hungshao influence, represented by the character Fut. It emphasizes big and powerful techniques, and the arms are swung to come down like a heavy trunk.
  - \* Scorpion (Xie Zi)- Scorpions are one of the five venomous creatures along with the centipede, snake, gecko, and toad. Despite this, in some regions fried scorpions are eaten as a delicacy. Usually served on a stick or in a platter with shrimp chips, fried scorpions are cooked until their carapaces are tender like soft-shelled crabs. The stingers are generally not eaten, not because of the venom (which is cooked off), but because they are very sharp and can stick in your gums. Scorpion style is an esoteric form of Lokung Kung Fu. It fights from a crouching position with one leg raised erect like a scorpion's tail. That leg is the dominant attacking leg. Techniques include many tricky flying kicks, often beginning and ending from this crouching position on the ground. This style demands a high level of skill.
  - \* Terrapin (Tuo Xing)- Terrapin has many different translations to Common, but it is some sort of large water reptile, like a giant turtle or tortoise. It is believed to be a harbinger of inspiration and holds

away despair. Associated with the stars and the brand new crescent moon, terrapins are another Karaturan delicacy. They are attracted to crickets and cicadas, so these insects are often used as bait. Terrapin style exists independently and as a form of Xingyi. The swimming stroke of their front limbs is very powerful, so this style focuses on using that for blocks and strikes. Circular, scooping movements of the arms can be used to hook a fist or catch a kick. It can be also used to strike with a chopping hand, elbow or shoulder.

- Emu (Tai Xing)- This giant bird has been translated as ostrich, rhea and roc. Roc is an incorrect translation because this giant bird was mythical. The emu, ostrich and rhea are real birds, but it is not certain which of these birds was the 'tai' bird. According to legend, this giant bird was a gift of western traders during the Song dynasty (960-1279). They were described as large, flightless birds that could run 300 miles a day and ate meat, metal, glass and hot coals. Although prone to exaggeration, it is likely that this was a bird like an emu. Like the lion, only the emperors had direct experience of this bird. The rest of the Karaturan attributed all sorts of fantastic characteristics to this animal that they have never seen. The emu is very strong. It was said to be able to cut open a man's belly with a kick. Accordingly, emu style relies on leg strength. It rams its opponents using fists locked close to the body. But the power behind these strikes is generated from the legs, not the arms. Emu is another animal form within Xingyi.
- Toad (Ha Ma Xing)- The Karaturan do not make a clear distinction between toads and frogs. Frogs are a common food source, nicknamed 'heaven's chicken' because they are thought of as being part of the morning dew. It is also considered to one of the five venomous creatures. The mythical immortal Liu Hai had a

mount that was a three-legged toad. He could ride him for great distances, but the toad would often escape into wells. Liu Hai would have to fish him out using a coin tied to a string. Toad style is an esoteric part of Lokung Gung Fu. Toad fighters crouch low on all fours and then spring up quickly, hopping like a toad. Back flips are common maneuvers. Generally, both legs will kick out simultaneously. This style relies on powerful legs and has a strong repertoire of kick techniques.

- A system of kung fu heavily dependant on grapples and particularly lethal wrestling maneuvers.
- Elaboration of a form spoken in one of the 5 animal styles.



#### Bonuses and Abilities:

- 1 attack per round: 10
- 3/2 attacks per round: 20
- 2 attacks per round: 30
- 5/2 attacks per round: 40
- 3 attacks per round: 50
- 7/2 attacks per round: 60

4 attacks per round: 70

9/2 attacks per round: 80

5 attacks per round: 90

AC bonus while in style (Crane, Drunken Boxing): 10/AC bonus

Surprise Attack (drunken boxing): 10

Crane Counterattack (when the enemy fumbles the monk causes a bonus critical hit on the enemy): 20

Immunity to critical hits (Crane): 30

Powerful Chi (Dragon): 10

Hit-And-Run (Panther): 20

Taunt (Panther): 20

Death Blow (Snake): 40

Reversal Attack (Tai Chi Chuan): 25

Crushing Blow (Mantis): 40

Tiger Claws bleeding damage (Tiger): 20

Augmented Tiger Critical (Tiger): 30

Per special skill made available: 10

+1 to said roll while in style: 5/bonus up to a maximum of +5 to a singular said roll

Can dual wield style weapons without hindrance: 10

Mauling Fist (Bear, The character has a 25% (initiate), 50% (adept) or 75% (master) chance of causing a knockdown in a enemy humanoid target, regardless if he is attempting to): 30

Paralyzing Punch or kick (The character has a 10% (initiate), 20% (adept) or 30% (master) chance of stunning a humanoid target for 1d4 rounds): 20

Wrestling Mastery (wrestling damage is doubled, enemies receive a -2 (initiate), -4 (adept) and -6 (master) negative to resistance strength rolls and other opposed rolls, the monk gains a bonus equal to his opponent's negative while having to roll a opposed check): 20

Mauling Foot (Emu, the character deals x 2 damage while kicking and has a 10% (initiate), 20% (adept) or 30% (master) chance of causing a knockdown): 35

Offensive Blocks (Terrapin, the character deals 1d4 (initiate), 1d6 (adept) or 1d8

(master) damage when he successfully blocks an enemy attack because the blocks are offensive rather than simply blocking the fist/kick or slapping it away): 15

Blinding Fist (Eagle, on a successful melee attack there is a 25% (initiate), 50% (adept) or 75% (master) that the monk successfully strikes the humanoid target's eyes, blinding him for 1d4 rounds): 25

Distracting/Confusing Fighting Stance (Monkey, The enemy gains a -2 (initiate), -4 (adept), and -6 (master) negative to his THAC0 rolls while attempting to hit the monk, there is a 5% (initiate), 10% (adept) or 15% (master) chance that any said blow is completely evaded): 30

Death Grapple (Crab, on a successful melee attack the enemy must roll a save vs. death at a -1 (initiate), -2 (adept) or -3 (master) negative or fall unconscious for 2d4 rounds by loosing circulation to a vital limb or being suffered paralyzing nerve damage): 20

Passive Fist (On a successful melee attack there is a 25% (initiate), 50% (adept) or 75% (master) chance of knocking a target's weapons from his hand, causing him to take a round to recover it): 20

#### Requirements and Hindrances:

Has to become an initiate in a discipline: +5

Has to become an adept in a discipline: +10

Has to become a master in a discipline: +15

Has to become proficient in a weapon: +5

Has to specialize in a weapon: +10

Has to grand master in a weapon: +15

Has to have a necessary stat 1 higher then the required minimum: +2/stat point

Per Non-Weapon Proficiency Required: +5

Monk may only kick or only punch: +10

Monk may not use/can only use said piece of equipment: 1/specific piece or 5/group

Taboo (as Wu Jen): +2/taboo

**Note about styles:** All styles take 10 martial development points per level of mastery, the

assortment of requirements can be varied across the three levels of mastery, although the player be advised to spread the requirements (for example, its impossible to have a "super style" at 1<sup>st</sup> level because he simply doesn't have enough martial development points to invest his requirements in).

## Kung Fu Disciplines

**Balance:** Determines how well the monk can stay on his feet while attempting great feats of dexterity.

**Initiate (10 dexterity, 10 martial development points):** The monk gains a +2 to dexterity checks.

**Adept (14 dexterity, additional 10 martial development points):** The monk gains a +4 to dexterity checks.

**Master (16 dexterity, additional 10 martial development points):** The monk automatically passes dexterity checks.

**Punching:** How well the Lokung monk can strike his foes.

**Initiate (10 strength, 10 martial development points):** Base punching damage is 1d4. While wearing gauntlets, spiked gloves or other armored hand accessory, the monk deals 1d6 damage.

**Adept (14 strength, 10 additional martial development points):** Base punching damage is 1d6. While wearing gauntlets, spiked gloves or other armored hand accessory, the monk deals 1d8 damage.

**Master (16 strength, 10 additional martial development points):** Base punching damage is 1d8. While wearing gauntlets, spiked gloves or other armored hand accessory the monk deals 1d10 damage.

**Kicking:** How well the Lokung monk can kick his foes.

**Initiate (10 strength, 10 martial development points):** Base kicking damage is 1d6. While wearing iron shod boots, they inflict 1d8 damage.

**Adept (14 strength, 10 additional martial development points):** Base kicking damage is 1d8. While wearing iron shod boots, they inflict 1d10 damage.

**Master (16 strength, 10 additional martial development points):** Base kicking damage is 1d12. While wearing iron shod boots, they inflict 1d20 damage.

**Footwork:** The ability and consistency in placing of the monk's feet during combat to pull off difficult stances and moves as well as to place blows more effectively.

**Initiate (10 dexterity, 10 martial development points):** Ability to pull off some skills.

**Adept (14 dexterity, 10 martial development points):** Ability to pull off most skills, +1 to damage and THAC0 rolls.

**Master (16 dexterity, 10 martial development points):** Ability to pull off the most difficult skills. +2 to damage and THAC0 rolls.

**Jumping:** The ability of the monk to jump.

**Initiate (10 constitution, 10 martial development points):** Character may spring up to distances 1/3 his strength once per round. Ability to perform some martial skills.

**Adept (14 constitution, 10 martial development points):** Character may spring up to distances 1/2 his strength once per round. Ability to perform most martial skills.

**Master (16 constitution, 10 martial development points):** Character may spring up to distances his strength once per round. Ability to perform the most difficult martial skills.

**Body Strengthening:** Necessary for nearly all styles, this is the degree of fitness and bodily



power the monk has from rigorous training activities and trials.

**Initiate (10 charisma, 10 martial development points):** Character gains +1 strength or if his strength is 18/percentile he raises one division in percentile. +10% bonus stamina points.

**Adept (14 charisma, 10 martial development points):** Character gains +1 constitution. +20% bonus stamina points.

**Master (16 charisma, 10 martial development points):** Character gains +1 strength or if his strength is 18/percentile he raises one division in percentile and +1 constitution. +30% bonus stamina points.

**Meditation:** Also an important concept of many styles, meditation (AKA chi cultivation) aids the monk in gaining enlightenment and concentrating in combat through deep thinking and spiritual questioning.

**Initiate (10 wisdom, 10 martial development points):** Character gains spell immunity as if he had 19 wisdom and gains a +2 bonus to wisdom checks.

**Adept (14 wisdom, 10 additional martial development points):** Character gains spell immunity as if he had 20 wisdom and gains a +4 bonus to wisdom checks.

**Enlightenment (16 wisdom, 10 additional martial development points):** Character gains spell immunity as if he had 21 wisdom, and automatically passes wisdom checks.

**Grappling:** The ability of the monk to grapple and hold his enemies, as according to the dungeon master's guide.

**Initiate (10 strength, 10 martial development points):** Character gains a +2 bonus to all grappling rolls.

**Adept (14 strength, 10 additional martial development points):** Character gains a +4 bonus to all grappling rolls.

**Master (16 strength, 10 additional martial development points):** Character gains a +6 bonus to all grappling rolls.

**Speed:** The ability of the monk to attack faster than his enemies and react to certain stimuli.

**Initiate (10 dexterity, 10 martial development points):** Character's base punching speed is 4 and his base kicking speed is 6.

**Adept (14 dexterity, 10 martial development points):** Character's base punching speed is 2 and his base kicking speed is 4.

**Master (16 dexterity, 10 martial development points):** Character's base punching speed is 1 and his base kicking speed is 2.

#### Optional disciplines...

**Safe Fall:** The ability of a Kunglo monk to battle roll from great heights successfully, reduce impact damage and to quickly collapse to the floor without injuring oneself.

**Initiate (10 constitution, 10 martial development points):** The monk may quickly collapse to the floor and suffer no damage on dirt or equivalent surfaces, damage from impacts (Such as being thrown or being wing buffeted by a dragon) is reduced by 25%.

**Adept (14 constitution, 10 martial development points):** The monk may quickly collapse to the floor and suffer no damage on stone/rock or equivalent surfaces, damage from impacts (Such as being thrown or being wing buffeted by a dragon) is reduced by 50%.

**Master (16 constitution, 10 martial development points):** The monk may quickly collapse to the floor and suffer no damage on any surface (metal), damage from impacts (such as being thrown or being wing buffeted by a dragon) is reduced by 75%.

**Chi Mastery:** How well the monk channels the forces of chi through him to produce a combat edge and bless his fists with magical power.

**Initiate (10 charisma, 10 martial development points):** Character's fists count as +1 weapons.

**Adept (14 charisma, 10 additional martial development points):** Character's fists count as +2 weapons.

**Master (16 charisma, 10 additional martial development points):** Character's fists count as +3 weapons.

**Iron Body:** The special monk ability to develop one's body so it becomes as strong as iron, improving the character's AC.

**Initiate (10 constitution, 10 martial development points):** The monk's base AC becomes 6. Fists count as metal objects.

**Adept (14 constitution, 10 additional martial development points):** The monk's base AC becomes 4. Feet and stomach count as metal objects.

**Master (16 constitution, 10 additional martial development points):** The monk's base AC becomes 2. Groin area and other soft exposed tissues count as a metal objects.

**Blocking (Reflexes):** How well the monk can block incoming blows from other martial artists, please note that unless the monk spends martial development points in this skill, he can not innately block.

**Initiate (10 dexterity, 10 martial development points):** Enemy attacks have a 10% chance of missing (Being physically blocked by) the monk. May block metal based melee weapons if the character has initiate iron body.

**Adept (14 dexterity, 10 additional martial development points):** Enemy attacks have a 20% chance of missing (Being

physically blocked by) the monk. May block metal based melee weapons if the character has initiate iron body.

**Master (16 dexterity, 10 additional martial development points)** Enemy attacks have a 30% chance of missing (Being physically blocked by) the monk. May block metal-based melee weapons if the character has initiate iron body.

**Pressure Point Attack System (Chin Na):** Lokung monks specialize in attacking and paralyzing their opponents by studying the bodies of their foes, gaining the ability to disable their foes with better efficiency.

**Initiate (10 dexterity, 10 martial development points):** Critical hits on 18-20.

**Adept (14 dexterity, 10 additional martial development points):** Critical hits on 16-20, 20 scores a paralyzing blow and paralyzes the target for 1d4 rounds.

**Master (16 dexterity, 10 additional martial development points):** Critical hits on 14-20, 18-20 scores a paralyzing blow and paralyzes the target for 1d4 rounds.

**Acupuncture:** The ancient medicine practices of Karatur are non-seemingly but in truth superior to western medicines, centered on prevention and herbal natural remedies that have the power to keep the human body in almost perfect condition by mapping of chi meridians or acupuncture.

**Initiate (10 wisdom, 10 martial development points):** +2 to herbalism and healing checks. While using the healing proficiency the monk heals for 1d6 instead of the standard 1d3.

**Adept (14 wisdom, 10 additional martial development points):** +4 to herbalism and healing checks. While using the healing proficiency the monk heals for 1d8 instead of the standard 1d3.

**Master (16 wisdom, 10 additional martial development points):** +6 to herbalism and healing checks. While using

the healing proficiency the monk heals for 1d10 instead of the standard 1d3.

round. The great thing about this skill is that it may be used any time during the round.

Dragon...

## Kung Fu Skills

Crane...

**Crane Strike (Crane Monks Only, 10 martial development points, 10 stamina points):** The monk thrusts his fist into a vital chi meridian, paralyzing humanoid enemies for 2d4 rounds on a successful attack roll.

**Defending the Marsh (Crane Monks Only, 10 martial development points, 20 stamina points):** Strictly defensive, the monk centers all his chi into his arms and moves them in such a manner that they protect his entire body from blows. For the entire round the monk is immune to damage caused by fists/kicks and if he has initiated iron body or above damage caused by non-magical iron weapons and "iron fists."

**Crane Fire Palm (Crane Monks Only, 10 martial development points, 30 stamina points):** One of the only offensive maneuvers the crane monks enjoy, changing his fist form to that of a beck shaped poking motion he may not only parry one attack in his combat round but inflict upon the same opponent who tried to injure him a full attack (if the monk had 2 attacks, he would attack the enemy with 2 attacks) with a 25% chance per blow of paralyzing the enemy for 1d4 rounds. No matter how the attacks turn out, the enemy still loses all his attacks for that

**Dragon Chi Jump (Dragon monks only, 10 martial development points, 10 stamina points):** The monk uses an immense amount of chi focused in his waist and feet to jump in feet twice his strength score. He may jump in any direction seamlessly. Weather and other environmental factors do not affect this jump.

**Dragon Spirit Kick (Dragon monks only, 10 martial development points, 20 stamina points):** The dragon monks are

known for their extremely powerful and deadly kicks. Concentrating all of one's chi into the foot and leg region, the dragon monk on a successful melee attack deals standard kick damage x 4 and is knocked back twice in feet the player's strength score.

**Dragon Spirit Walk (Dragon monks only, 10 martial development**

**points, 30 stamina points):** When activated (For a full round) the dragon monk enters the ethereal realm of existence and becomes invisible to the human eye. The ethereal plain is a swirling mass of colors in a chaotic nature, but since the dragon monk is so involved in the mastery of chi and spiritual growth by the time he has mastered dragon stance he may now immerse himself in it for short periods of time. While attacking enemies in ethereal form enemies are assumed to have 10 AC, but this is not the only advantage of using spirit walk, it can be used to evade powerful enemies and the such because it counts as invisibility.



### Leopard/Panther...

**Panther Feet (Leopard/Panther monks only, 10 martial development points, 10 stamina points):** Granting the monk 5 attacks for one round, panther feet is a brutally fast repetition of snap kicks. It is assumed (disregarding style laws) that all 5 attacks are done with forward snap kicks.

**Panther Swipe (Leopard/Panther monks only, 10 martial development points, 20 stamina points):** The monk may perform a great swipe that causes 1d12 damage and 3d4 bleeding damage once per round on a successful attack, if the blow is a critical it deals x3 damage.

**Panther Strike (Leopard/Panther monks only, 10 martial development points, 30 stamina points):** The signature of Snow Leopard kung-fu, this double great swipe across the mid-section of the opponent creates two huge clawed gashes. The double gash creates 2d6 damage +3d4 initial bleeding damage, but the gash cannot be magically or surgically healed, it must heal naturally and leaves a huge scar. Ideal time before it stops bleeding 1d4 damage every hour is one week.

### Snake...

**Snake Piercing Punch (Snake monks only, 10 martial development points, 10 stamina points):** The monk Primary Forms his fist in such a way that it can easily pierce through armors and other barriers to reach his opponents. This works on the most powerful surfaces and is used to pierce and injure armored foes with ease. In game rules, this translates into opponents are attacked as if they had 10 AC with their dexterity modifier added in. There is a 10% chance per blow that the piercing punch destroys the object the monk had to pass through to pierce the opponent.

**Lesser Snake Tongue (Snake monks only, 10 martial development points, 20 stamina points):** The kiss of death as many people come to call it, the snake tongue is the signature move of the snake monk. Forming his fist into that of a sharp blade or knife the snake monks makes a long circular slice at the neck of his humanoid opponent, the

opponent must roll a save vs. death a -2 modifier or die instantly from decapitation. Even if the blow misses, the snake monk deals standard punching damage +1d4.

**Snake Tongue (Snake monks only, 10 martial development points, 30 stamina points):** The kiss of death as many people come to call it, the snake tongue is the signature move of the snake monk. Forming his fist into that of a sharp blade or knife the snake monks makes a long circular slice at the neck of his humanoid opponent, the opponent must roll a save vs. death a -4 modifier or die instantly from decapitation. Even if the blow misses, the snake monk deals standard punching damage +2d4.

### Mantis...

**Mantis Stun (Mantis monks only, 10 martial development points, 10 stamina points):** By executing a mantis stun, the monk hyper extends a limb of a humanoid opponent and then strikes a vital nerve center. This causes excruciating pain and not only stuns the opponent for 1d4 rounds but has a 25% chance of causing a crushing blow (See above).

**Mantis Crushing Fist (Mantis monks only, 10 martial development points, 20 stamina points):** Forming one's fist in the shape of a ball or hammer the monk strikes a humanoid opponent's appendage directly in attempt of breaking the bone. With a 50% (or 25% if the opponent is armored) chance of success, the monk disintegrates the target limb ("Combat and Tactics" optional critical hit directed at the selected limb) or causes a 3x critical (if such a book or reference is not available).

**Mantis Death Strike (Mantis monks only, 10 martial development points, 30 stamina points):** One of the only lethal maneuvers of the mantis monks, the death strike is a hyper extending of a humanoid left or right arm and then forceful jabbing into the armpit. This causes such excruciating pain that the enemy must roll a save vs. death at a -2 penalty or die from excessive pain.

### Tiger...



**Tiger Palm (Tiger monks only, 10 martial development points, 10 stamina points):** Swiftly smacking the skin of a humanoid target stuns them for 1d4 rounds and deals bodily weakness, negating all dexterity and strength bonuses the humanoid target may have had (Their dexterity, strength and constitution scores count as if they were 9) for 1d4+1 rounds.

**Tiger Claw (Tiger monks, 10 martial development points, 20 stamina points):** Making a grim clawing motion, the monk slashes in an attempt of bleeding his enemy. Not only dealing standard punch damage, but unless the enemy successfully passes a save vs. death at a -2 modifier, he bleeds for 2d4 rounds, each round on the beginning of his turn being dealt 2d4 bleeding damage.

**Tiger Wonder Palm (Tiger monks only, 10 martial development points, 30 stamina points):** Perhaps the most powerful maneuver in Kunglo martial arts, the wonder palm is a devious and weakening blow that weakens the enemy to such a degree that he can no longer fit until he has had ample bed rest.

### General Style Skills...

**Flying Kick (initiate general fighting style, 10 martial development points, adept kicking, 20 stamina points):** On a successful attack roll, an enemy humanoid target is thrown back up to thirty feet away in an adjacent direction of up to ten feet in addition to being dealt standard kicking damage.

If the character has at least ten feet of running room and declares a half move action, no ability check is required. If the character has no running room or declares a no move action, a Strength/Muscle check is required. If the ability check fails, the attack automatically misses as the character falls down in her landing square.

**Root (initiate footwork, 10 martial development points, 10 stamina points):** This ability allows the monk to focus all his chi into his waist and feet to plant himself to the ground. While rooted, the monks may not move (besides attack enemies within arm's

(weapons) reach) but gains a bonus in strength equal to one third his level.

**Spring (initiate general fighting style, 10 martial development points, 30 stamina points):** The character can make astonishing jumps and leaps with blinding speed. At the cost of a half move or an attack, the character can spring into the air, attaining a height of five feet and landing up to two squares away in any direction. The character can flip and twist while airborne to achieve any facing when he lands. If the character has a 2-square running start, he can double his springing distance, landing up to four squares away and leaping 10 feet in the air, but the running start is a half-move action. For every additional slot spent on this skill, the character can add five feet and one square to the distance achieved.

For example, a character who as spent two slots on this skill could leap 10 feet into the air and land up to three squares away from a standing start. If the character's Dexterity/Balance roll fails, the character falls down in his landing square; he can get up during his next action phase, but can take no other actions until the following round. If the ability check succeeds, the character can finish the round normally after landing.

**Stabilize Footing (initiate general fighting style, 10 martial development points, adept footing, 10 stamina points):** The character can instantly regain his feet after falling down. If the ability check succeeds, the character can ignore the effects of knockdowns or failed spring attempts. If the ability check fails, the character can get up during his next action phase, but cannot take any further actions until the next round. Characters cannot use this skill while pinned, locked, held, or grappled.

**Missile Deflection (initiate general fighting style, 10 martial development points, initiate blocking):** Declaring that he is attempting to deflect missiles at the beginning of the round, the monk may devote his number of attacks to automatic blocks of missile based weapons.

Normal missiles include mundane and enchanted arrows, axes, bolts, javelins, small stones, and spears. Large or magical missiles, such as ballista bolts, hurled

boulders, and magic missile spells, cannot be deflected.

**Mass Missile Deflection (initiate general fighting style, 10 martial development points, adept blocking, 30 stamina points):** Taking most kung fu weapons (consult the ZM for restrictions before using this skill for exacting information) and using it to mass block or disable volleys of incoming missile weapon fire by spinning or snapping the weapon, the monk gains a 75% chance of blocking all enemy missile attacks for a singular round. This maneuver is most effective with a 3 section staff, which has an 85% chance of success.

#### **Drunken boxing skills...**

**Drunken Dodge (initiate drunken boxing, 10 martial development points, initiate safe fall, 10 stamina points):** The drunken dodge allows the monk to safe fall immediately and dodge any blow sent at him once. To perform this skill, the player declares that he is using Drunken Dodge and may select one attack successfully hit on him that round to be completely averted.

**Drunken Sucker Punch (adept drunken boxing, adept punching, 10 martial development points, 20 stamina points):** The drunken sucker punch is a surprise punch to a vital organ near the surface tissue of one's back. On a successful melee attack, the target has a 50% chance of being held in stunning pain for 1d4+1 rounds and a 50% chance of being slowed for 1d4+1 rounds.

**Drunken Crazy Fists (master drunken boxing, initiate speed, initiate punching, 10 martial development points, 30 stamina points):** Spinning wildly toward his enemy the monk lets lose a maelstrom of punching attacks, and although appearing to be wildly throwing himself toward his enemy haphazardly he is actually placing every punch with precise accuracy through concentration. At the beginning of the round, the player declares he is performing Drunken Crazy Fists and gains 5 extra bonus attacks.

#### **Tai Chi Chuan skills...**

**Tai Strength of Mind (initiate tai chi chuan, initiate meditation, 10 martial development**

**points, 10 stamina points):** Developing his mind through meditation with intent of defending against all distracting effects, the tai monk gains a +4 to any one said saving throw against a spell or effect.

**Tai Calm Fist (adept tai chi chuan, adept punching, 10 martial development points, 20 stamina points):** The Tai Calm Fist is a pacifist attack, the monk firmly strikes his humanoid target's optic nerve, a vital nerve center centered in the back of one's head that is required to maintain a balanced equilibrium. The target, on a successful melee attack falls into a deep sleep for 2d4 rounds.

**Tai Master Reversal (master tai chi chuan, adept blocking, 10 martial development points, 30 stamina points):** The player declares he is attempting to master a reversal on a any one said one attack during the round that successfully lands, in doing so the following occurs. On a master reversal the monk twists around his opponent and forces the enemy to impale himself on his own attack, taking the damage the monk would have been dealt and then inflicting critical damage upon the attacker.

#### **White Eyebrow skills...**

**Iron Fist (initiate white eyebrow kung fu, initiate punching, 10 martial development points, 10 stamina points):** On a successful attack the monk deals double damage to a unarmored foe.

**Chi Projection (adept white eyebrow kung fu, initiate chi cultivation, 10 martial development points, and 20 stamina points):** This ability allows the monk to throw the force of his punch in chi, literally making a long ranged attack. The range of this attack is 10' x the monk's wisdom score. The attack also counts a knockdown, the two enemies roll opposed strength rolls, if the monk fails nothing negative occurs to him, if he passes the enemy is knocked down.

**Tantien Punch (master white eyebrow kung fu, adept punching, initiate meditation, initiate chi cultivation, 10 martial development points, 30 stamina points):** A

direct powerful strike into the Tiantien, the center of bodily power, instantly kills an opponent if a save vs. death is failed and reduces the enemy to 0 hit points if it is passed.

### White Tiger skills...

**Lesser Unstoppable Punch (initiate white tiger kung fu, initiate punching, initiate meditation, 10 martial development points, 10 stamina points):** While using Lesser Unstoppable Punch the target's armor, shield and magical items bonus is void for one punch- only the dexterity bonus applies.

**Chi Projection (adept white tiger kung fu, initiate chi cultivation, 10 martial development points, and 20 stamina points):**

This ability allows the monk to throw the force of his punch in chi, literally making a long ranged attack. The range of this attack is 10' x the monk's wisdom score. The attack also counts a knockdown, the two enemies roll opposed strength rolls, if the monk fails nothing negative occurs to him, if he passes the enemy is knocked down.

**Unstoppable Punch (master white tiger kung fu, adept punching, adept meditation, 10 martial development points, 10 stamina points):** While using Unstoppable Punch- one blow automatically hits the enemy regardless of roll. The player should still roll to determine if he received a critical hit or miss.

### Kung Fu Armory

The following is a collection of Kung Fu weaponry and equipment.

Table 32: Kung Fu Weapons

Weapon	Cost	Weight (Lbs)	Size*	Type	Speed Factor	Damage S-M	Damage L+	Critical
Broad Sword (Saber) ( <i>Dao</i> )	10 gp	1	26" 28"/30" 32"/35"	S	2	2d4	1d6+1	x 2
Staff ( <i>Gun</i> )	1 gp	2	50"/60" 72"	B	4	1d4	1d4	x 2
Long Spear ( <i>Qiang</i> )	5 gp	1.5	77"/80"	P	8	2d6	3d6	18-20 x 3
Straight Sword ( <i>Jian</i> )	20 gp	5	28"/30" 32"/39"	S	3	1d8	1d12	x 2
Snake Spear	5 gp	1.5	83"	P	7	2d6	3d6	18-20 x 3
9-Sectional Chain Whip	1 gp	**	31.5"	S	1	1d4+1	1d3+1	x 2
Rope and Dart/Javelin/Weight	3 gp	1	15'	P	1	1d4	1d3	18-20 x 3
Meteor Hammer/Sun and Earth	5 gp	1	12'	B	1	1d4+1	1d4+1	x 2

Hammer								
King Dragon Heart-Piercing Pole	5 gp	5	9' / 11' / 13'	B	10	1d8+1	1d8+1	x 2
Whip	2 gp	5	26"	B	3	1d6	1d3	x 2
Knuckle dusters	5 gp	**	5" Variable	B	Fist	+1d3 (fist)	+1d3 (fist)	x 2
Butterfly Knife	10 gp	1.5	13.5"	S/P	2	1d4	1d6	x 2
Tiger Fork/Kunglo Fork	8 gp	13	88"	P	10	3d4	3d6	18-20 x 3
Emei Dagger	1 gp	**	12"	P	2	1d4	1d3	x 2
Tiger Hook	10 gp	1	38"	S	3	2d4	1d6+1	x 2
Multi-sectional Staff	1 gp per section	1/link	26" per section	B	3 +1/link	1d3/section	1d3/section	x 2
Kwan Dao/Guan Dao	85 gp	Variable 4 8.5 13.5	Variable 75" 82" 83.5"	S	8	1d12	3d6	x 2
Pudao/ Horse Knife	15 gp	10	63"	S	6	1d8	2d6	x 2***
Monk Spade	45 gp	14	80"	S/B	10	2d6	2d6	18-20 x 3
Double Bladed Spear	3 gp	1	80"	P	6	2d4	1d8	x 2
Fan	1 gp	**	Variable 27"	S	1	1d3	1d2	x 2
Li Kwei Axe/Battle Axes	5 gp	7	23.5"	S	7	1d8	1d8	x 2
Golden Melon Hammer	10 gp	12	40"	B	7	2d4	1d6+1	x 3
Two Handed Sword	50 gp	2.7	40.5"	S	8	1d10	3d6	x 2
Flute	1 sp	**	Variable (Size: S)	P	2	1d3	1	x 2
Iron Pen	1 sp	**	Variable	P	2	1d3	1	x 2



			(Size: S)					
Halberd (Generic)/Polearm	10 gp	3	77"	S/P	8	1d10	2d6	x 2
Moon Family of Weapons	2 gp	1	Variable (Size: S)	S	2	1d4+1	1d4	x 2
Tiger Claws	1 gp	**	5" Variable	S	Fist	1d6 (1d3)	1d6 (1d3)	x 3 (x 2)
Cane	1 cp	**	34"	B	3	1d3	1d3	x 2
Short Bow	10 gp	1	66"	P	6	1d6	1d6	x 2
Throwing Stars and Darts	1 sp/ea.	**	1"	P	1	1d3	1d3	x 2
Throwing Knives	1 gp/ea.	1	12"	P	2	1d4	1d4	x 2
Shield	1 gp	5	45" Diameter	B/S	4	1d4 (1d6)	1d3 (1d6)	x 2

\* Sword lengths are determined by their overall blade size

\*\* 10 of these items weighs 1 pound

\*\*\* See weapon description

scimitar, but unfortunately this precedent translation dominates. To add to the confusion, dao can also refer to bladed pole arms. Broadsword is known as the marshal of weapons, the arm of foot soldiers and Karaturan officials. Generally, it has a single-edged curved blade, often with a false saber edge. The hand guard is usually an oval-shaped cup, with the concave side facing towards the blade. The handle has a slight downward cant and the pommel is oblong with a sash tassel. Broadswords come in varying lengths, but generally they should reach the user's eyebrow when held upright along the arm. It is categorized as a short weapon.



Weapon descriptions...



**Broad Sword:** Dao means knife or sword. In kung fu, it usually is an abbreviation of dan dao (single sword) commonly translated as "broadsword." This is a poor translation. In Common, broadsword refers to straight, wide-bladed arming swords. The term was invented to distinguish such weapons from the thin bladed rapiers that would eventually render broadswords obsolete. Dan dao is more properly translated as cutlass, saber or



**Staff:** Being the most fundamental instrument of defense, the staff, stick or cudgel is known as the father of all weapons. Every culture develops a fighting staff. In kung fu, the eyebrow-height staff is the most common. However, there are many variations - some as long as eighteen feet and others just short batons. The longer staffs are usually tapered and implemented like the spear. Tapered staffs are nicknamed Shu Wei Ba (rat tail.) Otherwise they are straight from end to end. Staffs are constructed from rattan, white wax wood, hardwoods like oak or teak, and occasionally iron. Sometimes they are capped with metal ends, either to inflict more damage or increase the weight for training.

According to legend, the most renowned masters of the staff are the Kung Lo Monks.



**Spear:** There is a wide variety of kung fu pole arms and they are all based upon spear. Known as the king of weapons, the spear is one of the most powerful arms of kung fu. The spear consists of a diamond- shaped metal head mounted on a shaft of white wax wood or rattan with a red tassel of horsetail hair at the throat. The staff is usually tapered towards the spearhead. It is not a throwing weapon. Generally, the length of a spear is equal to the height of the user's raised hand. However, longer spears are still practiced in some schools. These can be up to 12 feet or greater.



**Straight Sword:** Commonly translated as "straight sword" to contrast with the curved dao, it would have been more appropriate to translate jian as "broadsword." Actually, jian are most akin to the transitional rapier, which emerged between broadsword and rapier in Faerunian sword evolution. Unlike the term dao, jian almost always refers to a sword. Straight sword is known as the gentleman of weapons due to its refinement and sophistication. Preferred by the scholar class, it is one of the most common ancient weapons still in practice, perhaps second only to staff. Millions of taiji students study this weapon around the world. Generally, it has a straight, flattened-diamond shaped blade that is double edged. It is bilaterally symmetric with a rounded triangular guard and pommel and an intricate sword knot tassel. Its length is similar to the broadsword.



**Snake Spear:** A slightly improved standard spear, the snake spear has a serrated head and is approximately 3 inches longer than the standard spear. Its head makes it slightly more aerodynamic and thus faster (speed of 7 on the standard contrary of 8).



**9 Section Chain Whip:** A bladed steel interlocked system of links, the chain whip is renowned for its utter speed and blinding flexibility in combat.



**Rope and Dart/Javelin/Weight:** A coil of rope with a attached diamond shaped metal spike that is used to quickly hit opponents from a distance.



**Meteor Hammer/ Sun and Earth Hammer:** A coil of rope with dual metallic balls on the end that are used to bludgeon the enemy from a distance.

A similar cousin of the Meteor hammer is the Sun and Earth hammer pictured below the meteor hammer.

Strength bonuses are added to meteor hammer damage.





**King Dragon Heart Piercing Pole:** A great staff of great weight in excess of nine feet, the king dragon heart piercing pole deals massive amounts of damage if used correctly.



**Whip:** The whip is a steel blunt weapon used to knock enemies unconscious but is primarily used as a training weapon.

A whip may be used as a blackjack.



**Knuckle dusters:** Copper plated punching guards provide extra damage in punches. While punching, the character automatically adds +1d3 damage to his total damage rolls. The most commonly found knuckle duster is the brass knuckles which can be found in many a tavern. Other variants of the knuckle dusters include armored punching guards, metallic punching gauntlets and iron cups with attached points and small blades or knives.



**Butterfly Knives:** Short wide bladed swords used for sharp quick attacks and jabs. Monks proficient with butterfly knives gain a +1 bonus to hit with Disarm and Parry

maneuvers. More information on fighting styles and maneuvers can be found in *The Complete Fighter's Handbook* in the Combat chapter.



**Tiger Fork/Kunglo Fork:** A tri-pronged pole arm, the tiger fork is designed to attack from a distance while creating large amounts of damage.



**Emei Dagger (Piercer):** Short, easily concealable fast strike piercing weapons, the Emei Daggers are ideal for causing ample amounts of damage in the least amount of time.

Emei Dagger users gain a +2 bonus to THAC0 while engaging enemies in mail armor, due to their piercing nature. There is a 5% cumulative chance per hit that mail will have its AC lowered by 1 from damage for every hit struck onto it by an Emei Dagger.



**Tiger Hook:** The hook is an ancient weapon that evolved out of the dagger-axe. During the Spring and Autumn and Warring States periods, the dagger-axe, hook and halberd were used at the same time. Another source tells us that there were varied types of hooks during the Song Dynasty including the claw cudgel, the fire hook with the double hooked knife, and the fire fork with an iron trident. Many variations of the hook followed, and many still exist today. There is the long hook, the short hook and the flying hook with a long, four-blade head linked by an iron chain. There are twin hooks, the antler-shaped hook, and tiger head shaped hooks. The twin hooks are the most popular, and belong to the multi-blade weapons category.

The tiger hooks are special in that they can be combined to hit target limbs and cause more damage. Interlocking hooks, two tiger hooks cause 2d6 damage and can be used to make called shots on limbs with a penalty two less than the standard. While combined, the tiger hooks count as one weapon, so dual wielding benefits are ignored.

Monks proficient with hooks gain a +1 bonus to hit with Disarm and Parry maneuvers. More information on fighting styles and maneuvers can be found in *The Complete Fighter's Handbook* in the Combat chapter.

The monk may wish to punch with the half-moon hand guard, in which case the weapon counts as knuckle dusters.



**Multi-sectional Staff:** The three section staff is one of the archetypal weapons of kung fu. Its creation is attributed to the First Song Emperor (see lashing staff under long weapons.) According to legend, his favorite staff was split into three on the battlefield, so he quickly repaired it by lashing the broken pieces together. The modern three section staff is made of three shafts fastened together by chain links. The shafts are usually rattan, hardwood, white waxwood and nowadays, foam rubber (for safe practice.) It is a very versatile weapon, able to collapse into a short baton or expand into a long spinning staff.

Today, it is one of the favorite weapons of kung fu for its flashiness and its effectiveness.

Although a user may add as many sections as he wishes, he suffers a -1 cumulative THAC0 penalty per section after 3 sections has been reached because the weapon becomes cumbersome.



**Kwan Dao/Guan Dao:** The Kwan dao holds a venerated position in the arsenal of kung fu. Kwan is the surname of General Kwan, a hero of the Three Kingdoms period (220-265 BCE.) General Kwan is considered the patron saint of martial arts and sits proudly on many traditional altars that honor the kung fu ancestors. He is also a protector figure, so he is commonly seen in non-martial altars, and may be the second most popular altar figure after Kwan Yin, the Hungshao Goddess of Mercy.

Out of reverence to General Kwan, the Kwan Dao is considered a weapon of masters. It is very heavy, with some examples weighing in at almost 100 pounds.

Shown below the Kwan Dao is a Guan Dao.



**Pudao/Horse Knife:** A shortened cousin of the Kwan Dao, the Pudao trades some damage for a faster attack speed, lighter weights and smaller lengths.

Especially designed for anti-cavalry usage, the Pudao deals double damage to mounted cavalry foes.

A weapon very similar to the Pudao is the horse knife, which trades blade width for length.



**Monk Spade:** A unique weapon that not only doubles as a blunt but a slashing weapon, the monk spade is infamous for monks that want

to inflict ample amounts of damage while being able to crush and slice their foes.



**Double Bladed Spear:** The double bladed spear is a spin off of the standard spear.

A special ability of the double bladed spear is that the player may choose to divide damage die (1d4 per enemy) on two humanoid enemies in one attack if he passes an additional THAC0 check. This allows the monk to dispatch large numbers of weak enemies. Of course due to the size of large foes, this does not apply toward enemies 7 feet and above (large creatures).



**Fan:** A weapon in disguise, the fan is one of the fastest weapons in kung fu. Used primarily to confuse and blind the enemy, the fan has the special ability of suffering no called shot penalties while attempting to blind the enemy. Most fans have a slightly bladed edge and are made of combat steel.



**Li Kwei Axes/Battle Axes:** The equivalent of the western battle axe, the Li Kwei axes are nearly identical in design.







**Golden Melon Hammers/Hammers:**

Arguably one of the most efficient and deadly blunt weapons ever made, the golden melon hammers make devastating amounts of damage, even more so when dual wielded. Pictured on the right are standard hammers.



**Two Handed Sword:** Although there are many variants of the two handed sword, the example we will see here today is the two handed saber or Bagua. A substantially larger version of the Willow Leaf Sword, the Bagua, or two handed saber, was a ferocious weapon on the battle field and a valuable training tool in the practice hall. Its blade, at 31" is significantly longer than its smaller brother and proportionally wider and thicker as well. This increase in size, when combined with a full two handed grip, give this saber enormous cutting and slashing power on the battle field and helped promote strength and agility as a man skilled in the use of the Bagua was an even more fearsome opponent when armed with a lighter and more agile weapon. The Bagua-Two Handed Karaturan Saber comes with a hardwood scabbard. The scabbard has brass mounts.

Pictured on the right is a two handed straight sword.

Use two handed swords against large enemies due to the mind blowing amount of damage they deal to them.

The example included here is of a two handed saber, there are many variations of the two handed sword, some two handed swords are straight swords and broad swords-that will use the same weapon stats.

**Flute:** A requisite of kung fu is adaptation to common household items and using the flute as a lethal weapon is one example of this. The true ability of this weapon is never estimated by the enemy, and one does not think to disarm a man wielding a flute. Quick snaps and fast powerful jabs wound enemies and inflict great amounts of pain inflicted by a flute user.



**Halberd/ Pole Arm:** Nearly identical to the western cousin in purpose and payload, the Karaturan halberd is ideal for fighting large enemies and enemy cavalry positions from a distance. There are many variants of the halberd, but the most common is the half-moon halberd (pictured above).



**Moon Family of Weapons:** The extremely broad and varied family of small slicing and parrying weapons include but are not limited to half moons, full moons, crescent moons, double deer horn, sun and moon ring, Zi Wu Xien, double snake rings, sun and moon blades, wind and fire wheels, butterfly wings and several others. Pictured above is double deer horn (Far left), fire wheels (center) and sun and moon blades (far right).

The moon family of weapons can be used to parry and monks gain a +1 modifier to parry rolls while using a moon family weapon.

**Tiger Claws:** Placed on the tops of the monk's fingers, tiger claws inflict slicing wounds on every blow made by a tiger monk. There are several variations of tiger claws, ranging from long thin pieces of metal tied to each finger of a monk's hand, to small metal bladed knobs and even half-gauntlets with long elaborate pieces of curved metal protruding out. In any case, they are hand weapons attached to the fingers of a monk to cause severe bleeding and slashing sounds. Of course, anyone could use these weapons, but in the hands of a non-tiger monk, they only inflict 1d3 damage and have a standard x 2 critical. Snake monks may also effectively use tiger claws. Tiger claws can be dual wielded without any of the standard penalties for dual wielding weapons; this special ability only applies to the monk class.

**Note:** Historically, there was no such thing as "tiger claws" used in kung fu, although there may have been small bladed metal finger attachments custom made for tiger kung fu practitioners. The closest thing historically accurate to tiger claws is the Japanese shuko ninjitsu claws.



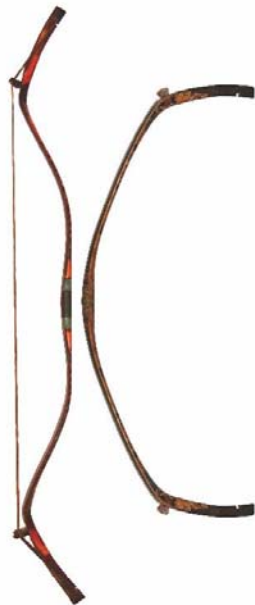
**Cane:** Another easily concealed weapon, the cane is ideal for tripping and trapping enemies as well as inflicting non-lethal wounds.

Canes may also be metal, thus canes do not count as concealed weapons but make 1d4 damage contrary to the standard 1d3.

While attempting to trip, pull or trap an enemy the monk gains a +2 bonus to the roll.



**Iron Pen:** A small piercing weapon used for quick jabs and thrusts, it resembles a slender metal pin.



**Short Bow:** The typical short bow, identical in many ways to the western composite short bow, this bow also gains bonuses for high strength bonuses. For ranges and rate of fire information check the Player's Handbook.



**Throwing Stars/Darts:** Historically, the Japanese used shurikens- the equivalent of the Chinese "throwing star." The term throwing star is not unique nor is it completely accurate, it was simply a small sharp piece of metal (such as an arhat coin or star shaped multi-serrated blade) that could be thrown at the enemy to cause fast rapid light damage from a distance. Throwing darts are several variants but the most common are the ones pictured above, the other variant is simply the metal dart taken from the rope dart, with rope loop removed and hand grips added. Iron throwing balls share the same stats as throwing stars/darts.

**Table 33: Kung Fu Ranged Weapons**

Weapon	Short Range	Medium Range	Long Range	Rate of Fire
Short Bow	50	100	180	2
Throwing Stars/Darts	10	20	30	4
Throwing Knives	20	40	60	3



**Throwing Knives:** The same size as Emi piercers, the throwing knife is used to inflict moderate damage from a short distance in rapid succession. Thrown as fast as possible, the throwing knives can be ultimately lethal, dropping weaker foes before they even get to the monk.



**Shield:** The kung fu bamboo/other light wood shield are very prone to braking due to its poorly reinforced nature. There is a 5% chance per blow from slashing and piercing weapons that the shield will shatter and a 10% chance per blow from a bludgeoning weapon that the shield will shatter. Their

advantage over standard western shields is that they are much lighter; a monk can not perform kung fu with a standard western shield because they are too cumbersome and heavy. The Kunglo shield can be fitted with a bladed edge, causing a great slice for 1d6 damage versus medium and large sized creatures.

## Full Index of Kung Fu Weapons...

### The Four Basic Weapons

There are four basic kung fu weapons, two short ones and two long ones. All of the other weapons derive from these four. These basic four bear a slight northern accent. Some southern styles emphasize only two basic weapons: the long pole and the butterfly swords. We will, however, honor these basic four, since they are more universal.

Staff (Gun)  
Broadsword (Dao)  
Spear (Qiang)  
Straight Sword (Jian)

### Long Weapons

Long weapons are generally taller than the user and require both hands. Most of these are pole arms, and kung fu has hundreds of variations of pole arms alone. Every weird pole arm head has a different Karaturan name, some of which are redundant and overlapping.

Dagger Axe (Ge)  
Lance (Mao)  
Long Stick Axe (Yue)  
Halberd (Ji)  
Single Halberd (Dan Ji)  
Double Headed Spear (Shuang Tou Qiang)  
Snake Spear (She Qiang)  
Hooked Single Spear (Lian Dao Qiang)  
Talon, Claw (Zhua)  
Pen (Bi)  
Buddha Hand (Fo Shou)  
Monk Cudgel (Chan Zhang, Zen Stick)  
Monk Spade (Chan)  
Gold Coin Spade (Jin Qian Chan)  
Rake (Pa)  
Hoe (Chu Tou)



Tiger Fork (Hu Cha)  
Two Teeth Fork (Liang Jian Cha, Two Point Fork or Niu Jiao Cha, Ox Horn Fork)  
Flying Fork (Fei Cha)  
Dragon Whisker Fork (Long Xu Cha)  
Three-Point Double-Blade Sword (San Jian Liang Ren Dao)  
Long Handled Sword (Da Dao)  
Kwan Dao  
Eagle Head Sword (Ying Tao Dao)  
Pu Dao  
Horse Chopping Sword (Zhan Ma Dao)  
Heaven and Earth, Sun and Moon Sword (Qian Kun Ri Yue Dao)  
Cicada Wing Sword (Chan Zi Dao)  
Heaven Lotus Phoenix Tail (Tian He Feng Wei Tang)  
Wolf Spear (Lan Qiang)  
Wolf Teeth Club (Lan Ya Ban)  
Wolf Teeth Spiked-Trident (Lan Ya Dang)  
Lashing Staff (Shao Zi Gun)

### **Short Weapons**

Short weapons can be used one handed, like a sword. Generally speaking, these are personal side arms. Many of these when used in pairs are twin weapons, although our twin weapon list is limited to those weapons that are only used as twins. Furthermore, some short weapons have soft versions.

Nine Ring Broadsword (Jiu Huan Dao)  
Nine Hook Broadsword (Jiu Gou Dao)  
Southern Broadsword (Nan Dao)  
Ghost Head Broadsword (Gui Tao Dao)  
Swallow Tail Broadsword (Yan Zi Dao)  
Long Broadsword (Zha Dao)  
Straight Sword Piercer (Jian Ci)  
Snake Straight Sword (She Jian)  
Whip (Bian)  
Mace (Jian)  
Hammer (Chui)  
Eight Corner Hammer (Ba Ling Chui)  
Steel Fan (Tie Shan)  
Iron Smoking Pipe (Tie Yan Dou)  
Iron Flute (Tie Di)  
Cymbals (Ba)  
Iron Ruler (Tie Chi)  
Crutch or Cane (Guai)  
Fly Whisk (Fei Mao Dan)  
Shield (Dun)  
Water Parting Shield (Fen Shui Dun)  
Bench (Ban Deng)  
Two-Handed Broadsword (Shuang Shou Dao, also Bagua Dao)

Two-handed Straight Sword (Shuang Shou Jian)  
Push Dagger (Chi Shou)

### **Soft Weapons**

Soft weapons, or flexible weapons, have a joint or are attached to a rope. These weapons require great skill, since they are always changing. Many of these can also be hidden weapons, since they are very compact when collapsed.

Meteor Hammer (Liu Xing Chui)  
Rope Javelin (Sen Biao)  
Flying Weight (Shuang Tao Fei Chui)  
Mother and Son Hammer (Zi Mu Chui)  
Three Section Staff (San Jie Gun)  
Two Section Staff (Er Jie Gun)  
Whip Chain (Qi Jie Bian, Seven Section Whip or Jiu Jie Bian, Nine Section Whip)  
Dragon Head Stick (Long Tao Gan Ban)  
Double Flying Claw (Shuang Fei Zhua)  
Four Section Sickle (Si Jie Tang)

### **Twin Weapons**

Twin weapons are two mirror-image weapons, one held in each hand. In modern kung fu, the practice of twin weapons balances out the left hand with the right, since many styles have a predetermined dominance.

Twin Broadwords (Shuang Dao)  
Twin Straight Swords (Shuang Jian)  
Butterfly Knives (Hu Die Shuang Dao, Butterfly Double Sword or Niu Er Jin Dao, Ox Ear Sharp Sword)  
Axe (Fu)  
Sickle (Lian Dao)  
Hook (Gou)  
Nine Teeth Hook (Jiu Zi Gou)  
Twin Halberds (Shuang Shou Ji)  
Twin Daggers (Shuang Bi Shou)  
Ring (Huan) or Wheel (Lun)  
Iron Ring (Shuo Huan)  
Deer Antler Knives (Lu Jiao Dao)  
Iron Comb (Tie Su Zi)  
Iron Chopsticks (Tie Kuai Zi)  
Emei Piercers (Emei Ci)  
Horse Halberd (Ma Ji)  
Unicorn Horn Sword (Lin Jiao Dao)  
Mandarin Duck Spade (Yuan Yang Chan)

### **Hidden and Flying Weapons**

Hidden weapons are a fascinating sub-topic of Karaturan weaponry. Used to expand the range of offense beyond close combat, a great number of ingenious hidden weapons were created to surprise the enemy. Small enough to be hidden in a sleeve or robe, and particularly useful in a surprise attack or when you are outnumbered, these are generally small weapons, with the exception of the bows.

Arhat Coin (Luohan Qian)  
Flying Knife (Fei Dao)  
Flying Dart (Fei Biao)  
Sleeve Sword (Shu Jian)  
Iron Toad (Tie Chan Chu)  
Flying Locust Stone (Fei Huang Shi)  
Scholar's Brush (Pan Guan Bi or Zhaung Yuan Bi - Judge's Brush or Champion Place Brush)  
Wolf Teeth Hammer (Lan Ya Chui)  
Bow (Dan Gong)  
Crossbow (Lu)

## Optional Monk Equipment

Table 34: Monk Equipment

Item	Cost	Weight (Lbs)
Tassel	1 sp	*
Leg Wrap	1 cp	1
Bracers/ Waist Armor	1 gp	2
Shoes	1 cp	1
Kunglo Socks	1 cp/4	*
Chin Na Grips and Bags	2 gp/ea.	5
Wooden Dummy	8 gp	Variable (20)
Training Rings	1 sp/ea.	1
Prayer Beads	1 cp/10	*
Uniform	15 gp	5
* 10 of these items weighs 1 pound		



**Tassel:** Attached to the ends of weapons, tassels do not only point out the beauty of Kunglo weapons but were primarily designed to confuse and distract the enemy and to self-track blows during fast paced combat. When tassels are equipped enemies receive a -1 to THAC0 per blow if the enemy is of a non-monk of any level or a monk of lower level than that of the attacker. This bonus only applies to medium and small sized weapons.



**Leg Wraps:** These leg wraps provide strength and support the monk's lower torso while in combat. While donning leg wraps (2), the character gains a +1 bonus to dexterity checks. This bonus only applies if a set of Kunglo socks is donned under the wraps.



**Bracers/ Waist Armor:** These hardened leather bracers have small metal spikes or studs fixed to their surface. When the Kunglo monk blocks a punch, the enemy punches a hard spiked surface and is dealt 1 damage. This damage will never reduce an enemy below 1 health. The studded variant makes bludgeoning damage and the spiked one makes slashing damage. If the player has bought waist armor of similar make he is immune to all skills or attacks which target the Tantien or other vital chi meridians (ZM approval).



**Shoes:** Kunglo shoes protect the monk's feet from injury and also prefer compact swift force, they count as iron shod boots.



**Kunglo Socks:** These socks allow the Kunglo monk to don leg wraps, which stabilize the monk's footing.



**Chin Na Grips and Training Bags:** Grips are used to strengthen clawing attacks and other hand attacks utilizing grip. Chin Na training bags are filled with a hard compact material that when punched improve the iron skills of the monk when struck. If grips are used in training for two hours or more a day, the monk will receive a +1 bonus to damage rolls while punching for another 6 hours. This bonus becomes +2 for tiger stylists. If the monk trains with training bags for 2 or more hours a day is AC is improved by 1 for duration of 6 hours (and his fists count as hard metal objects if he already does not have this ability).



**Wooden Dummy:** This hefty wooden training dummy can be used to simulate real time combat. If a monk decides to refine his skills using a wooden training dummy he gains a +1 to THACO rolls for 6 hours if he had practiced for 2 hours or more.



**Prayer Beads:** Prayer beads are said to aid Kunglo monks in meditation by concentrating Chi into vital chi meridians, if a player takes a two full rounds to meditate he gains a +1 bonus to a wisdom check while donning prayer beads. The player may use prayer beads as a concealed weapon in which case they are considered to have the same stats as a cane.



**Uniform:** The uniform is an essential component in training and the ZM may deem that it is required to don one in order to play a monk. Of course the monk may use his kung fu skills without a uniform, but in order to train and represent one's style (and thus level up) he must don one on a consistent basis. While creating a new style, the player must specifically design the style of garb his followers will use so that his style is promoted in good standing. Even the poorest temples can afford basic uniforms and monks are assumed to start off with the uniform of their temple automatically donned and purchased. In the pictures above, on the left we have a classic representation of



Kunglo dress (orange is equally common) while on the right we have classic examples of dynasty/region/style specific uniforms. Note shoes, socks and leg wraps on the Kunglo example. The dark skinned man on the right is actively in the trademark white eyebrow kung fu stance and the man adjacent to him is in a defensive eagle claw kung fu stance.

There are four traditional sash colours in Kunglo (master ranks are divided into a lower gold and higher red levels):

- \* white sash: student
- \* black sash: disciple
- \* gold sash: weapons master, basic unarmed master
- \* red sash: unarmed master, pries/monk level

The standard uniform is white with the colors used below as trim:

- \* Choy Li Fut: tan stripe, symbolic of horses
- \* Crane: white stripe, symbolic of the crane
- \* Tibetan white crane: pale blue stripe
- \* Cobra: emerald stripe, origin unknown
- \* Dragon: color of style of dragon studied
- \* Snake: very dark green stripe
- \* Tiger: red stripe, symbolic of healthy muscle

## Braking down the class

The principal attribute of a monk is Strength. The requirements of a fighting monk are many. To qualify as a monk one must have at least 9 strength, 12 constitution, 10 dexterity, 9 wisdom and 10 charisma. To gain a 10% experience bonus the monk must have a score of 16 in both constitution and strength.

Also, high Strength gives the monk a better chance to hit an opponent and enables him to cause more damage.

The monk is both a faithful follower of Hungshao and a master of his own body,

an expert in weapons and in martial arts kung fu.

There are many famous monks from legend: Bodhidharma (Damo), Wong Fei Hung, Golden Fist, Emperor Kwan, Fong Sai Yuk and Wing Chun. Your monk could be modeled after any of these, or he could be unique. A visit to your local library can uncover many heroic monks.

Monks are restricted to lawful alignment, although most monks are lawful good. Evil aligned monks are monks that are assumed renegade from the local temple, using forbidden styles and contradicting Hungshao. Monks normally may only take up to expertise in a weapon, but animal style martial artists may specialize. Weapon specialization enables the monk to use a particular weapon with exceptional skill, improving his chances to hit and cause damage with that weapon. A monk character is not required to specialize in a weapon (unless the requirements state otherwise); the choice is up to the player. No other character class—not even priest or rogue—is allowed weapon specialization.

While monks cannot cast magical spells, they can use many magical items, including potions, protection scrolls, most rings, and all Primary Forms of enchanted armor, weapons, and shields.

When the monk reaches “master” level in any said style (Besides basic) he automatically becomes a “Grand Master” (“Sifu”) one who is so skilled in Kunglo kung fu that local men will take it upon their own will to seek out and become a monk (“Shi”) under the Grand Master’s envoy. These men do not leave their homes to take up the monk life without good reason to, the grand master does not attract a body of followers until a modest temple has been constructed and a nearby Hungshao abbot has confirmed its validity. More information on creation of a temple, management and overall theme can be found in the benefits section.

**Stat Requirements:** To qualify as a monk one must have at least 9 strength, 12 constitution, 10 dexterity, 9 wisdom and 10 charisma.

**Experience:**

**Table 35:** Monk Progression

Level	Experience	Hit Dice (d10)
1	0	1
2	2,250	2
3	4,500	3
4	9,000	4
5	18,000	5
6	36,000	6
7	75,000	7
8	150,000	8
9	300,000	9
10	600,000	9+3
11	900,000	9+6
12	1,200,000	9+9
13	1,500,000	9+12
14	1,800,000	9+15
15	2,100,000	9+18
16	2,400,000	9+21
17	2,700,000	9+24
18	3,000,000	9+27
19	3,300,000	9+30
20	3,600,000	9+33

**Hit Dice:** Monks roll 1d10 to determine their additional health per level. At level 10 they begin to add 3 health automatically instead of rolling, thus in total a 10<sup>th</sup> level character should have 9d10 + 3 health not counting constitution bonuses.

**THAC0 Advancement:** Every level a monk's THAC0 decreases by 1.

**Equipment:** Monks may use any weapon of any sort, but may not wear armor of any sort because they need maximum mobility with their martial arts, and magical items of any sort. Although monks may not use magic or priest-like spells they can wield magical weapons, armor and accessories with full ability.

**Proficiencies:** The monk may become a specialist in any said style specific weapon but he may not pass this point (2 proficiencies), although he may master the primary weapon of the style. Monks draw from the highlander, priest and general non-weapon proficiency types. Monks start out with 4 initial weapon and 3 initial non-

weapon proficiencies. Monks suffer only a -2 penalty to THAC0 while wielding weapons unknown to them.

**Weapon Proficiency Advancement:** Every 3 levels.

**Non Weapon Proficiency Advancement:** Every 3 levels.

**Special Abilities:**

**Kung Fu:** A great obvious advantage of the monk class is that they can perform kung fu. They are the only class which can perform kung fu to its fullest potential, highlanders may learn karate (as martial arts in the Combat and Tactics) but they may never kung fu, the greatest of all combat systems.

**Grand Mastery:** The monk attracts a body of fanatical follower monks (See above in general description) once he has obtained "master" level in any one said style. From this point on (if he holds a land plot with a Kunglo temple on it) he is recognized as a Grand Master. If he were to master two said styles, he gains additional followers as if he were first rolling for them.

In order to officially be granted this following of men, he must first create a shrine or temple in the name of Hungshao and it must be confirmed by an elder Hungshao official abbot before being opened. Evil aligned monks must have their emperor or equivalent confirm the opening of the temple. Once the temple is opened, the monks rolled will arrive in small groups or perhaps all at once, it is entirely up to the ZM.

Temples are clean, humble oriental style buildings that are open to all, but primarily the Kunglo monks. Historically the most well known Shaolin temple was Honan, unfortunately it was burned down by the oppressive communist government of China. Within a temple is a master (the said monk or Sifu), his outfit of monk followers (called "Shi"), at least one abbot (To maintain the presence of Hungshao within the temple walls) and the abbot's following of

laymen and women. Although the abbot may have been a monk, or his laymen, it is assumed that they do not know any form of kung fu besides initiate basic style. Construction of the temple should be modest, since Hungshao followers are completely non-materialistic only the most efficient and cheap materials should be used. In any one said temple, their should be a sleeping quarters for the monks (at least 10 feet of room per monk), a mess hall, kitchen, two training halls, a meditation chamber, an abbot's chamber (at least 20' by 20'), individual rooms for the abbot's lay people, a primary chamber (no smaller than 50' by 50') for the Abbot's services, several support buildings, two shrines and a chamber for the master of the temple. On the exterior of the temple there should be a courtyard, a defensive wall completely surrounding the complex, several training areas and sufficient storage for gardens and animals (because the temple is completely self-sufficient). This is the bare minimum a Kunglo temple must have to be verified by an abbot.

Once an abbot has verified that a temple is suitable for training, the abbot has two choices: stay in the temple to perform the duties of abbot or to adopt another abbot under him in the hierarchy to do the same job he would do. Although there is a very complex kung fu/Buddhist hierarchy in real life, there is no need in a pen and paper game to fully indulge in these titles- the title Sifu is sufficient for the master, the title shi is sufficient for the monk and the title abbot is sufficient for the lead "holy man" of Hungshao. The lay people may be called the sangha collectively. The training chambers are called kwoons.

Filling the rooms should be a simple outfit. The furniture should be the cheapest but yet most efficient and comfortable available, the artwork and decorations should be simple and home made, the food should be abundant but simple in nature and the training chambers should have at least one of each kung fu weapon described previously. The abbot and his lay people will provide brass, bronze and golden

(brass being the most abundant) beautiful statues of The Holy One and other righteous figures and idols, incense, royal silks and other Hungshao treasures to the various chambers, but most specifically the primary chamber of the temple. It is the responsibility of the master of the temple and his monks to protect these treasures, if they fall into the wrong hands or are stolen it is probable the abbot will close the temple.

To construct the temple, the player could consult the appropriate NPCs, create a blue print and full listing of services, supplies used, items and munitions/provisions down to exacting detail, then give this report to the ZM (Abbot) who will accept or reject the format of the temple. The abbot (ZM) is very picky on how people will see the temple, if it is not spacious enough or if it detracts civilian visitors due to its format he may deem things changed, removed or leveled.

The roles of the people within the temple vary. The role of the master of the temple (The player character) is to teach his monks kung fu (he may only teach styles which he has mastered) and to be a father figure as they mature into wise and lethal martial artists. Masters determine every factor of monk life, from the food they eat to their curfew and other human resources. The role of the monks is to practice their kung fu and keep the physical order of the temple in ship shape, the temple should be miraculously clean at all times. Monks also prepare food and do other labor oriented jobs. The abbot's job is to run the every day activities of the temple, enforce moralistic values of Hungshao and to provide service to the public and to the monks on a regular basis. The lay people are individuals who have taken refuge in Hungshao and have come to the temple not to learn kung fu but primarily Hungshao; they have similar roles in keeping the temple in shape as the monks do. The collective role of the monks and the master is to defend the local countryside from enemy attack, uphold righteousness and defend the temple.

Training the monks is not an easy task, "monks" arrive as 1<sup>st</sup> level highlanders and must be taught every aspect of the Kunglo path from how to tie their leg wraps to how to attack vital pressure points and hold difficult meditative stances. It is assumed that the monks are learning the mastered style of the said monk. Every day the monks must train for at least 8 hours in total, an additional 2 hours per day should be allocated to services preformed by the Abbot. The player monk must create a comprehensive training schedule, assigning specific training activities and descriptions of practices there in. As a minimum training schedule the master must teach weapon Primary Forms (weapon proficiencies), fist Primary Forms, attack Primary Forms and disciplines/skills. The abbot (ZM) decides when during the 24 hour day the monks will have their 8 hour long period, when services will be held and when the monks will eat, shower and other human resources. What this means is that the master of the temple must be at the temple for at least 8 hours a day, for every day he neglects to train his monks, they fall further into further into disrepair with their art and their morals, for every day neglected past a week there is a 50%+1%/day chance of a monk leaving. The goal of training is to change their class from highlander to monk initiate in the style of the player's teachings. At that time, they may stay as elite advisors and soldiers to the player's cause or leave on their own free will and will actually gain experience (being able to gain experience as would a regular player). One might ask, how long should training most people take to become an initiate in any said style, the answer is simple: 1 month/discipline, skill, weapon proficiency or other requirement at initiate level, 2 months/each at adept level and 3 months/each at master level. The player master must create a list of training exercises and practices that he will go over with his monks and the abbot (ZM) may adjust the required training amount more or less, depending on the diversity or lack of diversity in training actions.

Junior Student shidi shimui White Sash

Senior Student shihing shimei White Sash

Disciple shisuk shigoo mei Black Sash, 1st-2nd

Instructor shifu shimoo Black Sash, 3rd-4th

Senior Instructor sibok shidigoo Black Sash, 5th

Master sigung shipoo Gold Sash, 5th-7th

Grandmaster shidaigong shidaipoo Red Sash, 8th and up

**Monk Followers:** At "master" level of any one said style the monk attracts a group of elite Kunglo monks completely loyal to him that act as shock troops in battle or on adventures in return for the master's teaching of kung fu and the abbot's wisdom in Hungshao (see above in general description).

**Table 36: Monk Temple 1**

Die Roll	Abbot(s)
01-40	5 <sup>th</sup> level human monk with a Monk Spade +2 and 10 throwing darts +1
41-75	3 <sup>rd</sup> level holy monk with a snake spear +1 and a short bow +1
76-95	6 <sup>th</sup> level human monk with twin golden melon hammers +1 and a 3 <sup>rd</sup> level dark elf monk assistant with Staff +1
96-99	7 <sup>th</sup> level human monk with twin broadswords +1 and two 2 <sup>nd</sup> level human monk assistants with 3 section staves
00	ZM's Option

**Table 37: Monk Temple 2**

Die Roll	Laymen
01-50	20 level 0 human monks with staves, 5 level 1 highlanders with



	straight swords and splint mail
51-75	15 level 0 human monks with staffs, 10 dark elf monks with staffs, 5 level 1 highlanders with straight swords, short bows and leather mail
76-90	50 level 0 unarmed human monks, 10 level 1 highlanders with straight swords, leather armor, spears and shields
91-99	30 level 0 unarmed human monks, 10 level 1 human monks with broad swords and staffs
00	ZM's option

**Table 38: Monk Temple 3**

Die Roll	Monks
01-10	25 level 0 human monks
11-20	50 level 0 human monks
21-30	15 level 0 dark elf monks, 15 level 0 human monks
31-40	30 level 0 human monks
41-65	40 level 0 human monks
66-99	10 level 0 human monks
00	ZM's Option (Vampire, Immortal, Fell monks)

**Strength of the Gods (All Kits):** Monks gain special bonuses for having exceptional constitution because they devote their time to mastering their physique.

**Lightning Fast (All Kits):** Monks attack naturally faster than all other character classes (see below).

**Detect Evil Chi (All Kits):** Adept followers of Hungshao have the ability to detect the presence of evil life forces around them automatically. When people of evil alignment are within 30' of them, the ZM will automatically alert the

player that there is a threat in proximity and its attributes.

**Number of Attacks:** Monks even if they decide not to devote proficiencies to weapons still attack much faster than normal characters. Use the following chart to determine how many attacks your character has.

**Table 39: Monk Attacks**

Monk Level	Attacks Per Round
1-6	1/ round
7-12	3/2 rounds
13+	2/ round

**Starting Equipment:** Monks automatically start out with no gold but free of charge start out with a standard set of equipment they have collected throughout their training period.

Primary Weapon (1): Broad Sword, Staff, Long Spear, Straight Sword

Secondary Weapon (1): Broad Sword, Snake Spear, 9-Sectional Chain Whip, Rope and Dart, Meteor Hammer, King Dragon Heart-Piercing Pole, Whip, Knuckle dusters (2), Butterfly Knife (2), Tiger Fork, Emei Dagger (2), Tiger Hook/Kunglo Fork, Multi-sectional Staff, Kwan Dao, Pudaio, Monk Spade, Double Bladed Spear (2), Fan, Li Kwei Axe/Battle Axes (2), Golden Melon Hammer (2), Two Handed Sword, Flute, Iron Pen, Halberd (Generic)/Polearm, Moon Family of Weapons, Tiger Claws, Cane, Short Bow, Throwing Stars and Darts (10), Throwing Knives (5), Shield

Armor (1): Uniform

Shield (1): Shield

Helmet (1): None

## Shadow Triad Monk



**Description:** The shadow triad is an evil monk who performs a forbidden style that most Kunglo schools have banned due to their dubious nature or non-Hungshao edicts. Shadow triads are evil aligned monks, while practicing authentic kung fu, hiding underground and often aligning themselves with the forces of the abyss. Shadow triad monks will often work as elite mercenaries to local government forces, and as long as coin reaches their pockets, few care less how it got there. Shadow triad monks are the archenemies of true Kunglo monks, and are in constant war.

To qualify as a shadow triad monk, the player character must (in addition to the standard monk requirements) have 11 strength, 14 constitution and 10 wisdom.

**Role:** The role of the shadow triad monk is to empower the party with evil and lethal kung fu and to act as a quick heavy damaging skirmisher on the front lines.

**Secondary Skills:** Any.

**Weapon Proficiencies:** As monk.

**Nonweapon Proficiencies:** Bonus: Ancient History (Kunglo) Suggested: Religion, Reading/Writing, Weaponsmithing, Hunting, Blind Fighting

**Equipment:** Shadow triad monks prefer weapons which make the most painful damage, tiger forks, snake spears, Emei Daggers, moon weapons and throwing stars.

**Special Benefits:**

**Forbidden Kung Fu:** The shadow triad monk may select to invest in several styles which are not open to good aligned monks, including White Eyebrow and White Tiger.

**White Eyebrow (Forbidden Style):** White Eyebrow Kung-Fu is one of the few systems that combines both Kunglo and Taoist

practices into a single fighting style. It is classified as an internal and external system that emphasizes the combination of the science of combat along with the Taoist principles of using the chi, or breath, to maximize the generation of power from within the body and to maintain health. In White Eyebrow, Chi Kung is incorporated into every aspect of the art, unlike most arts which contain supplemental exercises to develop the chi.

White Eyebrow is a highly sophisticated, fast and aggressive system that is rarely seen within the realm of Karaturan martial arts today. The White Eyebrow practitioner uses, going jak ging, or scared power, a type of explosive power that enables a technique to change quickly from a soft and relaxed movement into a powerful strike upon impact, which to the untrained observer can look quite external, or using brute force.

Techniques are executed between short and mid-range distances; hand movements are fast and powerful. White Eyebrow also contains a wide assortment of kicks including: side, front, jumping, and ground fighting maneuvers.

**Primary Forms:** Sub Jee, 7 Point Plum Flower, Fancy Panther, 18 Ghost Bridge, 9 Step Push, Tiger Step Movements

**Initiate (14 strength, 12 constitution, 12 dexterity, 10 charisma, initiate body strengthening, initiate speed, initiate pressure point attack system, initiate punching, initiate chi mastery, initiate meditation, spear, tiger fork and butterfly knife proficiency. 10 martial development points):**

The White Eyebrow kung fu system gains identical bonuses as the Dragon kung fu's powerful chi ability. In addition, when a White Eyebrow monk attacks someone he targets vital chi meridians having the ability to instantly maim an enemy with a single blow, reducing him to 0 hit points.

The base number of attacks for this style is 5/2, a monk has a 10% chance of striking a vital chi meridian and reducing the target to 0 hit points. The monk may perform White Eyebrow Iron Fist if he invests in it.

**Adept (14 strength, 12 constitution, 12 dexterity, 10 charisma, adept body strengthening, adept speed, adept pressure point attack system, adept punching, adept chi mastery, adept meditation, butterfly knife specialization. 10 martial development points):** The base number of attacks for this style is 3, a monk has a 20% chance of striking a vital chi meridian and reducing the target to 0 hit points. The monk may perform White Eyebrow Chi Projection if he invests in it.

**Master (14 strength, 12 constitution, 12 dexterity, 10 charisma, master body strengthening, master speed, master pressure point attack system, master punching, master chi mastery, master meditation, butterfly knife mastery. 10 martial development points):** The base number of attacks for this style is 7/2, the monk has a 30% chance of striking a vital chi meridian and reducing the target to 0 hit points. The monk may perform White Eyebrow Tientien Punch.

**White Tiger (Forbidden Style):** White tiger kung fu is very effective and narrow in scope, the most interesting of the tiger systems. Swift and dynamic, it has more flow than hung gar and is faster than tiger. It is Karaturan, founded by a monk who escaped with White Eyebrow, and is designed for those who study only tiger. One studies this style after mastering one's own system or, if a tiger stylist, after learning all below it. The 3rd form consists entirely of aerial kicks, one covering 360 degrees in the air. Its saber set is the most advanced form devised for that weapon. The remaining material in the style provides a lead to ruby dragon kung fu. The most common weapons seen in white tiger kung fu are the staff, two handed saber (two handed sword) and Lotus Spear (spear).

White Tiger kung fu is also renowned for its amazing healing ability and vitality of body (required discipline of acupuncture) from its Tai roots.

In game terms, white tiger style is simply a better form of tiger kung fu (an advantage of playing a shadow triad monk).

**Primary Forms:** crab, eagle, pa kua, leopard, monkey, hung gar, hong tiger, s'hu tiger,

white tiger, snow tiger, imperial tiger, drunken, white dragon, black dragon, white eyebrow

**Initiate (14 strength, 10 constitution, 12 dexterity, 12 wisdom, 10 charisma, initiate body strengthening, initiate speed, initiate pressure point attack system, initiate acupuncture, initiate kicking, initiate meditation, staff, two handed saber and Lotus spear proficiency, 10 martial development points):** The base number of attacks for this style is 7/2. Every blow has a 25% chance of causing an additional 1d4 bleeding damage and criticals cause x3 damage. The monk may use White Tiger Lesser Unstoppable Punch if he invests in it.

**Adept (14 strength, 10 constitution, 12 dexterity, 12 wisdom, 10 charisma, adept body strengthening, adept speed, adept pressure point attack system, adept acupuncture, adept kicking, adept meditation, two handed saber specialization, 10 martial development points):** The base number of attacks for this style is 4. Every blow has a 50% chance of causing an additional 1d4 bleeding damage and criticals cause x3 damage. The monk may use White Tiger Chi Projection if he invests in it.

**Master (14 strength, 10 constitution, 12 dexterity, 12 wisdom, 10 charisma, master body strengthening, master speed, master pressure point attack system, master acupuncture, master kicking, master meditation, two handed saber mastery, 10 martial development points):** The base number of attacks for this style is 9/2. Every blow has a 75% chance of causing an additional 1d4 bleeding damage and criticals cause x3 damage. The monk may use White Tiger Unstoppable Punch if he invests in it.

**Antitheist:** The shadow triad monks are not required to follow Hungshao to retain their class and often contradict it. In fact, shadow triad monks are the only monks allowed to be of evil alignment.

**Detect Good Chi:** This works the same as the Detect Evil Chi good aligned monk ability but detects the presence of good chi as opposed to evil or bad chi.

### Special Hindrances:

**Triad:** The shadow triad monk may not excel in standard styles, even if he finds a teacher who would teach him such a martial art- he may not master in it. Good aligned monks will go out of their way to damask or kill shadow triads because they are disgraces to Kunglo.

**Shadowed:** Triads may not be of good alignment.

**Renegade:** Shadow triad monks can not form temples, and although they are able to teach others kung fu once they have mastered any said style they may only train small groups of no larger then four or five members because of two reasons: forbidden kung fu is very unpopular and the shadow triad must operate on a level of stealth.

**Wealth Options:** Monks automatically start out with no gold but free of charge start out with a standard set of equipment they have collected throughout their training period.

Primary Weapon (1): Broad Sword, Staff, Long Spear, Straight Sword

Secondary Weapon (1): Broad Sword, Snake Spear, 9-Sectional Chain Whip, Rope and Dart, Meteor Hammer, King Dragon Heart-Piercing Pole, Whip, Knuckle dusters (2), Butterfly Knife (2), Tiger Fork, Emei Dagger (2), Tiger Hook/Kunglo Fork, Multi-sectional Staff, Kwan Dao, Pudao, Monk Spade, Double Bladed Spear (2), Fan, Li Kwei Axe/Battle Axes (2), Golden Melon Hammer (2), Two Handed Sword, Flute, Iron Pen, Halberd (Generic)/Polearm, Moon Family of Weapons, Tiger Claws, Cane, Short Bow, Throwing Stars and Darts (10), Throwing Knives (5), Shield

Armor (1): Uniform

Shield (1): Shield  
Helmet (1): None



## Holy Monk

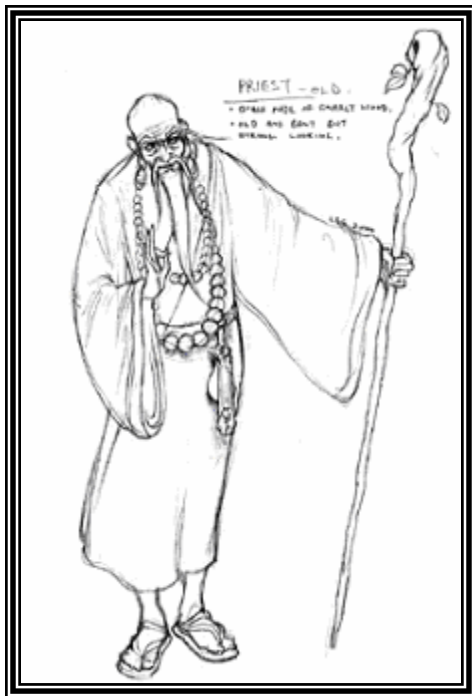
**Description:** Kunglo monks that have decided to give up an element of their kung fu prowess for priest-like abilities are holy monks. Mixing the Kunglo philosophy with a welcoming philosophical religion (such as Tai Chi), holy monks have the ability not only to double over as heals but also as lethal practitioners of martial arts.

In order to become a Holy Monk the player character must have a minimum wisdom score 14 in addition to the standard requirements of the monk class.

**Role:** The role of the holy monk is to aid with his kung fu abilities while also doubling over as a healer and sage.

**Secondary Skills:** Farmer, forester, scribe

**Weapon Proficiencies:** Holy monks cannot use weaponry like fighting monks, although they can use their martial arts to any degree of lethality. The only exception to this rule is the host of concealed/non-lethal kung fu weapons like as canes and benches.



**Nonweapon Proficiencies:** Required: Healing. (Recommended: Herbalism, Ancient Language, Religion, Reading/Writing).

**Equipment:** Standard (as Monk).

**Special Benefits:**

**Priest Spells:** The holy monk begins to use his pantheon's power at 2<sup>nd</sup> level, gaining major access to the healing sphere and minor access to the nature sphere. The holy monk begins with 5 faith and gains 3 faith per level, wisdom bonus do apply.

**Flexible Ethos:** The holy monk may be neutral aligned if his religion allows him to be.

**Abbot (5<sup>th</sup> level):** At 5<sup>th</sup> level, the holy monk is eligible to become an abbot for a local temple- the ZM may choose to assign him to one if he wishes or if one is readily made available by the players. As an abbot, the player gains all the special benefits as would a NPC abbot be granted (See "Grand Master" section in general monk description).

**Special Hindrances:**

**Holy Focus:** The holy monk does not have the determination or time to invest in his kung fu skills, thus he may only learn and use general styles (in other words he may not use specialized or forbidden kung fu styles nor may he create his own style or become a grand master in a style).

**Holy Man:** The holy monk receives 3 martial development points per level as opposed to the standard 5 and only begins with a discretionary 50 initial points.

**Wealth Options:** Monks automatically start out with no gold but free of charge start out with a standard set of equipment they have collected throughout their training period.

Primary Weapon (1): Staff

Secondary Weapon (1): Cane, fan, flute, iron pen

Armor (1): Uniform

Shield (1): Shield

Helmet (1): None

**Races:** See races.

## Spirit Monk

**Description:** The spirit monk is a twister and master of Chi (much like the Stream Caller), and has developed it to such a level that he may use it as a sorcerer would use magic. Using the same power white tiger and white eyebrow monks use to form chi projections and activate their innate healing abilities the

spirit monk uses the forces of spiritual magic to destroy his foes. Spirit monks can, to some degree use sorcerer spells. Spirit monks often decorate themselves with magical tattoos and with colorful eccentric garments.

To qualify as a spirit monk the player character must have all the requirements of a monk in addition to a minimum intelligence score of 9.

**Role:** The role of the spirit monk is not only to lend his abilities as a martial artist in kung fu during the adventure but also to use his magical spell-like abilities to smite the party's foes.

**Secondary Skills:** The spirit monk may only pick to be a scribe, due to their knowledgeable and intelligent nature.

**Weapon Proficiencies:** Spirit monks cannot use weaponry like fighting monks, although they can use their martial arts to any degree of lethality. The only exception to this rule is the host of concealed/non-lethal kung fu weapons like as canes and benches.

**Nonweapon Proficiencies:** Bonus Proficiency: Reading/Writing. Recommended: (General) Artistic Ability, Etiquette, Heraldry, Languages (Modern); (Sorcerer) Ancient History, Astrology, Herbalism, Languages (Ancient), Spellcraft; (Priest) Local History.

**Equipment:** Standard (as monk).

**Special Benefits:**

**Sorcerer Spells:** The spirit monk begins to use the forces of magic at 2<sup>nd</sup> level, he may only cast and memorize spells from the light spell casting sphere and only gains 3 mana per level as opposed to the standard sorcerer progression of 5, intelligence bonuses to mana applying. He begins with an initial 5 mana. The monk does *not* gain the special benefits that a light sorcerer has, he simply can only cast light aligned spells.



**Flexible Ethos:** The spirit monk may be neutral aligned if his religion allows him to be.

**Master of Magic (ultimate ability):** At 9<sup>th</sup> level, the spirit monk has the ability to cast from an additional elemental sphere of magic in addition to his light sphere. Sphere (Water, fire, earth, wind) selection is up to the player.

**Special Hindrances:**

**Magical Focus:** The spirit monk does not have the determination or time to invest in his kung fu skills, thus he may only learn and use general styles (in other words he may not use specialized or forbidden kung fu styles nor may he create his own style or become a grand master in a style). Even while using general kung fu styles, he may only become an adept.

**Sorcerer Heart:** The spirit monk receives 3 martial development points per level as opposed to the standard 5 and only begins with a discretionary 50 initial points.

**Wealth Options:** Monks automatically start out with no gold but free of charge start out with a standard set of equipment they have collected throughout their training period.

Primary Weapon (1): Staff

Secondary Weapon (1): Cane, fan, flute, iron pen

Armor (1): Uniform

Shield (1): Shield  
Helmet (1): None

**Races:** See races.

## Stream Caller

The principal attribute of a Stream Caller is Charisma. To become a Stream Caller, a character must have a minimum Strength score of 9, a minimum intelligence score of 11 and a minimum charisma score of 12. A good Dexterity rating is highly desirable.

A Stream Caller whom has a Charisma score (his prime requisite) of 16 or more gains a 10% bonus to the experience points he earns.

The Stream Caller is a unique class, having the ability to weave magic using his own personal chi to develop constant and powerful area of effect abilities.

There are not many famous Stream Callers from legend, the class is unique to such a degree that few have come before in search of its abilities (the closest historical reference to the Stream Caller are the magi of the Middle East and particularly Persia). Your Stream Caller could be modeled after any of these, or he could be unique. A visit to your local library may uncover many heroic Stream Callers.

Stream Callers can be a limited range of alignments: good or neutral, lawful, neutral or chaotic. The special ability of the Stream Caller is the ability to sustain powerful magical area of effect abilities called streams. While lesser streams may make those around the Stream Caller feel more lucky or cursed (For enemies), greater streams can magically cause all allies adjacent to the player character to have their wounds healed by regeneration or gain immunity to magical weapons!

While Stream Callers cannot cast magical spells (in the traditional sense), they can use many magical items, including potions, protection scrolls, most rings, and all Primary Forms of enchanted armor, weapons, and shields.

At 20<sup>th</sup> level, Stream Callers become so absorbed by their streams that they no longer resemble mortals or beings of flesh

and blood but rather completely magical entities. Becoming immune to most magical attacks and resistant to physical damage, the Stream Caller may freely float and transform himself into any form using his streaming abilities.

**Stat Requirements:** A Stream Caller must have a minimum of 9 strength, 11 intelligence and 12 charisma to retain his class.

**Table 40:** Stream Caller Progression

Level	Experience	Hit Dice (d4)
1	0	1
2	2,500	2
3	5,000	3
4	10,000	4
5	20,000	5
6	40,000	6
7	60,000	7
8	90,000	8
9	135,000	9
10	250,000	10
11	375,000	10+1
12	750,000	10+2
13	1,125,000	10+3
14	1,500,000	10+4
15	1,875,000	10+5
16	2,250,000	10+6
17	2,625,000	10+7
18	3,000,000	10+8
19	3,375,000	10+9
20	3,750,000	10+10

**Hit Dice:** Stream Callers roll 1d4 to determine their additional health per level. At level 11 they begin to add 1 health automatically instead of rolling, thus in total a 11<sup>th</sup> level character should have 10d4 + 1 health not counting constitution bonuses.

**THACO Advancement:** Every four level a Stream Caller's THACO decreases by 1.

**Equipment:** Stream Callers use a unique selection of equipment; they may wear any armor but may not stream while donning it and may use any weapon but can only

become proficient in their use. Stream Callers cannot have a metal based weapon in their hand while streaming magic but may use it once the stream has been formed. Oddly, Stream Callers have a like of kung fu weapons and in particular bladed staffs (Horse knife) and gain special bonuses while using these weapons (see below).



**Proficiencies:** Stream Callers can use any weapon but can only become proficient in it; they progress in general as sorcerers (Saving throws, proficiencies, health etc). Stream Callers begin with one initial weapon proficiency and four initial non-weapon proficiencies.

**Weapon Proficiency Advancement:** Every 6 levels.

**Non Weapon Proficiency Advancement:** Every 3 levels.

**Special Abilities:**

**Call Stream:** The special ability that defines a Stream Caller is his ability to gather or stream the released magical energies in the atmosphere and then, using his cultivated chi, concentrate this force into offensive or defensive magical energy. When a stream is enabled, it lasts until the player declares he is performing a distracting action (such as attacking) or if the Stream Caller is hit and fails a

charisma check at a -2 modifier. There are two categories of streams: lesser and greater streams. Lesser streams are simply weaker (or less advantageous) forms of greater streams. For every 5 levels of experience the player has, a Stream Caller may have a lesser stream open (active) and for every 10 levels of experience he may have a greater stream open (active), he begins with 1 initial lesser stream. Thus, by 10<sup>th</sup> level- the player should be able to hold 3 lesser streams and 1 greater stream at the same time and at 20<sup>th</sup> level would be able to hold 5 lesser streams and 2 greater streams. Streams are unlike sorcerer spells because the Stream Caller automatically starts out with all streams known and useable but can not access them until the appropriate level (i.e. greater streams at level 10 and 20). In other words, Stream Callers feel the many streams flowing around them but may not use their power until they have accumulated the appropriate sum of experience.

**Ultimate Stream (12<sup>th</sup> level):** The ultimate ability of the Stream Caller is to summon a stream that is far more powerful than anything the player has ever experienced, beginning at 12<sup>th</sup> level. The stream is dependant on the alignment of the character and is discussed in the Streams appendix of this supplement.

**Kung Fu affinity:** Stream Callers, many having oriental origins and training gain a +1 to combat rolls while using weapons discussed in the monk class, Stream Callers may become an initiate in basic styles exchanging a proficiency slot for 10 martial development points each.

**Permanent Stream Calling and Imbuing items with permanent streams:** Stream Callers can (with magical chalk or ink) place permanent streams upon said areas. To do so, the Stream Caller must stream the said stream for one day for every 10 feet intended to be imbued in deep meditation. If the Stream Caller is



disrupted during this time he must start over again. The Stream Caller must draw magical symbols upon the surface of the target area (This takes up the majority of the day) and does so in an almost possession like trance (while in meditation). The magical chalk/ink for the ritual costs 100 gold/day (for lesser streams), 500 gold/day (for greater streams) or 1000 gold/day (for ultimate streams). While performing the ritual the magical energies surrounding him preserve his body and ensure that he is nourished but when he is completely done he collapses in exhaustion for 1d4 weeks. After a day of rest, it is possible for the Stream Caller to perform actions but he suffers -2 to all his rolls until the exhaustion leaves. No two permanent streams can co-exist in the same area but streams can be removed by magical means or by the will of the Stream Caller (in which case he must sit in meditation for half the time it took to create the stream).

Stream Callers can also imbue weapons or objects with streams; this is done by fixing a magical trinket (such as a high quality pommel gem or other lavish material) onto the said object after meditating (as above) for one day per every thousand gold the item is worth, thus it would take 10 days to place a permanent stream on a item which is valued at 10,000 gold. For weapons, the user gains the effects of a defensive type stream and their enemies are inflicted by the effects of an offensive type stream on a successful hit (The character is NOT surrounded by the imbued stream, only the weapon is!).

**Sage:** Stream Callers have an identical amount of lore as would a sorcerer of equal level.

**Starting Equipment:** Stream Callers automatically start out with 1d4 x 5 gold but free of charge start out with a standard set of equipment they have collected throughout their training period.

**Primary Weapon (1):** Dagger, throwing daggers (5), staff, darts (20), knife, throwing knives (5), sling w/ 40 bullets

**Secondary Weapon (1)\*:** Broad Sword, Snake Spear, 9-Sectional Chain Whip, Rope and Dart, Meteor Hammer, King Dragon Heart-Piercing Pole, Whip, Knuckle dusters (2), Butterfly Knife (2), Tiger Fork, Emei Dagger (2), Tiger Hook/Kunglo Fork, Multi-sectional Staff, Kwan Dao, Pudao, Monk Spade, Double Bladed Spear (2), Fan, Li Kwei Axe/Battle Axes (2), Golden Melon Hammer (2), Two Handed Sword, Flute, Iron Pen, Halberd (Generic)/Polearm, Moon Family of Weapons, Tiger Claws, Cane, Short Bow, Throwing Stars and Darts (10), Throwing Knives (5)

**Miscellaneous (2):** Robe, spell components (10), metal brazier, metal bowl, paper (10 sheets), empty spell book, quill pen, empty scrolls (5), backpack

\*As a monk

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## Charm Master

**Description:** The Charm Master is the master of imbuing items (making "charms") with permanent streams and twisting streams to be used on physical objects. Although his abilities are miscellaneous in nature he is a great asset in that he can boost the melee combat power of the party by adding magical effects to nearly any weapon or piece of armor. Charm Masters do sacrifice some of their other abilities though, being less powerful in streaming normal streams and being much less likely to enter melee combat.

To qualify as a Charm Master, the player character must have all the standard requirements of a Stream Caller in addition to a minimum constitution score of 9 and a minimum intelligence score of 11.

**Role:** The role of the Charm Master is to improve the abilities of all "streamable" objects in the party's possession using his refined and improved permanent streaming abilities.

**Secondary Skills:** Any. Charm Masters are prone to becoming scribes and may pick this automatically if desired.

**Weapon Proficiencies:** As Stream Caller. Charm Masters do not gain the native bonus while using kung fu weapons due to the fact that in their earlier years they were more focused on imbuing items with magical streams.

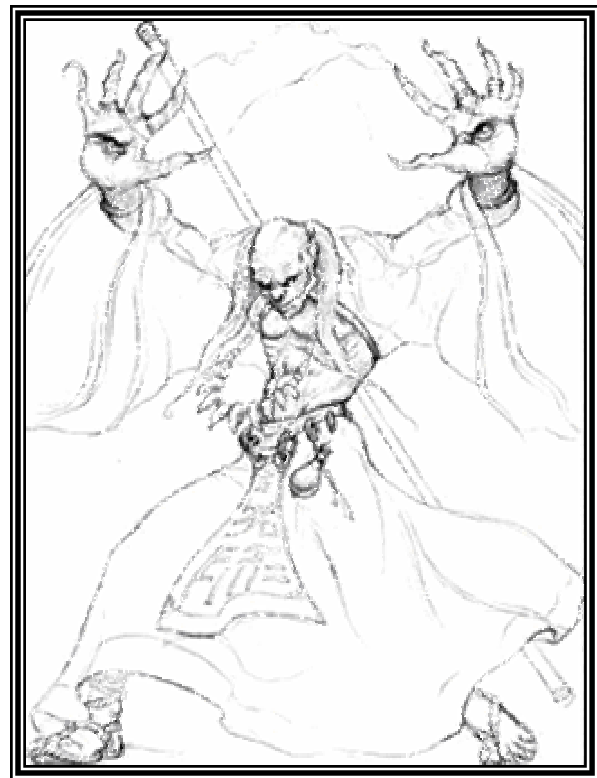
**Nonweapon Proficiencies:** Bonus Proficiency: blacksmithing, carpentry, cobbling, pottery, stonemasonry, gem cutting, bowyer/Fletcher OR weaponsmithing, all proficiency checks rolled to create items with these skills have a +4 added to them. The Charm Master must be able to modify or create items to be imbued.

**Equipment:** Standard. The Charm Master begins with some bonus materials which can be used to create permanent streams: 10 days of lesser stream material, 5 days of greater stream material and 2 days of ultimate stream material in a small leather pouch.

**Special Benefits:**

**Permanent Stream Calling and Imbuing items with permanent streams:** Charm Masters can (with magical chalk or ink) place permanent streams upon said areas. To do so, the Charm Master must stream the said stream for one day for every 20 feet +1 foot/level intended to be imbued in deep meditation. If the Charm Master is disrupted during this time he does not have to start over again but simply resume it at a later date. The Charm Master must draw magical symbols upon the surface of the target area (This takes up the majority of the day) and does so in an almost possession like trance (while in meditation). The magical chalk/ink for the ritual costs 100 gold/day (for lesser streams), 500 gold/day (for greater streams) or 1000 gold/day (for ultimate streams). While performing the ritual the magical energies surrounding him preserve his body and ensure that he is nourished but when he is completely done he does not collapse in exhaustion for 1d4 weeks. No two permanent streams can co-exist in the same area but streams can be removed by magical means or by the will of the Charm Master (in which case he must sit in meditation for one fourth the time it took to create the stream).

Charm Masters can also imbue weapons or objects with streams; this is done by fixing a magical trinket (such as a high quality pommel gem or other lavish material) onto the said object after meditating (as above) for quarter day per every thousand gold the item is worth, thus it would take 2 days and 12 hours to place a permanent stream on a item which is valued at 10,000 gold. For weapons, the user gains the effects of a defensive type stream and their enemies are inflicted by the effects of an offensive type stream on a successful hit (The character is NOT surrounded by the imbued stream, only the weapon is!).



**Special Hindrances:**

**Physical Strain:** Charm Masters put an immense amount of strain on their body and suffer a -2 to their initial constitution scores.

**Kung Fu Weakness:** The Charm Master may not perform kung fu as well as the Stream Caller and actually does not begin with any

special affinity toward kung fu weapons or styles.

**Wealth Options:** Stream Callers automatically start out with 1d4 x 5 gold but free of charge start out with a standard set of equipment they have collected throughout their training period.

Primary Weapon (1): Dagger, throwing daggers (5), staff, darts (20), knife, throwing knives (5), sling w/ 40 bullets

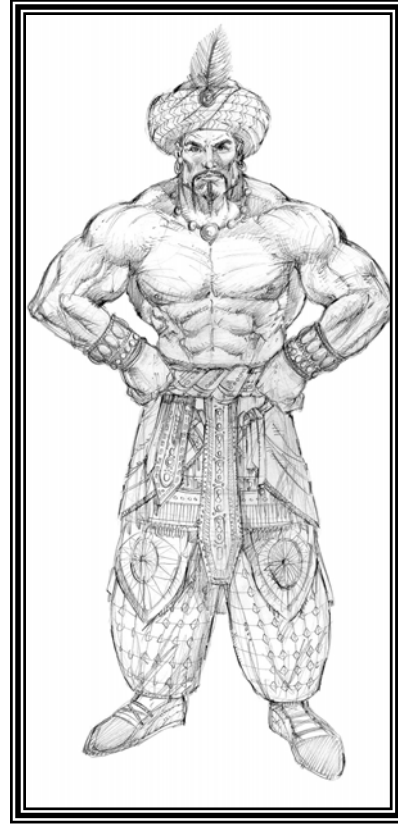
Secondary Weapon (1)\*: Broad Sword, Snake Spear, 9-Sectional Chain Whip, Rope and Dart, Meteor Hammer, King Dragon Heart-Piercing Pole, Whip, Knuckle dusters (2), Butterfly Knife (2), Tiger Fork, Emei Dagger (2), Tiger Hook/Kunglo Fork, Multi-sectional Staff, Kwan Dao, Pudaio, Monk Spade, Double Bladed Spear (2), Fan, Li Kwei Axe/Battle Axes (2), Golden Melon Hammer (2), Two Handed Sword, Flute, Iron Pen, Halberd (Generic)/Polearm, Moon Family of Weapons, Tiger Claws, Cane, Short Bow, Throwing Stars and Darts (10), Throwing Knives (5), Shield Armor (1): Leather, studded leather, ring mail, chain mail

Miscellaneous (2): Robe, spell components (10), metal brazier, metal bowl, paper (10 sheets), empty spell book, quill pen, empty scrolls (5), backpack

**Races:** See races.

## Kunglo Arhat

**Description:** The Kunglo Arhat mixes the powerful magic of the stream with that of kung fu, being raised in a temple and having the ethical qualities of a monk. Kunglo Arhats are renowned for their mystical nature and are forever mentioned in Kunglo lore and arts as magical beings which not only have the claws of a lion but the magical powers of a sorcerer.



In order to qualify as a Kunglo Arhat, one must have all the requirements of a monk in addition to a minimum intelligence score of 9. Few people have the resolve or the determination of following the path of the Kunglo Arhat.

**Role:** The role of the Kunglo Arhat is to provide his fists of kung fu fury with that of his powerful streaming abilities.

**Secondary Skills:** The only secondary skill which attracts the Kunglo Arhat is that of scribe.

**Weapon Proficiencies:** As Stream Caller (see below of kung fu abilities).

**Nonweapon Proficiencies:** Standard.

**Equipment:** Stream Callers use a unique selection of equipment; they may wear any armor but may not stream while donning it and may use any weapon but can only become proficient in their use. Stream Callers cannot have a metal based weapon in their hand while streaming magic but may use it once the stream has been formed. Oddly, Stream Callers have a like of kung fu weapons and in particular bladed staffs

(Horse knife) and gain special bonuses while using these weapons (see below).

### Special Benefits:

**Kung Fu Master:** The Kunglo Arhat was raised at a temple and has the determination and discipline of a monk of equal level. Unfortunately he could not devote equal time to both professions and lacks the fighting edge of a monk of equal level and the streaming abilities of a Stream Caller of equal level. Do not let this fool you, the Kunglo Arhat is extremely powerful, however, because he has the abilities of both a monk and Stream Caller. The Kunglo Arhat does not have the determination or time to invest in his kung fu skills, thus he may only learn and use general styles (in other words he may not use specialized or forbidden kung fu styles nor may he create his own style or become a grand master in a style). Even while using general kung fu styles, he may only become an adept. The Kunglo Arhat receives 3 martial development points per level as opposed to the standard 5 and only begins with a discretionary 50 initial points. This arrangement of kung fu skills still allows him to learn deadly styles and be far more powerful in combat than any Stream Caller of equal level and hold their own in a fight amongst monsters or equal level highlanders.

**Arhat (Ultimate Ability):** At 9<sup>th</sup> level, the Kunglo Arhat gains immunity to streaming distractions and may perform even the most taxing kung fu abilities while streaming, this is due to his almost god-like concentration.

### Special Hindrances:

**Streaming weakness:** The Kunglo Arhat loses the ability to summon an ultimate stream at 12<sup>th</sup> level and is slightly weaker compared to an equal level Stream Caller in streaming ability. . For every 6 levels of experience the player has, a Stream Caller may have a lesser stream open (active) and for every 12 levels of experience he may have a greater stream open (Active), he begins with 1 initial lesser stream. Thus, by 12<sup>th</sup> level- the

player should be able to hold 3 lesser streams and 1 greater stream at the same time and at 24<sup>th</sup> level would be able to hold 5 lesser streams and 2 greater streams.

**Wealth Options:** Kunglo Arhats automatically start out with no gold but free of charge start out with a standard set of equipment they have collected throughout their training period.

Primary Weapon (1): Broad Sword, Staff, Long Spear, Straight Sword

Secondary Weapon (1): Broad Sword, Snake Spear, 9-Sectional Chain Whip, Rope and Dart, Meteor Hammer, King Dragon Heart-Piercing Pole, Whip, Knuckle dusters (2), Butterfly Knife (2), Tiger Fork, Emei Dagger (2), Tiger Hook/Kunglo Fork, Multi-sectional Staff, Kwan Dao, Pudao, Monk Spade, Double Bladed Spear (2), Fan, Li Kwei Axe/Battle Axes (2), Golden Melon Hammer (2), Two Handed Sword, Flute, Iron Pen, Halberd (Generic)/Polearm, Moon Family of Weapons, Tiger Claws, Cane, Short Bow, Throwing Stars and Darts (10), Throwing Knives (5), Shield

Armor (1): Uniform

Shield (1): Shield

Helmet (1): None

**Races:** See races.

## Chrono Caller

**Description:** Chrono Callers are mad Stream Callers which have discovered and mastered the art of altering the space time continuum around them at will and gain special streams that they have developed over the years to reflect this madness. Chrono Callers, although quite insane have great intelligence, often holding council with powerful sorcerers.

To qualify as a Chrono Caller the character must have an intelligence score of 12 in addition to the standard Stream Caller requirements.



**Role:** The role of the Chrono Caller is unique, his goal is to control time to aid the party and to hinder or destroy his foes.

**Secondary Skills:** Any.

**Weapon Proficiencies:** Chrono Callers can use any weapon but can only become proficient in it; they progress in general as sorcerers (Saving throws, proficiencies, health etc). Chrono Callers begin with one initial weapon proficiency and four initial non-weapon proficiencies.

**Nonweapon Proficiencies:** Standard.

**Equipment:** Standard.

**Special Benefits:**

**Twister of Time:** The Chrono Caller gains 2 bonus lesser streams, 2 bonus greater streams and a unique ultimate stream to reflect his obsession with twisting time to his liking, which are listed in the Streams section of this book.



**Special Hindrances:**

**Chaotic:** The Chrono Caller's obsession with time has warped his once sane mind; he may only be chaotic aligned.

**Aged:** The Chrono Caller has put an immense amount of strain on his body and both his material self and soul has worn away by the twisting of time around him many years into the future, he suffers a -1 to all initial ability scores.

**Wealth Options:** Stream Callers automatically start out with 1d4 x 5 gold but free of charge start out with a standard set of equipment they have collected throughout their training period.

**Primary Weapon (1):** Dagger, throwing daggers (5), staff, darts (20), knife, throwing knives (5), sling w/ 40 bullets

**Secondary Weapon (1)\*:** Broad Sword, Snake Spear, 9-Sectional Chain Whip, Rope and Dart, Meteor Hammer, King Dragon Heart-Piercing Pole, Whip, Knuckle dusters (2), Butterfly Knife (2), Tiger Fork, Emei Dagger (2), Tiger Hook/Kunglo Fork, Multi-sectional Staff, Kwan Dao, Pudaio, Monk Spade, Double Bladed Spear (2), Fan, Li Kwei Axe/Battle Axes (2), Golden Melon Hammer (2), Two Handed Sword, Flute, Iron Pen, Halberd (Generic)/Polearm, Moon Family of Weapons, Tiger Claws, Cane, Short Bow, Throwing Stars and Darts (10), Throwing Knives (5), Shield Armor (1): Leather, studded leather, ring mail, chain mail

**Miscellaneous (2):** Robe, spell components (10), metal brazier, metal bowl, paper (10 sheets), empty spell book, quill pen, empty scrolls (5), backpack

**Races:** See races.

## Backgrounds

How is one man different from another? Obviously, his physical attributes but there is something more, something that you can see in his eyes: his past deeds and dispositions. If our backgrounds make us so different then why not reflect this in character creation? Simple, no other game system has a level of depth as does *Ectoplasm*.

## Characters with life

Did your character fend off a fiend invasion while still in his diapers, did he escape a mental asylum or crash land on this planet from a githyanki spelljammer? The goal of the Backgrounds system is to provide your character with someone else besides stats on which to roleplay, if one knows his background then he knows his fate or so it is said.

### How backgrounds work

Unfortunately, even the most active souls have only background because our brains can only do one thing at a time and we can only move through time on a "monochronic" level. You may be asking yourself "what about people who lived two lives or only lived a certain way for a certain time period?" The answer is simple: pick a background which best fits the way you want to roleplay and how your character would react according to his ability scores. Once you have chosen a background, scribble down the modifiers, special abilities (and/or hindrances) on your character sheet then proceed onto the next section.

### The backgrounds

1. **Ran Away From The Circus:** You ran away from a Krulg circus at the tender age of twelve. The circus masters used you in gladiator tourneys and in freak shows and you have become traumatized by memories of its disturbing nature (-2 to charisma). When you hear the familiar sound of circus music you snap (charisma check at -2 or character runs in fear for 1d6 rounds). Your exposure to the gladiator tourneys has granted you some abilities of its nature (bonus proficiency: blind fighting, +1 strength).
2. **Mad Scientist:** While still a toddler you witnessed a horrible murder and became so obsessed with the idea of operating on both living and dead human beings that you have become a mad scientist. Although clinically insane (if the character does not kill and perform autopsy on a living being once per week he must roll a charisma check or lose playable control of his character) you know the concepts of basic medicine (bonus proficiency: healing, +1 intelligence). In addition you start out with an operating scrub, an operating kit (scalpel, gauss, water, salt, restraint straps, and gag mask) and a human skull. From various lab experiments gone wrong you have developed a slight immunity to magic (5% magic resistance) but your body has begun to brake down from the effects of exposure to acid and poisonous gases (-1 constitution).
3. **Son of Pagatorite Priests:** Your family is part of a long line of Pagatorite followers and priests. Growing up with the righteous edicts of Pagator you have begun to understand religion a bit better and even entered the clergy at a younger age. You carry the gift from Pagator to every one of his followers, a necklace with incredible magical powers (gold necklace that *detects evil* as the 1<sup>st</sup> level priest spell in a 30' radius by glowing a faint white and grants the user the effects of a *bless* 1<sup>st</sup> level priest spell.) handed down from generation to generation and have been raised to despise and fight all evil in varying Primary Forms (+1 to hit and damage versus evil enemies). The only drawback of your lineage is your family's tendency to trade logic for blindly fighting in the name of good (-1 intelligence).
4. **Sold Soul to Devil:** You have sold your soul to a certain demon or devil prince. Although you will leave this world two times faster and have reoccurring dreams of the boiling hell which will once send you (take your max age and half it, -1 to charisma) to an infernal prison you begin the game with one of the following abyssal presents: 5000 gold, 2 stat points to add to any stat and divide any way you wish, immunity to one school of magic or one element, 25% magic resistance, a +2 weapon or armor of any sort mentioned in the Dungeon Master's Guide, the ability to use up to a 5<sup>th</sup> level sorcerer spell once per day as a 20<sup>th</sup> level sorcerer or the ability to

- make a critical hit at any time instantly once per day.
5. **From Outer Space:** When the beholder ship that imprisoned you was shot down by a Githyanki spelljammer and crash landed on Abeir Toril you were the only survivor. You are an alien being with magical powers but look identical to your selected race. Immortals may sense those who are from outer space with their detect magic ability. As an alien being from another world you hold a magical protective force field around your body (10% magic resistance) and have virtually limitless knowledge about the world and the universe (+1 intelligence, +2 to intelligence and wisdom checks, bonus Nonweapon proficiency of any kind) but are commonly feared by the locals due to your odd demeanor (-4 to reaction adjustment.). You start out with no gold due to the fact that your ship just crashed.
  6. **Escaped Lunatic:** You escaped from an insane asylum and fought your way to the local countryside where you now reside stealing a cheap pair of clothes from a local settlement. You are extremely resistant to physical attacks and your strength is inhuman (25% of physical damage inflicted upon you is deducted, +1 strength) but the local populace is repulsed by your dangerous nature (-6 to reaction adjustment). All you have is your stolen set of clothes and no coin to buy equipment.
  7. **Prostitute:** You have since your youth sold your body to the opposite sex for coin. Over the years you have mastered your body into a sexual machine, knowing ideal postures and physical conditions to arouse the opposite sex and thus receive their coin (+2 to charisma, bonus proficiency: disguise) but have become physically weaker, relying on your looks to escape battle (-1 constitution, -1 strength).
  8. **Idiot Savant:** You were institutionalized at a young age and believed to be mentally handicapped. After several years, the institute lost funding and you were turned out onto the street with nothing more than the clothes on your back. You are brilliant with a keen grasp of numbers and mathematics (+2 intelligence, +1 wisdom), but you are barely able to talk (speak as if you had 1 intelligence). Being locked away for the great deal of time you have been has made you suffer both emotionally and physically (-1 to charisma, -1 to strength, -1 to constitution).
  9. **Barbarian:** You were raised amongst a wild barbarian tribe in a far away land, isolated from the rest of the world by spiking mountains and unwelcoming terrain. Although no one knows why you have shown up in such a land, given your ferocious demeanor, no one cares to ask. You are physically superior to many of those around you (+1 strength, +1 constitution, +1 to "To Hit" and damage rolls) but are unknown in the fields of science, perception and etiquette (-1 intelligence, -1 wisdom, -1 charisma). You begin with a set of studded leather armor, a melee weapon (any axe, sword, war hammer or spear) and a small shield but nothing more, spending all your coin in attempt to reach your current position.
  10. **Frankenstein Monster:** A mad scientist assembled you with a collection of spare limbs and corpse components after being dug up at a local graveyard. Your skin has been completely grafted; you are a patchwork quilt of skin and various shaped bodily limbs. After years of bondage by the vile mad scientist who created you, you broke free of his lab and ran into the local countryside. You now roam the local common grounds, taking refuge in the deep bowels of the jungles that now cover Faerun. You are monstrosly strong and share a host of powerful immunities to things that would naturally severely injure living beings (+2 strength, +1 constitution, 30% immunity to electricity, +4 save vs. poison) but

- you are also insanely ugly (-4 charisma), susceptible to fire attacks (all fire sorcery damage dice are rolled with a +1 modifier), slow (-2 dexterity) and dull witted (-2 intelligence, speaks as if he had 1 intelligence). You start off with no money whatsoever.
11. **Miracle Child:** Though born to a wealthy family as a young child, you mysteriously lost your sight. It was discovered that you had contracted a degenerative and always fatal disease. As a blind child, your early development favored indoor activities (+1 intelligence, +1 charisma) and development befitting the wealthiest of society. Your senses of touch, hearing and smell increased to compensate for your blindness (+2 to all ability checks). However you suffered physically in your development (-1 strength, -1 dexterity, -2 constitution). As a young adult, your parents, out of desperation, paid for the services of a renowned, if unorthodox physician, who miraculously restored your sight. The operation cost your family its fortune, so you set out to make your own.
12. **Royalty:** Your family before the fall of the Pagatorite Empire beheld a great wealth. The family wealth has been passed through generation to generation until it finally reached your generation. Unfortunately the already nearly expended treasure was nothing but a glitter of its former glory before it was given to you and your siblings. Not only do you begin with the last of the family treasury (500 + 5d100 additional gold to starting gold) but also others respect you on your social level (-2 to reaction adjustment to government officials, priests and royalty). You are despised by the middle and lower classes for your snobbish attitude (-4 reaction adjustment from middle and lower class citizens), taverns refuse to serve you (Charisma check while speaking to a tavern owner or he rejects the character) and blacksmiths make you low quality equipment (10% chance that the item made or sold to the player is "low quality," suffering with saving throws 4 points higher than its normal saving throw, and having a 5% chance per blow of shattering).
13. **Wild Child:** At a very young age, as your parents went on an adventure into uncharted territory you accidentally got lost in the deep jungles of Faerun after rolling down a slope that should have instantly maimed you (Your parents figured you were dead after searching the adjacent land for several hours). From that day on you became a child of nature, relying on your quick reflexes (+1 to dexterity) and quick intuition (+1 wisdom) to keep you out of the stomachs of predators. You also learned how to collect food and climb as an expert mountain climber (bonus proficiencies: tracking and mountain climbing). Unfortunately, your exposure to the raw side of nature has led you to lack schooling (-1 intelligence, -4 to reaction adjustment for your routy behavior) and a healthy body (-1 constitution). After years of wandering through the woods you ran across civilized land and rejoined the populace. The wild child starts the game with no equipment or gold besides a club and makeshift animal rags.
14. **Bandit:** After your family was slain by bandits in the night, one of your attackers noticed your potential as a fellow bandit and drafted you into their band of thieves and brigands. The band of corrupt villains raised you as best as villains could in the art of strong-arm robbery and ambush (+10% to all thief skills if rogue). Although you are wanted by the law (-8 reaction adjustment with law enforcement, -2 reaction adjustment with normal people) you have stowed away a personal horde of loot from your bandit days, ensuring your prosperity (500 gold to the starting base gold of the character).
15. **Arsonist:** You grew up with an odd fascination of fire. As a child you were scrawny and out of place in society (-1 constitution, -1 strength).



You would burn yourself with open flames and injure animals and destroy toys with explosives you figured out how to make at a young age. You are mentally insane, seeking to set flame to any flammable objects and nearby organisms. You would set fire to nearby fields and soon was banished from your immediate town by the town authority. You are extremely intelligent and resistant to fire due to your exposure to it (+1 intelligence, 50% natural fire resistance, 25% magical fire resistance, +2 to all skill checks while attempting to make explosives) and start out automatically with 3 Greek fires (Found in the equipment section of the Player's Handbook).

**16. Ex-Militia Man**

**Sergeant:** You were in the local militia until a year ago when you decided to take up the adventuring life. Throughout your militia years you fought powerful pockets of Krulg invaders with bravery (+2 to morale checks) but are traumatized with nightmares of hideous Krulg and Fell invaders (-1 charisma). You start out with a set of half-plate mail (AC 3), a long sword/bastard sword/short sword and a long bow with 20 arrows.

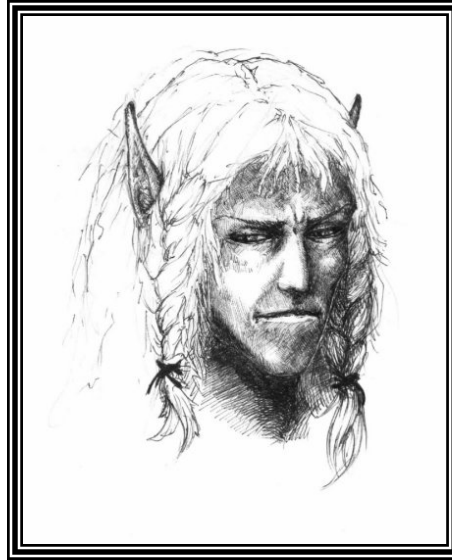
**17. Exposed to Raw Magic:** You were one of the few that were at the site of the great rift when it exploded and the magical energies were released onto Faerun. Although you may have been blinded by the great magical explosion you managed to crawl away from the site until you bumped into a group of rice farmers. They brought you back to civilization and you have managed to make a somewhat normal life. Although you are now extremely magic resistant (30% magic resistance, immune to

charm, sleep, and hold spells) you have been completely blinded, your hair has become a glowing radiant white, and your body shakes with frequent tremors (-2 constitution). Immortal and Fell characters instantly detect you without needing to roll a detection check, due to the fact that you emanate massive amounts of magical power.

**18. Hunted by Fell:** Throughout your life

you discovered something that the Fell didn't want you to know and they have been hunting you down ever since, dispatching units of royal Cambions to find and bring you to their control. You abandoned your family and your homeland to escape the ever close Fell; fortunately you

have been one step ahead of them. You are prone to cowardice (-1 charisma) rather than combat and have mastered the art of slipping out of problems (+1 dexterity). Fortunately, you are usually given room and board by the Fell hating commoners of the land (the character can expect room and board for himself and one other person per level with modest food and clean rooms from the local populace) but because there is always a large bounty on your head, if local royals spot you, they will make it their business to arrest you and hand you over to the Fell overlords (10% chance per town that the player's abode is stormed and raided by a elite Cambion attack force). You start with no equipment and no gold but a pair of clothes because you spend all the coin you can get on transportation to escape your current location.



19. **Sailor:** You have been since your birth a sailor. Proficient in both deep and shallow water boating (bonus non weapon proficiencies: seamanship, rope use) you grew up sailing the many of the large ocean bodies that now cover Faerun. Unfortunately your body was damaged by several venereal and infectious bodily sea bound diseases (-1 constitution).
20. **Assassin/Ninja/Bounty Hunter:** You are a trained professional killer. You started out slow by abandoning your family and taking out petty thugs and mobsters but now you go for the big shots, mayors, royals and local generals. Although you are both physically weak, compared to other characters, and wanted by the law (rolls one hit dice lower for health, -8 reaction adjustment from the law) you have mastered the art of assassination and quickly using your body to avoid blows (+1 dexterity, bonus proficiencies: disguise, set snares). Assassins start out with their regular coin plus a vial of Type N poison with 2d4+1 applications remaining (coating a weapon in it will instantly kill the opponent if a saving throw is failed and will cause 25 if it is passed).
21. **Inn Keeper/Barkeep:** You grew up as a very popular guy in your local village due to the fact that you served most of the town's men beer at the local tavern. During your apprenticeship under an older bar tender you learned how to make both fun and potent drinks in a variety of styles and how to physically be on your toes while in the tavern, learning basic tavern nomenclature (bonus proficiencies: Brewing, local history). Being light on your toes, (+1 dexterity) you learned how to quickly react to bar fights and flung bottles of beer but your over exposure to alcohol has dampened your perception (-1 wisdom). Over the years, you have learned to use the tavern environment to your advantage (while using broken beer bottles the player gains a +2 to all combat rolls).
22. **Craftsman:** You grew up under the supportive wing of a mentor who mastered in a craft of your interest. After your apprenticeship had ended you began to practice and eventually mastered your selected craft. As the master craftsman in your village you have mastered a craft (bonus proficiency: blacksmithing, carpentry, cobbling, pottery, stonemasonry, gem cutting, bowyer/Fletcher OR weaponsmithing, all proficiency checks rolled to create items with these skills have a +4 added to them). Unfortunately the cost of paying for the apprenticeship and supplies has greatly diminished your coin (75% of starting coin gone).
23. **Convict:** You committed or were accused of a capital crime at a young age and were sent to be executed. Throughout your jail life you broke out into many fights and became stronger (+1 strength) but your lack of education truly seemed to impact you (-1 intelligence). The night before the execution you managed to squeeze through your jail cell bars and escape to safety. For many years you were chased down by the law but you eventually eluded them and now drift in and out of society as a regular citizen. Although you're no longer being actively searched for, you are still on the local wanted list (-6 reaction adjustment from local authorities and government officials) and many storeowners will not sell wares to you due to rumors of your nature (-2 reaction adjustment from store clerks). Fortunately, you have trained rigorously in making yourself fit in (bonus proficiency: disguise).
24. **Entertainer:** Whether it is acrobatics, jesting, or contortionism you have grown up as a professional entertainer with an amazing ability. You are extremely versatile in an almost godlike manor in your physical dexterity (+2 dexterity) but your body is also more flimsy and weak as compared to others (-1 constitution, -1 strength). You are widely skilled in what you do (you may pick from two of these non

- weapon proficiencies: tight rope walking, rope use, tumbling, gaming, or any proficiency from the thief's handbook on the part of ZM's final judgment) but less skilled in combat fighting (one less weapon proficiency). You are loved by the crowd and the locals (+2 reaction adjustment) and favored at bars and shops (free drinks at taverns and -5% price from stores).
25. **Dirt Poor:** You grew up in poverty; your family could barely get enough coin to buy basic food and firewood. Although you're a hard worker with a good work ethic and a positive outlook on life (+1 charisma) you're extremely poor (character begins with only 25% of rolled gold and any gold left over after buying equipment is discarded).
26. **Door-to-Door Salesman:** The character grew up under the businessman like kinder of his parental unit, having the virtues of selling profit and manipulating people using their ethics. Your main occupation is that of a door-to-door salesman. You sell assorted trinkets and services to poor saps who can't think for themselves, such as the new Krulug inhabitants of Faerun, and have developed an uncanny charisma (+1 charisma) and bargaining skills (bonus proficiency: fast-talking, while dealing with customers the door-to-door salesman is considered to have a 18 charisma, if his charisma is above 18 it stays the same). Unfortunately the door-to-door salesman's charismatic nature often clouds his judgment (-1 wisdom). Door-To-Door salesmen start out with 10 of the following items, a small tattered briefcase, plus +25% of their rolled money from commission:
1. Pet Rocks ("You can get it or you can throw it, its rock, pet rock!")
  2. The Amazing Bambo, jar of aromatic jelly ("Bambo is alive, bambo lives, be the first to experience the magic of BAMBO!")
  3. Super Wood, the wood that supposedly according to the bag never burns out ("Having a hard day

- use super wood and fight the freezing cold so you don't die!")
4. Wowsers Ultra Butter Knife ("If its wowsers its will rock your trowsers!")
  5. Super Glue ("The glue that always sticks, the glue that never lets you down, that's SUPER!")
  6. Alien Hamsters from the Planet Arcturus, the green hamster ("EXTREME hamsters from the planet Arcturus are beyond belief and smell, be wowed as they attempt death defying teleports and explosions!")
  7. Inflatable Steel Rafts, the safe maker ("Take a twirl in our invincible but extremely light rafts, and watch them do 360s!")
  8. Elminister Brand Bazooka, security beyond security ("Blow up the world, blow up the pool, blow up your hand, you can blow it up with bazooka!")
  9. Authentic Immortal Sword, immune to mortal attacks ("Be a true immortal and buy the ninja samurai sword of the immortals!")
  10. Magic Fluid Bombs, grenades of torture ("Magic fluid bomb! Magic fluid bomb! It's not a bomb unless it's magic! Magic fluid bomb!")

### Fast-Talking (taken from the Thief's Handbook)

1 slot, Charisma, special modifier.

Fast-talk is the art of distraction and conning. If a successful proficiency check is made, the fast-talker is able to get away with whatever scam he is attempting. Modifiers are based on the Intelligence and Wisdom of the target, as shown on Table 3. The ZM may also introduce modifiers according to the difficulty or plausibility of what the character is attempting.

**Table 41: Fast Talk Success**

Target's Intelligence	Modifier	Target's Wisdom	Modifier
3 or less	n/a	3	-5
4-5	-3	4-5	-3
6-8	-1	6-8	-1

9-12	0	9-12	0
13-15	+1	13-15	+1
16-17	+2	16-17	+3
18	+3	18	+5
19	+5	19+	n/a
20	n/a		

Modifiers are cumulative. Targets of Intelligence 3 or less are so dim that attempts to fast-talk them fail automatically because they can't follow what's being said. (Creatures that are so stupid are easy to fool in other ways, however.) Targets with an Intelligence of 20 or more or Wisdom of 19 or more are impervious to fast-talking.

*Example:* Julina the Silent, spy extraordinaire, is discovered by guards as she sneaks around the emperor's palace. She quickly decides to fast-talk them into believing that she is the mistress of the Steward of the palace and she just got lost in the labyrinthine halls. Unknown to Julina, the Steward is an elderly, faithfully and happily-married gentleman; and it is possible that the guards know of this reputation. The ZM assumes the guards to have average Intelligence and Wisdom (no modifier), but he adds a -3 modifier because Julina's story contradicts the Steward's reputation. A 1d20 roll of 7 is less than 10 (Julina's Charisma of 13, with the -3 modifier), so she succeeds. The guards buy her story, and suggest that she go where she belongs immediately. If she failed they would call her bluff—and perhaps escort her straight to the door of the Steward and his wife!

**27. Professional Wrestler:** You are a famed brute, known for your wrestling skill and beating of men smaller than you in size. Born and raised around the wrestling ring you learned how to fake out and taunt your enemies into foolish endeavors, you taught yourself how to endure massive amounts of pain (character fights normally up until -10 health, character is twice as likely to resist a knockdown, +2 constitution checks) and inflict it upon others (bonus proficiency: wrestling). Heavy use of bodily steroids has lead you to

develop a blunted mind (-1 intelligence) and your violent nature has lead you to think on a one way track (-1 wisdom). You start the game with your normal coin plus a fully customizable wrestling suit made of either leather, cotton, wool and/or corduroy.

**28. Undead Slayer:** The undead are your archenemy, your reason for living and the bane of existence. After a vampire slew your family and turned them into the walking dead at a very young age, you vowed to devote your life to ridding the world of their existence. You went into the underworld and discovered the tools of destroying undead with hopes of avenging your family's death. You have a raging hatred for undead (+3 to THAC0 and damage rolls while engaging undead), slight immunity to their devastating evils (20% immunity to mummy rot, level drain, paralyze, slow, ability drain, magical fear etc), and knowledge of how to destroy most undead (bonus proficiency: necrology). Exposure to the undead have made you quite sickly (-1 constitution, -2 constitution checks) and since your always investing in special gear to rid the world of undead you start off with half normal rolled coin. As a bonus, you start out with a steel vampire stake and crucifix.

### Necrology (1 slot, Wis), taken from the Complete Handbook of Necromancers

A character with this skill is well versed in the lore of undead creatures. This proficiency may be used to help determine the probable lairs, dining habits, and history of such creatures (no ability check needed). Whenever a character with this skill confronts an undead, he or she may be able to specifically identify the creature (discerning between a ghost and a common ghoul, for instance). In addition, providing the character makes another successful ability check, he or she recalls the creature's specific weaknesses and natural defenses or immunities. At the ZM's discretion, a failed ability check (in either of these



cases) will reveal misleading or even completely erroneous information, which may actually strengthen or benefit the undead.

**29. Criminal:** Somewhat like the convict, you grew up in a rough neighborhood, but instead of doing a grave crime you're actually a petty street thug. You commit petty crimes, which only get you locked up for a few weeks in the local jailhouse. You know your local contacts and Mafioso lords (bonus proficiency: local history), can count on local criminals for aid (+2 reaction adjustment while speaking with local criminals and thugs) and are a master at knife fighting (bonus weapon specialization: knife) but your lack of schooling shows (-1 intelligence) and you are seen as a trouble maker and annoyance in the local community (-4 reaction adjustment from local peoples). Because the street is a hard place to live you start off with only half your rolled coin.

**30. Musician/Singer:** You have devoted your life to the musical track, mastering in a said talent such as tenor vocals or playing of the lyre. Audiences are wowed by your nearly masterful talent in your said skill:

(see the back of this book for a full index of instruments)

**31. Soldier:** You served under an organized military unit, perhaps in a fiend death squad or a dissident group of freedom fighters. Either way, you have experienced heavy combat and react to combat accordingly (immune to natural fear), and since you are so battle hardened you can lead units in battle as if you had +4 (Base) charisma and begin automatically on 2<sup>nd</sup> level (or one level above that of the starting party). Unfortunately you start with the basic equipment given to you by the force you served under (in other words, ZM picks your equipment), and no gold (and inability to buy any equipment at start). Additionally

your lack of schooling has dulled your mind (-2 intelligence).

**32. Martyr:** Stricken with stigmata (bleeding at the same points a crucified figure would be nailed to the cross), holy visions and a divine mission directly from the righteous gods to accomplish something you have little time left on this earth before stigmata which weakens your body (-4 strength, constitution) takes its toll (1/4<sup>th</sup> rolled age). However you are blessed with divine powers (immortal regeneration, +1 to all rolls, ZM discretion of resurrection on death). You have abandoned all things material (no starting equipment or gold) but carry with you a holy symbol and a cheap robe. Sometimes you are possessed by a holy spirit or even tempted by evil ones and gain wisdom and insight, sometimes you are forced to do what is told to you by these voices and images (ZM discretion).

**33. Smuggler:** Taught by your father, you have mastered the art of smuggling goods past the fiends. This includes delicacies such as tobacco and coffee and narcotics. These goods are smuggled from across the sea, on island archipelagos long forgotten where pirates prowl in defiance of fiend rule. You are quite stealthy (special ability: hide in shadows as a rogue of equal level plus 5% per level) and have a vast knowledge of the local area (bonus proficiency: local history) and can even talk your way out of bad situations (bonus proficiency: fast talking, see Door to Door Salesman). Unfortunately you have a record and can not show your face in public or fear being apprehended by local authorities and hung. You also have a history of being afflicted by rare foreign diseases (From contact with your goods) and ailments (-1 constitution).

**34. Labor Camp Escapee:** You were a slave in a fiend labor camp but recently escaped to freedom. Unimportant, you have been forgotten by the fiends who have a wealth of servants like that of

- yourself- however you are broke (no equipment or gold). Work in the camp has made you strong (+1 strength).
35. **Child of a Hero:** You start with your father's +1 sword, and the reputation 'Child of a Hero.' Unfortunately, your reputation precedes you, and you incur terrible negative reaction for any evil act.
36. **Troll Spawn:** The gods frowned upon you when you were born. Cursed with both Trollish looks and mannerisms, you receive severe penalties to intelligence (-4) and charisma (-4). As everyone seems to think that you are spawned from monsters or worse, you often find yourself fending off hunters and holy men, and gain bonuses to strength (+2), constitution (+2), and dexterity (+1).
37. **Lizard Man:** You were born with scales, cool blood and other lizard like features such as claws and soft flexible bones. Upon seeing you, your parents decided to discard you but you were raised by a compassionate ranger who rescued you. Shunned by society (-6 reaction adjustment) and cursed to speak like a frog (speech is not understandable, only to lizard men and other lizard like creatures) these freaks of nature have hard armor like scales (Base AC 8), a prehensile tail (may be used as a third arm) and two sharp claws (which strike for 1d6 damage a blow and have a speed of 4). The ranger who raised you may or may not still be alive (ZM discretion).
38. **Noble:** Part of some humanoid power group in the realms, your family had the extraordinarily odd opportunity of leading a privileged noble life and striking up much influence in the surrounding area. As a young debutante, you have bonuses to intelligence (+2) and charisma (+2). Of course, the easy life has made you soft in skill and body. You have penalties in Strength (-1), Dexterity (-1) and all of your combat skills (-2).
39. **Barbarian:** You were raised among a wild barbarian tribe in a far land.
- Living your life as a warrior in what is left of the wilderness fending off the undead you gain archetypal attributes of such a existence (+2 strength, +1 constitution, +1 bonus to combat rolls) however you stand out in your new home (-1 intelligence, -2 charisma, -2 reaction adjustment). You also start off with only a small amount of gold (25% of rolled), luckily you brought along a set of barbarian armor (high quality hide armor (non-magical hide armor +1)).
40. **Archeologist:** Inspired to exploit ancient treasure troves and discover forgotten secrets, you set out at a young age to dig up such things you adore. Now a professional Archeologist you graduated from an underground institute which specialized in your field (+2 intelligence). You are skilled in the tools of the trade (Bonus proficiencies: Mining, Ancient Language (Any), Ancient History). Unfortunately exhausting trips and a lack of emphasis on combat has made you physically weaker (-1 strength, constitution and dexterity).

## Traits

While backgrounds literally account the past deeds of a character, traits are always active preferences on how the character usually acts or behaves. Is your character a psychopath or an alcoholic, or is he sexy? There are limitless combinations on how your character can act.

## How traits work

You begin the game with two initial traits which you can pick according to how you want to role-play your character. Then every 10 levels after you may adopt a new trait because traits are hard to develop (10 levels is a lot of time). You may drop a trait at any time, but it takes a month to drop the trait and another month to pick another one in game time. You may bypass the one month delay if you are on the verge of picking up a new trait.

For example, *Doodlin* the Halfling was having a problem with alcohol abuse until he met a good aligned cleric who

changed his rationale about consumption of large amounts of alcohol. Doodlin drops his alcoholic trait which takes a month of withdrawals and charisma checks and then decides that he wants to become a drug addict instead which takes a month of excessive drug use and conditioning to get used to.

For example, *Angulimala* the monk had a horrible condition called Thaasophobia or phobia of sitting. One day he managed to suddenly defeat his fear by forcing himself to sit by binding himself to a chair but in turn discovered he had an odd sex fetish for chairs and being bound to chairs (Pedophile/ odd sex fetish trait). Since Angulimala is approaching a landmark period in his life (level 10) he may instead of spending a month to indulge in his odd sexual fetish gain it automatically by forfeiting any other chance of gaining another trait. In other words, he is forfeiting his new trait in exchange for 1 month in return by automation.

A character who attempts to drop two traits at the same time will go through an emotional breakdown (unless he has a 16 charisma or above) and must spend an additional month out of the adventuring life to question himself and those who makes company with.

### The traits

#### 1. **Compulsive Drinker**

**(alcoholic)/Drug Addict:** You have an uncanny thirst for alcohol. Throughout your entire life you have drunk extreme amounts of beer and become so addicted that you will kill to get your next fix. You can detect if a drink has poison in it by sniffing it for a minute or so. Although a bit sluggish in your movements (-1 dex) you are incredibly tolerant to toxins (+4 save vs. poison). Drug addicts suffer -1 to strength. Drug addicts may detect if a certain drug is bad, poisoned or harmful if they sniff and lick it for a minute or so.

#### 2. **Pedophile/Odd Sex Fetish:** You are sexually attracted to small children and animals. Over the years you have developed methods of charming children into having sexual intercourse with you (+2 to reaction

adjustment for small children, +1 charisma) but the local community realizes your disgusting habit (-2 to reaction adjustment for adults) and shuns you for being a pervert.

#### 3. **Obese:** Your body weight is comprised of nearly 85% fat, you have various stretch marks and skin blemishes, and your physique is gruesome. If a character is considered obese, add 150 lbs to his rolled weight. Obese characters are extremely durable and strong due to their weight (+1 constitution, +1 strength) but are an eyesore for the ladies (-1 to charisma, -2 reaction adjustment from women).

#### 4. **Mental Retardation:** You have a certain disorder with your brain and your IQ is 60 or below. You find it extremely difficult to stay focused, conscious and aware of your surroundings (-1 to wisdom and intelligence) but your muscle girth has been built up due to rapidly producing hormones (+1 strength).

#### 5. **Phobia:** You have an immense fear of something (player picks, ZM approval) and cannot withstand that which you fear (-1 charisma, all fear rolls automatically failed) but have trained yourself to be agile to slip out of trouble when that fear might come to you, paranoid of its effects (+1 dexterity).

#### 6. **Psychopath:** You are a nut, psycho, and a freak! You cannot tolerate one thing, cannot stand to be separated from another and finally, attack another thing on sight until it is destroyed (player picks all, ZM approves). You lack common sense and often break out in fits of rage at the simplest of concepts (-1 to wisdom, 10% per hour in public that the character: 1. runs away in a random direction 2. Attacks the nearest person with his fists 3. Violently hugs the nearest person 4. Begins to rapidly hump the leg of a bystander). Your madness makes you completely immune to fear due to your warped perceptions and simple mind (immunity to both magical and natural fear) and you go into an insane rage while in combat (while

- in combat someone with a mental disorder may fight until -15 health normally).
7. **Great Appetite/Thirst:** You must drink/eat every 30 minutes in meal size. Because the character eats so much he instantly recognizes poisoned food, bad water and dirty dishware in a 10' radius. Because you have eaten both the best and worst of foods you are immune to sickness caused by food and resistant to poisons (+1 to save vs. poison). In addition, you have a round beer belly from consuming so much food (+30 lbs to base rolled weight).
  8. **Easily Angered/Aggressive/Bad Temper:** If anyone even looks at you the wrong way you snap, you do not take no for an answer and get extremely disgruntled if unhappy. You openly attack those who talk badly to you. You're a pressure cooker just waiting to explode (the character must roll a charisma check or attack those who detest his needs, requests and demands) and due to your aggressive manner have learned to inspire fear in those weaker than you (all sentiment beings attacking the character who has a 12 charisma or below must roll a charisma check or run in fear for 1d6 rounds).
  9. **Murderer/Rapist:** You are addicted to a violent crime such as murder or rape and cannot pry yourself from your violent needs. You must make a killing or raping once a week or suffer a mind wracking insanity that forces the character to become mentally distressed (-1 to all his rolls for every week he does not kill/rape up until a max of -10). The murderer is both a cunning and intelligent foe (+1 intelligence and dexterity) but is rumored to be a cold blooded killer (-2 to reaction adjustment rolls).
  10. **Sexy:** You have the perfect body and everyone knows it. If you are a male you have perfect muscle tone with tanned skin and beautiful flowing hair and lack of much body hair, maintaining a perfect body weight and height. If you are a female you have a firm buttocks, a slender body and perfectly round, robust breasts.
- You are beautiful and nearly perfect (+1 charisma, +4 reaction adjustment) but lack real world wisdom due to your self-secluded life of luxury (-1 wisdom).
11. **Sickly:** You are constantly sick with the cold and minor flues (-2 to constitution) and have been forced to be bed ridden for most of your life. Due to your bed-ridden manner you have naturally become a scholar reading dozens of books and manuals (+1 to intelligence) and practiced courtship with your stuffed animal friends (+1 charisma).
  12. **Sleep Deficiency:** You are a zombie of the night; you cannot bring yourself to sleep and spend many nights twisting and turning in your bed. Due to your obsession with staying awake you have an extremely keen night eyesight (60' infravision) but are fatigued during the daylight hours (-1 to "To Hit" and damage rolls).
  13. **Dead Man Walking:** You have a powerful disease or disorder that took away a good portion of your life (40 years off max rolled age or half if demihuman) and were bed ridden for the first few years of your life studying how to cure your ailment (+1 to intelligence).
  14. **Athlete:** You are a conduit of human muscle and physical prowess. Your physical reaction time and strength has been greatly increased by means of steroids and weight lifting (+1 strength, +1 dexterity) but your overuse of body altering drugs has caused your mind to become dull and your body ambiguously unhealthy (-1 intelligence, -1 constitution).
  15. **Lab Experiment:** You are a mutant freak, having inhuman strength (+2 to strength) and distorted features such as attached dead limbs and twisted body parts. Your repulsive nature and dull wits makes all who see you run in fear (-2 charisma, -1 intelligence, -4 to reaction adjustment).
  16. **Coward/Blindly Brave:** You are completely afraid of everything (-4 to charisma, fear rolls automatically



- failed) but have trained yourself to be extremely quick and agile in escaping situations with your life to a point of absurdity (+2 to dexterity). For characters that are blindly brave they will rush into battle without thinking twice (-2 wisdom) but are extremely charismatic and tough (+1 charisma, fear rolls automatically passed).
17. **Optimist/Pessimist:** You acutely think of everything on a positive side or think of everything on a negative side. The people around you find you extremely annoying (-4 to reaction adjustment from all intelligent beings) but you have practiced ways to outmatch your opponents in arguments by study and practice (+1 intelligence, +4 to intelligence checks).
18. **Disgusting Habit:** Whether it be picking your nose and eating it, constantly defecating, rubbing your genitals, or making belly button lint statues, you are a repulsive individual. People find you disgusting and hard to be around due to your repulsive nature (-1 to charisma, -4 to reaction adjustment rolls) but you have mastered resisting physical damage from public stoning and exposure to your habit (+1 constitution, +2 save vs. death).
19. **Character/Joker:** You're a character and people like being around you. You have a huge, sometimes humorous personality that attracts people to you and your kinder is appreciative (+1 charisma, +4 reaction adjustment). Your huge personality has left you a bit on the foolish side though, preferring humor over reason (-1 wisdom).
20. **Compulsive Gambler:** You are addicted to a life of gambling so much that you have dedicated most of your free time to it. If you lack free time, you will take away from other worldly responsibilities to have a shot at the tables (charisma check per 24 hours of not being to a game room or you will be forced into a neurotic fit until you reach one). You tend to turn every situation into a bet, working your gambling mastery to trick and win over your opponents. Although your gambling has made you a master in the art of gaming and working a poker face (Bonus proficiency: gaming, +4 to skill rolls while using gaming, +1 charisma) you are addicted to the gaming tables (see above) so much that you cannot withstand your addiction and suffer a weak mind (-2 to wisdom).
21. **Nymphomaniac/other related Mania:** You are, regardless of your looks, extremely addicted to sexual intercourse. You have come to a point in your life where you will do anything to have sex, and beg for it from anyone of the opposite sex in sight. You literally can not control yourself (charisma check every time you see a member of the opposite sex on whether you will attempt to have intercourse with him/her) but have trained yourself to be charming in order to get inside the pants of the opposite sex with ease (+2 charisma).
22. **Odd One:** You are an odd person; you are fascinated by gore, odd sexuality, and science and have secluded yourself from society in an attempt to indulge in your obtuse interests. Although society shuns you and your odd behavior (-1 charisma, -2 reaction adjustment) you are extremely intelligent due to your scholarly nature (+1 intelligence).
23. **Book Worm:** You're addicted to reading, writing and studying manuals of boring texts and religious books. You have barred yourself to quiet studies where you can partake in hours of worthless study and reading. Your physical durability has deteriorated (-1 strength, -1 constitution, first level hit points halved) but you are inhumanly intelligent, knowing a vast amount of knowledge and lore (bonus proficiency: ancient history (any), bonus proficiency: ancient language (any), bonus proficiency: reading/writing, +1 intelligence).
24. **Stone Faced:** You do not know humor or expressing your emotions,

- you behold a stone-faced demeanor. During everyday activities and even in combat your face does not change the slightest bit; you are completely oblivious to the surrounding world emotionally. People naturally suspect you are a violent person and stay away from you (-2 to reaction adjustment) but because you fail to show your emotions you are exceptionally resistant to fear (+2 to charisma and fear checks).
- 25. Over Sensitive/Emotional:** You are the drama queens of drama queens and are sensitive to even the most indirect jests or insults toward you. For example, if someone said to you on the street "watch it buddy" after knocking accidentally into them on the street you would instantly feel as if that person meant to insult you and manifest the idea of your self-created insult in your mind to a point of absurdity. The potency of even the slightest jests/insults can send your over sensitive self into tears, a powerful insult might cause you to cry for several hours or even become bed ridden with a nervous breakdown. You are incredibly vulnerable to insults and have an extremely low self-esteem (-4 charisma, charisma check at beckon of an insult or emotional breakdown for 1d4 hours) but have mastered the art of perfecting what individuals mean in spoken word (+2 wisdom).
- 26. Jinxed:** You are a clumsy guy who always seems to get the worst things happened to him, your luck is into many ridiculous shapes and positions. Your body is extremely focused to a point where it is almost impossible for you to lose balance (+1 dexterity, +6 to dexterity checks) but your body has become physically weaker due to the continued concentration on its flexibility (-1 strength).
- 29. Small:** You're small (half your rolled weight and height), really small. Although your physically weaker compared to others due to your extremely small size (-1 strength, -1 constitution) your also much harder to hit (+1 dexterity, -2 AC). Sadly, your unnaturally small features has
- atrocious and you are the one known to attract natural dangerous weather phenomenon. Although you always seem to mess up (critical misses on 1-4, weapon automatically knocked from their hand, all attacks lost) the enemies who attack you also seem to be affected by your aura of bad luck (enemies roll critical misses on 1-4, weapon automatically knocked out of their hands, all attacks lost). You are prone to be hit by ranged weapons more then any other character (while determining melee damage the jinxed characters counts as 2 and gets +2 AC) but your enemies seem to always miss you and even when they do hit you the blow is less damaging (-1 to their hit and damage rolls).
- 27. Gifted:** You carry an aura of luck around you! You have always seemed to be extremely lucky in all your endeavors, including striking enemies (criticals on 18-20), testing your abilities (+1 to skill checks), discovering treasure (all coin treasure found is increased by 10%) and bartering price with store vendors (all things cost 10% less) unfortunately, you use this luck to your advantage so much and to get around things that would normally require great amounts of determination that your no longer used to real work (-1 to all stats).
- 28. Flexible:** Your outrageously flexible; your joints are incredibly elastic and stringy and you can twist your body
- made your life span much shorter, therefore dying much earlier then your companions (-1/4 max age).
- 30. Fast Healer:** Your metabolism is super human, regenerating health at an impressive speed (the regenerative power of 22 constitution) but unfortunately since your metabolism is completely specialized your body will refuse many things (the character must roll a save vs. poison every time he attempts to drink a potion, being affected by other body effecting variables or it is ineffective). The character does not scar and does not hold skin blemishes due to his

- almost instantaneous regeneration speed (mortal wounds appear as if they weren't there 1d4 days later).
31. **Ugly:** You are ugly. There is just no other word for it, unless you consider hideous a better word. Children flee from you in terror and even the kindest of souls finds it difficult to stand in your presence for long. As a result of your countenance, you take an extreme penalty to charisma (-6), but, because you have had to defend yourself from frequent attacks, you gain a bonus to strength (+2), dexterity (+2), and all of your combat skills (+1).
32. **Bully:** You were the class bully, big and dumb. Extortion and intimidation have afforded you a bonus to strength (+1), but getting people to do your homework for you leaves you with a deficiency in intelligence (-1).
33. **Thick Skin:** You were born with thick, brutish skin. Although you resist damage more than the average bloke (10%), you unfortunately take a penalty to charisma (-1).
34. **Necro-Goth Freak:** You are partially evangelist, partially necrophiliac with a twist of common Goth life style thrown in to make things interesting. Your activities include writing depressing poetry and singing (bonus proficiencies: reading/writing and singing). Unfortunately your forays into the graveyard looking for a lover to be has left you with many odd diseases (-1 constitution).
35. **Sadomasochist:** You represent quite a minority in the world of freaks, you receive gratification from injuring or emotionally molesting yourself or others including being screamed at and hanging yourself from meat hooks in the ceiling. Spankings, lack of sunlight in your dungeon dwelling and being objected to steel hooks in your back have weakened your body (-2 constitution). Your insane drive for pleasure (+1 charisma) and fierce demeanor (enemies suffer a -2 to hit when attacking you) more than makes up for it.
36. **Compulsive Heart Attacks:** Your unusually large heart and high blood pressure lead to frequent violent heart attacks (after 4 rounds of rigorous activity roll a constitution check or suffer a heart attack), good thing you have trained to quicker overcome your foes (criticals on 18-20). You start with a box of 12 magnesium pills which will temporarily clear a heart attack if one is to occur.



37. **Giant:** Your taller then the average Joe (1.5x your rolled height) and are thus much easier to hit (+2 AC) and slower (-2 dexterity) however you are more physically powerful (+1 strength) and cause more damage per blow (damage rolls are considered to be one damage dice higher, i.e. 1d6 weapons make 1d8 damage while wielded by a Giant character). Additionally you may wield items a normal sized creature would not be able to (normal ability to wield weaponry and wear armor one class above your base race).
38. **Evangelist:** You have a tendency to preach local gospel of religion. Extremely annoying (-6 reaction

- adjustment), people have been known to stone you in the streets (-2 ac) but of course you have a good knowledge of religion (bonus proficiency: Religion). You have a iron will (+1 charisma) and refuse to be ignored but are once again, a nuisance.
39. **Ignoramus:** Simply put, your ignorant (-2 wisdom, -1 intelligence) and stand by false or unproved philosophies. You also rant about your false beliefs which annoys people around you (-2 reaction adjustment) but you manage to always do better then everyone around you (+2 to all rolls) by some magical unseen power only present in those of your ilk.
40. **Horrible Allergy:** You have an allergy which greatly effects everyday life. Whether it be that your skin is burnt off by exposure to the sun, water or oxygen exposure or you find common smells sending you into violent convulsions you can barely operate a normal life without protective gear and preemptive measures. Fortunately you have a host of new knowledge since you

have developed this allergy to better combat it (bonus proficiencies: healing, disguise, seamstress/tailor and Herbalism).

## Equipment

What good is a highlander without a weapon, a murderer without a butcher knife or a monk without his broad sword? Not very good.

## Horror Weapons

Collected from a plethora of horror movies, horror weapons appear in your typical zombie or slasher flick. An index of this sort of weapons may be found on the next page.



Table 42: Horror Weapons

Weapon	Cost	Weight (Lbs)	Size*	Type	Speed Factor	Damage S-M	Damage L+	Critical
Meat Cleaver	1 gp	1	S	S	5	1d4+1	1d6	x 2
Two Handed Meat Cleaver	10 gp	12	L	S	8	1d10	2d4	x 2
Meat Hook	4 sp	3	L	P	10	1d6	2d6	x 3
Ice Pick	1 cp	1	S	P	2	1d4	1d3	x 4
Kitchen Knife	1 cp	1	S	S	1	1d3	1	x 2
Baseball Bat	1 sp	2	L	B	5	1d6	1d4	x 2
Chain***	5 cp	1 lb/ft	S-L	B	10	1/ft	½ ft	x 2
Surgery Tools	1 sp/ea.	**	S	S/P	1	1d3	1	18-20 x 2
Medical Shears/ Hedge Clippers	5 gp	3	L	S	10	1d4 (1d8)	1d3 (1d10)	x 3
Scissors	1 sp	**	S	S	2	1d4	1d3	x 2
Fire Axe	5 gp	7	L	S	7	1d8	1d10	x 2
Sledgehammer	8 cp	5	L	B	10	2d4	1d6+1	x 2
Pitchfork	1 cp	2	L	P	6	1d6	2d6+1	18-20 x2
Letter Opener	1 gp	**	S	P	1	1d3	1	x 2
Cue Ball	1 cp/5	**	S	B	1	1	1	x 3
Clamps and Vices	1 sp	**	S	N/A	N/A	Save vs death or die	N/A	N/A
Hand Saw	5 sp	3	M	S	5	1d6+1	1d4	x 2
Two Handed Saw	15 gp	8	L	S	10	2d4	1d8	x 2
Mechanical Bone Saw	100 gp	**	S	S/P	2	***	1d3	x 3
Hammer	5 cp	1	M	B/P	2	1d4	1d4	x 2
Sewing Needle	1 cp/10	** x2	S	P	1	1	1	x 4

\* Sword lengths are determined by their overall blade size \*\* 10 of these items weighs 1 pound \*\*\* See weapon description



**Meat Cleaver/ Butcher Knife:** A murderer's favorite tool, the meat cleaver chops through unarmored opponents with astounding brutality, a player character wielding one gain a +1 to damage rolls versus unarmored opponents.



**Two Handed Cleaver:** The two handed cleaver is a two handed form of the cleaver, make huge amounts of damage but being cumbersome and difficult to wield (it attacks slower but deals more damage).



**Meat Hook:** A devious weapon, the meat hook can be used to hang meat (including corpses) suspended from a desired location or can be used to slice and dice an enemy. On a successful roll of 20, the player may choose to "hook" an enemy, a hook means that unless the target decides to take a full round to carefully remove the hook from his body he will be dealt 1d8 slashing damage until removed while moving or attacking.



**Ice Hook:** A mountaineer tool, the ice hook is extremely deadly and gruesome! Also known as a ice pick or ice crusher.



**Kitchen Knife:** Not only is this tool used to cut your steak its also used to cut up victims, a great tool for quick lethal jabs.



**Baseball Bat:** Knock someone's head off with this beautiful custom made piece of artisan wood. If the player wraps barb wire, nails or tar around the majority of the bat it gains a +1 bonus to damage rolls (1d6+1). The baseball bat has a 5% chance per blow of shattering.



**Surgery Tools:** Include scalpels, small clamps, razor blades, diamond knives, small vices, pincers, cutting tools, dissection tools, Graefe/Sichel knives, Dissecting chisels, Von Graefe knives, Hooks, probes and spatulae, forceps and retractors! Surgery tools can be used to painfully probe and wound, in which case the weapons make little to no damage but create a -2 to charisma checks passed by the one being probed. A world of pain is available at the user's fingertips!



**Chain:** Nothing like a metal chain to spruce up things, to tie your horse to a post or strangle a pedestrian, chains are a good thing to have around the house. Aside from smack with this weapon- which is the standard attack method, the player can also choose to grapple with it. To grapple, the player makes a THACO roll against the enemy's natural AC (plus his dexterity bonus); if he passes he grapples the enemy. While grappled attackers gain a +4 bonus to striking the enemy, who is held haplessly (he attacks as if *slowed* and at a -2 penalty). On a strength check, the attacker loses hold on the chain and the enemy is free on the following round. Past five feet, the player suffers a -1 penalty to THACO for every foot added to a chain.



**Medical Shears/Hedge Clippers:** Used when slashing these weapons are no better than any knife out there, only slower, but when used in the alternative method (getting the weapon over a limb or body part then snapping it shut) it causes great amounts of damage. First off on a critical hit, it is assumed that the weapon has amputated any limb the player chooses (besides the head, which requires a modified roll of 22) if the target fails a save vs death at a -2 penalty. Passing means the target was deeply cut into, but his limb remains intact, failing it means it is cut off completely- and the target is reduced to 0 hit points! If used to normally

attack in the “biting” method, it causes much more damage (See parenthesis) but the user suffers a -2 to his THAC0 rolls while using it in this fashion.



**Scissors:** Want to make a Christmas card or spruce up the house with Karaturan origami? You want to cut up and re-organize the features of a defenseless target and this is the tool to do it, the scissor is essentially a smaller variant of shears, trading power for speed and ease of use.



**Fire Axe:** The perfect weapon for taking down big guys who get in your way and then cut up some wood outside to burn the evidence, highly recommended by various serial killers as the best overall weapon- the fire axe is of true classic design and outstanding power!



**Sledgehammer:** Not only used for hammering railroad spikes! The clumsy nature of the Sledgehammer unfortunately makes it hard to wield, unless the player has 16 or above strength, he will suffer a -1 to THAC0 rolls.



**Pitchfork:** Great for cleaning up the yard from those pesky straw bunches or stabbing your neighbor to death!



**Letter Opener:** Although this “Weapon” does not cause great amounts of damage like the fire axe and pitchfork, it can be easily concealed and can be displayed casually in public. The first attack made with a letter opener on an unsuspecting victim is assumed to be done with a +6 bonus (not even counting surprise bonuses) due to the completely ambiguous nature of the weapon.



**Cue Ball:** What a better time to crack out the bloodlust then after loosing a game of pool? Whip this baby out and show the man who beat you his own body after decapitating his head! The beauty about this weapon, although it makes a small amount of damage is that nearly all blows hit the head (if used in melee), the player may roll for a knockdown even if he were not attempting to knock the enemy down.





**Clamps and Vices:** This extremely sinister weapon induces great amount of pain before killing the target. The enemy has to be completely restrained while using this weapon, common deployment areas for clamps and vices include the mouth, throat, anus, vagina, penis and neck. For every 2 rounds the target must roll a save vs death or die from excruciating pain and trauma as the vice/clamp separates whatever limb or body part it is expanded on. Clamps and vices usually cannot be used against large sized creatures.



**Hand Saw:** Used for amputations and the assorted, amputation and surgical hand saws are ideal murder weapons for those who wish to cut up their prey after the hunt.

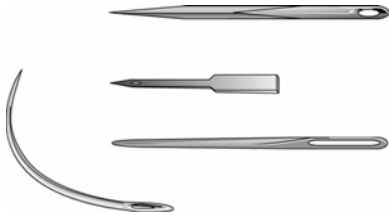
**Two Handed Saw:** Also called an industrial or construction saw, the two handed saw is

simply a two handed variant of the hand saw and is much more larger in size- sometimes being as long as a man and as wide as one too.

**Mechanical Bonesaw:** An electrical motor operates this insidious device which is used to cut through, it is a hand held device with a spinning small saw on the top which can rip through flesh with ease. The damage for this weapon is unique, on a successful THAC0 roll it causes 1d6 damage, at the player's next turn he may choose to automatically continue to cut through the enemy but it causes 1d4 damage and the round after that it causes 1d3 damage, finally winding down to 1 damage on the fourth round. At this time the electrical saw has become clogged with flesh and must be cleaned for a full round before being used again in which case a new THAC0 roll must be issued. This ability cannot be used against large creatures, in which case the saw is simply swung at the enemy and causes 1d3 damage on a successful hit. If the player has run out of battery power (2 hours of use) he may swing with the saw and cause 1d3 damage versus medium and 1 damage versus large creatures. The only way to recharge the mechanical bonesaw is with DC (Direct current) power.



**Hammer:** A simple construction hammer can be used not only to nail down objects but also to crush skulls and inflict pain in vulnerable sensitive areas. The hammer can be used to pierce if the opposite head is used instead of the standard blunt head.



**Sewing Needle:** This murder tool is great due to its ability to stitch flesh with ease and pin down flailing limbs! The player may attempt with a -4 penalty to his THAC0 to "Stitch" a target during combat (this roll is automatically passed if the target is stationary or dead), working the needle under his target's flesh and then ripping it out a few inches adjacent, forming a loop of needle and sewing thread. A stitched target suffers 1 damage per round if moving until the line running through his body is removed (1 round). Sewing needles may be thrown at a fixed rate of fire of 5; a player cannot take proficiency or specialization in this "weapon" because of its simple nature. The range of the needle is 10 feet.

## Magic

### mag·ic

Pronunciation: 'ma-jik

Function: *noun*

Etymology: Middle English *magique*, from Middle French, from Latin *magice*, from Greek *magikē*, feminine of *magikos* Magian, magical, from *magos* magus, sorcerer, of Iranian origin; akin to Old Persian *magus* sorcerer

Date: 14th century

**1 a :** the use of means (as charms or spells) believed to have supernatural power over natural forces **b :** magic rites or incantations

**2 a :** an extraordinary power or influence seemingly from a supernatural source **b :** something that seems to cast a spell :

### ENCHANTMENT

**3 :** the art of producing illusions by sleight of hand

Ectoplasm is a world of dark evil magics or sorceries as the people of Toril like to call it, the air is filled with electrical current and the atmosphere blares with magical gouts of flame and cinder.

## Spells

The way a sorcerer or priest channels the forces of magic (or faith) to earth is by the

aid of spells or formal incantations that have been written out to define operating parameters and abilities of a said specialized magical effect. When a sorcerer scribes a spell, he is scribing parameters for a magical stream to flow through him for destruction (or other purposes), when a priest scribes a spell he is scribing a chant which he must recite in order for his god to grant him a particular divine effect.

## Priest Spells

There are times in every clergyman's life when he must scream to the sky for a miracle, the question is: Who will answer it?

### Utility Spells:

**1<sup>st</sup> level...**

#### Light (Utility)

**Channeling Time:** 1

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** An object or character becomes illuminated, emitting a 15' radius of basic effective sunlight.

#### Create Food and Water(Utility)

**Channeling Time:** 1 round

**Duration:** Permanent

**Resistance:** N/A

**Effect:** Creates 1 day of assorted rations and basic liquids such as ale, water or mead. The food is considered to be non magical and can be eaten and digested by any standard humanoid.

#### Detection Spell (Utility)

**Channeling Time:** 1

**Duration:** Instant

**Resistance:** N/A

**Effect:** This crucial spell allows the caster to detect the presence of evil, magic, poison, OR snares and pits in his immediate area- the caster must announce what he is detecting at the completion of the spell.

### Protection from Evil/Good (Utility)

**Channeling Time:** 1 round

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** A dark blue magical aura surrounds the caster, causing evil foes attacking him to suffer a -2 to hit. Additionally the target of the spell gains a +2 to saving throws versus spells cast by an evil aligned caster, the target becomes immune to mind control by evil sources and extra planar beings may not physically touch the effected individual.

2<sup>nd</sup> Level...

### Know Alignment (Utility)

**Channeling Time:** 2 rounds

**Duration:** Instant

**Resistance:** N/A

**Effect:** Divines the exact alignment of a said target, the target has no resistance to this spell.

3<sup>rd</sup> level...

### Locate Object (Utility)

**Channeling Time:** 3 rounds

**Duration:** 3 hours

**Resistance:** N/A

**Effect:** Casting this spell the caster of overcome with divine awareness of the location of a singular object within 10 yards/level, this effect lasts for 3 hours, giving the caster that duration to locate it before the spell runs out.

### Dispel Magic (Utility)

**Channeling Time:** 3 rounds

**Duration:** Instant

**Resistance:** None.

**Effect:** Dispel magic surrounds a target not larger then 10 feet/level in a humming white aura that removes any sort of magical effect upon the radius which is below or equal to the caster's level. For imbued magical items, wands are considered 6<sup>th</sup> level, 8<sup>th</sup> for staves, 12<sup>th</sup> for potions, other magical items are 12 unless specified rendering them unoperational for 1d4 rounds.

4<sup>th</sup> level...

### Imbue Altar (Utility)

**Channeling Time:** 4 hours

**Duration:** Permanent

**Resistance:** N/A

**Effect:** This spell imbues a high quality stone, metallic or crystalline flat surface no lower in value then 500 gold to become eligible for future magical item enchantments (and is now considered a *Altar*). The spell only succeeds if the caster has able faith (ZM approval).

### Bless Shell (Utility)

**Channeling Time:** 4 hours

**Duration:** Permanent

**Resistance:** N/A

**Effect:** Taking a high quality or flawless trinket, weapon, armor, helmet or other piece of equipment (not lower in value then an additional +25% then the standard stock item) the caster blesses the shell to allow for further spell enchantment. The spell only succeeds if the caster has able faith (ZM approval).

5<sup>th</sup> level...

### Imbue Focal Stone (Utility)

**Channeling Time:** 5 hours

**Duration:** Permanent

**Resistance:** N/A

**Effect:** Imbue Focal Stone magically enchants a high quality stone (such as a diamond, gem or pearl) into a *focal stone*, a component which is crucial for the creation of magical items. The stone used must be in relative value to that of estimated magical item worth (ZM approval). For example a short sword +1 may require a garnet or better whilst a bow +3 might require a rogue stone or better (all subject to the ZM). The spell only succeeds if the caster has able faith (ZM approval).

### Flow of Faith (Utility)

**Channeling Time:** 5 hours

**Duration:** Permanent

**Resistance:** N/A

**Effect:** Flow of Faith allows a *focal stone* to become enchanted with another spell. Glowing with an intense blue aura the *focal stone* becomes eligible to be enchanted for 1 round/2 levels, at which time the desired spell must be cast directly on the focal stone. Cast on the stone, the *focal stone* now holds the desired spell within it, now able to be transferred into a blessed shell.

6<sup>th</sup> level...

### Spell Transfer (Utility)

**Channeling Time:** 6 hours

**Duration:** Permanent

**Resistance:** N/A

**Effect:** Such a spell allows the priest to transfer the magical enchantments from a *focal stone* to a blessed shell on an imbued *Altar*. The chance of failure is 10% x the spell enchantment level (thus a 10<sup>th</sup> level spell has a base 100% failure rate). However for each class level attained, this failure rate is reduced by 5%. The failure rate may never go below 5%. If the caster falls, the shell and the *focal stone* explodes, and the entire process must be repeated again. The powerful magical explosion permanently reduces the caster's constitution score by 1.

### Activate Item (Utility)

**Channeling Time:** 6 turns

**Duration:** N/A

**Resistance:** N/A

**Effect:** Activate Item is the final spell to be cast in the enchantment of a magical item, while casting it (during the 6 turns), the caster may utter 6 commands:

1. Item Name (Required)
2. Item Purpose (Required)
3. Item Command Word (Possibly Required)
4. Optional: Alignment, race, class, character restrictions etc (+10% failure rate)
5. Optional: Visual effects such as fire, acid dripping, altered shell appearance, illusionary effects etc (+10% failure rate)
6. Optional: Misc (+10% failure rate)

The base failure rate for casting Activate Item is 5%, with additional percentage added for additional phrase parameters. The chance of failure is reduced by 1%/level.

**1<sup>st</sup> level**

### Mend Wounds (Healing)

**Channeling Time:** 1

**Duration:** Instant.

**Resistance:** N/A

**Effect:** This spell instantly brings unconscious characters to 1 health, and mends fractures and bleeding wounds. If the target is

conscious, he is also healed for 25% of his total health.

### Cure Poison (Healing)

**Channeling Time:** 1

**Duration:** Instant

**Resistance:** N/A

**Effect:** Nullifies any non-magical poison currently running through the target's blood.

### Cure Disease (Healing)

**Channeling Time:** 1

**Duration:** Instant.

**Resistance:** N/A

**Effect:** This spell nullifies non-magical diseases currently affecting the target individual.

### Cure Wounds 15' Radius (Healing)

**Channeling Time:** 1

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell creates a magical cone of white healing magic which heals all within for 1d4+1 hit points for the spell duration.

### Inspire Courage (Healing)

**Channeling Time:** 1

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell conjures resistance to fear magic up to 5<sup>th</sup> level in power and nullifies any fear the target may have had currently on him.

### Wounding (Death)

**Channeling Time:** 1

**Duration:** Instant.

**Resistance:** None



**Effect:** This spell deals damage equal to 3d4 of the target's total health in open gaping wounds. In order for this spell to take effect, the priest must roll a successful attack attempt against the target's AC unarmed or the spell fizzles.

### Poison (Death)

**Channeling Time:** 1

**Duration:** Instant.

**Resistance:** Save for none.

**Effect:** This spell allows the target to be inflicted by a non-magical poison. Use the following table to determine which poison:

Type of Poison	Roll (2d8)
A	1
B	2
C	3
D	4
E	5
F	6
G	7
H	8
I	9
J	10
K	11
L	12
M	13
N	14
O	15
P	16

### Plague (Death)

**Channeling Time:** 1

**Duration:** 1 day/level

**Resistance:** Save at -2 for none.

**Effect:** This spell inflicts the target with a non-magical disease, such as the plague or smallpox. The immediate effects of the spell

include -3 to strength, dexterity and constitution scores (until removed), for every day the initial casting the target loses 1 constitution, once he reaches 0 he dies. Thus a 15<sup>th</sup> level caster would always kill a human mortal unless the disease was removed (15 days or 15 constitution + 3 constitution - 18=0).

### Taint 15' Radius (Death)

**Channeling Time:** 1

**Duration:** 1 round/level

**Resistance:** None

**Effect:** This spell creates a magical cone of black painful magic which wounds all enemies within for 1d4+1 hit points for the spell duration.

### Incite Terror (Death)

**Channeling Time:** 1

**Duration:** 1 round/level

**Resistance:** Save for none.

**Effect:** This spell causes a target to run in fear for the duration if a saving throw vs. spell is failed.

### Thorn Spray (Nature)

**Channeling Time:** 1

**Duration:** Instant.

**Resistance:** None

**Effect:** The caster unleashes a stream of razor sharp thorns in the direction of his enemies, this cone deals 1d4 damage/level to armored foes and 1d6 damage/level to unarmored foes in a 10 foot wide, 30 foot long cone.

### Treefolk Armor (Nature)

**Channeling Time:** 1

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** Although this spell only effects a singular target, the player is granted powerful organic living tree armor which loosely fits around the person's body. This organic armor

has an AC of 3 and has 1d4 health/caster level. Even if an opponent manages to pierce the armor, the armor will shield the user from damage equal to its health. Once the armor's health reaches 0, the spell dispels.

#### **Salve (Nature)**

**Channeling Time:** 1

**Duration:** Special

**Resistance:** N/A

**Effect:** This spell conjures a multi-curative effect which can be used to generically heal anything within the confines of the spell. The spell has three effects: it heals a target for 10% of its max hit points, has a 50% chance of removing a natural poison, and finally has a 50% chance of removing a non-magical disease. It will restore unconscious characters to 1 health also.

#### **Call Animal (Nature)**

**Channeling Time:** 1

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** The caster makes a familiar noise depending on what animal he chose to summon (4 HD or below animal) and then in 1d4 rounds, 1d4+1 of that said animal appear running in from the wilderness or around a corner (if in a dungeon).

#### **Elemental Scimitar (Nature)**

**Channeling Time:** 1

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** Grinding a bit of sand between his palms, the caster summons a elemental scimitar of his liking. The elements include: fire, wind, water, earth. The blade counts as a standard scimitar +1, but the damage is magical in nature and makes "damage of the specified element." For example, although a scimitar of fire makes 1d8+1 damage, it is considered to be magical fire damage.

#### **Striking 15' Radius (War)**

**Channeling Time:** 1

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell conjures all under the effect a +1 bonus to hit and +2 bonuses to damage rolls.

#### **Stun (War)**

**Channeling Time:** 1

**Duration:** 1 round/level

**Resistance:** Save to negate.

**Effect:** Those who pass the saving throw avoid being stunned for 1 round/caster level. Those who are stunned cannot move to defend themselves or even flee, they are defenseless.

#### **Glyph of War (War)**

**Channeling Time:** 1

**Duration:** Instant

**Resistance:** Save for half.

**Effect:** This spell summons a glowing electrical magic symbol which explodes in magical energy dealing all within a 30' radius 2d4 + 1d4/level damage. Opponents wearing metallic armors suffer +1 additional damage per die.

#### **Battle Shield (War)**

**Channeling Time:** 1

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** Imbues the target with immunity to level 1 offensive enemy spells for the duration. For level 2-3 spells, the target gains a +2 bonus to saves.

#### **Call Divine Strength (War)**

**Channeling Time:** 1

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** Shouting to the sky for strength, the caster can imbue himself or others (of similar alignment) with divine strength. The target gains 1d4 strength +1/3 levels.

**Scry (Sub-Planar)**

**Channeling Time:** 1

**Duration:** Instant

**Resistance:** N/A

**Effect:** This spell allows one question to be asked to the gods (ZM). The God (s) do not have to identify themselves or answer correctly but the caster may check his wisdom to detect if the source of lying or insincere.

**Dispel Summons (Sub-Planar)**

**Channeling Time:** 1

**Duration:** Instant

**Resistance:** None.

**Effect:** Dispels target (4 HD or below) summoned creatures within a 30' radius.

**Blink (Sub-Planar)**

**Channeling Time:** 1

**Duration:** Instant

**Resistance:** N/A

**Effect:** Allows the caster to teleport as far as he can see well (up to a maximum of 500 feet away) without error to a maximum of 3 hops.

**Detection Spell (Sub-Planar)**

**Channeling Time:** 1

**Duration:** Instant

**Resistance:** N/A

**Effect:** The detection spell is a customizable spell which can be used to detect a plethora of different things (which must be declared at casting time) including: the presence of potent evil or good entities, the presence of consumable water or food, running water, roads, fire, natural spell casting components, a type of person (can be specific as race and alignment), a generic lair, a type of animal,

illusions, and other minor things (ZM discretion). These things can be detected within an initial area of a little under one mile in diameter.

**Bad Luck (Sub-Planar)**

**Channeling Time:** 1

**Duration:** 1 day/level

**Resistance:** Save to negate.

**Effect:** This spell inflicts the target with bad luck for the duration. A entity with bad luck suffers a -1 penalty to all rolls until the bad luck is dispelled, this spell is considered to be a minor curse.

**2nd level**

**Minor Reconstruction (Healing)**

**Channeling Time:** 2

**Duration:** Instant.

**Resistance:** N/A

**Effect:** This spell instantly brings unconscious characters to 25% health, and mends fractures and bleeding wounds. If cast on a conscious target it heals 40% of their maximum health.

**Abolish Poison (Healing)**

**Channeling Time:** 2

**Duration:** Instant

**Resistance:** N/A

**Effect:** Nullifies any non-magical poison and all magical poisons currently running through the target's blood.

**Abolish Disease (Healing)**

**Channeling Time:** 2

**Duration:** Instant.

**Resistance:** N/A

**Effect:** This spell nullifies non-magical diseases and all magical diseases currently affecting the target individual.

### **Favor of Battle (Healing)**

**Channeling Time:** 2

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell creates a magical cone of white healing magic which heals all within for 2d4+2 hit points for the spell duration. After the initial healing effect all affected by the spell gain a plus one bonus to damage roles for 1-4 rounds.

### **Exemplify Courage (Healing)**

**Channeling Time:** 2

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell conjures resistance to fear magic up to 10<sup>th</sup> level in power and nullifies any fear the target may have had currently on him.

### **Wounding (Death)**

**Channeling Time:** 2

**Duration:** Instant.

**Resistance:** None

**Effect:** This spell deals damage equal to 4d6 of the target's total health in open gaping wounds. In order for this spell to take effect, the priest must roll a successful attack attempt against the target's AC unarmed or the spell fizzles.

### **Blight (Death)**

**Channeling Time:** 2

**Duration:** 2d6 rounds

**Resistance:** Save for none.

**Effect:** This spells inflicts a terrible poison on the target that deals 1-8 damage a round unless they pass a save vs. spell.

### **Festering Spore (Death)**

**Channeling Time:** 2

**Duration:** 1 day/level

**Resistance:** Save for none.

**Effect:** This spell inflicts the target with a non-magical disease, such as the plague or smallpox. The immediate effects of the spell include -5 to strength, dexterity and constitution scores (until removed), for every day the initial casting the target loses 1 constitution, once he reaches 0 he dies. Thus a 15<sup>th</sup> level caster would always kill a human mortal unless the disease was removed (15 days or 15 constitution + 3 constitution - 18=0).

### **Wind of Pain (Death)**

**Channeling Time:** 2

**Duration:** 1 round/level

**Resistance:** None

**Effect:** This summons a powerful wind that creates extreme pain in all opponents caught in within a 20' foot radius. This spell deals 2d4+2 points and causes them to gain a -2 penalty to combat roles do to the immense pain in their joints.

### **Inflame Terror (Death)**

**Channeling Time:** 2

**Duration:** 2d4 rounds

**Resistance:** Save for none.

**Effect:** This spell hinges on the innate fear in the opponent and explodes it into such proportions that if they fail their save vs. spell the target will remain paralyzed with fear for 2d4 rounds.

### **Hurricane of Thorns (Nature)**

**Channeling Time:** 2

**Duration:** Instant.

**Resistance:** None

**Effect:** The caster unleashes a stream of razor sharp thorns in the direction of his enemies, this cone deals 1d6 damage/level to armored



foes and 1d8 damage/level to unarmored foes in a 10 foot wide, 30 foot long cone.

### **Power of the Deep (Nature)**

**Channeling Time:** 2

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** Although this spell only affects a singular target, the player is invigorated with a powerful battle fury. The target grows 2 feet in height and gains 1d4 strength +1/3 levels and 1d4 constitution. Damage is done to the hit points created by the constitution bonus first.

### **Potency of the Forest (Nature)**

**Channeling Time:** 2

**Duration:** 10 rounds

**Resistance:** N/A

**Effect:** This spell causes the slow removal of wounds that afflict the target. This spell causes the targets wounds to close at an insane rate. This causes a regeneration rate of 2 health per round for the duration of the spell.

### **Call Gleipnir (Nature)**

**Channeling Time:** 2

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell summons a magical wolf like creature called a Gleipnir. The wolf will fight until dispelled, slain or the duration of the spell ends. The wolf has a blackish color and is about twice the size of normal wolves. The summoned animal has 25 hp (6 HD), a 15 Thaco, an armor class of 3 and a bite that deals 2d6 damage.

### **Pure Elemental Scimitar (Nature)**

**Channeling Time:** 2

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** Grinding a bit of sand between his palms, the caster summons an elemental scimitar of his liking. The elements include: fire, wind, water, earth. The blade counts as standard scimitar +2, but the damage is magical in nature and makes "damage of the specified element." For example, although a scimitar of fire makes 2d6+2 damage, it is considered to be magical fire damage. The scimitar has the Thaco of the caster and can be destroyed if dealt 15 magical damage.

### **Battle Zeal (War)**

**Channeling Time:** 2

**Duration:** 1 round/level

**Resistance:** N/A

**Radius:** 15'

**Effect:** This spell conjures all under the effect a +2 bonus to hit and +4 bonuses to damage rolls.

### **Halt Aggression (War)**

**Channeling Time:** 2

**Duration:** 1 round/level

**Resistance:** Save to negate.

**Radius:** 10 feet

**Effect:** Those who pass the saving throw avoid being stunned for 1 round/caster level. Those who are stunned cannot move to defend themselves or even flee, they are defenseless.

### **Mark of Havoc (War)**

**Channeling Time:** 2

**Duration:** Instant

**Resistance:** Save for half on first effect. Save to negate on second effect.

**Effect:** This spell summons a glowing electrical magic symbol which explodes in magical energy dealing all within a 30' radius 2d4 + 1d4/level damage. Opponents wearing metallic armors suffer +1 additional damage per die. All damaged by this spell must save vs. spell or be confused for 1d4 rounds.

### Guardian's Ward (War)

**Channeling Time:** 2

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell causes the targets armor to glow with a golden light. This magical light grants the target a 15% magical resistance and a bonus of 2 to his AC. This spell also generates of an aura of light with a radius of 15 feet.

### Holy Power (War)

**Channeling Time:** 2

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** Upon finishing this spell divine power surges through the caster making him temporarily a being of great divine power either good or evil. The caster gains a bonus to his strength until it is 18/00(if higher it is lowered to 18/00). The caster also gains a plus 2 bonus to AC and a 10 hit point bonus. While the spell is on the caster, the caster can not cast anymore spells. The caster can cancel the effect at will.

### Ethereal Sight (Sub-Planar)

**Channeling Time:** 2

**Duration:** Instant

**Resistance:** N/A

**Effect:** This spell causes the casters eye to glow with a green light and penetrate into the ethereal realm. This allows the caster to see all ethereal beings and all invisible beings as if they were in the prime material plane.

### Remove Summons (Sub-Planar)

**Channeling Time:** 2

**Duration:** Instant

**Resistance:** None.

**Effect:** Dispers target (6 HD or below) summoned creatures within a 30' radius.

### Ethereal Shift (Sub-Planar)

**Channeling Time:** 2

**Duration:** 5 rounds

**Resistance:** N/A

**Effect:** This spell causes the caster to shift into the ethereal plane making him invisible to all non ethereal beings.

### Devolution (Sub-Planar)

**Channeling Time:** 2

**Duration:** Instant

**Resistance:** N/A

**Effect:** A blue beam of energy hits into the target draining their mana or faith. The target loses up to 50 mana/faith which is sent into the ethereal plane. The target receives 1/5<sup>th</sup> of the amount of mana/faith lost as damage due to the forceful removal.

### Curse (Sub-Planar)

**Channeling Time:** 2

**Duration:** 1 day/level

**Resistance:** Save to negate.

**Effect:** This spell inflicts the target with a curse for the duration. An entity with bad luck suffers a -3 penalty to all rolls until the bad luck is dispelled, this spell is considered to be a curse.

### 3rd level

### Reconstruction (Healing)

**Channeling Time:** 3

**Duration:** Instant.

**Resistance:** N/A

**Effect:** This spell instantly brings unconscious characters to 25% health, and mends fractures and bleeding wounds. If cast on a conscious target it heals 60% of their maximum health.

### Martyr Blood (Healing)

**Channeling Time:** 3

**Duration:** 2 rounds/level

**Resistance:** N/A

**Effect:** This spell infuses the targets blood with a powerful holy force. For the spell's duration the recipient of the spell is immune to all poisons.

### **Martyr Health (Healing)**

**Channeling Time:** 3

**Duration:** 2 rounds/level

**Resistance:** N/A

**Effect:** This spell infuses the targets body with a powerful holy force. For the spell's duration the recipient of the spell is immune to all diseases.

### **Favor of War (Healing)**

**Channeling Time:** 3

**Duration:** Instant

**Resistance:** N/A

**Radius:** 30'

**Effect:** This spell creates a magical cone of white healing magic which heals all within for 3d4+3 hit points for the spell duration. After the initial healing effect all affected by the spell gain a plus one bonus to damage roles for 1-8 rounds.

### **Greater Exemplification of Courage (Healing)**

**Channeling Time:** 3

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell conjures resistance to fear magic up to 20<sup>th</sup> level in power and nullifies any fear the target may have had currently on him.

### **Mutilation (Death)**

**Channeling Time:** 3

**Duration:** Instant.

**Resistance:** None

**Effect:** This spell deals damage equal to 4d6 of the target's total health in open gaping wounds and causes giant cuts to appear across the targets body. These cuts deal 1 damage a turn in bleeding damage. In order for this spell to take effect, the priest must roll a successful attack attempt against the target's AC unarmed or the spell fizzles.

### **Contamination (Death)**

**Channeling Time:** 3

**Duration:** 2d6 rounds

**Resistance:** Save for none.

**Effect:** This spells inflicts a terrible poison on the target that deals 1-12 damage a round unless they pass a save vs. spell.

### **Plague Spore (Death)**

**Channeling Time:** 3

**Duration:** 1 day/level

**Resistance:** Save at -2 for none.

**Effect:** This spell inflicts the target with a non-magical disease, such as the plague or smallpox. The immediate effects of the spell include -6 to strength, dexterity and constitution scores (until removed), for every day the initial casting the target loses 2 constitution points, once he reaches 0 he dies. Thus a 15<sup>th</sup> level caster would always kill a human mortal unless the disease was removed (8 days or 15 constitution + 3 constitution -18=0).

### **Tempest of Pain (Death)**

**Channeling Time:** 3

**Duration:** 1 round/level

**Resistance:** None

**Effect:** This summons a powerful wind that creates extreme pain in all opponents caught in within a 20' foot radius. This spell deals 4d4+3 points and causes them to gain a -2 penalty to combat roles do to the immense pain in their joints.

### Greater Inflammation of Terror (Death)

**Channeling Time:** 3

**Duration:** Instant

**Resistance:** Save for none.

**Effect:** This spell hinges on the innate fear in the opponent and explodes it into such proportions that if they fail their save vs. spell the target will remain paralyzed with fear for 1d6 rounds and then run in fear for 2d8 rounds.

### Defensive Purity (Nature)

**Channeling Time:** 3

**Duration:** 1 round/level

**Resistance:** None

**Effect:** This spell removes up to 60 faith points from the caster and uses that faith to create a powerful invisible barrier around the caster. This barrier absorbs up to 15 points of damage from any source until dispelling. Faith used to maintain the shield can't be regenerated until the shield is used up or otherwise regenerated.

### Arch Agility (Nature)

**Channeling Time:** 3

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** Although this spell only affects a singular target, the player is granted a divine speed and quickness. The target gains 1d4 Dexterity +1/3 levels.

### Sanative Trance (Nature)

**Channeling Time:** 3

**Duration:** 10 rounds

**Resistance:** N/A

**Effect:** This spell causes the slow removal of wounds that afflict the target and the archival of complete calm. This spell causes the targets wounds to close at an insane rate. This causes a regeneration rate of 1 health/round for the duration of the spell and immunity to normal types of fear and moral checks.

### Call Guardian Gleipnir (Nature)

**Channeling Time:** 3

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell summons a magical wolf like creature called a Gleipnir. The wolf will fight until dispelled, slain or the duration of the spell ends. The wolf has a blackish color and is about twice the size of normal wolves. The summoned animal has 25 hp (6 HD), a 15 Thaco, an armor class of 3 and a bite that deals 2d6 damage. While the Gleipnir is still alive all damage dealt to the caster (or controller of the summoned Gleipnir) is dealt to the Gleipnir instead.

### True Elemental Scimitar (Nature)

**Channeling Time:** 3

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** Grinding a bit of sand between his palms, the caster summons an elemental scimitar of his liking. The elements include: fire, wind, water, earth. The blade counts as standard scimitar +3, but the damage is magical in nature and makes "damage of the specified element." For example, although a scimitar of fire makes 2d6+3 damage, it is considered to be magical fire damage. The scimitar has the Thaco of the caster and can be destroyed if dealt 25 magical damage.

### Invigoration (War)

**Channeling Time:** 3

**Duration:** 24 hours

**Resistance:** N/A

**Effect:** This spell allows the target to perform great feats of endurance and strength, while under this effect the recipient of the spell will never tire nor need to rest from even the most exhausting tasks.

### Nullify Charge (War)

**Channeling Time:** 3

**Duration:** 1 round/level

**Resistance:** Save to negate.

**Radius:** 30 feet

**Effect:** Those who pass the saving throw avoid being stunned for 1 round/caster level. Those who are stunned cannot move to defend themselves or even flee, they are defenseless.

**Herald of Chaos (War)**

**Channeling Time:** 3

**Duration:** Instant

**Resistance:** Save for half on first effect. Save to negate on second effect. Save to negate 3<sup>rd</sup> effect

**Effect:** This spell summons a glowing electrical magic symbol which explodes in magical energy dealing all within a 30' radius 2d4 + 1d4/level damage. Opponents wearing metallic armors suffer +1 additional damage per die. All those damaged by this spell must save vs. spell or be confused for 1d4 rounds and roll a save vs. wand or be inflicted by slowing effect for 2 rounds.

**Sapphire Shield (War)**

**Channeling Time:** 3

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell causes the targets armor to glow with a blue light. This magical light grants the target a 15% magical resistance and a bonus of 3 to his AC. This spell also generates of an aura of light with a radius of 25 feet. The target also gets a 30% cold resistance bonus.

**Fortification (War)**

**Channeling Time:** 3

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** Upon finishing this spell divine power surges through the caster making him temporarily a being of great divine power either good or evil. The caster gains a bonus to his strength until it is 20(if higher it is lowered to 20). The caster also gains a plus 4 bonus to AC. The divine power flowing in the caster is so strong that the priest is dealt 1 damage a turn until the spell duration is over or the priest turns it off. If the spell effect is canceled before the duration the priest receives a -2 penalty to all rolls due to the sudden exhaustion.

**Ethereal Purge (Sub-Planar)**

**Channeling Time:** 3

**Duration:** Instant

**Resistance:** N/A

**Radius:** 50 feet

**Effect:** This spells creates a loud crack as it rips all ethereal and invisible beings out of there ethereal or invisible state and forces them into the prime material plane.

**Disintegrate Summons (Sub-Planar)**

**Channeling Time:** 3

**Duration:** Instant

**Resistance:** None.

**Effect:** Dispels target (10 HD or below) summoned creatures within a 30' radius.

**Ethereal Merge (Sub-Planar)**

**Channeling Time:** 3

**Duration:** 5 rounds

**Resistance:** N/A

**Effect:** This spell causes the caster to merge into the ethereal plane making him invisible to all non ethereal beings and remaining in the ethereal plane even while attacking and spell casting.

**Degeneration (Sub-Planar)**

**Channeling Time:** 3

**Duration:** Instant



**Resistance:** N/A

**Effect:** A blue beam of energy hits into the target draining their mana or faith. The target loses up to 60 mana/faith which is converted into faith and added to the priests' faith pool. Only half of what is drained from the target is effectively converted the rest is lost to the ethereal plane.

#### **Greater Curse (Sub-Planar)**

**Channeling Time:** 3

**Duration:** 1 day/level

**Resistance:** Save to negate.

**Effect:** This spell inflicts the target with a curse for the duration. An entity with bad luck suffers a -3 penalty to all combat rolls and a additional -2 penalty to all saving throws until the bad luck is dispelled, this spell is considered to be a curse.

#### **4th level**

#### **Renewal (Healing)**

**Channeling Time:** 4

**Duration:** Instant.

**Resistance:** N/A

**Effect:** This spell instantly brings unconscious characters to 25% health, and mends fractures and bleeding wounds. If cast on a conscious target it heals 100% of their maximum health.

#### **Purity of Thought (Healing)**

**Channeling Time:** 4

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell purifies all thoughts and actions of the mind. This makes the target immune to all mind influencing magic and removes any such effects already on the target. This spell has no effect on natural mental disorders.

#### **Purify Path (Healing)**

**Channeling Time:** 4

**Duration:** Instant.

**Resistance:** N/A

**Effect:** This spell removes all spell effects that hinder movement and actions of the target.

#### **Ancestor's Gift (Healing)**

**Channeling Time:** 4

**Duration:** 3 rounds

**Resistance:** N/A

**Effect:** This spell creates a magical cone of white healing magic which heals all within for 4d6+4 hit points for the spells duration.

#### **Infallible Bravery (Healing)**

**Channeling Time:** 4

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell conjures complete and total resistance to all and every type of magical and normal fear effect for the duration of the spell.

#### **Flesh Preservation (Death)**

**Channeling Time:** 4

**Duration:** 1 year/level

**Resistance:** None

**Effect:** This spell stops the decay of a large multitude of corpses. The spell can preserve 1 corpse worth of flesh for each level of the caster upon casting. The corpses will remain preserved for 1 year/level of the caster.

#### **Contamination Cloud (Death)**

**Channeling Time:** 4

**Duration:** 2d6 rounds

**Resistance:** Save for none.

**Radius** 30' foot radius

**Effect:** This spells inflicts a terrible poison in all that are caught on the 30 feet disease cloud surrounding the target. The poison deals 1-12 damage a round unless they pass a save vs. spell.

### **Cadaver Visage (Death)**

**Channeling Time:** 4

**Duration:** 1 round/level

**Resistance:** none

**Effect:** This spell turns the caster into an undead being temporarily. For the duration of the spells the caster becomes extremely pail and losses all blood coloring through out the body (a successful wisdom check tells immediately the caster is undead). While the caster can still move and fight normally they receive all negatives and benefits of an undead being for the duration of the spell.

### **Vampire Wind (Death)**

**Channeling Time:** 4

**Duration:** 3 rounds

**Resistance:** None

**Effect:** This summons a powerful wind that drains the life energy of all opponents caught in within a 20' foot radius. This spell deals 4d4 points and half the damage dealt is drained into the caster to heal any wounds.

### **Inflame Horror (Death)**

**Channeling Time:** 4

**Duration:** Instant

**Resistance:** Save for none.

**Effect:** This spell hinges on the innate fear in the opponent and explodes it into such proportions that if they fail their save vs. spell the target will run in fear for 2d10 rounds after being paralyzed for 1d6 rounds.

### **Elemental Shield (Nature)**

**Channeling Time:** 4

**Duration:** 1 round/level

**Resistance:** None

**Effect:** This spell surrounds the caster in a powerful multicolored shield for a brief moment and then becomes transparent for the duration (but still faintly visible). The

spell grants 35% resistance to all sorts and types of elemental damage attacks.

### **Primal Rage (Nature)**

**Channeling Time:** 4

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** Although this spell only affects a singular target, the player is granted an immense fury at their enemies and maybe all around them. In this fury they can fight to negative 10 and gain a plus 4 damage to hit and damage along with any other modifiers. While under this spell they can not use spells and other abilities that require concentration.

### **Sanative Meditation (Nature)**

**Channeling Time:** 4

**Duration:** 10 rounds

**Resistance:** N/A

**Effect:** This spell causes the slow removal of wounds that afflict the target and the archival of complete calm. This spell causes the targets wounds to close at an insane rate. This causes a regeneration rate of 1 health per turn for the duration of the spell and immunity to normal types of fear and moral checks and the increased regeneration of faith/mana at 1 per turn.

### **Summon Gleipnir Matriarch (Nature)**

**Channeling Time:** 4

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell summons a magical wolf like creature called a Gleipnir. The wolf will fight until dispelled, slain or the duration of the spell ends. The wolf has a blackish color and is about twice the size of normal wolves. The summoned animal has 40 hp (8 HD), a 12 Thaco, an armor class of 3 and a bite that deals 2d8 damage. When this Gleipnir dies another smaller Gleipnir will appear with the same stats as one from the 2<sup>nd</sup> level spell Call Gleipnir.

### Elemental Front (Nature)

**Channeling Time:** 4

**Duration:** Instant

**Resistance:** Save for half.

**Effect:** This spell fires 5 bolts of lightening from the casters hands each one doing a different type of elemental damage (fire, ice, acid, electric, magic,) each bolt that hits deals 2d6 points of damage.

### Anti-Spell Barrier (War)

**Channeling Time:** 4

**Duration:** 1 round/level

**Resistance:** N/A

**Radius:** 50' feet

**Effect:** This spell incases all that are within 50 feet of the caster in a powerful anti-magic shield. As long as any ally stays within the aura around the caster they are immune to all 1<sup>st</sup> and 2<sup>nd</sup> level spells that they wish to resist.

### Below of War (War)

**Channeling Time:** 4

**Duration:** 1 round/level

**Resistance:** Save to negate.

**Radius:** Variable

**Effect:** After finishing this spell a loud battle cry is released by the priest. All allies that hear the cry gain a +1 bonus to Armor Class, if they are of the same basic alignment they gain a +3 additional bonus, if they are the exact same alignment they can fight to -5 and if they are of the same clergy as the caster they gain 10% resistance to magic.

### Mastery of Concentration (War)

**Channeling Time:** 4

**Duration:** 5 rounds

**Resistance:** N/A

**Effect:** This spell allows the priest to concentrate solely on his spell casting allowing him to cast even while taking the

strongest of blows from spells and physical attacks. The priest can manage to hold any spell he is casting under all but the most extreme circumstances.

### Emerald Shield (War)

**Channeling Time:** 4

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell causes the targets armor to glow with a green light. This magical light grants the target a 15% magical resistance and a bonus of 4 to his AC. This spell also generates of an aura of light with a radius of 25 feet. The target also gets a 40% acid resistance bonus.

### Divine Steel (War)

**Channeling Time:** 4

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** Upon finishing this spell a magical sword of flame appears in the casters hand. The priest can use the blade with no negatives and with a Thaco of a fighter of equal level. The long sword has a +1 bonus but counts as +3 vs. evil/good (opposite alignment) and +5 vs. undead. The caster can choose to summon this blade instantly for 60 faiths instead of the normal 40.

### Ethereal Cloak (Sub-Planar)

**Channeling Time:** 4

**Duration:** 4 rounds

**Resistance:** Save to resist

**Radius:** 50 feet

**Effect:** This spells shrouds the area in an ethereal magical cloud. All items and beings are incased in a powerful ethereal magic. All intelligent beings can save to resist the effect and if they fail they are sent partial into the ethereal plane. While in this state they become transparent and can't affect anything physically and nothing can physically affect them. They are also immune to magic in this

state except magic cast by other ethereal beings. Powerful magical items can save to resist this as well. Once the duration is complete all affected by the magic return to the prime material plane.

#### **Greater Disintegration of Summons (Sub-Planar)**

**Channeling Time:** 4

**Duration:** Instant

**Resistance:** None.

**Effect:** Dispers target (15 HD or below) summoned creatures within a 30' radius. This spell also cuts through the natural targets magical resistance as if it was 30% lower.

#### **Plane walkers Form (Sub-Planar)**

**Channeling Time:** 4

**Duration:** 5 rounds

**Resistance:** N/A

**Effect:** This spell causes the casters body to become magically enchanted similarly too many beings of the outer planes. While under this effect only magical weapons and spells can cause physical damage to the priest.

#### **Degeneration of Sprit (Sub-Planar)**

**Channeling Time:** 4

**Duration:** Instant

**Resistance:** N/A

**Effect:** A blue beam of energy hits into the target draining their mana or faith. The target loses up to 70 mana/faith which is converted into faith and added to the priests' faith pool. Only half of what is drained from the target is effectively converted the rest is lost to the ethereal plane. The force of this spell is so strong that the target gets 1/4<sup>th</sup> the faith/mana lost as damage.

#### **Soften Will (Sub-Planar)**

**Channeling Time:** 4

**Duration:** 1 round/level

**Resistance:** Save to negate.

**Effect:** This spell inflicts the target with a quick weakening of will for the duration. An entity with this spell suffers a -3 penalty to all combat rolls, an additional -2 penalty to all saving throws and a additional -3 negative to all mind influencing magic (such as horror spells, stuns, etc) until the spell is dispelled.

#### **5th level**

#### **Raise Dead (Healing)**

**Channeling Time:** 5

**Duration:** Instant.

**Resistance:** N/A

**Effect:** This spell brings a dead corpse back to life with 1 health and 0 mana/faith. A corpse over 2 weeks dead can not be brought back by this spell.

#### **Infusion (Healing)**

**Channeling Time:** 5

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell infuses the target with powerful healing energy that stores itself in the targets body. If the target is brought below 1 health while the duration of this spell has not worn off the target will be healed to 50% of the there total health.

#### **Purify Soul (Healing)**

**Channeling Time:** 5

**Duration:** Instant.

**Resistance:** N/A

**Effect:** This spell removes all negative spell effects from the target except level drain.

#### **Ancient's Gift (Healing)**

**Channeling Time:** 5

**Duration:** 3 rounds

**Resistance:** N/A

**Effect:** This spell creates a magical cone of white healing magic which heals all within for 4d8+5 hit points for the spells duration.

### Spiritual Guidance (Healing)

**Channeling Time:** 5

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell conjures up a link between the deity of the priest and the spell caster. For the duration of the spell the priest's channeling time for all spells are reduced by 2. (All spells have at least 1 channeling time).

### Halt Undead (Death)

**Channeling Time:** 5

**Duration:** 1 round/level

**Resistance:** Save to resist.

**Radius:** 30 feet

**Effect:** Powerful magical energy flows from the caster and attacks the negative plan energy protects undead from normal hold magic. Unless the undead beings pass a saving throw they are paralyzed.

### Contagion (Death)

**Channeling Time:** 5

**Duration:** 2d6 rounds

**Resistance:** Save for half.

**Radius** 30' foot radius

**Effect:** This spells inflicts a terrible wracking sickness in all that are caught on the 30 feet disease cloud surrounding the target. The poison deals 2-12 damage a round due to the sickness unless they pass a save vs. poison in which they receive half damage a round.

### Call Necroservant (Death)

**Channeling Time:** 5

**Duration:** permanent

**Resistance:** none

**Effect:** This powerful spells imbues a dead corpse with power from the negative plan and reanimates the corpse into an undead being under complete control of the caster. The servant can perform physical tasks and will fight to the death for the caster. Will mindless they can perform basic commands. The undead creature has Ac: 5, Thaco: 14, HD: 12, Damage: 2d8. The caster and the undead creature have a small mental "bond". This bond allows the caster to tell a general direction of the undead creature and its general state of care. Due to this bond a caster can only have a limited amount of servants under his control at one time. Exceeding this limit increase the chance of all servants breaking free of control.

23-25 Intelligence: 5 servants

19-23 Intelligence: 4 servants

18-15 Intelligence: 3 servants

14-8 Intelligence: 2 servants

8-1 Intelligence: 1 servant

### Life Tap (Death)

**Channeling Time:** 5

**Duration:** Instant

**Resistance:** None

**Effect:** This summons a powerful energy that drains the life energy of an opponent. This spell deals 5d4 points and level drains the opponent one level. The damage dealt is drained into the caster to heal any wounds

### Cascade of Horror (Death)

**Channeling Time:** 5

**Duration:** Instant

**Resistance:** Save for none.

**Radius:** 30 feet

**Effect:** This spell hinges on the innate fear in the targeted opponent and all enemies within 30 feet. This spell magnifies the fear until complete terror. Unless all targeted pass a save us. Spell they immediately run in fear for 1 round/level

### Power of the Sun (Nature)



**Channeling Time:** 5

**Duration:** 1 round/level

**Resistance:** None

**Radius:** 20 feet

**Effect:** This spell surrounds the caster and allies that are within the radius in a powerful natural aura. All under the effect glow with blinding sun like glare. All affected by the spell are 100% immune to all cold damage and due to the glaring sunlight surrounding them all enemies receive a -5 negative to Thaco rolls.

**Claws of the Wild (Nature)**

**Channeling Time:** 5

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell transforms the targets hands into great claws for the duration of the spell. The target maintains all casting abilities but can also slash for 2 attacks a round each dealing 3-18 damage a hit and causing thick bleeding wounds. These wounds deal 1-4 bleed damage a turn until healed. The claws count as magical weapons.

**Oneness (Nature)**

**Channeling Time:** 5

**Duration:** 10 rounds

**Resistance:** N/A

**Effect:** This spell causes the slow removal of wounds that afflict the target and the archival of complete calm. This spell causes the targets wounds to close at an insane rate. This causes a regeneration rate of 2 health per turn for the duration of the spell and immunity to normal types of fear and moral checks and the increased regeneration of faith/mana at 2 per turn.

**Summon Gleipnir Pack Leader (Nature)**

**Channeling Time:** 5

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell summons a magical wolf like creature called a Gleipnir. The wolf will fight until dispelled, slain or the duration of the spell ends. The wolf has a blackish color and is about three times the size of normal wolves. The summoned animal has 60 hp (12 HD), a 10 Thaco, an armor class of 3 and a bite that deals 2d10 damage. The Gleipnir also receives all physical damage the caster receives for the duration of the spell. When this Gleipnir dies another smaller Gleipnir will appear with the same stats as one from the 2<sup>nd</sup> level spell Call Gleipnir.

**Winter's Grasp (Nature)**

**Channeling Time:** 5

**Duration:** 1 round/level

**Resistance:** N/A

**Radius:** 1 Mile

**Effect:** This spell causes the temperatures in the area to drop by 50 degrees but will not drop the temperature to below -70 causing the same effects as if winter had suddenly come over the area (rain turning to ice etc). The caster of this spell feels no ill effects and for 10 faith can turn the air around him into a thick freezing blast of air dealing 1 cold damage for each level of the caster.

**Field of Blades (War)**

**Channeling Time:** 5

**Duration:** Instant

**Resistance:** N/A

**Radius:** 50' feet

**Effect:** This spell causes swords to leap from the ground impaling all caught within 50 feet of the caster (filling a room if the room is small than the radius). This spell deals d8/level to every caught in the radius except the caster. The blades will remain for 1-4 turns after the spell is cast.

**Battle Chant (War)**

**Channeling Time:** 5

**Duration:** 1 round/level

**Resistance:** N/A

**Radius:** 50 feet

**Effect:** After completing this spell all surrounding the caster are affected by a powerful aura centered on the caster. All allies under this spell gain a +3 bonus to all rolls and a +1 bonus to AC. All enemies receive a -3 bonus to all rolls and a -1 negative to AC.

### **Prolonged Mastery of Concentration (War)**

**Channeling Time:** 5

**Duration:** 15 rounds

**Resistance:** N/A

**Effect:** This spell allows the priest to concentrate solely on his spell casting allowing him to cast even while taking the strongest of blows from spells and physical attacks. The priest can manage to hold any spell he is casting under all but the most extreme circumstances.

### **Ruby Shield (War)**

**Channeling Time:** 5

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell causes the targets armor to glow with a red light. This magical light grants the target a 15% magical resistance and a bonus of 4 to his AC. This spell also generates of an aura of light with a radius of 25 feet. The target also gets a 60% fire resistance bonus.

### **Weapon Mastery (War)**

**Channeling Time:** 5

**Duration:** 2 round/level

**Resistance:** N/A

**Effect:** This spell causes the target to gain the knowledge and expertise needed to wield a specific weapon as a master. For the duration the target gains the ability to wield a specific weapon as if they were a fighter with 3 proficiencies in that weapon.

### **Ethereal Transport (Sub-Planar)**

**Channeling Time:** 5

**Duration:** Instant

**Resistance:** Save to resist

**Effect:** This spell allows for quick transportation between places. The better known the place the caster wishes to travel to the better. This spell will transport the caster all the possessions he is caring and up to 3,000 more pounds of people or items. Below tells the chances that the spell has of succeeding.

Very well known: 95% chance

Well known: 80%

Seen a few times: 50%

Seen once/using a picture: 30%

Never seen: 5%

### **Abolishment of Summons (Sub-Planar)**

**Channeling Time:** 5

**Duration:** Instant

**Resistance:** None.

**Effect:** Dispels target (25HD or below) summoned creatures within a 30' radius. This spell also cuts through the natural targets magical resistance as if it was 50% lower.

### **Minor Essence Restoration (Sub-Planar)**

**Channeling Time:** 5

**Duration:** Instant

**Resistance:** N/A

**Effect:** This spell takes the 50 faith used to channel it and transports it to the desired target, restoring the same amount of faith/mana to the target.

### **Spirit Twist (Sub-Planar)**

**Channeling Time:** 5

**Duration:** Instant

**Resistance:** N/A

**Effect:** With this spell the caster twists the mana or faith inside a being causing a great deal of pain to the target. This spell deals one half the amount of faith or mana that the target currently has to the target. The target then loses 1/3<sup>rd</sup> of their current faith/mana since that is the mana/faith manipulated by the priest to hurt the target.

### **Remove Will (Sub-Planar)**

**Channeling Time:** 5

**Duration:** 1 round/level

**Resistance:** Save to negate.

**Effect:** This spell inflicts the target with a quick weakening of will for the duration. An entity with this spell suffers a -3 penalty to all combat rolls, an additional -4 penalty to all saving throws and a additional -3 negative to all mind influencing magic(such as horror spells, stuns, etc) until the spell is dispelled.

### **6th level**

### **Accession of the Dead (Healing)**

**Channeling Time:** 6

**Duration:** Instant.

**Resistance:** N/A

**Effect:** This spell brings a dead corpse back to life with 50% health and 25% mana/faith. A corpse over 2 weeks dead can not be brought back by this spell.

### **Revitalization (Healing)**

**Channeling Time:** 6

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell infuses the target with powerful healing energy that stores itself in the targets body. If the target is brought below 1 health while the duration of this spell has not worn off the target will be healed to 100% of the there total health.

### **Barrier of Health (Healing)**

**Channeling Time:** Instant

**Duration:** 1 turn/level.

**Resistance:** N/A

**Effect:** This spell encases the target in a protective barrier that prevents all damage. While in the barrier the target regenerates 1 health/turn but can not take any action or movement. This spell can be cast instantly.

### **Ancient's Embrace (Healing)**

**Channeling Time:** 6

**Duration:** 3 rounds

**Resistance:** N/A

**Effect:** This spell creates a magical cone of white healing magic which heals all within for 4d10+6 hit points for the spells duration.

### **Forbiddance (Healing)**

**Channeling Time:** 6 rounds

**Duration:** Permanent

**Resistance:** N/A

**Radius:** 30 yards.

**Effect:** This spell seals the area from teleportation, all ethereal penetration and surrounds the area with a powerful magical ward that prevents entry from entities that do not know the password for the spell. If entry is tried without the password a saving throw vs. spell must be made. If the saving throw is past the entity may enter the warded area but is extremely weak and sick (-3 to all rolls) and receives 4d10 points of damage, If saving throw is failed entry is denied at least 24 hours before they may try again.

### **Shatter Undead (Death)**

**Channeling Time:** 6

**Duration:** Instant

**Resistance:** Save to resist.

**Radius:** 30 feet

**Effect:** Powerful magical energy flows from the caster and attacks the negative plan energy protects undead. Unless the undead

beings pass a saving throw vs. death the negative plane energy sustaining them is destroyed reducing them back to non-magical corpses.

### **Intimacy with Death (Death)**

**Channeling Time:** 6

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell makes a powerful barrier against all death like magic. The caster becomes immune to level drain, death spells, all negative effects from an undead creature's touch and a plus 4 bonus to all saving throws from spells of the Death Sphere.

### **Call Greater Necroservant (Death)**

**Channeling Time:** 6

**Duration:** permanent

**Resistance:** none

**Effect:** This powerful spells imbues a dead corpse with power from the negative plan and reanimates the corpse into an undead being under complete control of the caster. The servant can perform physical tasks and will fight to the death for the caster. Will mindless they can perform basic commands. The undead creature has Ac: 2, Thaco: 10, HD: 14, Damage: 2d8 and are completely immune to fire damage. The caster and the undead creature have a small mental "bond". This bond allows the caster to tell a general direction of the undead creature and its general state of care. Due to this bond a caster can only have a limited amount of servants under his control at one time. Exceeding this limit increase the chance of all servants breaking free of control. Normal necroservants and greater ones both count towards the same "servant" limit by intelligence.

23-25 Intelligence: 5 servants

19-23 Intelligence: 4 servants

18-15 Intelligence: 3 servants

14-8 Intelligence: 2 servants

8-1 Intelligence: 1 servant

### **Vitality Drain (Death)**

**Channeling Time:** 6

**Duration:** Instant

**Resistance:** None

**Effect:** This summons a powerful energy that drains the life energy of an opponent. This spell deals 5d6 points and level drains the opponent one level. The damage dealt is drained into the caster to heal any wounds

### **Vortex of Anguish (Death)**

**Channeling Time:** 6

**Duration:** Instant

**Resistance:** Save to resist.

**Radius:** 30 feet around the caster

**Effect:** This powerful spells transforms the caster into a conduit of life draining energy. Once the spell is complete all surrounding the caster within 30 feet feel their life energies being sucked away. Unless they pass a saving throw vs. spell anyone caught within the radius are drained of d2+1 levels/HD.

### **Resilience of the Tempest (Nature)**

**Channeling Time:** 6

**Duration:** 1 round/level

**Resistance:** None

**Radius:** 20 feet

**Effect:** This spell surrounds the caster and allies that are within the radius in a powerful natural aura. All under the effect are cloaked in crackling lightening and electricity. All affected by the spell are 100% immune to all electric damage of all sorts and will actually be healed for all by the amount of damage an electric based attack would deal.

### **Spirit of the Hunt (Nature)**

**Channeling Time:** 6

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell transforms the caster into the purest of hunters for the duration. The caster can track any living being that passed by within the last 3 days without fail, gains

an unnatural dexterity and anticipation in combat (sets dexterity to 23), the caster performs as if *hasted* and moves completely silently.

### Purity of Soul (Nature)

**Channeling Time:** 6

**Duration:** 10 rounds

**Resistance:** N/A

**Effect:** This spell causes the slow removal of wounds that afflict the target and the archival of complete calm. This spell causes the targets wounds to close at an insane rate. This causes a regeneration rate of 4 health per turn for the duration of the spell and immunity to normal types of fear and moral checks and the increased regeneration of faith/mana at 4 per turn.

### Summon Gleipnir Hero (Nature)

**Channeling Time:** 6

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell summons a magical wolf like creature called a Gleipnir. The wolf will fight until dispelled, slain or the duration of the spell ends. The wolf has a blackish color and is about three times the size of normal wolves. The summoned animal has 70 hp (14 HD), a 8 Thaco, an armor class of 0 and a bite that deals 2d12 damage. The Gleipnir also receives all physical and spell damage the caster receives for the duration of the spell. When this Gleipnir dies another smaller Gleipnir will appear with the same stats as one from the 3<sup>rd</sup> level spell Call Guardian Gleipnir.

### Summer's Hold (Nature)

**Channeling Time:** 6

**Duration:** 1 round/level

**Resistance:** N/A

**Radius:** 1 Mile

**Effect:** This spell causes the temperatures in the area to rise by 70 degrees but will not

increase the temperature to above 200 degrees causing the same effects as if a hot summer had suddenly come over the area (evaporating water etc.). The caster of this spell feels no ill effects and for 10 faith can turn the air around him into a thick burning blast of air dealing 1 fire damage for each level of the caster.

### Just (Unjust) Cause (War)

**Channeling Time:** 6 hours

**Duration:** 1 day/level

**Resistance:** N/A

**Radius:** 200 feet

**Effect:** This spell is a long prayer that will imbue all that listen and hear the prayer throughout most of its duration will gain +1 bonus to all rolls and a immunity to fear as long as they remain allied with the priest.

### War Chant (War)

**Channeling Time:** 6

**Duration:** 1 round/level

**Resistance:** N/A

**Radius:** 50 feet

**Effect:** After completing this spell all surrounding the caster are affected by a powerful aura centered on the caster. All allies under this spell gain a +4 bonus to all roles and a +2 bonus to AC. All enemies receive a -4 bonus to all rolls and a -2 negative to AC.

### Grace of Movement (War)

**Channeling Time:** 6

**Duration:** 2 rounds/level

**Resistance:** N/A

**Radius:** 50 feet

**Effect:** This spell allows the priest and allies within the radius to move and an incredible rate of speed, All under this spell effect travel at their base movement rate times 5. While unable to attack faster this allows a large amount of beings to cover vast distances shortly.



### Silver Shield (War)

**Channeling Time:** 6

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell causes the targets armor to glow with a silver light. This magical light grants the target a 15% magical resistance and a bonus of 4 to his AC. This spell also generates of an aura of light with a radius of 25 feet. The target also gets a 100% electric resistance bonus.

### Grand Weapon Mastery (War)

**Channeling Time:** 6

**Duration:** 2 round/level

**Resistance:** N/A

**Effect:** This spell causes the target to gain the knowledge and expertise needed to wield a specific weapon as a master. For the duration the target gains the ability to wield a specific weapon as if they were a fighter with 5 proficiencies in that weapon.

### Superior Ethereal Transport (Sub-Planar)

**Channeling Time:** 6

**Duration:** Instant

**Resistance:** N/A

**Effect:** This spell allows for quick transportation between places. This spell will transport the caster all the possessions he is caring and up to 3,000 more pounds of people or items. Unlike its lesser version this spell always succeeds.

### Call Extra-Planar Aid (Sub-Planar)

**Channeling Time:** 6 rounds

**Duration:** 6 hours

**Resistance:** None.

**Effect:** This spell sends a call deep into the ethereal planes. Usually this call is sent into the deep abyss or another lower plane. What type of fiend that responds to this call is

random but the casting is warded to prevent the coming of greater beasts of power (luckily for the caster). There is also a chance that the fiend will not be constrained by the spell at all and be free to act on their own free will for the duration. If the spell summons the fiend correctly the fiend must answer up to 3 questions or perform a service in their power within the next 6 hours. The chances of control or calling a specific fiend can be increased by more preparations.

Abishi, Spinagon.Imp:40%

Quasit, Dretch, Rutterkin, Manes: 40%

15%: Fiend summoned but not constrained. (Roll again to see what type)

A greater or true fiend responds to the summons and not constrained by spell: 5%

### Essence Restoration (Sub-Planar)

**Channeling Time:** 6

**Duration:** Instant

**Resistance:** N/A

**Effect:** This spell takes the 60 faith used to channel it and transports it to the desired target, restoring the same amount of faith/mana to the target. The target also has his faith/mana restoration increased dramatically (1 extra faith/mana a turn) for 5 rounds.

### Madness Aura (Sub-Planar)

**Channeling Time:** 6

**Duration:** 1/round level

**Resistance:** N/A

**Effect:** With this spell the caster drains the 60 faith needed for the casting and forms a powerful but invisible shield around them. Any enemy that comes within 5 feet of the caster enters the aura and has their mind come under attack. This spell deals one damage/level to them and all damage dealt this way causes a loss of an equal amount of faith.

### Greater Astral Mergence (Sub-Planar)

**Channeling Time:** 6

**Duration:** 10 rounds

**Resistance:** N/A

**Effect:** This spell causes the caster to merge into the ethereal plane making him invisible to all non ethereal beings and remaining in the ethereal plane even while attacking and spell casting.

7th level

**Resurrection (Healing)**

**Channeling Time:** 7

**Duration:** Instant.

**Resistance:** N/A

**Effect:** This spell brings a dead corpse back to life with 100% health and 50% mana/faith. Unlike previous raise dead-like scrolls, Resurrection may bring back any individual regardless of where their remains might lay (and are not required to cast the spell).

**Restoration (Healing)**

**Channeling Time:** 7

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell removes all negative effects from spells and other effects including level drain and makes the target immune to such effects for the duration of the spell.

**Energy Barrier (Healing)**

**Channeling Time:** 7

**Duration:** 1 turn/level.

**Resistance:** N/A

**Effect:** This spell encases the target in a protective barrier that prevents all damage. While in the barrier the target regenerates 1 health/turn and they can move but they cannot cast any spell or send any metallic objects through the barrier.

**Wind of the Eons (Healing)**

**Channeling Time:** 7

**Duration:** 3 rounds

**Resistance:** N/A

**Effect:** This spell creates a magical cone of white healing magic which heals all within for 5d10+7 hit points for the spells duration.

**Blessing (Healing)**

**Channeling Time:** 7 hours

**Duration:** Permanent

**Resistance:** N/A

**Radius:** Structure

**Effect:** This spell seals one building or item in divine energy be it good or evil. The spell's magic transmits some of the caster deities' energies into the structure or item making it a holy relic from that moment on. All priests of the same deity will recognize the structure or item and feel a pull to it if within 30 miles. Such items or structures may receive other benefits depending on the symbolism of the Blessing.

**Command Undead (Death)**

**Channeling Time:** 7

**Duration:** 1 round/level

**Resistance:** Save to resist.

**Effect:** After completing this spell penetrates into a singular undead. If the undead creature fails a save vs. spell the caster gains complete and total control of the undead for the duration of the spell.

**Death Shroud (Death)**

**Channeling Time:** 7

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell transforms the caster into an undead being for the duration of the spell or until they choose to dispel it. The caster completely transforms into one of the following undead beings: Vampire, Mummy, Wraith, Specter, Skeletal warrior and a ghost. While losing all caster abilities and special

abilities they take on all the powers of their transformed self.

### Call Ghastly Necroservant (Death)

**Channeling Time:** 7

**Duration:** permanent

**Resistance:** none

**Effect:** This powerful spells imbues a dead corpse with power from the negative plan and reanimates the corpse into an undead being under complete control of the caster. The servant can perform physical tasks and will fight to the death for the caster. Will mindless they can perform basic commands. The undead creature has Ac: 0, Thaco: 10, HD: 15, Damage: 2d8 and are completely immune to fire damage and all damage dealt by the necroservant is drained for health. . The caster and the undead creature have a small mental "bond". This bond allows the caster to tell a general direction of the undead creature and its general state of care. Due to this bond a caster can only have a limited amount of servants under his control at one time. Exceeding this limit increase the chance of all servants breaking free of control. Normal necroservants, greater ones and ghastly necroservants both count towards the same "servant" limit by intelligence. In addition to the mana cost of this spell a small bit of dust from a powerful undead creature is needed (10 HD or above).

23-25 Intelligence: 5 servants

19-23 Intelligence: 4 servants

18-15 Intelligence: 3 servants

14-8 Intelligence: 2 servants

8-1 Intelligence: 1 servant

### Life-force Vacuum (Death)

**Channeling Time:** 7

**Duration:** Instant

**Resistance:** None

**Effect:** This summons a powerful energy that drains the life energy of an opponent. This spell deals 8d6 points and level drains the opponent one level. The damage dealt is drained into the caster to heal any wounds

### Vortex of Rue (Death)

**Channeling Time:** 7

**Duration:** Instant

**Resistance:** Save to resist.

**Radius:** 30 feet around the caster

**Effect:** This powerful spells transforms the caster into a conduit of life draining energy. Once the spell is complete all surrounding the caster within 30 feet feel their life energies being sucked away. Unless they pass a saving throw vs. spell anyone caught within the radius are drained of d4+1 levels/HD.

### Union of Winter (Nature)

**Channeling Time:** 7

**Duration:** 1 round/level

**Resistance:** None

**Radius:** 20 feet

**Effect:** This spell surrounds the caster and allies that are within the radius in a powerful natural aura. All under the effect are cloaked in a freezing layer of frost. All affected by the spell are 100% immune to all fire damage of all sorts; in addition all under the spell gain a +3 bonus to their AC.

### Essence of the Hunt (Nature)

**Channeling Time:** 7

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell transforms the caster into the purest of hunters for the duration. The caster can track any living being that passed by within the last 3 weeks without fail, gains an unnatural dexterity and anticipation in combat (sets dexterity to 25), the caster performs as if *hasted* and moves completely silently.

### Pure Wind (Nature)

**Channeling Time:** 7

**Duration:** 10 rounds

**Resistance:** N/A

**Radius:** 50 feet

**Effect:** This spell causes the slow removal of wounds that afflict the caster and all allies in the radius and the archival of complete calm for all allies in the radius as well. This spell causes the targets wounds to close at an insane rate. This causes a regeneration rate of 4 health per turn for the duration of the spell and immunity to normal types of fear and moral checks and the increased regeneration of faith/mana at 4 per turn.

### Summon Elemental (Nature)

**Channeling Time:** 7

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell summons an elemental from one of the elemental planes. Which plane the creature is summoned from is chosen by the priest at casting. The elemental functions like a normal elemental of its plane but has 18 HD.

### Buffer of Earth (Nature)

**Channeling Time:** 7

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell surrounds the caster in a thick powerful barrier of earth that attempts to protect the caster from all forms of damage. This barrier grants the target 20% immunity to all forms of attack. Blows dealt to the target have their damage reduced by 5.

### Holy War (War)

**Channeling Time:** 7 hours

**Duration:** 1 day/level

**Resistance:** N/A

**Radius:** 200 feet

**Effect:** This spell is a long prayer that will imbue all those who listen and hear the prayer throughout most of its duration will gain +1 bonus to all rolls and an immunity to fear as long as they remain allied with the

priest and if attempting to recruit for a cause sanctioned by the priest they are treated as if they had 25 charisma.

### Chant of Blood (War)

**Channeling Time:** 7

**Duration:** 1 round/level

**Resistance:** N/A

**Radius:** 50 feet

**Effect:** After completing this spell all surrounding the caster are affected by a powerful aura centered on the caster. All allies under this spell gain a +5 bonus to all rolls and a +3 bonus to AC. All enemies receive a -5 bonus to all rolls and a -3 negative to AC.

### Purity of Movement (War)

**Channeling Time:** 7

**Duration:** 2 rounds/level

**Resistance:** N/A

**Radius:** 50 feet

**Effect:** This spell allows the priest and allies within the radius to move and an incredible rate of speed, All under this spell effect travel at their base movement rate times 7. While unable to attack faster this allows a large amount of beings to cover vast distances shortly.

### Shield of Gold (War)

**Channeling Time:** 7

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell causes the targets armor to glow with a golden light. This magical light grants the target a 5% magical resistance and a bonus of 4 to his AC. This spell also generates of an aura of light with a radius of 25 feet. The target also gets a 100% electric resistance bonus, 30% cold resistance, 60% fire resistance and a 40% acid resistance.

### **Might of the Valiant (War)**

**Channeling Time:** 7

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell only will affect the caster and while he remains under the duration of the spell he will never fall unconscious or die. If reaching 0 or negative hit points the priest will function normally until the duration wears off and at that moment be affected by his normal hit point total (dying if below 0). This spell cannot be cast by the same priest twice in a 24 hour period. For 90 faith this spell can be cast in 2 turns.

### **Mightiest Ethereal Transport (Sub-Planar)**

**Channeling Time:** 7

**Duration:** Instant

**Resistance:** N/A

**Effect:** This spell allows for quick transportation between places. This spell will transport the caster all the possessions he is caring and up to 10,000 more pounds of people or items. Unlike its lesser version this spell allows succeeds.

### **Summon Extra-Planar Fiend (Sub-Planar)**

**Channeling Time:** 7 rounds

**Duration:** 7 days

**Resistance:** None.

**Effect:** This spell sends a call deep into the ethereal planes and is much more powerful than the lesser version since it calls stronger fiends and compels them for 7 days. Usually this call is sent into the deep abyss or another lower plane. What type of fiend that responds to this call is random but the casting is ward to prevent the coming of greater beasts of power (luckily for the caster). There is also a chance that the fiend will not be constrained by the spell at all and be free to act on their own free will for the duration. If the spell summons the fiend correctly the fiend must answer up to 5 questions or perform a service in their power within the next 7 days. The chances of control or calling a specific fiend can be increased by more preparations. Repeated casting of this spell

may cause unwanted attention from lower plane higher ups for the losses of their minions.

Abishi, Spinagon. Imp, Barbazu, Erinyes, Hamatula, Osyluth: 40%

Quasit, Dretch, Rutterkin, Manes, Succubus, Cambion, Bar-Lgura, Alu-Fiend: 40%

15%: Fiend summoned but not constrained. (Roll again to see what type)

A greater or true fiend responds to the summons and not constrained by spell: 5%

### **Greater Essence Restoration (Sub-Planar)**

**Channeling Time:** 7

**Duration:** Instant

**Resistance:** N/A

**Effect:** This spell takes the 70 faith used to channel it and transports it to the desired target, restoring the same amount of faith/mana to the target. The target also has his faith/mana restoration increased dramatically (2 extra faith/mana a turn) for 5 rounds.

### **Insanity Aura (Sub-Planar)**

**Channeling Time:** 7

**Duration:** 1/round level

**Resistance:** N/A

**Effect:** With this spell the caster drains the 70 faith needed for the casting and forms a powerful but invisible shield around them. Any enemy that comes within 5 feet of the caster enters the aura and has their mind come under attack. This spell deals one damage/level to them and all damage dealt this way causes a loss of an equal amount of faith. Half the damage dealt is drained as faith for the caster.

### **Astral Skin (Sub-Planar)**

**Channeling Time:** 7

**Duration:** 10 rounds

**Resistance:** N/A

**Effect:** This spell causes the casters skin to transform as if the caster came from another



plane then the one the caster currently resides. The caster gains immunity to magical weapons of less than +3 enchantment and they gain a 30% magical resistance. Silver and iron weapons will deal full damage even if not enchanted.

#### 8th level

##### **Mass Resurrection (Healing)**

**Channeling Time:** 8

**Duration:** Instant.

**Resistance:** N/A

**Radius:** 50 feet

**Effect:** This spell brings back all dead corpses within 50 feet of the targeted corpse. The corpses come back to life with 25% health and 25% mana/faith. This spell can not affect any bodies over 1 day old.

##### **Greater Restoration (Healing)**

**Channeling Time:** 8

**Duration:** Instant

**Resistance:** N/A

**Effect:** This spell removes all negative effects from spells and other effects including level drain. This spells also removes all natural undesired effects. When the spell is cast the target immediately is cured of all "negative effects" or abnormalities and can choose which abnormalities they would like permanently removed such as insanity, mental retardation, mutations or phobias. This choosing happens in the blink of an eye and the target must wait 5 years before this spell can be cast on them again.

##### **Test of Faith (Healing)**

**Channeling Time:** 8

**Duration:** Instant.

**Resistance:** N/A

**Effect:** The spell can be cast with as little as 10 faith points. The caster calls out to his god for aid and if the god finds the caster worthy or is not upset with his latest actions (ZM

discretion) the caster's faith pool is immediately filled. Repeated casting of this spell can infuriate any deity.

##### **Torrent of the Eons (Healing)**

**Channeling Time:** 8

**Duration:** 3 rounds

**Resistance:** N/A

**Effect:** This spell creates a magical cone of white healing magic which heals all within for 5d12+8 hit points for the spells duration.

##### **Saints Tenacity (Healing)**

**Channeling Time:** 8

**Duration:** Variable

**Resistance:** N/A

**Effect:** This spell binds the casters spirit to an item that can be no bigger than 1 foot in diameter/height. Upon death if the caster is within 10 feet of the item the caster is immediately resurrected with full health and whatever faith they had on dying. If the caster is carrying multiple versions of these types of items they all waste their magic at the caster's death.

##### **Control Undead Legion (Death)**

**Channeling Time:** 8

**Duration:** Permanent

**Resistance:** Save to resist.

**Radius:** 50 feet

**Effect:** After completing this spell penetrates into a singular undead and all other undead caught within the radius. If the undead creatures fail a save vs. spell the caster gains complete and total control of the undead beings for the duration of the spell. Certain forms of extremely powerful undead can resist this spell completely.

##### **Aura of Night (Death)**

**Channeling Time:** 8

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell makes surrounds the caster in a thick billowing cloud of blackness. The cloud grants the caster a +4 bonus to AC vs. all missile attack. Any enemies that come within the cloud (20 feet around the caster) are dealt one cold damage per level of the caster and must roll a save vs. spell or run in fear away from the caster for 1-4 rounds. The enemies are dealt the cold damage and must re-roll their save for every round they stay within the aura. Any living being killed by the cold damage is animated as a skeleton under the casters control.

### **Call Monstrous Necroservant (Death)**

**Channeling Time:** 8

**Duration:** permanent

**Resistance:** none

**Effect:** This powerful spells imbues a dead corpse with power from the negative plan and reanimates the corpse into an undead being under complete control of the caster. The servant can perform physical tasks and will fight to the death for the caster. Will mindless they can perform basic commands. The undead creature has Ac: -2, Thaco: 8, HD: 17, Attacks: 2 Damage: 2d10 and are completely immune to fire damage and all damage dealt by the necroservant is drained for health. The caster and the undead creature have a small mental "bond". This bond allows the caster to tell a general direction of the undead creature and its general state of care. Due to this bond a caster can only have a limited amount of servants under his control at one time. Exceeding this limit increase the chance of all servants breaking free of control. Normal necroservants, greater ones, ghastly necroservants and monstrous ones both count towards the same "servant" limit by intelligence. In addition to the above powers the caster can at will look through the "eyes" of the necroservant and see what the necroservant sees. While looking through the servant the caster can not tell what is happening in his own vicinity. In addition to the mana cost of this spell a small bit of dust from a powerful undead creature is needed (10 HD or above).

23-25 Intelligence: 5 servants

19-23 Intelligence: 4 servants

18-15 Intelligence: 3 servants

14-8 Intelligence: 2 servants

8-1 Intelligence: 1 servant

### **Shriek of the Dead (Death)**

**Channeling Time:** 8

**Duration:** Instant

**Resistance:** None

**Radius:** 50 feet

**Effect:** This summons a powerful energy that drains the life energy of an opponent. A loud shriek is heard that deals 8d6 points and causes deafness in all enemies within 50 feet of the caster. The damage dealt is drained into the caster to heal any wounds

### **Vortex of Torment (Death)**

**Channeling Time:** 8

**Duration:** Instant

**Resistance:** Save to resist.

**Radius:** 30 feet around the caster

**Effect:** This powerful spells transforms the caster into a conduit of life draining energy. Once the spell is complete all surrounding the caster within 30 feet feel their life energies being sucked away. Unless they pass a saving throw vs. spell anyone caught within the radius are drained of d4+1 levels/HD. The caster gains half the HD/levels drained (rounded up) in health as if they had gained those levels. For example if the caster drains 4 HD from a frost giant the priest will gain 2d8 health. This health can exceed the casters limit.

### **Aura of Elements (Nature)**

**Channeling Time:** 8

**Duration:** 1 round/level

**Resistance:** None

**Radius:** 20 feet

**Effect:** This spell surrounds the caster and allies that are within the radius in a powerful natural aura. While under this spell effect all affected are surrounded by powerful magical

auras preventing elemental damage. All surrounded by this aura become completely immune to all forms of elemental damage.

### Embodiment of the Hunt (Nature)

**Channeling Time:** 8

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell transforms the caster into the purest of hunters for the duration. The caster can track any living being that passed by within the last 3 months without fail, gains an unnatural dexterity and anticipation in combat (sets dexterity to 25), an increase in perception (wisdom increased by 3), the caster performs as if *hasted* and moves completely silently.

### Natures Purest Calm (Nature)

**Channeling Time:** 8

**Duration:** 10 rounds

**Resistance:** N/A

**Radius:** 50 feet

**Effect:** This spell causes the slow removal of wounds that afflict the caster and all allies in the radius and the archival of complete calm for all allies in the radius as well. This spell causes the targets wounds to close at an insane rate. This causes a regeneration rate of 6 health per turn for the duration of the spell and immunity to normal types of fear and moral checks and the increased regeneration of faith/mana at 6 per turn.

### Summon Greater Elemental (Nature)

**Channeling Time:** 8

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell summons an elemental from one of the elemental planes. Which plane the creature is summoned from is chosen by the priest at casting. The elemental functions like a normal elemental of its plane but has 20 HD.

### Buffer of Stone (Nature)

**Channeling Time:** 8

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell surrounds the caster in a thick powerful barrier of stone that attempts to protect the caster from all forms of damage. This barrier grants the target 40% immunity to all forms of attack. Blows dealt to the target have their damage reduced by 10.

### Ignore Lacerations (War)

**Channeling Time:** 8

**Duration:** 1 round/level

**Resistance:** N/A

**Radius:** 30 feet

**Effect:** This spell protects the caster and all allies under the spell affect from physical attacks that would slash or puncture their skin. While under this spell all who are affected gain a 60% damage reduction from slashing weapons and a 40% damage reduction from piercing.

### Soul Ward (War)

**Channeling Time:** 8

**Duration:** 1 round/level

**Resistance:** N/A

**Radius:** 50 feet

**Effect:** After completing this spell all surrounding the caster are affected by a powerful aura centered on the caster. All allies under this spell gain a +5 bonus to their saving throws and become immune to all "death" and mind influencing magic.

### Resignation (War)

**Channeling Time:** 8

**Duration:** 1 rounds/level

**Resistance:** Save with a -3 penalty to resist.

**Effect:** For the duration of this spell the target is overcome by a sense of dread and hopelessness. While under this spell affect the target can not successfully pass any goal. For example the target cannot pass a saving throw, ability check or a Thaco roll but can cast a spell as long as that requires no check.

### **Diamond Shield (War)**

**Channeling Time:** 8

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell causes the targets armor to glow with a golden light. This magical light grants the target a 50% magical resistance and a bonus of 4 to his AC. This spell also generates of an aura of light with a radius of 25 feet.

### **Fortification of the Champion (War)**

**Channeling Time:** 8

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell can be cast on the caster or an ally and while the target remains under the duration of the spell he will never fall unconscious or die. If reaching 0 or negative hit points the priest will function normally until the duration wears off and at that moment be affected by his normal hit point total (dying if below 0). This spell cannot be cast by the same priest twice in a 24 hour period. For 90 faith this spell can be cast in 2 turns.

### **Instantaneous Ethereal Transport (Sub-Planar)**

**Channeling Time:** Instant

**Duration:** Instant

**Resistance:** N/A

**Effect:** This spell allows for quick transportation between places. This spell while only transporting the caster and his possessions can be cast instantaneously with just a thought as long as the caster has 80 faith.

### **Summon Greater Extra-Planar Fiend (Sub-Planar)**

**Channeling Time:** 8 rounds

**Duration:** 7 days

**Resistance:** None.

**Effect:** This spell sends a call deep into the ethereal planes and is much more powerful than the lesser version since it calls stronger fiends and compels them for 7 days. Usually this call is sent into the deep abyss or another lower plane. What type of fiend that responds to this call is random but the casting is warded to prevent the coming of greater beasts of power (luckily for the caster). There is also a chance that the fiend will not be constrained by the spell at all and be free to act on their own free will for the duration. If the spell summons the fiend correctly the fiend must answer up to 5 questions or perform a service in their power within the next 7 days, fiends of such power though can often find ways to get around this and often the caster finds himself dead after the 7 days of service. The chances of control or calling a specific fiend can be increased by more preparations. Repeated casting of this spell may cause unwanted attention from lower plane higher ups for the losses of their minions. It is highly suggested that the caster be prepared that they can deal with the fiend summoned.

Gelugon, Cornugon, Amnizu: 40%

Babau, Chasme, Nabassu, Wastrilith: 40%

15%: Fiend summoned but not constrained. (Roll again to see what type)

A true or fiend lord responds to the summons and not constrained by spell: 5%

### **Complete Essence Restoration (Sub-Planar)**

**Channeling Time:** 8

**Duration:** Instant

**Resistance:** N/A

**Effect:** This spell takes the 80 faith used to channel it and transports it to the desired target, restoring the same amount of faith/mana to the target. The target also has his faith/mana restoration increased

dramatically (3 extra faith/mana a turn.) for 5 rounds.

### **Insanity Storm (Sub-Planar)**

**Channeling Time:** 8

**Duration:** Instant

**Resistance:** N/A

**Radius:** 30 feet

**Effect:** All enemies caught in the spell radius have their mana/faith twisted causing a great deal of physical pain. This spell deals one half the amount of faith or mana that the target currently has to the target. The target then loses 1/3<sup>rd</sup> of their current faith/mana since that is the mana/faith manipulated by the priest to hurt the target.

### **Fiend Skin (Sub-Planar)**

**Channeling Time:** 8

**Duration:** 10 rounds

**Resistance:** N/A

**Effect:** This spell causes the casters skin to transform as if the caster came from another plane then the one the caster currently resides. The caster gains immunity to magical weapons of less than +3 enchantment and they gain a 50% magical resistance and complete immunity to fire, lightening or acid at the casters choice. . Silver and iron weapons will deal full damage even if not enchanted.

### **9th level**

### **Ray of Light (Darkness) (Healing)**

**Channeling Time:** 9

**Duration:** Instant.

**Resistance:** N/A

**Radius:** 1 Mile

**Effect:** This powerful spell summons a beacon of light (darkness for evil) that surrounds the caster. All of opposite alignments that see this spell are blinded for 1-4 rounds. All of the same alignment are cured of any non magical ailments poisons,

disease or curses and if able to fight compelled to rush to the caster's side to defend.

### **Restoring Aura (Healing)**

**Channeling Time:** 9 rounds

**Duration:** Instant

**Resistance:** N/A

**Radius:** 1 Mile

**Effect:** This spell removes all negative effects from spells and other effects including level drain. This spells also removes all natural undesired effects. When the spell is cast the target immediately is cured of all "negative effects" or abnormalities and can choose which abnormalities they would like permanently removed such as insanity, mental retardation, mutations or phobias (This spell does not affect Giantspawn character's mutation hindrance). This choosing happens in the blink of an eye and the target must wait 5 years before this spell can be cast on them again. All within 1 mile of the caster are affected by this spell. The caster may only cast this spell once every 5 years,

### **Alacrity of the Host (Healing)**

**Channeling Time:** 9

**Duration:** Instant.

**Resistance:** N/A

**Effect:** This spells allows the caster to devote his earthly body into divine healing power. The caster can channel his health into health/mana/faith for all within 50 feet of him at will and he can channel his own health into faith. While this spells is in effect the caster's body becomes faint and difficult to see (+2 to AC).

### **Maelstrom of the Eons (Healing)**

**Channeling Time:** 9

**Duration:** 3 rounds

**Resistance:** N/A

**Effect:** This spell creates a magical cone of white healing magic which heals all within



for 6d12+10 hit points for the spells duration.

### **Martyrs Hold (Healing)**

**Channeling Time:** 9

**Duration:** Variable

**Resistance:** N/A

**Effect:** This spell binds the target spirit to an item that can be no bigger than 1 foot in diameter/height. Upon death of the target is within 10 feet of the item the target is immediately resurrected with full health and whatever faith they had on dieing.

### **Annihilation (Death)**

**Channeling Time:** 9

**Duration:** Instant

**Resistance:** Save to resist.

**Effect:** This powerful spells attempts to completely remove the life energy of a target being. After completing the spell the target must roll a save vs. death or be completely destroyed in an explosion. Almost all types of creatures are affected by this spell (even undead and powerful planar creatures). All divine beings can completely resist this spell.

### **Aura of Eternity (Death)**

**Channeling Time:** 9

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell makes surrounds the caster in a thick billowing cloud of blackness. The cloud grants the caster a +4 bonus to AC vs. all missile attack. Any enemies that come within the cloud (35 feet around the caster) are dealt one cold damage per level of the caster and must roll a save vs. spell or be stunned in fear for 1-4 rounds. The enemies are dealt the cold damage and must re-roll their save for every round they stay within the aura. Any living being killed by the cold damage is animated as a skeleton under the casters control. Anyone below 3 HD that see the caster under this spell runs in fear for 1-8 hours.

### **Call Fiendish Necroservant (Death)**

**Channeling Time:** 9

**Duration:** permanent

**Resistance:** none

**Effect:** This powerful spells imbues a dead corpse with power from the negative plan and reanimates the corpse into an undead being under complete control of the caster. This servant unlike its lesser brethren has intelligence equal to the casters -1. The undead creature has Ac: -4, Thaco: 5, HD: 20, Attacks: 2 Damage: 2d10 and are completely immune to fire damage and all damage dealt by the necroservant is drained for health. The caster and the undead creature have a small mental "bond" and the caster can at will hold a physic conversation with the servant. This bond works both ways, allowing the servant to know where his master is and talk to him. This bond allows the caster to tell a general direction of the undead creature and its general state of care. In addition to the above powers the caster can at will look through the "eyes" of this necroservant and see what the necroservant sees. While looking through the servant the caster can not tell what is happening in his own vicinity. Also this necroservant can cast spells as a 5<sup>th</sup> level cleric with access to the Death sphere. Due to the high intelligence of this servant it can develop complex ideas and thoughts and due to its complete devotion to its creator it will uses its intelligence to best benefit the caster. This necroservant can uses magical items such as wands unlike its lesser brethren as well. The servant also knows all languages the caster knows. In addition to the mana cost of this spell the caster loses 1 point of constitution. Only one of these servants can be had at one time due to the powerful mental bond between the caster and this servant. The caster can still control a normal amount of lesser servants.

### **Blood Pact (Death)**

**Channeling Time:** 9

**Duration:** Instant

**Resistance:** None

**Radius:** Must be within sight range.

**Effect:** This spell is cast between one being and the caster. The being that the caster casts this spell on must be willing or the spell fizzles. When this spell is cast the priest may instantly drain his faith and transform into health for the being he made the pact with or transform health into faith/mana. The other being involved in the pact can also do the same.

### Vortex of Decay (Death)

**Channeling Time:** 9

**Duration:** Instant

**Resistance:** Save to resist.

**Radius:** 30 feet around the caster

**Effect:** This powerful spells transforms the caster into a conduit of life draining energy. Once the spell is complete all surrounding the caster within 30 feet feel their life energies being sucked away. Unless they pass a saving throw vs. spell anyone caught within the radius are drained of  $d6+1$  levels/HD. The caster gains half the HD/levels drained (rounded up) in health as if they had gained those levels. For example if the caster drains 4 HD from a frost giant the priest will gain 2d8 health. This health can exceed the casters limit.

### Greater Aura of Elements (Nature)

**Channeling Time:** 9

**Duration:** 1 round/level

**Resistance:** None

**Radius:** 20 feet

**Effect:** This spell surrounds the caster and allies that are within the radius in a powerful natural aura. While under this spell effect all affected are surrounded by powerful magical auras preventing elemental damage. All armor is covered by frost and crackles with electricity while glowing with brilliant sunlight. All surrounded by this aura become completely immune to all forms of elemental damage. In addition all under the spell gain a +3 bonus to their AC, healed for all amount of damage an electric based attack would deal, and due to the glaring sunlight surrounding them all enemies receive a -5 negative to Thaco rolls.

### One with the Hunt (Nature)

**Channeling Time:** 9

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell transforms the caster into the purest of hunters for the duration. The caster can track any living being that passed by within the last 12 months without fail, gains an unnatural dexterity and anticipation in combat (sets dexterity to 25), an increase in perception (wisdom increased by 4), the caster performs as if *hasted*, and is able to teleport to any piece of land within sight by concentrating for 1 turn and moves completely silently.

### Reincarnation (Nature)

**Channeling Time:** 9

**Duration:** 1 day/level

**Resistance:** N/A

**Effect:** This powerful spell binds the caster to the forces of nature. This spell has no effect until the caster is killed. Upon this moment the caster is reincarnated into his original form with full health and faith restored.

### Summon True Elemental (Nature)

**Channeling Time:** 9

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell summons an elemental from one of the elemental planes. Which plane the creature is summoned from is chosen by the priest at casting. The elemental functions like a normal elemental of its plane but has 24 HD.

### Buffer of Diamond (Nature)

**Channeling Time:** 9

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell surrounds the caster in a thick powerful barrier of earth that attempts

to protect the caster from all forms of damage. This barrier grants the target 60% immunity to all forms of attack. Blows dealt to the target have their damage reduced by 15.

**Ignore Blows (War)**

**Channeling Time:** 9

**Duration:** 1 round/level

**Resistance:** N/A

**Radius:** 30 feet

**Effect:** This spell protects the caster and all allies under the spell affect from physical attacks that would slash or puncture their skin. While under this spell all that are affected gain a 60% damage reduction from slashing weapons, a 40% damage reduction from piercing and a 35% reduction from crushing damage.

**Crusader's Mantle (War)**

**Channeling Time:** 9

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** While under this spell all that see the caster see him as a divine figure of incredible strength with a divine purpose. For the duration of the spell all the casters stats are raised to 20 (But this will never lower an ability score).

**Greater Resignation (War)**

**Channeling Time:** 9

**Duration:** 1 rounds/level

**Resistance:** None.

**Effect:** For the duration of this spell the target is overcome by a sense of dread and hopelessness. While under this spell affect the target can not successfully pass any goal. For example the target cannot pass a saving throw, ability check or a Thaco roll but can cast a spell as long as that requires no check.

**God's Shield (War)**

**Channeling Time:** 9

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell causes the targets armor to glow with a golden light. This magical light grants the target a 90% magical resistance and a bonus of 4 to his AC. This spell also generates of an aura of light with a radius of 25 feet.

**Invulnerability of the Champion (War)**

**Channeling Time:** 9

**Duration:** 1d4+1 rounds

**Resistance:** N/A

**Effect:** This spell can be cast on the caster or an ally and while the target remains under the duration of the spell they will find themselves immune to all forms of negatives effects including damage, spells and other types of attacks.

**Instantaneous Ethereal Transport 10 foot radius (Sub-Planar)**

**Channeling Time:** Instant

**Duration:** Instant

**Resistance:** N/A

**Effect:** This spell allows for quick transportation between places. This spell while only transporting the caster and his possessions and up to 8 people within 10 feet can be cast instantaneously with just a though as long as the caster has 90 faith.

**Summon True Extra-Planar Fiend (Sub-Planar)**

**Channeling Time:** 9 rounds

**Duration:** 7 days

**Resistance:** None.

**Effect:** This spell sends a call deep into the ethereal planes and is much more powerful than the lesser version since it calls stronger fiends and compels them for 7 days. Usually this call is sent into the deep abyss or another lower plane. What type of fiend that responds to this call is random but the casting is warded to prevent the coming of greater beasts of power (luckily for the caster). There is also a chance that the fiend will not be

constrained by the spell at all and be free to act on their own free will for the duration. If the spell summons the fiend correctly the fiend must answer up to 5 questions or perform a service in their power within the next 7 days, fiends of such power though can often find ways to get around this and often the caster finds himself dead after the 7 days of service. The chances of control or calling a specific fiend can be increased by more preparations. Repeated casting of this spell may cause unwanted attention from lower plane higher ups for the losses of their minions. It is highly suggested that the caster be prepared that they can deal with the fiend summoned.

Pit fiend, Shator, Gray Slaad: 40%

Vrock, Nalfeshne, Marilith, Hezrou, Glabrezu, Balor: 40%

15%: Fiend summoned but not constrained. (Roll again to see what type)

A fiend lord or Abyssal Deity responds to the summons and not constrained by spell: 5%

#### **True Essence Restoration (Sub-Planar)**

**Channeling Time:** 9

**Duration:** Instant

**Resistance:** N/A

**Effect:** This spell takes the 90 faith used to channel it and transports it to the desired target, restoring the same amount of faith/mana to the target. The target also has his faith/mana restoration increased dramatically (4 extra faith/mana a turn.) for 5 rounds.

#### **Insanity Tempest (Sub-Planar)**

**Channeling Time:** 8

**Duration:** Instant

**Resistance:** N/A

**Radius:** 30 feet

**Duration:** 2 turns

**Effect:** All enemies caught in the spell radius have their mana/faith twisted causing a great deal of physical pain. This spell deals one half the amount of faith or mana that the target currently has to the target. The target

then loses 1/3<sup>rd</sup> of their current faith/mana since that is the mana/faith manipulated by the priest to hurt the target.

#### **Divine Skin (Sub-Planar)**

**Channeling Time:** 9

**Duration:** 10 rounds

**Resistance:** N/A

**Effect:** This spell causes the casters skin to transform as if the caster came from another plane then the one the caster currently resides. The caster gains immunity to magical weapons of less than +4 enchantment and they gain a 60% magical resistance and complete immunity to 2 of the following elements fire, lightening or acid at the casters choice. . Silver and iron weapons will deal full damage even if not enchanted.

#### **10<sup>th</sup> level Miracles:**

##### **Dawn (Dusk) (Healing)**

**Channeling Time:** 10 rounds

**Duration:** Instant

**Resistance:** N/A

**Effect:** The most powerful of all healing spells. This spells purges all the faith of the caster to imbue the nearest corpses within 100 feet with life. The corpses will rise from the dead and be compelled to fight for the priest for 24 hours at which they will be released into death or life by the casters discretion. Corpses under the priests control will glow with the light of the dawn or dusk causing light or darkness where ever they go.

##### **Cataclysm Wail (Death)**

**Channeling Time:** 10 rounds

**Duration:** Instant

**Resistance:** Save at -2 to Resist

**Effect:** The most powerful of all death spells. This spells purges all the faith of the caster to create an extremely powerful wail that emits from the caster. All those who hear this powerful spell must roll a save vs. death at -2 or drop to the ground in writhing pain. Within one round all effected by the spell

die. The radius is all that hear the priest's magnified wail. Only undead and divine beings can escape the force of this spell.

### **Hurricane (Nature)**

**Channeling Time:** 10 rounds

**Duration:** 24 hours

**Resistance:** N/A

**Radius:** ZM discretion

**Effect:** The most powerful of all nature spells. This spells purges all the faith of the caster to call an extremely powerful hurricane to the caster. The hurricane forms immediately above the caster reaching full strength in 5 turns. The hurricane is miles long and can be considered stronger than any category 5 hurricane. The winds will be around 250 miles an hour with a constant downpour of rain and lightening. The caster can control the hurricane completely as long as he concentrates into it (cant move or attack) and while concentrating the caster can protect him and allies within 50 feet of from the ill effects of the hurricane.

### **Avatar (War)**

**Channeling Time:** 10 rounds

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** The most powerful of all war spells. This spells purges all the faith of the caster to allow the priest to undergo an extremely powerful transformation. For the duration of the spell the priest transforms into his god's most powerful "battle" avatar. While not a divine being the priest still gains all the powers the normal avatar would have until the duration expires.

### **Possession (Sub-Planar)**

**Channeling Time:** 10 rounds

**Duration:** Permanent

**Resistance:** N/A

**Effect:** The most powerful of all Sub-Planar spells. This powerful spell allows the caster to completely posses a person or being for

either a beneficial or negative effect. When possessing a being the caster always can tell the being's thoughts and actions. At will the caster can take control of the target unless the target passes a save vs. spell at a -3 every turn. Once the target passes once they gain ability to control themselves for another turn. Only the death or the caster breaking the link can stop possession.

## **Sorcerer Spells**

The silent man clad in red robes silently shouted a magical word aloud and the commoner was struck dead instantly. The magic user instantly disappeared.

### **Utility Spells:**

**1<sup>st</sup> level...**

#### **Light (Utility)**

**Channeling Time:** 1

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** An object or character becomes illuminated, emitting a 15' radius of basic effective sunlight.

#### **Detection Spell (Utility)**

**Channeling Time:** 1

**Duration:** Instant

**Resistance:** N/A

**Effect:** This crucial spell allows the caster to detect the presence of evil, magic, poison, OR snares and pits in his immediate area- the caster must announce what he is detecting at the completion of the spell.

**2<sup>nd</sup> Level...**

#### **Know Alignment (Utility)**

**Channeling Time:** 2 rounds

**Duration:** Instant

**Resistance:** N/A

**Effect:** Divines the exact alignment of a said target, the target has no resistance to this spell.

**3<sup>rd</sup> level...**



### Locate Object (Utility)

**Channeling Time:** 3 rounds

**Duration:** 3 hours

**Resistance:** N/A

**Effect:** Casting this spell the caster of overcome with divine awareness of the location of a singular object within 10 yards/level, this effect lasts for 3 hours, giving the caster that duration to locate it before the spell runs out.

### Dispel Magic (Utility)

**Channeling Time:** 3 rounds

**Duration:** Instant

**Resistance:** None.

**Effect:** Dispel magic surrounds a target not larger than 10 feet/level in a humming white aura that removes any sort of magical effect upon the radius which is below or equal to the caster's level. For imbued magical items, wands are considered 6<sup>th</sup> level, 8<sup>th</sup> for staves, 12<sup>th</sup> for potions, other magical items are 12 unless specified rendering them unoperational for 1d4 rounds.

### 4<sup>th</sup> level...

### Imbue Altar (Utility)

**Channeling Time:** 4 hours

**Duration:** Permanent

**Resistance:** N/A

**Effect:** This spell imbues a high quality stone, metallic or crystalline flat surface no lower in value than 500 gold to become eligible for future magical item enchantments (and is now considered a *Altar*). The spell only succeeds if the caster has able faith (ZM approval).

### Enchant Shell (Utility)

**Channeling Time:** 4 hours

**Duration:** Permanent

**Resistance:** N/A

**Effect:** Taking a high quality or flawless trinket, weapon, armor, helmet or other piece of equipment (not lower in value than an additional +25% than the standard stock item) the caster enchants the shell to allow for further spell enchantment.

### 5<sup>th</sup> level...

### Enchant Focal Stone (Utility)

**Channeling Time:** 5 hours

**Duration:** Permanent

**Resistance:** N/A

**Effect:** Enchant Focal Stone magically enchants a high quality stone (such as a diamond, gem or pearl) into a *focal stone*, a component which is crucial for the creation of magical items. The stone used must be in relative value to that of estimated magical item worth (ZM approval). For example a short sword +1 may require a garnet or better whilst a bow +3 might require a rogue stone or better (all subject to the ZM).

### Flow of Magic (Utility)

**Channeling Time:** 5 hours

**Duration:** Permanent

**Resistance:** N/A

**Effect:** Flow of Magic allows a *focal stone* to become enchanted with another spell. Glowing with an intense blue aura the *focal stone* becomes eligible to be enchanted for 1 round/2 levels, at which time the desired spell must be cast directly on the focal stone. Cast on the stone, the *focal stone* now holds the desired spell within it, now able to be transferred into a blessed shell.

### 6<sup>th</sup> level...

### Magic Transfer (Utility)

**Channeling Time:** 6 hours

**Duration:** Permanent

**Resistance:** N/A

**Effect:** Such a spell allows the sorcerer to transfer the magical enchantments from a *focal stone* to a enchanted shell on an imbued *Altar*. The chance of failure is 10% x the spell enchantment level (thus a 10<sup>th</sup> level spell has a base 100% failure rate). However for each class level attained, this failure rate is reduced by 5%. The failure rate may never go below 5%. If the caster fails, the shell and the *focal stone* explodes, and the entire process must be repeated again. The powerful magical explosion permanently reduces the caster's constitution score by 1.

### Activate Item (Utility)

**Channeling Time:** 6 turns

**Duration:** N/A

**Resistance:** N/A

**Effect:** Activate Item is the final spell to be cast in the enchantment of a magical item, while casting it (during the 6 turns), the caster may utter 6 commands:

1. Item Name (Required)

2. Item Purpose (Required)
3. Item Command Word (Possibly Required)
4. Optional: Alignment, race, class, character restrictions etc (+10% failure rate)
5. Optional: Visual effects such as fire, acid dripping, altered shell appearance, illusionary effects etc (+10% failure rate)
6. Optional: Misc (+10% failure rate)

The base failure rate for casting Activate Item is 5%, with additional percentage added for additional phrase parameters. The chance of failure is reduced by 1%/level.

#### 1<sup>st</sup> level

#### Fire Steel (White fire magic)

**Channeling Time:** 1

**Duration:** 1 round/level.

**Resistance:** N/A.

**Effect:** 1d4 + 1/weapon per level are imbued with magical white blazing fire that adds 1d4 fire damage per damage roll when a target is successfully hit by the target weapon. The fire counts as magical fire and can be used to destroy regenerating creatures such as Trolls.

#### Flame Armor (White fire magic)

**Channeling Time:** 1

**Duration:** 1 round/level.

**Resistance:** Enemies may save for ½ damage.

**Effect:** In order for this spell to work, the target must be wearing armor (robes do not count). Once the spell is cast, the target's armor is encased in a defensive maelstrom of magical fire which causes 1d4 magical fire damage per every 5 levels of the caster to anyone who hits the target player.

#### Snare of Flame (Grey fire magic)

**Channeling Time:** 1

**Duration:** Instant (lasts for 2 rounds).

**Resistance:** Enemies may save for ½ damage.

**Effect:** The sorcerer summons a fire trap; a magical rune that once stepped on explodes the surrounding area in flame for 2d6 damage for every 5 levels of the caster, on the second round it explodes again for 1d6 damage for every 5 levels of the caster.

#### Fire Bolt (Black fire magic)

**Channeling Time:** 1

**Duration:** Instant.

**Resistance:** None.

**Effect:** A long stream of magical fire launchers from the caster's finger tips and impales the target, dealing 1d4 damage for every 2 levels of the caster.

#### Blinding Flash (Black fire magic)

**Channeling Time:** 1

**Duration:** Instant.

**Resistance:** Save to evade completely.

**Effect:** The caster quickly moves his hands and an orb of fiery light springs from the sorcerer's hand and explodes in the target's face. If a save versus spell is failed, the target is blinded for 2d4 rounds (he suffers a -4 to his THAC0 rolls and enemies gain a +4 bonus while attempting to hit him). Even if the target passes, he is blinded for one turn.

#### Gust of Sea (White water magic)

**Channeling Time:** 1

**Duration:** Instant.

**Resistance:** Save to evade completely.

**Effect:** The caster releases a strong gust of water from his palms which pushes the target away from him his level x 10.' If the target passes his saving throw, he is only thrown half the distance. Even if he does pass, he is dealt 1d4 damage from the force of the liquid.

#### Lesser Counterspell (White water magic)

**Channeling Time:** 1

**Duration:** Instant.

**Resistance:** N/A.

**Effect:** Shouting a word of power and throwing a magical energy ball toward a target spell the moment after it is cast a target 1<sup>st</sup> or 2<sup>nd</sup> level spells is completely nullified.

**Note:** To cast a Counterspell, the player at the beginning of the round declares he is casting a Counterspell. He then may during that round use it on any spell that he wishes- but may not take another action that round if no target spell is cast.

### Walk on Water (Grey water magic)

**Channeling Time:** 1

**Duration:** 1 round/level.

**Resistance:** N/A.

**Effect:** The caster may levitate a few inches above a mass of water for the duration of the spell and may move across it at his normal unmodified movement rate. Although one will not drown in a storm or other rough weather (Because they are floating on the surface of the water) they will be dealt damage from the crashing waves or other obstacles.

### Twilight (Grey water magic)

**Channeling Time:** 1

**Duration:** 1 round/level

**Resistance:** N/A.

**Effect:** When twilight is cast, twilight lights an area 10 feet/caster level. Although this light is not efficient as day light, it will allow adjacent players to be able to see long enough accomplish feats in the dark.

### Muck (Black water magic)

**Channeling Time:** 1

**Duration:** 2d4 rounds.

**Resistance:** Save to completely evade.

**Effect:** When muck is cast the target is completely surrounded in a disgusting sea mud which is magical in nature, it glues the target to the ground so he cannot move. If the target fails a saving throw they are held in magical mud for 2d4 rounds. Although they

may attack as far as they can reach while in this mud they do suffer a -1 penalty to THAC0 rolls.

### Water Spirit (Black water magic)

**Channeling Time:** 1

**Duration:** 1 round/level.

**Resistance:** N/A.

**Effect:** The sorcerer summons a free willed water spirit that fights for the caster until destroyed or the caster is slain. The water spirit has 4 HD (16 health), attacks once per round for 2d4 damage and has a THAC0 of 17.

### Wall of Wind (White wind magic)

**Channeling Time:** 1

**Duration:** 1 round/level

**Resistance:** Strength check to penetrate

**Effect:** Forming a blazing wall of dense air 10' long and 2' feet for every caster level, any creatures entering this wall must roll a strength check or be knocked back and roll an additional strength check for every 5 feet they attempt to wade through the wall (failure means they are sent all the way to the front).

### Flight (White wind magic)

**Channeling time:** 1

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell allows the target to fly for the duration, he is assumed to have a movement class of A and a movement rate of 12.

### Augment Lore (Grey wind magic)

**Channeling Time:** 1

**Duration:** Instant

**Resistance:** N/A

**Effect:** When cast on an object the caster miraculously discovers something about it,

roll on the following table to determine what is known.

(d4)

- 1: Its properties.
- 2: Its place of creation.
- 3: Its worth in gold.
- 4: Its creator.

### Hail (Black wind magic)

**Channeling time:** 1

**Duration:** Instant

**Resistance:** None

**Effect:** This spell lifts adjacent objects not exceeding 10 lbs/caster level and hurls them toward the target, since the objects hitting into the enemy are not magical- there is no resistance against this spell. It is assumed that 2d6 pieces of formidable debris (boulders, furniture) and 1d4 pieces of lesser debris (Rocks, splinters) hit into the target. Each piece of formidable debris deals 1-2 damage and each piece of lesser debris deals 1 damage.

### Forceful Wind (Black wind magic)

**Channeling time:** 1

**Duration:** Instant

**Resistance:** Save vs. spell to completely negate

**Effect:** The caster forms a strong thick column of powerful air that smashes into the target, the cone is 10' long and 1' thick per level. If the target fails his save, he is thrown the length of the column (he is dealt 1d4 damage for every 10 feet thrown due to impact damage).

### Summon Ally I (White earth magic)

**Channeling time:** 1

**Duration:** Instant

**Resistance:** N/A

**Effect:** By calling out toward the sky, the caster magically summons a natural animal to come to his aid. This beast will defend the

caster until death but will not subject itself to unnecessary harm and will retaliate if threatened. Use the following chart to determine what is summoned:

(d6)

- 1: Wolf (any)
- 2: Bear (any)
- 3: Boar
- 4: Tiger/Lion/Cheetah/Lynx (any)
- 5: ZM choice (any)
- 6: Player choice (4 HD or below)

### Halt Animal (White earth magic)

**Channeling time:** 1

**Duration:** 1 round/level

**Resistance:** Target past 2 HD gains a +1 to a save vs. paralyzation for every HD above but targets equal or below are automatically held.

**Effect:** Holds target animal 2 HD or below for the duration of the spell.

### Mud Armor 15' Radius (Gray earth magic)

**Channeling time:** 1

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** Hardened smoothed out mud encases the target players, increasing their AC by 2. Thus a character with a 2 AC would have his AC raised to 0.

### Drain Life (Black earth magic)

**Channeling time:** 1

**Duration:** Instant

**Resistance:** None

**Effect:** The caster quickly snaps his fingers in a twisted claw form and the nearby vegetation is drained of its life force and transferred directly to the user. This effect heals adds 3d4 hitpoints to the caster's health current health (this bonus can go above the caster's maximum normal health). This spell

can be used on living enemies or targets, in which case it only drains 1d4 hitpoints.

### Forest Spirit (Black earth magic)

**Channeling time:** 1

**Duration:** Instant

**Resistance:** Save for half.

**Effect:** A twisted forest spirit jumps from the caster's fingertips and slams into the target, dealing 2d4 +1 damage/caster level.

**2<sup>nd</sup> level**

### Bridge of Cinder (White fire magic)

**Channeling Time:** 2

**Duration:** 2 round/level.

**Resistance:** N/A.

**Effect:** Bridge of Cinder creates a magical bridge of blazing lava and cinder that the caster's allies can cross. It is modifiable up to 10'/caster level (1' wide/level) and injures enemies who decide to tread across it. Enemies (or anyone who the caster decides) who tread across it are dealt 1d4 damage/caster level per round until removed.

### Cone of Fire (White fire magic)

**Channeling Time:** 2

**Duration:** 2 round/level.

**Resistance:** None.

**Effect:** A defensive spell, cone of fire surrounds the user and up to 30' in a defensive sphere of flame. Any foe that enters the radius is mortally burned for 1d6 damage/caster level per round until removed. The caster may select to automatically destroy inanimate objects within the radius.

### Magma Wave (Gray fire magic)

**Channeling Time:** 2

**Duration:** Instant.

**Resistance:** Save to resist.

**Effect:** Being uplifted on a molten wave of magma which forms behind the target's back,

the target is shot into the air by a distance of 10'/caster level to a location of the player's choice safely. If cast on an enemy, magma wave abruptly dispels at the peak of its crest, throwing the target haplessly through the air. The target is dealt 1d4 damage/10' thrown (besides standard effects for falling down bottomless pits and being impaled on spikes) and is burned for 2d4 damage while riding the wave.

### Napalm (Black fire magic)

**Channeling Time:** 2

**Duration:** 2 round/level.

**Resistance:** Save for half

**Effect:** Napalm is a sticky and lethal mixture of gasoline and Styrofoam that is liquid in nature, and burns to objects causing excruciating, usually mortally wounding pain. When a sorcerer casts napalm, droplets of the liquid spray forward in a 15' (3' wide) cone that stick and eat away at his enemy's flesh. If a save is failed, the spell will first eat off the target's armor. This corrosion takes 1 round/AC bonus of the armor and every round the armor may roll a saving throw to resist destruction, if it fails it loses an AC. Thus, it would only take 2 rounds to completely eat through leather armor if the armor failed a saving throw for two consecutive rounds.

Once armor is absent the napalm continues to eat through, destroying clothes automatically in one round then skin. Every round the napalm has active contact with the skin the target is dealt 1d4 damage if a saving throw vs spell is failed.

### Ignite (Black fire magic)

**Channeling Time:** 2

**Duration:** Instant

**Resistance:** Save vs. spell to negate.

**Effect:** When Ignite is cast, the target's non-magical item slowly heats to a burning cinder then melts, destroyed. The spell may be cast on magical weapons (up to +2 enchantment), in which case success is not automatic. The target rolls a save vs. spell, success negating the spell.



**Aqueous Bubble (White water magic)**

**Channeling Time:** 2 rounds

**Duration:** 2 rounds/level

**Resistance:** N/A

**Effect:** A transparent, thin water bubble forms around the target, making him immune to level 4 fire spells and below for the duration.

**Extinguish (White water magic)**

**Channeling Time:** 2

**Duration:** Instant

**Resistance:** None.

**Effect:** Extinguish removes *most* magical effects active in the target area of 30.'

**Gills (Gray water magic)**

**Channeling Time:** 2 rounds

**Duration:** 2 hours/level

**Resistance:** N/A

**Effect:** Magical gills sprout from the target's neck, allowing him to breath under water for the duration as a fish.

**Spell Reflection I (Black water magic)**

**Channeling Time:** 2

**Duration:** Instant.

**Resistance:** None.

**Effect:** At the beginning of the round, the player declares he is using Spell Reflection I, in which case he waits for a enemy caster to release a spell and then reflects it back toward the source (At a minimum of 2 turns of waiting for a 4<sup>th</sup> level spell or below). If the target spell was offensive, it rebounds and affects the source caster; if it was defensive it is simply dispelled.

**Drown (Black water magic)**

**Channeling Time:** 2

**Duration:** 2 turns/level

**Resistance:** Save vs. spell to negate.

**Effect:** When drown is cast on a target enemy, his lungs and windpipe fill with disgusting water if a save vs. spell is failed. On the initial first turn the target has the spell cast on him he automatically loses 1d4 constitution, for every turn thereafter he must check his constitution with a -2 modifier or loose another constitution. Once the target reaches 0 constitution, he falls unconscious (suffering brain damage; suffering -4 to intelligence) and one round after that, he dies. If he successfully passes his constitution, the spell continues to drown the target until the duration is expended. Once the spell is expended the constitution returns to the target after one round.

**Air Vortex (White wind magic)**

**Channeling Time:** 2 turns

**Duration:** Concentration

**Resistance:** N/A

**Effect:** A strong current of air is formed within 30' of the caster. This strong current does not affect allies enough to hinder their performance. All opponents caught in the area are slowed. To maintain the spell the sorcerer must concentrate on the effect costing them 5 mana each round it is maintained. The caster may still take other actions.

**Offense of Air (White wind magic)**

**Channeling Time:** 2 turns

**Duration:** 2 turns/level

**Resistance:** N/A

**Effect:** This spell causes 4 weapons within 50 feet of the caster to be infused with magical energy. This allows the owner of the weapon to swing them for an extra attack each round.

**Intensify Lore (Gray wind magic)**

**Channeling Time:** 2 turns

**Duration:** Instant

**Resistance:** N/A

**Effect:** When cast on an object the caster miraculously learns that items properties, place of origin, worth in gold and its creator.

**Bolstering Tempest (Black wind magic)**

**Channeling Time:** 2 turns

**Duration:** Instant

**Resistance:** N/A

**Effect:** A powerful bolt of wind flies from the casters hands and strikes the target. This spell deals 2 damage per caster level and if the target fails a save vs. spell is stunned for 1d4 rounds.

**Call Potent Air Sprite (Black wind magic)**

**Channeling Time:** 2 turns

**Duration:** 2d4 rounds

**Resistance:** N/A

**Effect:** This spell calls forth a powerful being from the Elemental plane of Air. The being fights for the caster until slain or dispelled. The wind spirit has 6 HD (24 health), attacks once per round for 2d6 damage and has a THAC0 of 15.

**Summon Ally 2 (White earth magic)**

**Channeling time:** 2

**Duration:** Instant

**Resistance:** N/A

**Effect:** By calling out toward the sky, the caster magically summons a natural animal to come to his aid. This beast will defend the caster until death but will not subject itself to unnecessary harm and will retaliate if threatened. Use the following chart to determine what is summoned:

(d6)

- 1: Dire Wolf (any)
- 2: Dire Bear (any)
- 3: Dire Boar
- 4: Dire Tiger/Lion/Cheetah/Lynx (any)
- 5: ZM choice (any)
- 6: Player choice (6 HD or below)

**Field of Vines (White earth magic)**

**Channeling time:** 2

**Duration:** 1 round/level

**Resistance:** Save vs. Spell

**Radius:** 30 foot by 30 foot cube

**Effect:** Vines shot up from the ground lashing on to anything in the area of effect. All allies and enemies caught in the area must save or be entangled. Each round they can resave to escape from the vines. Animals receive a -2 to their saves.

**Skin of the Redwood (Grey earth magic)**

**Channeling time:** 2

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spells encases the target in a thick layer of bark. This spell increases the AC of the target by 4 and reduces all piercing damage by 10%.

**Spirit Vacuum (Black earth magic)**

**Channeling time:** 2

**Duration:** 2d4 rounds

**Resistance:** N/A

**Effect:** The caster snaps his fingers at his opponent and begins to drain health from his target. Black energy swirls around the target draining 1d4 health for each round of effect. On plant like targets it drains 2d4 health for each round of duration.

**Fungal Spine (Black earth magic)**

**Channeling time:** 2

**Duration:** Instant

**Resistance:** N/A

**Effect:** Decaying energy flies from the casters hand and strikes the target for 2d4 +1 damage/caster level. After the initial damage the energy slowing begins to eat away at the targets flesh. This deals one damage a round

for 2d4 rounds. After that the dark energy dissolves.

### 3<sup>rd</sup> level

#### Halo of Fire (White fire magic)

**Channeling Time:** 3

**Duration:** 1 round/level.

**Resistance:** N/A.

**Effect:** This spell creates of flaming halo of fire over the casters head. This halo generates a multitude of powers for the spell caster. This spell doubles the casters sight range and reduces the cost of all fire spells by 10 mana(spells always cost at least 1 mana). The casters mana regeneration also increases as if they had 1 point of intelligence higher.

#### Fiery Orbs (White fire magic)

**Channeling Time:** 3

**Duration:** 2 round/level.

**Resistance:** None.

**Effect:** A defensive spell, creating one orb of fire for every 4 levels of the caster. The orbs are about 2 feet in diameter will surround the caster in a defensive barrier. Each orb of fire will absorb up to 15 points of physical damage. The orbs magically move in front of physical attacks without requiring direction by the caster.

#### Molten Wrap (Gray fire magic)

**Channeling Time:** 3

**Duration:** Instant.

**Resistance:** Save for half damage.

**Effect:** At the completion of the spell molten lava will explode from the ground under the target dealing 1d4 damage for every 2 caster levels and reduce the targets fire resistance by 20%.

#### Fireball (Black fire magic)

**Channeling Time:** 3

**Duration:** Instant

**Resistance:** Save for half

**Effect:** This spells summons a ball of fire which flies through the area at the selected target. The ball of fire explodes dealing d6 damage/level to everything caught with the 50 foot diameter explosion.

#### Incendiary Lance (Black fire magic)

**Channeling Time:** 3

**Duration:** Instant

**Resistance:** Save vs. spell for half

**Effect:** When Incendiary Lance is cast, the target is impaled on a blazing spear of fire. The spear deals 2d6 piercing damage and d6/level fire damage after exploding on impact.

#### Anchor of Ice (White water magic)

**Channeling Time:** 3

**Duration:** 2 rounds/level

**Resistance:** Save vs. spell to resist

**Radius:** 30 feet

**Effect:** After completing the spell incases the feet of all enemies within the 30 foot radius with thick sheets of ice, forcing them to stay in that one location for the duration of the spell.

#### Ice Cloud (White water magic)

**Channeling Time:** 3

**Duration:** Instant

**Resistance:** None.

**Effect:** This spell reduces the temperature around the caster by an extreme amount. The air encompassing the caster is so cold that anyone entering the 15 foot radius is slowed and dealt 2d4 cold damage. The slow effect lasts for 1 round longer than the enemy is located in the aura and the cold damage is dealt every round they remain in the radius.

#### Water Affinity (Gray water magic)

**Channeling Time:** 3 rounds

**Duration:** 2 hours/level

**Resistance:** N/A

**Effect:** Magical gills sprout from the target's neck, allowing him to breath under water for the duration as a fish along with granting the caster webbed feet and greater than average swimming powers. The movement rate of the caster while underwater is tripled and they can dive to depths of 100 feet underwater.

### Spell Reflection II (Black water magic)

**Channeling Time:** 3

**Duration:** Instant.

**Resistance:** None.

**Effect:** At the beginning of the round, the player declares he is using Spell Reflection II, in which case he waits for a enemy caster to release a spell and then reflects it back toward the source (At a minimum of 3 turns of waiting for a 6<sup>th</sup> level spell or below). If the target spell was offensive, it rebounds and affects the source caster; if it was defensive it is simply dispelled.

### Boiling Cloud (Black water magic)

**Channeling Time:** 3

**Duration:** Instant

**Resistance:** Save vs. spell for half.

**Radius:** 5 feet

**Effect:** After the caster completes this spell everyone within a 5 foot radius of the caster has their blood temperature increased to boiling for a short time. This boiling deals d10 damage per level of the caster.

### Restricting Field (White wind magic)

**Channeling Time:** 3 turns

**Duration:** 2d4 rounds

**Resistance:** N/A

**Radius:** 50'

**Effect:** A strong current of air is formed within 50' of the targeted area. All enemies are subject to restricting blasts of air against all their movements and actions. This causes their movement rate to be reduced by half, a -2 penalty to damage and attack rolls, a 10%

percent chance of spell failure and one attack a round (or one attack every other round) is lost.

### Charge of Air (White wind magic)

**Channeling Time:** 3 turns

**Duration:** 1 turns/level

**Resistance:** N/A

**Effect:** This spell causes 8 weapons within 50 feet of the caster to be infused with magical energy. This allows the owner of the weapon to swing them for an extra attack each round for an additional 2 damage a hit.

### Solidarity of the Mind (Gray wind magic)

**Channeling Time:** 3 rounds

**Duration:** Concentration

**Resistance:** N/A

**Effect:** When cast the caster and up to 4 others open their minds to each gaining a list of benefits and easy communication. All thoughts by one member of the spells are shared by the others and all under the spell gain +4 bonuses to all mind effecting spells and a complete immunity to charm. The members of the spell can be any distance apart but the caster must spend 5 mana a round to keep this spell in effect.

### Maddening Wind (Black wind magic)

**Channeling Time:** 3 turns

**Duration:** 1 day/level

**Resistance:** Save vs. Spell to resist

**Effect:** A howling wind enters the targets mind attempting to drive it insane. The wind makes sounds and talks like someone who is insane. The target of the spell is the only one to here this wind and everyday must roll a save vs. spell or go insane under this spells effect. A weak willed person goes insane quicker (5-10 wisdom=-2 penalty to saving throws, 1-4 wisdom=-4 penalty to saving throws)

### Blasting Squall (Black wind magic)

**Channeling Time:** 3 turns

**Duration:** 1-4 rounds

**Resistance:** N/A

**Effect:** A storm of wind flies from the casters hands and surrounds the target. This spell deals 2 damage per caster level each round.

### **Summon Ally 3 (White earth magic)**

**Channeling time:** 3

**Duration:** Instant

**Resistance:** N/A

**Effect:** By calling out toward the sky, the caster magically summons a natural animal to come to his aid. This beast will defend the caster until death but will not subject itself to unnecessary harm and will retaliate if threatened. Use the following chart to determine what is summoned:

(d6)

- 1: Greater Dire Wolf (any)
- 2: Greater Dire Bear (any)
- 3: Greater Dire Boar
- 4: Greater Dire Tiger/Lion/Cheetah/Lynx (any)
- 5: ZM choice (any)
- 6: Player choice (8 HD or below)

### **Ichors (White earth magic)**

**Channeling time:** Instant

**Duration:** 1 round

**Resistance:** None

**Effect:** This spell is instantly cast by the caster and as such can be cast at anytime. As soon as the caster decides to cast this spell 30 faith is removed from his total and the single target's feet are encased in thick fumes that prevent walking for 1 round. This spell cuts through most resistances (such as magic resistance) and is often used for escape or to capture a running target.

### **Encasement of Ironwood (Grey earth magic)**

**Channeling time:** 3

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell encases the target in a thick layer of bark. This spell increases the AC of the target by 4 and reduces all physical damage by 10%.

### **Soul Dispersal (Black earth magic)**

**Channeling time:** 3

**Duration:** 2d4 rounds

**Resistance:** N/A

**Effect:** The caster snaps his fingers at his opponent and begins to drain health and faith/mana from his target. Black energy swirls around the target draining 2d4 health and mana/faith for each round of effect. On plant like targets it drains 3d6 health for each round of duration.

### **Fungal Pike (Black earth magic)**

**Channeling time:** 3

**Duration:** Instant

**Resistance:** N/A

**Effect:** Decaying energy flies from the casters hand and strikes the target for 3d6 +1 damage/caster level. After the initial damage the energy slowing begins to eat away at the targets flesh. This deals one damage a round for 2d4 rounds. After that the dark energy dissolves.

### **4<sup>th</sup> level**

### **Magma Guard (White fire magic)**

**Channeling Time:** 4

**Duration:** 1 round/level

**Resistance:** N/A.

**Radius:** 100' feet

**Effect:** This spell upon completion surrounds all allies within the radius of the spell by a thick shield of magma that forms to make a circular barrier over them. If a being is encased by the magma take half damage from the first physical attack and non damage from any fire based attack. After



absorbing the attack the magma disappears only to reappear in one round for each round of duration if the caster maintains the spell. It costs the caster one mana per round for everyone he wishes to protect with the spell.

**Flame Barricade (White fire magic)**

**Channeling Time:** 4

**Duration:** 2 round/level.

**Resistance:** None.

**Effect:** A defensive spell the caster becomes completely immune to all forms of normal fire damage and gains 25% less damage from all magical fire attacks.

**Molten Encasement (Gray fire magic)**

**Channeling Time:** 4

**Duration:** Instant.

**Resistance:** Save for half damage.

**Effect:** At the completion of the spell molten lava will explode from the ground under the target dealing 1d4 damage for every 2 caster levels and reduce the targets fire resistance by 40%.

**Control Lightning (Black fire magic)**

**Channeling Time:** 4

**Duration:** Instant

**Resistance:** Save for half

**Effect:** This spells summons forth a powerful lightening bolt from the sky striking a single target for a tremendous amount of electrical damage. The bolt causes d8/level of the caster and can cause large amount of structural damage or be used to set buildings aflame. The caster must be outside for this spell to work and within 120 feet of his target.

**Ashen Air (Black fire magic)**

**Channeling Time:** 4

**Duration:** 10 rounds

**Resistance:** N/A

**Effect:** When this spell is cast the air surrounding the caster becomes

contaminated with a great amount of ash and poison gas. All enemies caught in the gas find spell casting impossible without saving vs. spell each attempt, a save vs. poison is required to half the 3d6 poison damage each round and visibility is impaired causing half sight range and a -2 to penalty to hit. The air magically moves to not hinder allies. The air either fills an enclosed room or expands to 50 feet around the caster in an open area (in which the spell duration is halved).

**Frost Shield (White water magic)**

**Channeling Time:** Instant

**Duration:** 4 turns

**Resistance:** N/A

**Radius:** 60 feet

**Effect:** This spell can be cast immediately with just a thought by the caster and for the short duration of the spell all allies are 100% immune to cold damage and the effects of freezing.

**Expansion of Ice (White water magic)**

**Channeling Time:** 4

**Duration:** 1 hour/level

**Resistance:** None.

**Radius:** 5 cubic feet/level

**Effect:** This spell freezes a large amount of water at the touch of the caster after finishing the spell to freeze immediately. The spell freezes up to 1 cubic feet per level of the caster and remains solid no matter the temperature for the duration of the spell. The ice is strong enough to walk on and can only be shattered and crushed by magical weapons/items.

**Transport of the Seas (Gray water magic)**

**Channeling Time:** 4 rounds

**Duration:** Instant

**Resistance:** N/A

**Effect:** This spell allows for quick transportation between places as long as the caster travels from one body of water to another. If the caster is standing in a body of

water and casts this spell he immediately travels to a place he is thinking about as long as it's another body of water. Anything from a small pool to an ocean will count for this spell but the spell has a greater chance to work if the destination is well known.

Very well known: 95% chance

Well known: 80%

Seen a few times: 50%

Seen once/using a picture: 30%

Never seen: 5%

### **Spell Turning (Black water magic)**

**Channeling Time:** 4

**Duration:** Instant.

**Resistance:** None.

**Effect:** At the beginning of the round, the player declares he is using Spell Turning, in which case he waits for an enemy caster to release a spell and then reflects it back toward the source (At a minimum of 4 turns of waiting for a 9<sup>th</sup> level spell or below). If the target spell was offensive, it rebounds and affects the source caster; if it was defensive it is simply dispelled.

### **Boiling Wave (Black water magic)**

**Channeling Time:** 4

**Duration:** Instant

**Resistance:** Save vs. spell for half.

**Radius:** 5 feet

**Effect:** After the caster completes this spell everyone within a 5 foot radius of the caster has their blood temperature increased to boiling for a short time. This boiling deals d12 damage per level of the caster.

### **Dissipate Spirit (White wind magic)**

**Channeling Time:** 4 turns

**Duration:** 2d4 rounds

**Resistance:** N/A

**Effect:** This spell attacks the enemies mind and attempts to bend it to the casters will. This spell gives the target a - 3 negative to

the next mind influencing spells cast on the target, halves movement rate and reduces the targets wisdom by 3 (reducing faith pool and regeneration).

### **Offensive of the Storms (White wind magic)**

**Channeling Time:** 4 turns

**Duration:** 1 turns/level

**Resistance:** N/A

**Effect:** This spell causes 8 weapons within 50 feet of the caster to be infused with magical energy. This allows the owner of the weapon to swing them for an extra attack each round for an additional 3 damage a hit and a 2 bonus to hit.

### **Brotherhood of the Mind (Gray wind magic)**

**Channeling Time:** 4 rounds

**Duration:** 2 rounds/level

**Resistance:** N/A

**Effect:** When cast the caster and up to 4 others open their minds to each gaining a list of benefits and easy communication. All thoughts by one member of the spells are shared by the others and all under the spell gain +4 bonuses to all mind effecting spells and a complete immunity to charm. The members of the spell can be any distance apart until the spell expires. After the duration the caster can choose to keep the spell up by spending 5 mana/round to increase the duration.

### **Confusion Veil (Black wind magic)**

**Channeling Time:** 4 turns

**Duration:** 1 round/level

**Resistance:** Save vs. Spell to resist

**Radius:** 30 feet

**Effect:** A light wind falls upon the targets and all targets in the radius must save vs. spell or have the wind enter the minds causing confusion amongst all those who fail.

### **Cyclone (Black wind magic)**

**Channeling Time:** 4 turns

**Duration:** 2-8 rounds

**Resistance:** N/A

**Effect:** A cyclone flies from the casters hands and surrounds the target. This spell deals 2 damage per caster level each round.

### Call Giant Insect (White earth magic)

**Channeling time:** 4

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** By calling out toward the sky, the caster magically summons a giant magical insect to attack his foes. The spell effectively summons a rhinoceros beetle with a 10% chance of summoning 2, the beetles obey the verbal commands of the caster and fight to the death.

### Boots of Moss (White earth magic)

**Channeling time:** 4

**Duration:** 1 round/level

**Resistance:** None

**Effect:** This spell wraps the casters or a friendly targets boots from forest elements such as moss, leaves and branches. The boots then allows the wearer to move silently, have a 90% chance to hide in shadows in a woodland area, +2 bonus to dexterity and reduce the mana cost of earth magic spells by 5.

### Shape Change (Grey earth magic)

**Channeling time:** 4

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spells transforms the caster into a powerful werebear beast. While still keeping his spell casting abilities the casters health is increased by 25%, gains a +2 bonus to AC and can make 3 attacks, 2 claws and one bite, dealing d6/d6/d8.

### Essence Dispersal (Black earth magic)

**Channeling time:** 4

**Duration:** 2d4 rounds

**Resistance:** N/A

**Effect:** The caster snaps his fingers at his opponent and begins to drain health and faith/mana from his target. Black energy swirls around the target draining 4d4 health and mana/faith for each round of effect. On plant like targets it drains 3d8 health for each round of duration.

### Fungal Spear (Black earth magic)

**Channeling time:** 4

**Duration:** Instant

**Resistance:** N/A

**Effect:** Decaying energy flies from the casters hand and strikes the target for 5d6 +1 damage/caster level. After the initial damage the energy slowing begins to eat away at the targets flesh. This spell then deals two damage a round for 2d4 rounds. After that the dark energy dissolves.

### 5<sup>th</sup> level

### Volcanic Fortification (White fire magic)

**Channeling Time:** 5

**Duration:** 1 round/level

**Resistance:** N/A.

**Radius:** 100' feet

**Effect:** This spell upon completion surrounds all allies within the radius of the spell by a thick shield of magma that forms to make a circular barrier over them. If a being is encased by the magma take half damage from the first physical attack and no damage from any fire based attack. After absorbing the attack the magma disappears only to reappear in one round for each round of duration if the caster maintains the spell. Unlike magma guard this spell costs no mana to maintain until the duration is up.

### Magma Shell (White fire magic)

**Channeling Time:** 5

**Duration:** 2 round/level.

**Resistance:** None.

**Effect:** A defensive spell the caster becomes completely immune to all forms of normal fire damage and reflects all fire spells back at the caster by surrounding them in a shell of magma that remains for the spells duration.

### **Vex of Fire (Gray fire magic)**

**Channeling Time:** 5

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** At the completion of the spell the targets fire resistance is dropped by 80% and their magic resistance by 40% for the duration of the spell.

### **Scorching Earth (Black fire magic)**

**Channeling Time:** 5

**Duration:** 5 rounds

**Resistance:** Save for half

**Radius:** 50 feet around the caster.

**Effect:** This spells causes a earthquake to strike the area within 100 feet of the caster. This spell will cause minimal structural damage to buildings in the area but deal 2d8 damage from the debris and shaking. Also any caught within the spell will receive d4 fire damage/level by gout of flames coming from the ground each round.

### **Incendiary Lightning (Black fire magic)**

**Channeling Time:** 5

**Duration:** Instant

**Resistance:** N/A

**Effect:** When this spell is cast a bolt of lightning fires from the casters hands dealing d6 for every 2 levels of the caster in electric damage. The area that the bolt strikes that explodes into flames dealing d6 for every 2 levels of the caster in fire damage. The damage caused by the fire damage scars the target permanently and all health lost due to the fire damage of this spell can't be regenerated; only magical healing will suffice.

### **Crystalline Flesh (White water magic)**

**Channeling Time:** 5

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell transforms the target of the spell's skin into thick crystal. While unaffected the target's normal body workings it will prevent 90% of all damage dealt by slashing and piercing weapons but the one affected will take double damage from all crush damage.

### **Cloak of Waves (White water magic)**

**Channeling Time:** 5

**Duration:** 1 round/level

**Resistance:** None.

**Effect:** This spell summons a cloak of water to shroud the caster. While under this spell all water based spells cost 50% less mana to cast.

### **Transport of the Ocean (Gray water magic)**

**Channeling Time:** 5 rounds

**Duration:** Instant

**Resistance:** N/A

**Effect:** This spell allows for quick transportation between places as long as the caster travels from one body of water to another. If the caster is standing in a body of water and casts this spell he immediately travels to a place he is thinking about as long as it's another body of water. Anything from a small pool to an ocean will count for this spell.

### **Spell Shielding (Black water magic)**

**Channeling Time:** 5

**Duration:** 5 rounds

**Resistance:** None.

**Radius:** 70 feet

**Effect:** This spell summons into being a powerful anti-spell aura that for 70 feet around the designated center all 3<sup>rd</sup> level or

below spells that are cast are completely nullified/

**Chill Blood (Black water magic)**

**Channeling Time:** 5

**Duration:** Instant

**Resistance:** Save vs. spell to resist secondary effect. .

**Effect:** This spell freezes the target's blood causing d4 damage/level of the caster in cold damage. The target then must roll a save vs. spell. If they pass their blood quickly heats back and they only receive the cold damage, if they fail their blood remains frozen for d4 rounds making them unable to move for that duration.

**Straighten Minds (White wind magic)**

**Channeling Time:** 5 turns

**Duration:** 2d4 rounds

**Resistance:** N/A

**Radius:** 50 feet

**Effect:** This spell allows the caster to remove all negative mental affects that target him and his allies within 60 feet. All under this spell are immune to any such affects for 2d4 rounds after as well.

**Offensive of the Hurricane (White wind magic)**

**Channeling Time:** 5 turns

**Duration:** 1 turns/level

**Resistance:** N/A

**Effect:** This spell causes 8 weapons within 50 feet of the caster to be infused with magical energy. This allows the owner of the weapon to swing them for an extra 2 attacks each round for an additional 3 damage a hit and a 2 bonus to hit.

**Mind Read (Gray wind magic)**

**Channeling Time:** 5

**Duration:** 1 rounds/level

**Resistance:** save to resist

**Effect:** This spell when casts allows the caster to read all the thoughts and memories of the target for the duration of the spell. They can save to resist the spell if the target wishes to keep his mind from being read. It takes about 3 rounds to shift through 5 years quickly of memories and it takes 1 round to pinpoint a specific piece of information.

**Bewildering Shroud (Black wind magic)**

**Channeling Time:** 5 turns

**Duration:** 1 round/level

**Resistance:** Save vs. Spell to resist

**Radius:** 30 feet

**Effect:** This spell covers the 30 foot radius with a powerful spell that tries to drive all under it into a state of confused. The spell remains in the area for 1-4 rounds before dissipating. All enemies under this spell must roll a save vs. spell or be confused for 1 round/level and must roll again for each round the spell remains if they pass.

**Dominating Breath (Black wind magic)**

**Channeling Time:** 5 turns

**Duration:** 2-8 rounds

**Resistance:** Save to resist

**Effect:** This spell causes a small bit of magical air to enter the targets mind. If the target fails his save vs. spell the caster gains control of their thoughts and actions for the duration.

**Animal Possession (White earth magic)**

**Channeling time:** 5

**Duration:** 1 day/level

**Resistance:** Save to resist

**Effect:** By casting this spell the caster forces entry into a animals mind and gains access if the animal fails a save vs. spell. While under this spell affect the animal is under complete control of the caster and the caster can see through the animals eye and ears.

**Boots of Forest (White earth magic)**



**Channeling time:** 5

**Duration:** 1 round/level

**Resistance:** None

**Effect:** This spell wraps the casters or a friendly target's boots in forest elements such as moss, leaves and branches. The boots allows the wearer to move silently, have a 90% chance to hide in shadows in a woodland area, +2 bonus to dexterity, reduce the mana cost of earth magic spells by 5 and cast Ethereal Shift instantly once per day.

**Talon Change (Grey earth magic)**

**Channeling time:** 5

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell transforms the caster into a large bird of prey. This spell turns the caster into a 6 foot tall long bird with a wingspan up to 50 feet. While under this spell the casters movement rate is set to 48. The caster can make 2 talon attacks of 2d6 damage each but lose all casting abilities.

**Trembling Earth (Black earth magic)**

**Channeling time:** 5

**Duration:** 1-4 rounds

**Resistance:** N/A

**Effect:** The caster casts this spell and causes the earth to tremble in a 10 foot area around the specified target dealing d4 damage/level for each round for each round of the duration.

**Fungal Ram (Black earth magic)**

**Channeling time:** 5

**Duration:** Instant

**Resistance:** N/A

**Effect:** Decaying energy flies from the casters hand and strikes the target for 5d8 +1 damage/caster level. After the initial damage the energy slowing begins to eat away at the targets flesh. This spell then deals two damage a round for 2d4 rounds. After that the dark energy dissolves.

**6<sup>th</sup> level**

**Unity of Fire (White fire magic)**

**Channeling Time:** 6

**Duration:** 1 round/level

**Resistance:** N/A.

**Effect:** This spell for its duration will prevent all magical fire damage dealt to the caster and half that damage will be converted to mana for the caster.

**Superior Magma Shell (White fire magic)**

**Channeling Time:** 6

**Duration:** 2 round/level.

**Resistance:** None.

**Effect:** A defensive spell the caster becomes completely immune to all forms of normal fire damage and reflects all fire spells back at the caster by surrounding them in a shell of magma that remains for the spells duration and this spell increased the casters AC by 5.

**Vex of Flames (Gray fire magic)**

**Channeling Time:** 6

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** At the completion of the spell the targets fire resistance is dropped by 100% and their magic resistance by 60% for the duration of the spell.

**Incinerating Earth (Black fire magic)**

**Channeling Time:** 6

**Duration:** 5 rounds

**Resistance:** Save for half

**Radius:** 50 feet around the caster.

**Effect:** This spell causes an earthquake to strike the area within 100 feet of the caster. This spell will cause minimal structural damage to buildings in the area but deal 2d8 damage from the debris and shaking. Also

any caught within the spell will receive d6 fire damage/level by gouts of flames coming from the ground each round.

**Concussive Blast (Black fire magic)**

**Channeling Time:** 6

**Duration:** 6 rounds

**Resistance:** N/A

**Effect:** When this spell is cast the caster is cloaked in an invisible barrier of unstable energy. When the caster is struck by physical the caster either keeps the energy stable at the expense of 10 mana or release the energy in a powerful explosion. This explosion deals double the damage actually dealt to the caster to everyone within 10 feet.

**Serenity of the Lake (White water magic)**

**Channeling Time:** 6

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell allows the caster to ignore physical damage by channeling his mana into a powerful shield around him. For the duration of the spell all physical damage is dealt to the casters mana pool.

**Cloak of Tides (White water magic)**

**Channeling Time:** 6

**Duration:** 1 round/level

**Resistance:** None.

**Effect:** This spell summons a cloak of water to shroud the caster. While under this spell all water based spells cost 50% less mana to cast and the caster receives a +5 bonus to AC.

**Amplify Cold (Gray water magic)**

**Channeling Time:** 6

**Duration:** 6 rounds

**Resistance:** N/A

**Effect:** This spell lowers that targets resistance to cold by 60% and adds a -3 negative to all saves vs. cold.

**Spell Blockade (Black water magic)**

**Channeling Time:** 6

**Duration:** 6 rounds

**Resistance:** None.

**Radius:** 70 feet

**Effect:** This spell summons into being a powerful anti-spell aura that for 70 feet around the designated center all 5th level or below spells that are cast are completely nullified/

**Frigid Blood (Black water magic)**

**Channeling Time:** 6

**Duration:** Instant

**Resistance:** Save vs. spell to resist secondary effect. .

**Effect:** This spell freezes the target's blood causing d6 damage/level of the caster in cold damage. The target then must roll a save vs. spell. If they pass their blood quickly heats back and they only receive the cold damage, if they fail their blood remains frozen for d4 rounds making them unable to move for that duration.

**Ring of Wind (White wind magic)**

**Channeling Time:** 6 turns

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell summons a ring made completely from wind the surrounds one of the caster's fingers. While this magical ring is imbued on the caster the caster gains a double duration on all spells and allows the caster to cast wind based spells for 20% less mana. ,

**Rage of the Tempest (White wind magic)**

**Channeling Time:** 6 turns

**Duration:** 1 turns/level

**Resistance:** N/A

**Effect:** This spell causes 8 weapons within 50 feet of the caster to be infused with magical energy. This allows the owner of the weapon to swing them for an extra 2 attacks each round for an additional 6 damage a hit and a 4 bonus to hit.

#### **Mind Merge (Gray wind magic)**

**Channeling Time:** 6

**Duration:** 1 rounds/level

**Resistance:** N/A

**Radius:** 1 mile

**Effect:** This spells allows the caster and up to 10 people to link their minds and share information and thoughts from a distance of up to 1 mile. This spells also allows the transfer of mana and faith between those bound across the distance.

#### **Greater Bewildering Shroud (Black wind magic)**

**Channeling Time:** 6 turns

**Duration:** 1 round/level

**Resistance:** Save vs. Spell to resist

**Radius:** 30 feet

**Effect:** This spell covers the 30 foot radius with a powerful spell that tries to drive all under it into a state of confused. The spell remains in the area for 2-5 rounds before dissipating. All enemies under this spell must roll a save vs. spell -2 negative or be confused for 1 round/level and must roll again for each round the spell remains if they pass.

#### **Forceful Domination (Black wind magic)**

**Channeling Time:** 6 turns

**Duration:** 2-8 rounds

**Resistance:** Save to resist

**Effect:** This spell causes a small bit of magical air to enter the targets mind. If the target fails his save vs. spell the caster gains control of their thoughts and actions for the duration but if the target passes the magical wind that does not enter the targets mind deals 1 damage/level of the caster to the target.

#### **Animal Companion (White earth magic)**

**Channeling time:** 6

**Duration:** Permanent

**Resistance:** N/A

**Effect:** This spell is cast between a caster and usually the caster companion or familiar. This spell allows the caster to see and hear throw the targeted animal and control them. In addition the animal gains a heightened intelligence of 5 and a 40% health bonus. The targeted animal must be willing or the spell fails.

#### **Boots of the Redwood (White earth magic)**

**Channeling time:** 6

**Duration:** 1 round/level

**Resistance:** None

**Effect:** This spell wraps the casters or a friendly target's boots in forest elements such as moss, leaves and branches. The boots allows the wearer to move silently, have a 90% chance to hide in shadows in a woodland area, +2 bonus to dexterity, reduce the mana cost of earth magic spells by 5, casts Ethereal Shift instantly once per day and the caster becomes *hasted*.

#### **Lupine Change (Grey earth magic)**

**Channeling time:** 6

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spells transforms the caster into a giant werewolf like creature. This spell turns the caster into an 8 foot tall werewolf creature. While under this spell the caster gains a +4 bonus to constitution, +4 bonuses to dexterity, a 25% bonus to health and they can make 2 sweeping claw attacks dealing 2d10 damage each. The caster keeps all casting abilities but can see in the dark as if it was light.

#### **Quaking Earth (Black earth magic)**

**Channeling time:** 6

**Duration:** 1-4 rounds

**Resistance:** N/A

**Effect:** The caster casts this spell and causes the earth to tremble in a 10 foot area around the specified target dealing d6 damage/level for each round for each round of the duration.

**Infectious Fungal Ram (Black earth magic)**

**Channeling time:** 6

**Duration:** Instant

**Resistance:** Save vs. poison for second affect.

**Effect:** Decaying energy flies from the casters hand and strikes the target for 5d8 +1 damage/caster level. After the initial damage the energy slowing begins to eat away at the targets flesh. This spell then deals two damage a round for 2d4 rounds and after the initial damage the target must roll a save vs., poison. If they fail the saving throw the target is inflicted with a disease that deals -2 str,-2 to con and the diseased target will receive no effect from healing spells. . After that the dark energy dissolves.

**7<sup>th</sup> level**

**Merge with Fire (White fire magic)**

**Channeling Time:** 7

**Duration:** 1 round/level

**Resistance:** N/A.

**Effect:** This spell for its duration will prevent all magical fire damage dealt to the caster and convert all of it to mana for the caster.

**Brilliant Halo of Fire (White fire magic)**

**Channeling Time:** 7

**Duration:** 1 round/level.

**Resistance:** None.

**Effect:** This spell creates of flaming halo of fire over the casters head. This halo generates a multitude of powers for the spell caster. This spell increases the casters intelligence by 4 and the effectiveness of all fire based spells by 10%.

**Imbue with Flame (Gray fire magic)**

**Channeling Time:** 7 rounds

**Duration:** Permanent

**Resistance:** N/A

**Effect:** This powerful spell imbues a singular item with a power of another fire based spell. This spell is cast first on a particular item (that must be minimally enchanted) and then the spell that the caster wishes to imbue the item with must be cast. The exact effects of this are up to the ZM but the effect is usually similar but weaker than the cast spell. The caster loses 1 point of constitution by casting this spell.

**Cloak of Immolation (Black fire magic)**

**Channeling Time:** 7

**Duration:** 7 rounds

**Resistance:** Save for half

**Radius:** 10 feet around the caster.

**Effect:** This spell surrounds the caster in a powerful searing aura of heat. Anyone entering within 10 feet of the caster has their skin begin to burn uncontrollably. This spell deals d8 fire damage/level each round to all close enough to fell the effect. A successful saving throw halves the damage.

**Blood Axe (Black fire magic)**

**Channeling Time:** 7

**Duration:** 4 rounds

**Resistance:** N/A

**Effect:** When this spell is cast the caster summons great axe of black smoke and flame. This axe will attack the casters targets for the duration of the spell. The axe attacks with the casters Thaco and deals the casters level/d10 damage worth of fire damage per strike.

**Summon Blizzard (White water magic)**

**Channeling Time:** 7

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell calls a blizzard into the area of the caster. The full duration of the spell is based on the caster's level but it takes 3 rounds for the blizzard to be summoned and the immediately dissipates after the duration ends. The caster will receive 0 negative affects from the blizzard(i.e. walking through the snow like its not there) but everyone else is.

#### **Cloak of Seas (White water magic)**

**Channeling Time:** 7

**Duration:** 1 round/level

**Resistance:** None.

**Effect:** This spell summons a cloak of water to shroud the caster. While under this spell all water based spells cost 50% less mana to cast, the caster receives a +5 bonus to AC and all spells cast from the caster have a -2 penalty to all saving throws.

#### **Pronounce Cold (Gray water magic)**

**Channeling Time:** 7

**Duration:** 7 rounds

**Resistance:** N/A

**Effect:** This spell lowers that targets resistance to cold by 90% and adds a -3 negative to all saves vs. cold.

#### **Dispelling Aura (Black water magic)**

**Channeling Time:** 7

**Duration:** 7 rounds

**Resistance:** None.

**Radius:** 70 feet

**Effect:** This spell summons into being a powerful anti-spell aura that for 70 feet around the designated center all 6th level or below spells that are cast are completely nullified.

#### **Wintered Blood (Black water magic)**

**Channeling Time:** 7

**Duration:** Instant

**Resistance:** Save vs. spell to resist secondary effect. .

**Effect:** This spell freezes the target's blood causing d6 damage/level of the caster in cold damage. The target then must roll a save vs. spell. If they pass their blood quickly heats back and they only receive the cold damage, if they fail their blood remains frozen for 2d4 rounds making them unable to move for that duration.

#### **Ring of Storms (White wind magic)**

**Channeling Time:** 7 turns

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell summons a ring made completely from wind the surrounds one of the caster's fingers. While this magical ring is imbued on the caster the caster gains a double duration on all spells, allows the caster to cast wind based spells for 20% less mana and all spells cast by the caster have a -2 penalty to them.

#### **Lightening Storm Offense (White wind magic)**

**Channeling Time:** 7 turns

**Duration:** 1 turns/level

**Resistance:** N/A

**Effect:** This spell causes 8 weapons within 50 feet of the caster to be infused with magical energy. This allows the owner of the weapon to swing them for an extra 2 attacks each round for an additional 6 damage a hit and a 4 bonus to hit and dealing 2d6 electric damage.

#### **Imbue with Wind (Gray wind magic)**

**Channeling Time:** 7

**Duration:** Permanent

**Resistance:** N/A

**Effect:** This powerful spell imbues a singular item with a power of another wind based spell. This spell is cast on a particular item (that must be minimally enchanted) and then the wind spell that the caster wishes to imbue the item with must be cast. The exact effects of this are up to the ZM but the effect is usually similar but weaker than the cast



spell. The caster loses 1 point of constitution by casting this spell.

**Memory Theft (Black wind magic)**

**Channeling Time:** 7 turns

**Duration:** Instant

**Resistance:** Save vs. Spell to resist

**Effect:** This spell attempts to lock into the targets mind and rob them off their memories. If the target fails a save vs. spell the target forgets the last 1-4 years of their life and the caster gains those memories and can all on them as his own.

**Endless Domination (Black wind magic)**

**Channeling Time:** 7 turns

**Duration:** 3-24 rounds

**Resistance:** Save to resist

**Effect:** This spell causes a small bit of magical air to enter the targets mind. If the target fails his save vs. spell the caster gains control of their thoughts and actions for the duration but if the target passes the magical wind that does not enter the targets mind deals 1 damage/level of the caster to the target.

**Call of the Animals (White earth magic)**

**Channeling time:** 7

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** By calling out toward the sky, the caster calls upon the local animal population to come to his aid. A huge animal horde comprised of 64 HD of animals comes out from the local wilderness within one hour, slowly accumulating around the caster- ready to fight until the death! Boner.

**Boots of the Rainforest (White earth magic)**

**Channeling time:** 7

**Duration:** 1 round/level

**Resistance:** None

**Effect:** This spell wraps the casters or a friendly target's boots in forest elements such as moss, leaves and branches. The boots allows the wearer to move silently, have a 90% chance to hide in shadows in a woodland area, +4 bonus to dexterity, reduce the mana cost of earth magic spells by 10, casts Ethereal Shift instantly once per day and the caster becomes *hasted*.

**Shifting Form (Grey earth magic)**

**Channeling time:** 7

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spells allows the caster to shift between all natural creature forms and looks. The caster takes 1 round to shift forms and keeps casting abilities as long as they have something similar to hands in their form. The caster can also shift between the magical forms of Lupine Change and Talon Change.

**Buckling Earth (Black earth magic)**

**Channeling time:** 7

**Duration:** 1-4 rounds

**Resistance:** N/A

**Effect:** The caster casts this spell and causes the earth to tremble in a 10 foot area around the specified target dealing d8 damage/level for each round for each round of the duration.

**Fungal Explosion (Black earth magic)**

**Channeling time:** 7

**Duration:** Instant

**Resistance:** Save vs. poison for second affect.

**Radius:** 50 feet

**Effect:** Decaying energy flies from the casters hand and strikes and exploding on the target for 5d6 +1 damage/caster level to all in the radius. After the initial damage the energy slowing begins to eat away at all the targets flesh. This spell then deals two damage a round for 2d4 rounds and after the initial damage the target must roll a save vs. poison. If they fail the saving throw the target

is inflicted with a disease that deals -2 strength, -2 to con and the diseased target will receive no effect from healing spells. After that the dark energy dissolves.

#### 8<sup>th</sup> level

##### Flame Dance (White fire magic)

**Channeling Time:** 8

**Duration:** 1 round/level

**Resistance:** N/A.

**Effect:** This spell for its duration will prevent all magical fire damage dealt to the caster and convert all of it to mana and health for the caster.

##### Magnificent Halo of Fire (White fire magic)

**Channeling Time:** 8

**Duration:** 1 round/level.

**Resistance:** None.

**Effect:** This spell creates of flaming halo of fire over the casters head. This halo generates a multitude of powers for the spell caster. This spell increases the casters intelligence by 4 and the effectiveness of all fire based spells by 10% and will reduce the channeling time of all fire spells by 3(channeling time is always at least 1.).

##### Incinerating Steel (Gray fire magic)

**Channeling Time:** 8

**Duration:** 8 rounds

**Resistance:** N/A

**Effect:** This powerful spell imbues a singular weapon with a powerful aura of flame. This spell makes the weapon count as if it was +3 if not already enchanted. This spell also makes the weapon deal the 1 fire/damage per level of the caster in addition to normal damage each strike.

##### Flame Blast (Black fire magic)

**Channeling Time:** 8

**Duration:** Instant

**Resistance:** Save for half

**Effect:** This spell fires a large catapult bolt from the casters hands made from fire. While only affecting one target the spell deals an immense d10/level in fire damage.

##### Fury of the Sky (Black fire magic)

**Channeling Time:** 8

**Duration:** Instant

**Resistance:** Save for half.

**Effect:** When this spell is cast the caster summons a black lightening bolt to streak from his hands impaling a singular target for an immense d10/level in electric damage

##### Impenetrable Shard (White water magic)

**Channeling Time:** 8

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell surrounds the caster in a think piece of ice making them completely invulnerable to all attacks for the duration. While able to move the caster can not touch anything outside the shard.

##### Cloak of Oceans (White water magic)

**Channeling Time:** 8

**Duration:** 1 round/level

**Resistance:** None.

**Effect:** This spell summons a cloak of water to shroud the caster. While under this spell all water based spells cost 50% less mana to cast, the caster receives a +5 bonus to AC, all spells cast from the caster have a -2 penalty to all saving throws and the caster has max duration on all his spells and spell affects.

##### Imbue with Cold (Gray water magic)

**Channeling Time:** 8

**Duration:** Permanent

**Resistance:** N/A

**Effect:** This powerful spell imbues a singular item with a power of another water based

spell. This spell is cast first on a particular item (that must be minimally enchanted) and then the spell that the caster wishes to imbue the item with must be cast. The exact effects of this are up to the ZM but the effect is usually similar but weaker than the cast spell. The caster loses 1 point of constitution by casting this spell.

### **Spell Nullification (Black water magic)**

**Channeling Time:** 8

**Duration:** 8 rounds

**Resistance:** None.

**Radius:** 70 feet

**Effect:** This spell summons into being a powerful anti-spell aura that for 70 feet around the designated center all 7th level or below spells that are cast are completely nullified/

### **Artic Blood (Black water magic)**

**Channeling Time:** 8

**Duration:** Instant

**Resistance:** Save vs. spell to resist secondary effect. .

**Effect:** This spell freezes the target's blood causing d6 damage/level of the caster in cold damage. The target then must roll a save vs. spell. If they pass their blood quickly heats back and they only receive the cold damage, if they fail their blood remains frozen for 2d6 rounds making them unable to move for that duration.

### **Ring of Hurricanes (White wind magic)**

**Channeling Time:** 8 turns

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell summons a ring made completely from wind the surrounds one of the caster's fingers. While this magical ring is imbued on the caster the caster gains a double duration on all spells, allows the caster to cast wind based spells for 20% less mana, all spells cast by the caster have a -2 penalty to them and the casters dexterity increases by 5.

### **Thunderous Hurricane Offense (White wind magic)**

**Channeling Time:** 8 turns

**Duration:** 1 turns/level

**Resistance:** N/A

**Effect:** This spell causes 8 weapons within 50 feet of the caster to be infused with magical energy. This allows the owner of the weapon to swing them for an extra 2 attacks each round for an additional 6 damage a hit and a 4 bonus to hit, dealing 2d6 extra electric damage and all hit by the imbued weapons must roll a save vs. spell or be struck deaf.

### **Eternity Mental Shield (Gray wind magic)**

**Channeling Time:** 8

**Duration:** 1 day/level

**Resistance:** N/A

**Effect:** This powerful spell makes a blockade off magical air around the target that for the duration grants them a +4 bonus to all mind influencing spells.

### **Memory Exodus (Black wind magic)**

**Channeling Time:** 8 turns

**Duration:** Instant

**Resistance:** Save vs. Spell to resist

**Effect:** This spell attempts to lock into the targets mind and rob them off their memories. If the target fails a save vs. spell the target forgets the last 2-8 years of their life and the caster gains those memories and can all on them as his own.

### **Dominating Shroud (Black wind magic)**

**Channeling Time:** 8 turns

**Duration:** 2-8 rounds

**Resistance:** Save to resist

**Radius:** 30 feet

**Effect:** This spell causes a wind of magical energy to cover the 30 feet radius. This wind tries to gain control of all enemies under the

spell. If the targets fail their save vs. spell the caster gains control of their thoughts and actions for the duration.

#### **Call Upon Nature II (White earth magic)**

**Channeling time:** 8

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** Shouting toward the sky the caster calls for nature to aid him in combat. Over a duration of one hour, over 128 HD of animals and natural beasts swarm to the caster's aid, assaulting his foes with veracious potency.

#### **Boots of the Hemisphere (White earth magic)**

**Channeling time:** 8

**Duration:** 1 round/level

**Resistance:** None

**Effect:** This spell wraps the casters or a friendly target's boots in forest elements such as moss, leaves and branches. The boots allows the wearer to move silently, have a 90% chance to hide in shadows in a woodland area, +4 bonus to dexterity, reduce the mana cost of earth magic spells by 10, casts Ethereal Shift instantly once per day, the caster becomes *hasted* and regenerates 1 health/turn

#### **Imbue with Earth (Gray water magic)**

**Channeling Time:** 8

**Duration:** Permanent

**Resistance:** N/A

**Effect:** This powerful spell imbues a singular item with a power of another earth based spell. This spell is cast first on a particular item (that must be minimally enchanted) and then the spell that the caster wishes to imbue the item with must be cast. The exact effects of this are up to the ZM but the effect is usually similar but weaker than the cast spell. The caster loses 1 point of constitution by casting this spell.

#### **Shattering Earth (Black earth magic)**

**Channeling time:** 8

**Duration:** 1-4 rounds

**Resistance:** N/A

**Effect:** The caster casts this spell and causes the earth to tremble in a 10 foot area around the specified target dealing d10 damage/level for each round for each round of the duration.

#### **Supreme Fungal Explosion (Black earth magic)**

**Channeling time:** 8

**Duration:** Instant

**Resistance:** Save vs. poison for second affect.

**Radius:** 50 feet

**Effect:** Decaying energy flies from the casters hand and strikes and exploding on the target for 6d8 +1 damage/caster level to all in the radius. After the initial damage the energy slowing begins to eat away at all the targets flesh. This spell then deals two damage a round for 2d4 rounds and after the initial damage the target must roll a save vs., poison. If they fail the saving throw the target is inflicted with a disease that deals -3 strength, -3 to con and the diseased target will receive no effect from healing spells, after that the dark energy dissolves.

9<sup>th</sup> level

#### **Fellowship of the Flame (White fire magic)**

**Channeling Time:** 9

**Duration:** 1 round/level

**Resistance:** N/A.

**Radius:** 50 feet

**Effect:** This spell for its duration will prevent all magical fire damage dealt to the caster and all allies within the radius and convert all of it to mana and health for those damaged by a fire based spell..

#### **Glorious Halo of Fire (White fire magic)**

**Channeling Time:** 9

**Duration:** 1 round/level.

**Resistance:** None.

**Effect:** This spell creates of flaming halo of fire over the casters head. This halo generates a multitude of powers for the spell caster. This spell increases the casters intelligence by 4 effectiveness of all fire based spells by 10%, the reduction of mana costs by 15(all spells cost at least 1 mana.) and will reduce the channeling time of all fire spells by 3(channeling time is always at least 1.).

**Celerity of Flames (Gray fire magic)**

**Channeling Time:** 9

**Duration:** Instant

**Resistance:** N/A

**Effect:** This powerful spell after completion temporarily makes the caster move much faster than the eye can see. This spell basically allows 3 rounds of free action before the spell wears off making the caster move at normal speeds again. Since the caster is moving at such a rate all actions taken place during the 3 rounds will appear to all those besides the caster to happen instantly.

**Skin to Ash (Black fire magic)**

**Channeling Time:** 9

**Duration:** Instant

**Resistance:** Save to resist.

**Effect:** This spell attempts to turn the targets flesh or outer layer of skin into ash. The target must roll a save vs. death at a -3 to resist. The transformation of skin to ash usually leads to the victim's death. This spell works on undead transforming their entire being to ash if they fail.

**Lava Flood (Black fire magic)**

**Channeling Time:** 9

**Duration:** Instant

**Resistance:** N/A

**Effect:** When this spell is complete the very air around the caster burst into lava and flame for a brief instant. This spell deals the amount of damage equal to the casters mana pool at the completion of the spell. This spell completely drains the caster of his mana pull after being cast.

**Wave Barrier (White water magic)**

**Channeling Time:** 9

**Duration:** 9 rounds

**Resistance:** N/A

**Effect:** This spell surrounds the caster in a thick globe of water. While protected by these waves the caster is immune to all physical damage and cant be the target of spells or abilities (but may be affected by radius spells).

**Cloak of the Tsunami (White water magic)**

**Channeling Time:** 9

**Duration:** 1 round/level

**Resistance:** None.

**Effect:** This spell summons a cloak of water to shroud the caster. While under this spell all water based spells cost 50% less mana to cast, the caster receives a +5 bonus to AC, all spells cast from the caster have a -2 penalty to all saving throws, the caster has max duration on all his spells and spell affects and the caster's base mana pool is increased by 40.

**Mastery of Water (Gray water magic)**

**Channeling Time:** 9

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This powerful spell allows the caster to control all water within site. With mere thoughts he can move water at will. Their must be over 10 cubic feet of water to be manipulated and all water control is up to ZM discretion.

**Undoing of Magic (Black water magic)**

**Channeling Time:** 9



**Duration:** 9 rounds

**Resistance:** None.

**Radius:** 70 feet

**Effect:** This spell summons into being a powerful anti-spell aura that for 70 feet around the designated center all 8th level or below spells that are cast are completely nullified/

### **Tundra Blood (Black water magic)**

**Channeling Time:** 9

**Duration:** Instant

**Resistance:** Save vs. spell to resist secondary effect. .

**Effect:** This spell freezes the target's blood causing d8 damage/level of the caster in cold damage. The target then must roll a save vs. spell. If they pass their blood quickly heats back and they only receive the cold damage, if they fail their blood remains frozen for 2d6 rounds making them unable to move for that duration.

### **Glorious Ring of Hurricanes (White wind magic)**

**Channeling Time:** 9 turns

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell summons a ring made completely from wind the surrounds one of the caster's fingers. While this magical ring is imbued on the caster the caster gains a double duration on all spells, allows the caster to cast wind based spells for 20% less mana, all spells cast by the caster have a -2 penalty to them, the casters dexterity increases by 5 and this spells mana cost is reduced to 30 mana.

### **Complete Thunderous Hurricane Assault (White wind magic)**

**Channeling Time:** 9 turns

**Duration:** 1 turns/level

**Resistance:** N/A

**Effect:** This spell causes 8 weapons within 50 feet of the caster to be infused with magical

energy. This allows the owner of the weapon to swing them for an extra 2 attacks each round for an additional 10 damage a hit and a 6 bonus to hit, dealing 2d6 extra electric damage and all hit by the imbued weapons must roll a save vs. spell or be struck deaf.

### **Eminent Regeneration Wind (Black wind magic)**

**Channeling Time:** 9 turns

**Duration:** 9 rounds

**Resistance:** N/A

**Effect:** This spell imbues the air around the caster with a powerful regenerating effect. For 9 rounds the spell will remain in the area cast and build in power. After the 9 rounds is up the spell dissipates and grants the caster 200 mana.

### **Memory Feast (Black wind magic)**

**Channeling Time:** 9 turns

**Duration:** Instant

**Resistance:** Save vs. Spell to resist

**Effect:** This spell attempts to lock into the targets mind and rob them off their memories. If the target fails a save vs. spell the target forgets the last 2-8 years of their life and the caster gains those memories and can all on them as his own. And for each year gained by this spell the caster is healed for 1-10 health.

### **Forceful Dominating Shroud (Black wind magic)**

**Channeling Time:** 9 turns

**Duration:** 2-8 rounds

**Resistance:** Save to resist

**Radius:** 30 feet

**Effect:** This spell causes a wind of magical energy to cover the 30 feet radius. This wind tries to gain control of all enemies under the spell. If the targets fail their save vs. spell the caster gains control of their thoughts and actions for the duration. All that pass their

saving throw are deal 2 damage/level of the caster from the brutal mental assault.

### **Summon Brown Dragon (White earth magic)**

**Channeling time:** 9

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** This spell summons a random powerful brown dragon to the caster's aid within one round. Coming from the earth, the dragon opens up with a tail smack or breath weapon attack on the enemy at present- if no enemy is present the dragon will wait 1d4 turns before becoming impatient and burrowing back into the earth whence it came. To determine the dragon arriving roll a 1d4 and use the following chart:

1. Very Old
2. Venerable
3. Wyrn
4. Great Wyrn

### **Boots of the Ecosystem (White earth magic)**

**Channeling time:** 9

**Duration:** 1 round/level

**Resistance:** None

**Effect:** This spell wraps the casters or a friendly target's boots in forest elements such as moss, leaves and branches. The boots allows the wearer to move silently, have a 90% chance to hide in shadows in a woodland area, +4 bonus to dexterity, reduce the mana cost of earth magic spells by 10, casts Ethereal Shift instantly once per day, the caster becomes *hasted* and regenerates 1 health/turn and an increased mana/faith regeneration of 2 turn.

### **Command Earth (Gray water magic)**

**Channeling Time:** 9 hours

**Duration:** Permanent

**Resistance:** N/A

**Effect:** This powerful spell after completion causes the earth to rise up and form into any

type of structure that the caster desires. The structure formed can be made out of any type of material found in the earth such as rocks, stone, earth and many types of metals because the spell digs deep into the ground during the casting and draws the desired materials to the surface. No matter what the structure is made of it is usually sturdy and durable.

### **Complete Essence Drain (Black earth magic)**

**Channeling time:** 9

**Duration:** Instant

**Resistance:** Save vs. Death to resist

**Effect:** The caster casts this spell and attempts to drain the faith/mana of the target into him. The target must roll a save vs. death and if they pass the spell is completely resisted. If they fail the saving throw the target is drained completely of all mana/faith which is drained into the caster.

### **Deadly Fungal Explosion (Black earth magic)**

**Channeling time:** 9

**Duration:** Instant

**Resistance:** Save vs. poison for second affect.

**Radius:** 50 feet

**Effect:** Decaying energy flies from the casters hand and strikes and exploding on the target for 6d8 +2 damage/caster level to all in the radius. After the initial damage the energy slowing begins to eat away at all the targets flesh. This spell then deals two damage a round for 2d4 rounds and after the initial damage the target must roll a save vs., poison. If they fail the saving throw the target is inflicted with a disease that deals -3 strength, -3 to con and the diseased target will receive no effect from healing spells. After that the dark energy dissolves.

**10<sup>th</sup> level Spells:**

**Volcanic Rupture (Fire Magic)**

**Channeling Time:** 10

**Duration:** Instant

**Resistance:** N/A

**Effect:** The most powerful of all fire spells. This spells purges all the faith of the caster to summon a gigantic pillar of flame the bursts from the selected section of ground. The pillar of flame is 50 feet wide and rises to 80-90 feet in the air. All caught within the blast are dealt a massive d20/level of the caster and this pillar of flame cuts through the magical and fire resistance of all but divine beings. All killed by this spell are incinerated preventing resurrection or regeneration. This spell requires the tongue of an ancient or older Red Dragon, the tongue is consumed in the casting of this spell.

### Unending Current (Water Magic)

**Channeling Time:** 10

**Duration:** 2 rounds/level

**Resistance:** N/A

**Effect:** The most powerful of all water spells. This spells makes the caster forgo his mana pool and draw his power from the very water in the air and beings around him. While under this spell duration the caster's channel rate is increased by 4 and he can cast as many spells as he desires regardless of mana cost. This spell requires the heart of a kraken or similar in strength sea monster to cast, the heart is consumed in the casting of this spell.

### Acuity of Flight (Wind Magic)

**Channeling Time:** 10 rounds

**Duration:** Permanent

**Resistance:** N/A

**Effect:** The most powerful of all wind spells. This spells grants the target complete and permanent flight as if they had wings strong enough to carry them. This spell requires a vial of ancient or elder dragon blood and the heart of a Roc, both of this components are consumed in the casting of the spell.

### Flight of Wyrms (Earth Magic)

**Channeling Time:** 10 rounds

**Duration:** 1 hour/level.

**Resistance:** N/A

**Effect:** Arguably the most powerful spell ever concocted, Flight of Wyrms takes a good deal of time to summon but once it is complete a horrible sight is seen on the horizon. A family of blue dragons descend upon the caster's position in a circular pattern, arriving and awaiting orders. The dragons are completely loyal to the caster and will do whatever he says for the duration save suicide. The material component of this spell is a great wyrm dragon skull, which is expended at completion of the spell. A male mature adult dragon and his mate are amongst the number and are accompanied by 1d4+1 very young dragons who rampage upon their enemies.

### Shield of Saints (White Magic)

**Channeling Time:** 10 rounds

**Duration:** 1 round/level

**Resistance:** N/A

**Effect:** The most powerful of all white spells. This spells makes the caster and up to 10 allies completely immune to all damage and negative spell effects. All under this spell affect can not die until this spell duration ends as well. This spell requires a the heart of an extremely powerful being of the lower planes over 15 HD and this heart is consumed in the casting.

### Fiendish Assault (Black Magic)

**Channeling Time:** 10 rounds

**Duration:** Instant

**Resistance:** N/A

**Effect:** The most powerful of all black spells. This spell after completion allows the caster to cast 5 black spells instantly without regard to mana cost. This spell must be cast within 1-4 turns of the completion of this spell. Lich bones are required to cast this spell and are destroyed by the energies of the spell after it is complete

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## Streams

The stream callers of Toril call upon the active streams of magic to protect their allies and destroy their enemies.

#### Lesser Streams...

1. **Protection Barrier (15' radius protective)** Effect: All within the protection barrier have their AC increased by 4, this bonus increased to 6 versus missile weapons.
2. **Spell Resistance Shell (15' radius protective)** Effect: All within the spell resistance shell are immune to level 3 spells and below, spells above level 3 still need to check a 10% magic resistance.
3. **Cube of Iron (15' radius protective)** Effect: All within the radius are immune to non-magical missile attacks.
4. **Regeneration Sphere (15' radius protective)** Effect: All within the radius regenerate at a rate of ¼ turns.
5. **Elemental Barrier (15' radius protective)** Effect: All within radius have 25% immunity to all elemental attacks including spells.
6. **Speed (15' radius offensive)** Effect: All within radius have movement rate and attack rate doubled.
7. **Blinding Aura (15' radius offensive)** Effect: Any enemies who enter the radius are *blinded*.
8. **Drain Aura (15' radius offensive)** Effect: All enemies within radius are drained 2d4 health per round, this health is transferred to the stream caller.
9. **Elemental Forcefield (15' radius offensive)** Effect: Can be fire, wind, earth or water. Elemental forcefield deals 1d4 damage/level per round to enemies within radius.
10. **Gas Cone (30' radius offensive)** Effect: This cone of poisonous gas makes all

within nauseous, suffering a -2 to all their rolls until removed.

#### Greater Streams...

1. **Weapon Ward (10' radius defensive)** effect: All allies within radius require +2 or better to hit, even when a hit does land it suffers a -1 to damage dice.
2. **Greater Regeneration (15' radius defensive)** effect: All allies within the radius regenerate at a rate of 1 health/turn.
3. **Spell Immunity Shield (15' radius defensive)** effect: All allies within radius immune to level 6 spells and below, spells above 6<sup>th</sup> level still need to check 25% magic resistance.
4. **Reflection Aura (15' radius defensive)** effect: 4<sup>th</sup> level spells and below are fired back at the enemy caster without effecting those in the radius. Normal missiles which are fired into the aura rebound back and hit into the attacker (Without strength bonuses).
5. **Invincibility Shield (10' radius defensive)** effect: All within radius are invincible to all attacks; unfortunately they cannot attack from this aura. This stream is best used when the party is wounded and needs to cast spells safely or heal up.
6. **Aura of Blades (15' radius offensive)** effect: An aura of swinging and slashing blades and iron scrap pieces cuts up any enemy passing through the aura for 6d6 damage per round. Enemies lost within the aura are shredded to bits (And must be resurrected).
7. **Lightning (10' radius offensive)** effect: An advanced form of the speed stream, lightning allows you to move fast as lightning. Any allies within the radius have their number of attacks and movement rates multiplied by three.
8. **Death Sphere (15' radius offensive)** effect: any enemies entering the radius must roll a save vs death a -2 modifier each round or fall dead, even if they pass they are drained for 3d4 hitpoints. These hitpoints are granted to the caller.

9. **Petrifaction Sphere (15' radius offensive) effect:** Any enemies who enter the radius must roll a save versus polymorph at a -2 modifier or be turned into stone.
10. **Revulsion Aura (10' radius offensive) effect:** Enemies cannot enter the radius by any means, in order to attack those within they must use missile weapons or long polearms. If they attempt to force themselves into the aura they will be dealt 10d10 damage every round from crushing pressure.

#### Ultimate Streams...

##### Lawful Good (15' radius defensive)

**Effect:** Any evil aligned figures entering the radius are stunned for 2d4 rounds, when the stunning effect is done have a 50% chance of miscasting spells for 1d4 rounds. There is no resistance to either effect.

##### Neutral Good (15' radius defensive)

**Effect:** All allies within radius require +4 or better to hit.

##### Chaotic Good (15' radius offensive)

**Effect:** All enemies within radius are attacked by a maelstrom of magic for 10d10 damage per round.

##### Lawful Neutral (15' radius offensive)

**Effect:** All chaotic characters caught within the radius must roll a save vs death a -4 or die instantly, even if they pass they are still dealt 6d6 magical damage.

##### Neutral (15' radius defensive)

**Effect:** All allies within radius are immune to spells and ranged attacks.

##### Chaotic Neutral (15' radius defensive)

**Effect:** All spells targeted to radius reflect back to caster.

##### Lawful Evil (15' radius offensive)

**Effect:** All good aligned characters within radius have their strength, dexterity and constitution scores reduced to 3 until they leave the radius. Once they leave the radius, the effect remains active for 1d4 rounds.

##### Neutral Evil (15' radius offensive)

**Effect:** All enemy resistances (magical, weapon, damage) are nullified in this aura.

##### Chaotic Evil (15' radius offensive)

**Effect:** All allies within radius go into a berserker rage, being able to fight until -10 health normally, gaining a +3 bonus to hit and damage and requiring +1 or better weapons to hit.

#### Chrono Streams...

##### Lesser...

**Reverse Time (30' radius defensive):** The reverse time stream allows the user to reverse time selectively in a 30' radius backward up to a maximum of 1d4+1 rounds. However time will snap back in the result of the initial 1d4+1 roll. For example if a comrade was killed, a chrono caller could activate his stream and time would reverse (the wound would be sealed), however it will reoccur for the amount of time delayed.

**Lesser Age (15' radius offensive):** Foes in the radius must roll a save vs spell or are aged 1d10 years.

##### Greater...

**Bend Time (120' radius defensive):** Bend time halts time in the radius if a save vs spell at a -2 modifier is failed by foes. During this time, failures are deemed to be frozen in time (And are hit as if sleeping), friendlies, foes out of the radius and foes who have passed their save versus spell check move throughout the radius as if it were normal time.

**Age (15' radius offensive):** Foes in the radius must roll a save vs spell at a -2 modifier or be aged for 4d10 years.

##### Ultimate...

**Time Vortex (120' radius defensive):** Time vortex halts time in the radius for an indefinite amount of time as would the spell *Timestop*. Only ethereal, planar and sub-planar beings may move freely during the stream. This is perhaps the most powerful stream caller stream.

## Addendums and Clarifications

#### Modifications...



### How potions work

Potions no longer can only be used once, if a character were to suffer 1 hitpoint of wounds he would not completely absorb a 15 health healing potion, he would absorb 1 out of the 15 available healing points, leaving 14 still in the flask. Full heal potions are the exception to the rule in that one's wounds do not heal at all until he has completely ingested the potion at which point all of the wounds magically heal.

### How "dual/multi classing" works

These two confusing terms are no more, if a character decides to advance in a second class he begins to do so automatically and from there on splits experience received with the new class. He advances in both classes equally; he does not stop advancing in the other class! While rolling for new health, he divides the natural roll by half and adds constitution modifiers. There are some evident advantages and disadvantages to progressing in a second class, although he gains the new abilities of a new class he also advances twice as slow in level as the other characters and will never be as good as either class if he was pure. If alignment and health allow, a player may dual class to any available class. Two kits may not dual class, although a kit can dual class with a normal class, and visa versa.

### Addendums...

#### Lore

Lore was a concept previously only enabled for Bards and was a weaker form of the 1<sup>st</sup> level Wizard spell *Identify*. In this game campaign everyone has a lore count, and although it may be small, it is present.

- Warriors and Monks progress at a lore rate of 1/level
- Priests progress at a lore rate of 2/level
- Rogues progress at a lore rate of 3/level

- Wizards and Stream Callers progress at a lore rate of 5/level
- Light sorcerers progress at lore rate of 7/level

On a successful lore check, the player discovers some information about an item dependant on the ZM. It is very unlikely that the ZM will directly say what the item is, but he will reveal certain apparent or important facts about it.

### Maximum dexterity bonuses and combat in armor

- While wearing light armors (padded, fur, clothe, etc.) the AC bonus due to dexterity is modified by +1, while wearing medium armors (leather, chainmail) the dexterity bonus is modified by +2, while wearing heavy armors (plate, splint mail, hide armor) it is modified by +3 and while wearing full armors (full plate) it is modified by +4.
- While in light armors (see above) a player suffers a -2 penalty to his dexterity checks and an additional -2 for every armor class (light, medium, heavy, full) thereafter.
- Optional modifiers for fighting in restrictive environments (armor, water, low gravity etc) are in full effect, the ZM may regulate these restrictions at will.

### Mass Combat

- Ectoplasm uses the Krause Tactical System of Mass Combat (KTSoMC) which is still being developed.

KTSoMSC Demo:

#### Unit Types:

**Halfling Infantry:** Halfling infantry units are generally unarmored or make use of leather or studded armor, wield short swords (or military spears) and use throwing rocks and slings as ranged weapons. Their unusually high average dexterity score usually offsets their lack of heavy armors. Halfling infantry commanders rely on the Halfling infantry's

ability to attack fast and then escape into nearby cover- if left out in the open, Halflings are easy pray to heavy infantry and especially cavalry. Halflings make perfect commandos!

*Unit Stats:*

- Halfling military units move 1 space per combat round.
- 1/1 with banding
- Upkeep: 1 F, 1 W

*Unit Abilities:*

- Speed Attack
- Ambush
- Ranged A 3x1

**Dwarven Infantry:** Dwarven infantry units are known for being deadly in melee combat and being well equipped with artisan craft weaponry and armors. Dwarven combat units are unique in the use of the combat cleric. Every Dwarven combat unit has at least one combat cleric (regardless of its size) which magically heals wounded soldiers and stops bleeding by bandaging wounds. Dwarven units typically use battle axes, hammers and broadswords as melee weapons, crossbows and slings as ranged weapons and typically don chainmail or splint mail armor (the battle cleric of the group almost always wears a set of plate mail).

*Unit Stats:*

- Dwarven military units move 1 space per combat round.
- 2/2 with banding
- Upkeep: 2 F, 2 I

*Unit Abilities:*

- Battle Hardened
- Battle Clerics
- Ranged A 3x1

**Elf Infantry:** Elf infantry is probably the most well balanced type of unit besides that of the humans, using a balanced arsenal and balanced tactics. Elf troops generally use long swords, short swords or scimitars and almost exclusively use long bows as ranged weapons while donning studded or chain mail armor. Elfish units use stealth to sneak up on and

ambush enemy units, using the natural vegetation as excellent concealment, and barrage units from a distance with their bows and then close to melee combat while on the open battlefield.

*Unit Stats:*

- Elfish military units move 2 spaces per combat round.
- 1/1 with banding
- Upkeep: 1 F, 2 W

*Unit Abilities:*

- Ambush
- Stealth
- Ranged A 5x1

**Unit Powers:**

**Small:** Small creatures may dodge out of the way of a giant sized creature attack instead of resolving combat damage.

**Giant:** May strike as many creatures are at its facing to a maximum of 3 polygonal sides and resolve combat damage.

**Mounted:** Unit may attack twice in one round, and any 1/1 creature in the path between two resolutions of combat are destroyed.

**Swine Wall:** The unit instantly kills units with "mounts" if the target is their power or bellow.

**Life Drain:** When a unit defeats another unit, the unit with "life drain" gains health and defense regeneration equal to the defense of the targeted unit.

**Protection from Magic:** Unit is immune to one sphere or type of magic.

**Assassins:** The unit may choose to select its attacks directly on the officers of a unit rather than the unit itself- destroying the heroes or officers present within the unit.

**Savages:** If the unit does not kill another unit every round, that unit disbands. A unit killed by savages cannot be regenerated or healed.

**Pouncing:** This unit may spring up to two hexes away (including over units). Units which are landed upon in such a manner are dealt double damage.

**Anti-air:** This unit can defend itself if attacked by air units instead of being haplessly attacked.

**Snare:** The unit may place a "snare flag" on an enemy unit. A unit with this flag may not move, air units which are snared are dealt 2 damage and then collapse to the ground. This flag can only be removed by dealing the unit that is snared damage in equal to its defense at which point the snare is broken.

**Scouts:** The unit may see across clear terrain as far as the combat map reaches and twice as far across view inhabiting terrain as a normal unit.

**Retribution:** When the unit dies, all adjacent units die within one hex due to a fiery explosion (if evil aligned) or holy aura (if good aligned).

**Regeneration:** When the unit dies, it rises from the dead (this ability can only be used once per every ten rounds).

**Holy Aura:** Adjacent units gain a +1 to defense and attack.

**Magic Resistance:** The unit is immune to spells.

**Courage:** Adjacent units are immune to morale failure and gain a +1 to attack when outnumbered 2:1 or greater.

**Horde Tactics:** This unit does not require officers but is controlled by the ZM.

**Speed Attack:** While engaging in combat this unit always attacks first before the enemy attacks (combat is resolved).

**Flying:** Unit can only be damaged by other units with flying or a unit with a ranged attack.

**Organic:** Organic units heal for 1 defense every combat round and take double damage from fire attacks.

**Rampage:** The unit deals double damage to buildings and can over-run units a quarter of its size or bellow (automatically destroying them).

**Giant Slayers:** The unit uses ropes and polearms to take down large enemies, dealing double damage to such creatures. The unit may also choose to immobilize a giant sized creature using ropes instead of killing it.

**Martial Arts:** The unit may attack and deal damage without weapons.

**Construct:** Constructs include inanimate units which can still attack and were created by magic such as golems. Constructs cannot be healed but do not experience morale failure, and take half damage from ranged units, they also are immune to magic.

**Ambush:** The unit is highly trained in the art of ambush, and while passively lying in cover the unit may all at once ambush a nearby adjacent unit (within 1 square). A ambushed unit is attacked twice (double speed attack) by the ambusher before it can retaliate and if its turn is present within the current round they lose their action phase for that round.

**Fear:** Any unit facing a unit with "fear" within one hex must roll a morale check every round or run in fear for 2d4 rounds.

**Kamikaze:** This unit may move five hexes per round, in which it may attack up to five units, give attacked units a "doom" flag. At the end of the combat round, if this doom flag still exists the unit dies. At the end of combat the kamikaze dies even if the unit only attacked one unit.

**Stealth:** This unit can move without being seen globally on the combat map. The unit appears if it is within 2 hexes of an enemy unit and disappears if it moves out of this radius.

**Battle Hardened:** Battle hardened units instantly destroy 1/1 units in their path of movement rather than resolving combat damage.

**Battle Clerics:** The unit has several battle clerics present which magically heal wounded infantry and bandage the bleeding. In other

words, when being dealt damage it is assumed to be halved and if a unit were to incapacitate or cause bleeding damage to the unit with battle clerics, they are immune.

**Over-Run:** The unit may automatically get a bonus attack on a nearby unit if the unit is adjacent to a unit killed in the current round.

**Banding:** Bandable units can have their attack and defense combined to create one more powerful unit with other units which have banding.

**Militia:** Are healed for 1 defense every round they are in a friendly settlement, have their defense doubled while garrisoning friendly buildings.

**Commandos:** Commandos do not require officers (or any external command) in combat.

**Looters:** The unit is healed for 1 defense every time it attacks a building (until destroyed) and the general receives 10% of the loot inside (typically a small sum of cumulative gold).

**Berserkers:** When surrounded by enemies on three polygonal sides or more, the units attack and speed doubles.

**Ranged:** The unit can deploy its damage in adjacent map hexes rather than in melee range.

#### Damage Locator

- As opposed to simply declaring that a player is struck and damage is delivered, a ZM may choose to use the damage locator to pinpoint where the blow was landed.
- Generally speaking, one's AC is divided up into 20 possible segments (10 to -10), thus we can emulate an 1d20 to locate damage. Lower rolls dictate lower blows while higher rolls dictate blows to the chest and face. This does not mean that a character with a 5 AC can only be hit in the legs, we divide by the most logical divider. Although this may seem confusing it is quite easy to emulate into play. Use the following

chart to dictate where the blows land (In parenthesis we have optional hit effects, the character is restored by a mend wounds spell or its equivalent):

Table 43: Damage Locator	
Roll	Location
1	Miss
2	Toes (Limp; -2 MR)
3	Foot (Drag; -4 MR)
4	Ankle (Knocked down)
5	Lower Leg (-1/2 MR)
6	Knee (knocked down)
7	Upper Leg (-3/4 MR)
8	Abdomen (2d4 bleeding damage)
9	Lower Stomach
10	Mid-section
11	Ribs (stunned for 1d4 rounds)
12	Upper Torso
13	Clavicle (stunned for 1d4 rounds)
14	Shoulders (-1/2 max press)
15	Neck
16	Throat (3d6 bleeding damage/round)
17	Chin
18	Eyes (blinded)
19	Ears (Deafened)
20	Scalp (50% disease)

The damage locator chart can be used in a plethora of ways, but the most standard way is to divide up the target's AC into relative

segments and then roll a 1d20 to determine where a blow is landed.

### Clarifications...

### Reputation

Reputation was an optional rule used in several unique game settings and scenarios; it is indefinite in this campaign. Reputation scales from 1-20, 20 being the most reputable and 1 being the most unwanted and hated. Reputation reflects how the commoner sees the party and how they will respond to them as a whole- it is a generalization, unique NPCs may act very differently. In general, a player can use a high reputation score to get discounts at store, get free favors, or information.

The ZM dictates when the party's reputation goes up or down, the more good acts you do the greater the number will be, the more evil acts you do the lower the number will be.

**(The modifiers for reputation are in the tables section in the back of this book)**

### Weapons and Armor

- \* Anyone may use any weapon and any armor (Sorcerers may not cast spells while wielding metallic weapons and may not cast spells while wearing metallic armor. Though certain armors and weapons, such as those made in Elven forges rarely disrupt spell casting abilities.). Penalties for wearing armor do apply; a rogue may not perform his abilities as well if he is in armor! This does not mean that a sorcerer fights as well as a warrior; he is evidently inferior in melee combat. Only rogues and highlanders may take expertise; priests, monks, Stream Callers, and sorcerers may only become proficient in foreign weapons.

- \* Priests in theory can pick up and use any weapon, but they dishonor their god by using weapons foreign to their ethos and may be expelled as priests. For example, although a Priest of Healing could pick up a barbed spear and use it, he would face divine problems with his god who promotes use of blunted weapons.
- \* When the term "without usual penalties" is used it means that the player class may use the weapon without spell casting penalties (sorcerer). An example is the dark sorcerer, who may cast spells while having a metallic blade in his hands.

## Phobias and Manias

Herein lies a great index of phobias and manias, traits that are accessible in Ectoplasm.

### Phobias

- Acarophobia—Abnormal fear of mites or worms.
- Acerophobia—Fear of sourness.
- Acousticophobia—Abnormal fear of loud sounds.
- Acrophobia—Morbid fear of high places.
- Aerophobia—Morbid fear of a draft or of fresh air.
- Agoraphobia—Great fear of being alone, or of being in public places from which escape might be difficult. Normal activities that involve being in crowds, or on a busy street or in a crowded store, are avoided. Exposure to these conditions may cause the individual to panic.
- Agyiophobia—Fear of streets.
- Aichmophobia—Morbid fear of being touched by pointed objects or fingers.
- Ailurophobia—Morbid fear of cats.
- Algophobia—Morbid fear of pain.
- Amatophobia—Fear of dust.
- Amazophobia—Fear of being in vehicles.
- Amychophobia—Morbid fear of being scratched; fear of the claws of any animal.
- Androphobia—Morbid fear of the male sex.



- Anemophobia—Morbid fear of drafts or of the wind.
- Anginophobia—Morbid fear of an attack of angina pectoris (severe pain and constriction about the heart).
- Anthophobia—Morbid dislike or fear of flowers.
- Anthropophobia—Fear of people.
- Antlophobia—Fear of floods.
- Apeiophobia—Fear of infinity.
- Aphephobia—Morbid fear of being touched.
- Apiphobia—Fear of bees.
- Aquaphobia—Abnormal fear of water.
- Arachnophobia—Morbid fear of spiders.
- Asthenophobia—Fear of weakness.
- Astraphobia—Fear of thunder and lightning.
- Astrapophobia—Fear of lightning.
- Astrophobia—Morbid fear of stars and celestial space.
- Ataxophobia—Morbid dread of disorder or untidiness.
- Atephobia—Fear of ruin.
- Auroraphobia—Fear of the northern lights.
- Automysophobia—Fear of personal filth or odor.
- Autophobia--1. A psychoneurotic fear of being alone. 2. Abnormal fear of being egotistical.
- Bacillophobia—Morbid fear of bacilli.
- Ballistophobia—Fear of missiles.
- Barophobia—Fear of gravity.
- Basiphobia—Fear of walking.
- Basophobia--1. Abnormal fear of walking. 2. Emotional inability to stand or walk in the absence of muscle disease.
- Bathophobia—Abnormal fear of depths. Commonly refers to fear of height or of looking down from a high place.
- Batophobia—Fear of high objects or being on tall buildings.
- Batrachophobia—Fear of frogs.
- Belonephobia—Morbid fear of sharp-pointed objects.
- Bromidrosiphobia—Abnormal fear of personal odors, accompanied by hallucinations.
- Brontophobia—Abnormal fear of thunder.
- Cainotophobia—Fear of novelty.
- Cancerophobia—Morbid fear of cancer.
- Carcinomatophobia—Morbid fear of carcinoma (a new growth or malignant tumor that occurs in epithelial tissue).
- Cardiophobia—Morbid fear of heart disease.
- Carnophobia—Abnormal aversion to meat.
- Catoptrophobia—Morbid fear of mirrors or of breaking them.
- Cenophobia—Fear of barren or empty spaces. Fear of emptiness.
- Cenotophobia—Morbid aversion to new things and new ideas.
- Cheimaphobia—Fear of cold or something cold.
- Cherophobia—Morbid fear of and aversion to gaiety.
- Chionophobia—Fear of snow.
- Cholerophobia—Morbid fear of acquiring cholera (An acute infection involving the entire small bowel, characterized by profuse watery diarrhea and vomiting, which produces severe loss of fluids and electrolytes, muscular cramps, oliguria, dehydration, and collapse).
- Chrematophobia—Fear of money.
- Chromatophobia—Fear of color.
- Chromophobia—Condition of staining poorly.
- Chronophobia—Fear of time.
- Cibophobia—A morbid aversion to or fear of food.
- Claustrophobia—Fear of being confined in any space, as in a locked room. Opposite of agoraphobia.
- Climacophobia—Fear of stairs.
- Clithrophobia—Morbid fear of being locked in.
- Coitophobia—Morbid fear of sexual intercourse.
- Cometophobia—Fear of comets.
- Coprophobia—A morbid disgust at defecation and feces.
- Cremnophobia—Fear of precipices.
- Crystallophobia—Abnormal fear of glass or objects made of glass.
- Cynophobia—1. Unreasonable fear of dogs. 2. Morbid fear of rabies.
- Cypridophobia—1. Morbid fear of venereal disease. 2. Abnormal fear of the sexual act. 3. False belief of having a venereal disease.
- Cypriphobia—Morbid aversion to and fear of coitus.
- Decidophobia—Fear of making a decision.

- Defecalesiophobia—Fear of defecating because of pain.
- Demonophobia—Fear of demons.
- Demophobia—Fear of crowds.
- Dermatophobia—Abnormal fear of having a skin disease.
- Dermatosiophobia—Fear of skin disease.
- Dextrophobia—Abnormal aversion to objects on the right side of the body.
- Dikephobia—Fear of justice.
- Domatophobia—Abnormal aversion to being in a house; a form of claustrophobia.
- Doraphobia—Abnormal aversion to touching the hair or fur of animals.
- Dromophobia—Fear of crossing streets.
- Dysmorphophobia—Morbid fear of deformity.
- Eisoptrophobia—Fear of mirrors and seeing oneself in a mirror.
- Electrophobia—Fear of electricity.
- Emetophobia—Fear of vomiting.
- Enissophobia—Fear of criticism, esp. for having committed a sin.
- Entomophobia—Fear of insects.
- Eosophobia—Fear of dawn.
- Eremophobia—Dread of being alone.
- Ereuthrophobia—Pathological fear of blushing.
- Ergasiophobia—Abnormal dislike for work of any kind or for assuming responsibility.
- Ergophobia—Morbid dread of working.
- Erotophobia—Aversion to sexual love or its manifestations.
- Erythrophobia—1. Abnormal dread of blushing or fear of being diffident or of being embarrassed. 2. A morbid fear of, or aversion to, anything colored red.
- Eurotophobia—Fear of female genitals.
- Febriphobia—Anxiety or fear induced by a rise in body temperature.
- Galeophobia—Abnormal aversion to cats.
- Gamophobia—Neurotic fear of marriage.
- Gatophobia—Fear of cats.
- Genophobia—Fear of sex.
- Gephyrophobia—Aversion to bodies of water, to crossing on bridges over water, or traveling on boats.
- Geumaphobia—Abnormal dislike or fear of tastes.
- Graphophobia—Abnormal fear of writing.
- Gymnophobia—Abnormal aversion to viewing a naked body.
- Gynephobia—Abnormal aversion to the company of women, or fear of them.
- Gynophobia—Fear of women.
- Hadephobia—Fear of hell.
- Hamartophobia—Fear of sin.
- Haphophobia—Aversion to being touched by another person.
- Haptophobia—Fear of being touched.
- Harpaxophobia—Fear of robbers.
- Hedonophobia—Fear of pleasure.
- Heliophobia—Abnormal fear of the sun's rays, esp. By one who has suffered a sunstroke.
- Helminthophobia—Morbid dread of worms or delusion of being infested by them.
- Hematophobia—Hemophobia.
- Hemophobia—Aversion to seeing blood or to bleeding.
- Hierophobia—Abnormal fear of sacred things or persons connected with religion.
- Hodophobia—Fear of travel.
- Homichlophobia—Fear of fog.
- Homophobia—Fear or dislike of homosexuals.
- Hormephobia—Fear of shock.
- Hydrophobia—1. Morbid fear of water. 2. Common name for rabies, q.v., resulting from bite of a rabid animal.
- Hydrophobophobia—Morbid fear of contracting hydrophobia (rabies), sometimes resulting in a hysterical condition resembling hydrophobia.
- Hyelophobia—Fear of glass.
- Hygrophobia—Fear of dampness or moisture.
- Hylophobia—Fear of forests.
- Hypengyophobia—Fear of responsibility.
- Hypertrichophobia—Fear of hair on the body.
- Hypnophobia—Morbid fear of falling asleep.
- Hypsophobia—Fear of being at great heights.
- Ichthyophobia—Aversion to fish.
- Ideophobia—Fear of ideas.
- Iophobia—1. Fear of being poisoned. 2. Fear of touching any rusty object.
- Isolophobia—Fear of being alone.
- Kainophobia—Abnormal aversion to new situations and things.
- Kainotophobia—Fear of change or novelty.

Kakorrhaphiophobia—Fear of failure.  
Kathisophobia—Fear of sitting down,  
and subsequent inability to sit still.  
Kenophobia—Fear of empty spaces.  
Keraunophobia—Dread of thunder and  
lightning.  
Kinesophobia—Fear of motion.  
Kleptophobia—Morbid fear of stealing.  
Kopophobia—Abnormal fear of fatigue  
or exhaustion.  
Laliophobia—Fear of speaking/Fear of  
talking.  
Lalophobia—Morbid reluctance to speak  
due to fear of stammering or  
committing errors.  
Levophobia—Morbid dread of objects on  
the left side of the body.  
Linonophobia—Fear of string.  
Lyssophobia--1. Hysteria resembling  
rabies. 2. Fear of rabies.  
Maniaphobia—Fear of becoming insane.  
Mechanophobia—Fear of machinery.  
Megalophobia—Fear of large objects.  
Melissophobia—Abnormal fear of bee or  
wasp stings.  
Meningitophobia—A condition that  
simulates meningitis and is caused  
by fear of meningitis.  
Merinthophobia—Morbid fear of being  
tied.  
Metallophobia—Abnormal fear of metals  
and metallic objects and of touching  
them.  
Meteorophobia—Fear of meteors.  
Microbiophobia—An abnormal fear of  
germs.  
Microphobia--1. Psychopathic fear of  
microbes. 2. Morbid dread of small  
objects.  
Molysmophobia—Morbid fear of  
contamination or infection.  
Monopathophobia—Fear of a definite,  
specific disease.  
Monophobia—Abnormal fear of being  
alone.  
Musophobia—Fear of mice.  
Mysophobia—Abnormal aversion to dirt  
or contamination.  
Mythophobia—Abnormal dread of  
making a false or incorrect statement.  
Necrophobia—1. Abnormal aversion to  
dead bodies. 2. Insane dread of  
death.  
Neophobia—Fear of new scenes or  
novelties; aversion to all that is  
unknown or not understood.

Noctiphobia—Fear of the night and  
darkness.  
Nosophobia—Abnormal aversion to  
illness or to a particular affection.  
Nudophobia—Abnormal fear of being  
unclothed.  
Nyctophobia—Abnormal dread of the  
night or of darkness.  
Ochlophobia—Abnormal dread of  
crowds or populated places.  
Odontophobia--1. Abnormal aversion to  
the sight of teeth. 2. Abnormal fear  
of dental surgery.  
Odynophobia—Abnormal dread of pain.  
Oikophobia—Morbid dislike of the  
home.  
Olfactophobia—Fear of odor.  
Ombrophobia—Fear and anxiety  
induced by storms, threatening  
clouds, or rain.  
Ommatophobia—Fear of eyes.  
Onomatophobia—Abnormal fear of  
hearing a certain name or word  
because of an imaginary dreadful  
meaning attached to it.  
Ophidiophobia—Abnormal fear of  
snakes.  
Ornithophobia—Fear of birds.  
Osmophobia—Morbid fear of odors.  
Osphresiophobia—Fear of odors.  
Panophobia—Morbid fear of some  
unknown evil or of everything in  
general; general apprehension.  
Panphobia—Groundless fear of  
everything.  
Pantophobia—Morbid, groundless fear  
of everything in general.  
Paraphobia—A mild form of phobia.  
Parasitophobia—Unusual fear of  
parasites.  
Parthenophobia—Fear of virgins or girls.  
Parturiphobia—Fear of childbirth.  
Pathophobia—Morbid fear of disease.  
Patriophobia—Fear of heredity and  
hereditary disease.  
Peccatiphobia—Abnormal dread of  
sinning.  
Pediculophobia—Abnormal dread of  
lice.  
Pediophobia—Fear of dolls.  
Peniaphobia—Fear of poverty.  
Phagophobia—Dread of being eaten.  
Pharmacophobia—Abnormal fear of  
taking medicines.  
Phengophobia—Abnormal dread of  
light.

Phobophobia—Morbid fear of acquiring a phobia.  
Phonophobia--1. Morbid fear of sound or noise. 2. Fear of speaking or hearing one's own voice.  
Photangiaphobia—Intolerance of bright light.  
Photophobia—Unusual intolerance of light. Occurs in measles and rubella, meningitis, and inflammation of the eyes.  
Phronemophobia—Fear of thinking.  
Phthiriophobia—Abnormal dread of lice.  
Phthisiophobia—Fear of tuberculosis.  
Pnigerophobia—Morbid fear of choking; sometimes experienced in angina pectoris.  
Poinophobia—Fear of punishment.  
Polyphobia—Excessive or abnormal fear of a number of things.  
Ponophobia--1. Abnormal distaste for exerting oneself. 2. Dread of pain.  
Potamophobia—A morbid fear of large bodies of water.  
Proctophobia—Abnormal apprehension in those suffering from rectal disease.  
Proteinophobia—Aversion to foods containing protein.  
Psychrophobia—Abnormal aversion or sensitiveness to cold.  
Pteronophobia—Fear of feathers.  
Pyrexephobia—Fear of fever.  
Pyrophobia—Abnormal fear of fire.  
Radiophobia—Abnormal fear of x-rays and radiation.  
Rectophobia—Acute anxiety concerning the possibility of having cancer in those patients with rectal disease.  
Rhabdophobia—Abnormal fear of being hit or beaten with a stick or rod.  
Rhyphobia—Abnormal disgust at the act of defecation, feces, or filth.  
Rupophobia—Abnormal dislike for dirt or filth.  
Satanophobia—Fear of the devil.  
Scabiophobia—Fear of scabies.  
Scabiphobia—Abnormal fear of acquiring scabies.  
Scelerophobia—Fear of bad men or burglars.  
School Phobia—Fear of schools.  
Scopophobia—Abnormal fear of being seen.  
Scotophobia—Abnormal dread of darkness.

Siderodromophobia—Morbid fear of railway travel.  
Siderophobia—Fear of stars.  
Sitophobia—Psychoneurotic abhorrence of food, or morbid dread of or repugnance to food, whether generally or only to specific dishes.  
Spectrophobia—Fear of mirrors and seeing oneself in a mirror.  
Spermatophobia—Abnormal fear of being afflicted with spermatorrhea, involuntary loss of semen.  
Stasibasiphobia—Delusion of one's inability to stand or walk, or fear to make the attempt.  
Stasiphobia—Delusion of one's inability to stand erect or hesitation to make the attempt.  
Stygiophobia—Fear of hell.  
Symbolophobia—Hesitancy in expressing one's self in words or action for fear that it may be interpreted as possessing a symbolic meaning.  
Syphiliphobia—Morbid fear of syphilis.  
Syphilophobia—1. Morbid fear of syphilis. 2. Delusion of having syphilis.  
Tabophobia—A morbid fear of being afflicted with tabes, a common symptom of neurasthenia.  
Taeniophobia—Morbid fear of becoming infested with tapeworms.  
Taphephobia—Abnormal fear of being buried alive.  
Teratophobia—Abnormal fear of giving birth to a malformed fetus or of being in contact with one.  
Thaasophobia—Fear of sitting.  
Thalassophobia—Abnormal fear of the sea.  
Thanatophobia—Morbid fear of death.  
Theophobia—Abnormal fear of the wrath of God.  
Thermophobia—Abnormal fear of heat.  
Tocophobia—Abnormal fear of childbirth.  
Topophobia—A fear of psychoneurotic origin in relation to a particular locality.  
Toxicophobia—Abnormal fear of being poisoned by any medium: food, gas, water or drugs.  
Toxiphobia—Abnormal fear of being poisoned.  
Traumatophobia—Fear of injury.

Tremophobia—Abnormal fear of trembling.  
Triakaidekaphobia—Superstition regarding the number 13.  
Trichinophobia—Abnormal fear of developing trichinosis.  
Trichopathophobia—Morbid fear of hair on the face experienced by women, or any abnormal anxiety regarding hair.  
Triskaidekaphobia—Superstition concerning the number 13.  
Tuberculophobia—An abnormal fear of being infected with tuberculosis.  
Vaccinophobia—Fear of vaccination.  
Venereophobia—Abnormal fear of venereal disease.  
Vermiphobia—An abnormal fear of being infested with worms.  
Xenophobia—Abnormal dread of strangers.  
Zelophobia—Fear of jealousy.  
Zoophobia—Abnormal fear of animals.  
Achluophobia—Fear of darkness.  
Aeroacrophobia—Fear of open high places.  
Aeronausiphobia—Fear of vomiting secondary to airsickness.  
Agliophobia—Fear of pain.  
Agraphobia—Fear of sexual abuse.  
Agrizophobia—Fear of wild animals.  
Agyrophobia—Fear of streets or crossing the street.  
Albuminurophobia—Fear of kidney disease.  
Alektorophobia—Fear of chickens.  
Alliumphobia—Fear of garlic.  
Allodoxaphobia—Fear of opinions.  
Altophobia—Fear of heights.  
Ambulophobia—Fear of walking.  
Amnesiphobia—Fear of amnesia.  
Ancraophobia—Fear of wind.  
Anglophobia—Fear of England, English culture, etc.  
Angrophobia—Fear of becoming angry.  
Ankylophobia—Fear of immobility of a joint.  
Anthrophobia—Fear of flowers.  
Anuptaphobia—Fear of staying single.  
Aphenphosmophobia—Fear of being touched.  
Apotemnophobia—Fear of persons with amputations.  
Arachibutyrophobia—Fear of peanut butter sticking to the roof of the mouth.

Arachnephobia—Fear of spiders.  
Arithmaphobia—Fear of numbers.  
Arrhenophobia—Fear of men.  
Arsonophobia—Fear of fire.  
Asymmetriphobia—Fear of asymmetrical things.  
Ataxiophobia—Fear of ataxia.  
Atelophobia—Fear of imperfection.  
Athazagoraphobia—Fear of being forgotten or ignored or forgetting.  
Atomosophobia—Fear of atomic explosions.  
Atychiphobia—Fear of failure.  
Aulophobia—Fear of flutes.  
Auophobia—Fear of gold.  
Autodysomophobia—Fear of one that has a vile odor.  
Automatonophobia—Fear of ventriloquist's dummies, animatronic creatures, wax or statues—anything that falsely represents a sentient being.  
Aviatophobia—Fear of flying.  
Aviophobia—Fear of flying.  
Bacteriophobia—Fear of bacteria.  
Batonophobia—Fear of plants.  
Bibliophobia—Fear of books.  
Blennophobia—Fear of slime.  
Bogyphobia—Fear of bogies or the bogeyman.  
Bolshephobia—Fear of Bolsheviks.  
Bromidrophobia—Fear of body smells.  
Bufonophobia—Fear of toads.  
Cacophobia—Fear of ugliness.  
Cainophobia—Fear of newness, novelty.  
Caligynephobia—Fear of beautiful women.  
Catagelophobia—Fear of being ridiculed.  
Catapedaphobia—Fear of jumping from high and low places.  
Cathisophobia—Fear of sitting.  
Ceraunophobia—Fear of thunder.  
Chaetophobia—Fear of hair.  
Chemophobia—Fear of chemicals or working with chemicals.  
Chiraptophobia—Fear of being touched.  
Cholerophobia—Fear of anger.  
Chorophobia—Fear of dancing.  
Chrometophobia—Fear of money.  
Chronomentrophobia—Fear of clocks.  
Cleisiophobia—Fear of being locked in an enclosed place.  
Cleithrophobia—Fear of being locked in an enclosed place.  
Cleptophobia—Fear of stealing.  
Clinophobia—Fear of going to bed.



- Cnidophobia—Fear of strings.  
Coimetrophobia—Fear of cemeteries.  
Contreltophobia—Fear of sexual abuse.  
Coprastasophobia—Fear of constipation.  
Coulrophobia—Fear of clowns.  
Counterphobia—The preference by a phobic for fearful situations.  
Cryophobia—Fear of extreme cold, ice or frost.  
Cyberphobia—Fear of computers or working on a computer.  
Cyclophobia—Fear of bicycles.  
Cymophobia—Fear of waves or wave-like motions.  
Cyprinophobia—Fear of prostitutes or venereal disease.  
Daemonophobia—Fear of demons.  
Deipnophobia—Fear of dining and dinner conversations.  
Dementophobia—Fear of insanity.  
Dendrophobia—Fear of trees.  
Dentophobia—Fear of dentists.  
Dermatopathophobia—Fear of skin disease.  
Diabetophobia—Fear of diabetes.  
Didaskaleinophobia—Fear of going to school.  
Dinophobia—Fear of dizziness or whirlpools.  
Diplophobia—Fear of double vision.  
Dishabiliophobia—Fear of undressing in front of someone.  
Dutchphobia—Fear of the Dutch.  
Dystychiphobia—Fear of accidents.  
Ecclesiophobia—Fear of church.  
Ecophobia—Fear of home.  
Eicophobia—Fear of home surroundings.  
Eleutherophobia—Fear of freedom.  
Elurophobia—Fear of cats.  
Enetophobia—Fear of pins.  
Enochlophobia—Fear of crowds.  
Enosiophobia—Fear of having committed an unpardonable sin.  
Epistaxiophobia—Fear of nosebleeds.  
Epistemophobia—Fear of knowledge.  
Equinophobia—Fear of horses.  
Ereuthophobia—Fear of blushing.  
Erytophobia—1. Fear of red lights. 2. Fear of blushing.  
Euphobia—Fear of hearing good news.  
Felinophobia—Fear of cats.  
Fibriophobia—Fear of fever.  
Fibriphobia—Fear of fever.  
Francophobia—Fear of France, French culture.  
Frigophobia—Fear of cold, cold things.  
Galiophobia—Fear of France, French culture.  
Gallophobia—Fear of France, French culture.  
Geliophobia—Fear of laughter.  
Geniophobia—Fear of chins.  
Genuphobia—Fear of knees.  
Gephydrophobia—Fear of crossing bridges.  
Gephysrophobia—Fear of crossing bridges.  
Gerascophobia—Fear of growing old.  
Germanophobia—Fear of Germany, German culture, etc.  
Gerontophobia—Fear of old people or of growing old.  
Hagiophobia—Fear of saints or holy things.  
Hellenologophobia—Fear of Greek terms or complex scientific terminology.  
Hemaphobia—Fear of blood.  
Hereiophobia—Fear of challenges to official doctrine or of radical deviation.  
Heresyphobia—Fear of challenges to official doctrine or of radical deviation.  
Herpetophobia—Fear of reptiles or creepy, crawly things.  
Heterophobia—Fear of the opposite sex.  
Hippophobia—Fear of horses.  
Hippopotomonstrosesquippedaliophobia—Fear of long words.  
Hobophobia—Fear of bums or beggars.  
Homilophobia—Fear of sermons.  
Hominophobia—Fear of men.  
Hoplophobia—Fear of firearms.  
Hyalophobia—Fear of glass.  
Hydrargyrophobia—Fear of mercurial medicines.  
Hylephobia—1. Fear of materialism. 2. Fear of epilepsy.  
Hypegiaphobia—Fear of responsibility.  
Iatrophobia—Fear of going to the doctor.  
Illyngophobia—Fear of vertigo or feeling dizzy when looking down.  
Insectophobia—Fear of insects.  
Isopterophobia—Fear of termites, insects that eat wood.  
Ithyphallophobia—Fear of seeing, thinking about or having an erect penis.  
Japanophobia—Fear of Japanese.  
Judeophobia—Fear of Jews.  
Katagelophobia—Fear of ridicule.

Kinetophobia—Fear of movement or motion.  
Koinonophobia—Fear of rooms.  
Kolpophobia—Fear of genitals, particularly female.  
Koniophobia—Fear of dust.  
Kosmikophobia—Fear of cosmic phenomenon.  
Kymophobia—Fear of waves.  
Kynophobia—Fear of rabies.  
Kyphophobia—Fear of stooping.  
Lachanophobia—Fear of vegetables.  
Latrophobia—Fear of doctors.  
Lepraphobia—Fear of leprosy.  
Leprophobia—Fear of leprosy.  
Leukophobia—Fear of the color white.  
Ligyrophobia—Fear of loud noises.  
Lilapsophobia—Fear of tornadoes and hurricanes.  
Limnophobia—Fear of lakes.  
Liticaphobia—Fear of lawsuits.  
Lockiophobia—Fear of childbirth.  
Logizomechanophobia—Fear of computers.  
Logophobia—Fear of words.  
Luiphobia—Fear of lues, syphilis.  
Lutrathobia—Fear of otters.  
Lygophobia—Fear of darkness.  
Macrophobia—Fear of long waits.  
Sorcererirocophobia—Fear of cooking.  
Maieusiophobia—Fear of childbirth.  
Malaxophobia—Fear of love play.  
Mastigophobia—Fear of punishment.  
Medomalacuphobia—Fear of losing an erection.  
Medorthophobia—Fear of an erect penis.  
Melanophobia—Fear of the color black.  
Melophobia—Fear or hatred of music.  
Menophobia—Fear of menstruation.  
Metathesiophobia—Fear of changes.  
Methyphobia—Fear of alcohol.  
Metrophobia—Fear or hatred of poetry.  
Misophobia—Fear of being contaminated with dirt or germs.  
Mnemophobia—Fear of memories.  
Motorphobia—Fear of automobiles.  
Mottephobia—Fear of moths.  
Murophobia—Fear of mice.  
Mycophobia—Fear or aversion to mushrooms.  
Mycrophobia—Fear of small things.  
Myctophobia—Fear of darkness.  
Myrmecophobia—Fear of ants.  
Myxophobia—Fear of slime.  
Nebulaphobia—Fear of fog.  
Negrophobia—Fear of Negroes.

Nelophobia—Fear of glass.  
Neopharmaphobia—Fear of new drugs.  
Nephophobia—Fear of clouds.  
Nomatophobia—Fear of names.  
Nosemaphobia—Fear of becoming ill.  
Nosocomophobia—Fear of hospitals.  
Nostophobia—Fear of returning home.  
Novercaphobia—Fear of your mother-in-law.  
Nucleomituphobia—Fear of nuclear weapons.  
Numerophobia—Fear of numbers.  
Nyctohylophobia—Fear of dark wooded areas, of forests at night.  
Obesophobia—Fear of gaining weight.  
Ochophobia—Fear of vehicles.  
Octophobia—Fear of the figure 8.  
Odynophobia—Fear of pain.  
Oenophobia—Fear of wines.  
Ommetaphobia—Fear of eyes.  
Oneirophobia—Fear of dreams.  
Oneirogmophobia—Fear of wet dreams.  
Ophthalmophobia—Fear of being stared at.  
Optophobia—Fear of opening one's eyes.  
Orthophobia—Fear of property.  
Ostracophobia—Fear of shellfish.  
Ouranophobia—Fear of heaven.  
Pagophobia—Fear of ice or frost.  
Panthophobia—Fear of suffering and disease.  
Papaphobia—Fear of the Pope.  
Papyrophobia—Fear of paper.  
Paralipophobia—Fear of neglecting duty or responsibility.  
Paraskavedekatriaphobia—Fear of Friday the 13<sup>th</sup>.  
Peccatophobia—Fear of sinning.  
Pedophobia—Fear of children.  
Peladophobia—Fear of bald people.  
Pellagrophobia—Fear of pellagra.  
Pentheraphobia—Fear of mother-in-law.  
Phalacrophobia—Fear of becoming bald.  
Phallophobia—Fear of a penis, esp. erect.  
Phasmophobia—Fear of ghosts.  
Philemaphobia—Fear of kissing.  
Philematophobia—Fear of kissing.  
Philophobia—Fear of falling in love or being in love.  
Philosophobia—Fear of philosophy.  
Photoaugliaphobia—Fear of glaring lights.  
Placophobia—Fear of tombstones.  
Plutophobia—Fear of wealth.  
Pluviophobia—Fear of rain or of being rained on.

Pneumatophobia—Fear of spirits.  
Pnigophobia—Fear of choking or being smothered.  
Pocrescophobia—Fear of gaining weight.  
Pogonophobia—Fear of beards.  
Poliosophobia—Fear of contracting polio myelitis.  
Politicoophobia—Fear or abnormal dislike of politicians.  
Potophobia—Fear of alcohol.  
Prosophobia—Fear of progress.  
Psellismophobia—Fear of stuttering.  
Psychophobia—Fear of mind.  
Pteromerhanophobia—Fear of flying.  
Pyrexiphobia—Fear of fever.  
Ranidaphobia—Fear of frogs.  
Rhytiphobia—Fear of getting wrinkles.  
Russophobia—Fear of Russians.  
Sarmassophobia—Fear of love play.  
Scatophobia—Fear of fecal matter.  
Sciaphobia—Fear of shadows.  
Sciophobia—Fear of shadows.  
Scoleciphobia—Fear of worms.  
Scolionophobia—Fear of school.  
Scotomaphobia—Fear of blindness in visual field.  
Scriptophobia—Fear of writing in public.  
Selaphobia—Fear of light flashes.  
Selenophobia—Fear of the moon.  
Seplophobia—Fear of decaying matter.  
Sesquipedalophobia—Fear of long words.  
Sexophobia—Fear of the opposite sex.  
Shamhainophobia—Fear of Halloween.  
Sinistrophobia—Fear of things to the left, left-handed.  
Sinophobia—Fear of Karaturan, Karaturan culture.  
Sitiophobia—Fear of food or eating.  
Snakephobia—Fear of snakes.  
Soceraphobia—Fear of parents-in-law.  
Social Phobia—Fear of being evaluated negatively in social situations.  
Sociophobia—Fear of society or people in general.  
Somniphobia—Fear of sleep.  
Sophophobia—Fear of learning.  
Soteriophobia—Fear of dependence on others.  
Spacephobia—Fear of outer space.  
Spermophobia—Fear of germs.  
Spheksophobia—Fear of wasps.  
Staurophobia—Fear of crosses or the crucifix.  
Stenophobia—Fear of narrow things or places.

Stigiophobia—Fear of hell.  
Suriphobia—Fear of mice.  
Symmetrophobia—Fear of symmetry.  
Syngenesophobia—Fear of relatives.  
Tachophobia—Fear of speed.  
Taphophobia—Fear of being buried alive or of cemeteries.  
Tapinophobia—Fear of being contagious.  
Taurophobia—Fear of bulls.  
Technophobia—Fear of technology.  
Telephobia--1. Fear of definite plans. 2. Religious ceremony.  
Telephonophobia—Fear of telephones.  
Teniophobia—Fear of tapeworms.  
Testophobia—Fear of taking tests.  
Tetanophobia—Fear of lockjaw, tetanus.  
Teutophobia—Fear of Germany or German things.  
Textophobia—Fear of certain fabrics.  
Thantophobia—Fear of death or dying.  
Theatrophobia—Fear of theatres.  
Theologicophobia—Fear of theology.  
Tomophobia—Fear of surgical operations.  
Tonitrophobia—Fear of thunder.  
Toxophobia—Fear of poison or of being accidentally poisoned.  
Trichophobia—Fear of hair.  
Trophophobia—Fear of moving or making changes.  
Trypanophobia—Fear of injections.  
Tyrannophobia—Fear of tyrants.  
Uranophobia—Fear of heaven.  
Urophobia—Fear of urine or urinating.  
Venustraphobia—Fear of beautiful women.  
Verbophobia—Fear of words.  
Verminophobia—Fear of germs.  
Vestiphobia—Fear of clothing.  
Virginitiphobia—Fear of rape.  
Vitricophobia—Fear of step-father.  
Walloonophobia—Fear of the Walloons.  
Wicaphobia—Fear of witches and witchcraft.  
Xanthophobia—Fear of the color yellow or the word yellow.  
Xerophobia—Fear of dryness.  
Xylophobia--1. Fear of wooden objects. 2. Fear of forests.  
Zemmiphobia—Fear of the great mole rat.

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## Manias

Ablutomania—Compulsion to wash or clean.

- Agromania—Unreasonable desire for solitude or solitudinous wandering. Morbid desire to live in solitude or in the country.
- Alcoholomania—Abnormal craving for intoxicants. (Personal note: this, I believe, is different than alcoholism in that alcoholism is a state of being and it is alcoholomania that leads to that state.)
- Bibliomania—Obsession with the collecting of books.
- Bromomania—Mental disorder caused by chronic misuse of bromides.
- Callomania—Belief in one's own beauty; a delusion of the insane.
- Camphoromania—Abnormal craving for camphor (a gum obtained from an evergreen tree native to Karatur and Japan).
- Choreomania—Dancing mania. Seen in the Middle Ages.
- Choromania—Dance mania, a form of chorea.
- Cleptomania—Kleptomania. Impulsive stealing in which the motive is not related to the intrinsic value of the stolen article. There is often deep regret following the act.
- Cocainomania—Intense desire for cocaine and its effects.
- Cresomania—Hallucination of possessing great wealth.
- Croesomania—Hallucination of possessing great wealth.
- Dacnomania—An irrational impulse to kill.
- Dipsomania—A morbid and uncontrollable craving for alcoholic beverages.
- Drapetomania—Insane impulse to wander from home.
- Dromomania—Insane impulse to wander.
- Ecdemomania—Wanderlust; abnormal desire to wander.
- Egomania—Abnormal self-esteem and self-interest.
- Enomania—Craving for alcoholic beverages.
- Enosimania—A mental state characterized by excessive and irrational terror.
- Entheomania—Religious insanity.
- Ergasiomania—An abnormal desire to be busy at work.
- Erotomania—Pathological exaggeration of sexual behavior.
- Erythromania—Uncontrolled blushing.
- Esthesiomania—Insanity with sensory hallucinations and perverted moral sensibilities.
- Etheromania—Addiction to use of ether.
- Gynecomania—Abnormal sex desire in the male.
- Histrionic Mania—Dramatic gestures, expressions, and speech in certain psychiatric states.
- Hypomania—Mild mania and excitement with moderate change in behavior.
- Kleptomania—Impulsive stealing, the motive not being in the intrinsic value of the article to the patient. In almost all cases, the individual has enough money to pay for the stolen goods. The stealing is done without prior planning and without the assistance of others. There is increased tension prior to the theft and a sense of gratification while committing the act.
- Logomania—Repetitious, continuous, and excessive flow of speech seen in monomania.
- Macromania--1. Megalomania, q.v. 2. The delusion that the affected individual or his or her parts or surroundings are extremely large.
- Megalomania—A psychosis characterized by ideas of personal exaltation and delusions of grandeur.
- Methomania—Pathological craving for intoxicating drinks or other intoxicants.
- Monomania—Mental illness characterized by distortion of thought processes concerning a single subject or idea.
- Musicomania—Insane love of music.
- Necromania--1. Abnormal interest in dead bodies or in death. 2. Mania with desire for death.
- Nostomania—Nostalgia verging on insanity.
- Nudomania—Abnormal desire to be nude.
- Nymphomania—Abnormal excessive sexual desire in a female.
- Oikomania—Nervous disorder induced by unhappy home surroundings.

- Oniomania—A psychoneurotic urge to spend money.
- Onomatomania—A mental derangement characterized by an abnormal impulse to dwell upon or repeat certain words by attaching significance to their imagined hidden meanings or by trying frantically to recall a particular word.
- Onychotillomania—A neurotic tendency to pick the nails.
- Opiomania—Insane craving for opium or its derivatives.
- Opsomania—Craving for some special article of food.
- Paramania—A type of emotional disturbance in which the individual derives pleasure from complaining.
- Paratereseomania—Insane desire to investigate new scenes and subjects.
- Peotillomania—A nervous habit or tic consisting of constant pulling at the penis.
- Pharmacomania—Abnormal desire for giving or taking medicines.
- Phonomania—Insanity characterized by tendency to commit murder.
- Photomania--1. A psychosis produced by prolonged exposure to intense light. 2. A psychotic desire for light.
- Planomania—Morbid desire to wander and to be free of social restraints.
- Plutomania—Delusion that one is very rich.
- Poriomania—Morbid desire to wander from home.
- Posiomania—Addiction to alcoholic drinks.
- Pyromania—Fire madness; mania for setting fires or seeing them.
- Satyromania—Satyriasis, q.v. (Excessive, and often uncontrollable, sexual drive in men.)
- Sebastomania—Religious insanity.
- Sitiomania—Periodic abnormal appetite or craving for food.
- Sitomania--1. Periodic abnormal craving for food. 2. Periodic abnormality of appetite.
- Sophomania—Unrealistic belief in one's own wisdom.
- Syphilomania—Morbid fear of syphilis or inference that one is suffering with it.
- Thanatomania—Condition of homicidal or suicidal mania.
- Theomania—Religious insanity; esp. That in which the patient thinks he is a deity or has divine inspiration.
- Tomomania--1. Tendency of a surgeon to resort to unnecessary surgical operations. 2. Abnormal desire to be operated upon.
- Toxicomania—Abnormal craving for narcotics, intoxicants, or poisons.
- Trichokryptomania—Abnormal desire to break off the hair or beard with the fingernail.
- Trichorrexomania—The abnormal habit of breaking off the hair with the fingernails.
- Tristimania—Melancholia.
- Zoomania—A morbid and excessive affection for animals.
- Ailuromania—Intense enthusiasm for cats.
- Anthromania—Inordinate interest in flowers.
- Arithmomania—Craze for numbers and counting.
- Automania—Compulsion toward solitude.
- Cacodemonomania—Inordinate obsession with demonic possession.
- Cheromania—Compulsion toward gaiety.
- Chrematomania—Obsessive desire for money.
- Coprolalomania—Obsession with foul speech.
- Cynomania—Intense enthusiasm for dogs.
- Eleutheromania—Irresistible craving for freedom.
- Entomomania—Inordinate fascination with insects.
- Eremiomania—Irresistible craving for stillness.
- Ergomania—Obsessive zeal for work.
- Florimania—Intense interest in plants.
- Gephyromania—Irresistible fascination with bridges.
- Glazomania—Inordinate fascination with listmaking.
- Gymnomania—Compulsion toward nakedness.
- Hedonomania—Irresistible craving for pleasure.
- Heliomania—Uncontrollable craving for the sun.
- Hippomania—Fascination with and enthusiasm for horses.



Homicidomania—Impulse to commit murder.  
Hydromania—Uncontrollable fascination with water.  
Hypnomania—Uncontrollable desire for sleep.  
Ichthyomania—Excessive fascination with fish.  
Kathisomania—Uncontrollable compulsion to sit.  
Letheomania—Obsessive fascination with narcotics.  
Melomania—Excessive fascination with music.  
Mythomania—Irresistible impulse toward exaggeration and lying.  
Nesomania—Intense fascination with islands.  
Noctimania—Intense fascination with night.  
Ochlomania—Intense obsession with crowds.  
Oinomania—Inordinate fascination with wine.  
Ophidiomania—Excessive interest in reptiles.  
Ornithomania—Inordinate fascination with birds.  
Parousiamania—Obsessive zeal for the second coming of Christ.  
Phagomania--1. Irresistible craving for food. 2. Obsessive interest in eating.  
Phaneromania—Uncontrollable impulse to pick at a spot or growth on one's body.  
Phonomania—Obsession with noise or sound.  
Scribomania—Obsessive zeal for writing.  
Siderodromomania—Intense fascination with railroad travel.  
Thalassomania—Intense fascination with the sea.  
Timbromania—Inordinate enthusiasm for postage stamps.  
Trichomania—Intense fascination with hair.  
Xenomania—Obsessive interest in foreigners.

pipe, and from one to four drone pipes. Often used in the plural.

2. Bladder Pipe: The bladder pipe is a very distinctive loud instrument which has a reed which is enclosed by an animal bladder. The performer blows into the bladder through its mouthpiece, a wooden pipe. Like the bag of a bagpipe, the bladder serves as a wind reservoir keeping the lips from touching the reed directly. The bladder pipe's sound is unusual because the player is unable to tongue or otherwise control the reed. This medieval instrument was one of the principal early wind cap instruments and is considered the forerunner to the crumhorn. Since it cannot overblow for an upper register, the fingering is even similar to the crumhorn.

3. Cornamuse: Corna Muse are straight like bassanelli. They are covered below, and around the bell have several little holes, from which the sound issues. In sound they are quite similar to crumhorns, but quieter, lovelier, and very soft. Thus they might justly be named still, soft crumhorns, much as cornetti muti could be called soft cornetts.

4. Crumhorn: Beginning with the fifteenth century a new type of double reed instrument was developed. The player's lips did not touch the reed because the reed was enclosed inside a protective cap with a slot at one end. Strongly blowing through this slot causes the reed to vibrate as it does in the bagpipe chanter. The name of the Crumhorn comes from the German krumhorn (also krummhorn, krumphorn), meaning curved horn (or the older English crump, meaning curve, surviving in modern English in crumpled and crumpey, a curved cake). The name first occurs in 1489 as an organ stop. The crumhorn, used in the 14<sup>th</sup> to 17<sup>th</sup> centuries in Europe, is wooden, with a cylindrical bore. The crumhorn is the earliest and most common instrument of the reed cap family which also includes the kortholt, cornamuse, and hirtenschalmey. The crumhorn is thought to have developed from the earlier bladder pipe.

5. Dulcian: One of the most significant innovations in sixteenth century woodwind instrument building was the development of the double bore principle. Two parallel holes drilled in the same piece of wood and

## Instruments/Singing

1. Bagpipe: A musical instrument having a flexible bag inflated either by a tube with valves or by bellows, a double-reed melody

connected at one end by a U-curve allowed an instrument to sound twice as low for its apparent length as one with a single bore. Little is known about where the earliest development took place, although some evidence points to Italy. The name Dulcian (also dulzian, dulzian, dolzone, delzan, dulcan, dolcan) is from the Latin dulcis (sweet). This instrument was also called the curtal (or curtoll, curtail) from the Latin curtus (short).

6. Dulcimer: In English-speaking countries, dulcimer (or dowercemer, dulcimer, dulcimur, doucemelle, doulcemelle, dolcimela, or dolcema, all from dulce melos, Greek for sweet sound) was the name given to the type of psaltery or box zither which had a trapezoidal soundbox and which was played by striking the strings with hammers. In areas around Germany, the term was Hackbrett (or hackbrad, hackbrade, hakkebrett, or hakkebord) meaning chopping board or chopping block.

7. Gamba: The viol family may have originated by applying a bow to a pre-existing plucked string instrument. It may have developed in Spain during the late fifteenth century (the tenor viol has the shape, size, and tuning of the Spanish vihuela). Only about the year 1600 did its outward appearance become standardized. Of the common sizes of the gamba family, the bass was the largest, and the treble viol was the smallest.

8. Gemshorn: The gemshorn is the only medieval flute with a sharply tapering conical bore. Its shape is determined naturally since it is made from the horn of a chamois or ox. The tone has a sweet color somewhere between a soft recorder and an ocarina. Its haunting delicate sound is even more impressive when one considers the ordinary material from which it is constructed. Shepherds probably used its gentle tones to calm animals.

9. Harp: The harp is one of the most ancient types of stringed instruments. It was important in pre-Christian cultures and still survives today in many Primary Forms all over the world. Harps use open strings exclusively, thus the range of each is determined by the number of strings. In the

Middle Ages strings were made from twisted animal gut (usually from sheep), although horse hair and even silk were used as well.

10. Harpsichord: Two types of stringed keyboard instrument were available to the household or court musician from the 16<sup>th</sup> century to the middle of the 18<sup>th</sup>: the harpsichord and its near relations, the spinet and virginal; and the clavichord.

11. Hirtenschalmey: The name hirtenschalmey (shepherd's shawm) comes from the fact that this instrument, often mentioned in medieval French literature and poetry, was frequently depicted in art as being played by rustic types. The tone is produced by a capped double reed. The tone quality is rich and buzzy, one distinctly different from the krummhorn. The main bore is cylindrical and ends in a large flared bell.

12. Hurdy-Gurdy: The hurdy-gurdy is the first stringed instrument to which the keyboard principle was applied. The French name, Viella a Roue (wheel fiddle), describes the method by which sound is produced. The bowing action of the fiddle is replaced by a wheel cranked by a handle. The outer rim of the wooden wheel is coated with resin. When the crank is spun, the wheel turns and the gut strings vibrate.

13. Kortholt: Deriving its name from kurz Holz (short wood), this instrument was the one where the reed-cap principle was applied to the cylindrical double bore to give a soft low buzzy sound. Praetorius admitted to being puzzled by the disparity in pitch between the kortholt he had seen and the equivalent size of another instrument. This was because the kortholt was a double-bore instrument. Because of this doubling back of the pipe inside the instrument, the fingering system is unusual. Similar to the krumhorn, it cannot overblow to produce an upper register.

14. Lizard: The tenor of the zink family (also known as lysard or lysarden) has the peculiar curved shape of a flattened letter s. Besides giving the instrument its name, this shape helps the player cover the finger holes on this longer zink. The holes for each hand happen to be in the portion of the curves which are closest to the player. The lizard's tone is

pleasing, yet rather foggy. It blends well with voices and plays on one of the inner voices of an ensemble. A Lyserden is listed in the waits' band of Exeter in 1575 and a lysarden appears in the inventory made in 1602 of the instruments at Hengrave Hall, Suffolk, that belonged to Thomas Kytson.

15. Lute: During the Renaissance the lute held the highest respect of all musical instruments. The repertoire for this courtly instrument is vast. Delicacy, expressiveness and nuance of performance were made possible when the use of a plectrum to pluck the strings was replaced by use of the fingers. The lute was an ideal accompaniment for voice and other soft instruments, and the most eloquent of all solo instruments. In paintings and other art works the lute is often associated with Apollo, angels, or Orpheus, and it is often mentioned at climactic points in tragedies.

16. Mute Cornett: The mute cornett is Another variety of the zink or cornett. It was a straight, tapered, one-piece instrument that was turned on a lathe. Instead of having a detachable mouthpiece, a tiny conical recess was cut into the top to serve as the mouthpiece. There are holes in the body for fingering similar to recorders. The narrow bore of the mute cornett gave it an exquisitely soft sound and made it ideal in consorts with recorders, lutes, and viols.

17. Organetto: The organetto was one of the most popular instruments of the thirteenth through sixteenth centuries. Relatively light in weight, the instrument, when equipped with a sling, could be carried about and played in religious processions. The player provides his own wind supply by pumping a belows made of sheepskin and wood with his left hand while playing a button type keyboard of approximately two octaves with his right hand. Because of its limited air supply, the organetto could only play one note at a time. Thus it was used for monophonic dance music, or a single part in a motet, chanson, or other polyphonic work.

18. Percussion:

The Drum

Drums (tambour, Trommel, tamburo, tambor, drome, dromme, drume), along with other percussion

instruments were probably among the earliest instruments. There is evidence that the first membrane drums consisted of naturally hollow tree trunks covered at one or both ends with the skins of water animals, fish, or reptiles. Later, skins of hunted game and cattle were used. Drum bodies could be of wood, metal, earthenware, or bone. The head or heads could be fastened by glue, nails, or laced or lapped to the body of the drum. Sometimes there would be the hoop tensioned by rope. A gut snare could be added to the top or bottom head for a different effect.

Numerous representations of drums in a variety of shapes and sizes appear in the art of Egypt, Southern Africa, Assyria, India, Sumaria, Karatur, and Persia. The art of the Greeks and Romans show membrane drums. Small kettle drums (known as nakers, nakeres, nacara, nacaires) and tabors of Arabic or Saracenic origin came to Europe with the 13<sup>th</sup> century crusades. The bowls of these instruments were of wood or metal or clay, covered with a membrane. Nakers first appeared in England in the early 14<sup>th</sup> century. Chaucer mentioned them in his Knight's Tale. In 1304 Edward I's musicians included a Janino le Nakerer and in 1349 nacaires helped to celebrate the entry of Edward III into Calais. They were used in chamber music and for accompanying songs as well as in dance and processional music.

The Rommelpost Drum

The unusual rommelpost drum looks like a small naker but is not played by striking the head. Instead, the sound is generated by sliding the fingers back and forth on a slender wooden rod which is fastened to the center of the head inside the drum shell. Rosin is placed on the rod to help provide friction induced sounds which are amplified by the drum head

The Tambourine

The tambourine is a single headed frame drum consisting of a shallow ring of wood covered on one side with parchment. It usually had small metal discs (sometimes bells) arranged singly or in pairs hanging loosely in openings in the shell. The tambourine (timbrel, tambour de Basqui, Tamburin, Schellentrommel, cimbalotto, tamburino, panderete) is believed to be of Near Eastern origin. It was found in various Primary Forms in Assyria, Egypt, Karatur, India, Peru, Greenland, the Caucasus and Central The orient. It was used in prehistoric Britain and in Gaul, but its popularity increased with the advent of the Romans. As the Hebrew Tof, it was presumably the instrument used by Miriam and her maidens to celebrate Israel's triumph over the Egyptians. The tambourine is pictured in early art in funeral lamentations, in joyous processions and feasts, and in the hands of angels as well as rustics. It was popular throughout the Middle Ages in all parts of Europe, and was depicted at that time in a form very similar to today's tambourine.

#### Finger Cymbals

Finger cymbals (crotales, zil) have been known since antiquity, perhaps from the middle of the 1<sup>st</sup> millennium BC. They are played in pairs, sometimes one in each hand as pictured, and often in one hand, one held on the thumb and the other on either the index or middle finger. Used to accompany dances, and sometimes held by the dancers themselves, they are still used chiefly in the Islamic cultures and on the Indian subcontinent.

19. Pipe and Tabor: The pipe is a simple instrument with a fipple like a willow whistle or recorder but usually having only three melody holes (index finger, middle finger, and thumb). The bore is narrow to facilitate overblowing. There is a ridge around the bottom of the instrument to aid in supporting the pipe. This allows the player to handle the instrument with one hand, leaving the other hand free to strike the

tabor. The drum is held with a strap or thong around the arm which fingers the pipe. Thus one performer accompanies himself, making an ideal combination for dance music of a rustic nature, or to supply background music for jugglers or performing animals. The pipe and tabor (also whittle and dubb, or un flagol' un tabourin) player also entertained the audience during scene changes of Shakespeare plays. It takes a player with special talents to handle the unusual fingerings of this instrument. See the percussion page for more information about the drum member of this duet.

20. Psaltery: The psaltery (psalterion, saltere, sauterie, Psalterium, Psalter, salterio) is an ancient instrument seen in many Primary Forms. Early versions were simply a wooden board with gut strings stretched between pegs. The strings were plucked with fingers or by plectra (the name might have derived from the Greek psallein meaning plucked with fingers). Later instruments included the hollow box or soundboard with soundholes and metal strings. The player performed with the instrument on the lap or on a table, or in front of the chest held with a strap around his neck if movement was needed.

21. Rackett: The ingenuity of the Renaissance instrument maker was never exceeded after the development of the rackett or Wurstfagott (sausage bassoon). The instrument's narrow cylindrical bore consists of nine parallel channels drilled in a wooden cylinder and connected alternately top and bottom. Because of the internal convolutions, the size of the rackett is amazingly small compared to its pitch. The tenor rackett is only about four and one-half inches in height, yet its lowest note is F, two below middle c1. The many-channeled nature of this instrument makes for unusual fingering patterns. Another problem encountered by the rackett player is the removal of moisture in the inner passageways of the instrument. Some racketts have tiny brass tubes extending from the body for the player's fingers or thumbs.

22. Rauschpfeife: The rauschpfeife is a loud reed-cap instrument with a double reed (like the krumhorn, hirtenschalmey, and cornamuse). Its bore is conical like the shawm, so it overblows the octave. Several notes of the upper register are useable. The

name comes from the German rausch (noise) or rusch (reed). The Italian name for the instrument, schreierpfeife, is from schreien (to cry or scream). The rauschpfeife's screaming sound, full of overtones, gives it enough carrying power to be used outdoors, unlike the other reed-cap instruments. A famous woodcut, the The Triumph of Maximilian I, shows five rauschpfeifen and five shawms being played on horseback.

23. Rebec: The use of a bow on stringed instruments probably originated in central The orient during the ninth century, spreading through Islamic and Byzantine territories and later reaching western Europe in the tenth to twelfth centuries. Bowing may have developed in an attempt to create an instrument which could imitate the voice. Bowing gave stringed instruments the sustaining power necessary to play a continuous melodic line. Nevertheless, the status of these bowed instruments and their players remained low. The rebec was definitely an instrument of the lower classes, not the court.

24. Recorder: The principle of the recorder or whistle mouthpiece seems as old as mankind. The instrument's essential features are the lip (cut near the top of the body), the fipple (a block of wood inserted in the end to be blown), and the windway (a narrow channel along the fipple through which air is blown against the edge of the lip to produce sound).

25. Sacbut: Many names have been given to the Renaissance trombone, including sackbut (literally "push-pull"), saqueboute, shakbusshes, seykebuds, sakbuds, shakebuttes, shagbutts, and even shagbolts. It is uncertain when the sackbut first appeared, but by 1500 it is illustrated and mentioned regularly. Detailed information about the instrument is given by Praetorius, who also pictures four principal sizes: the alto, tenor, bass, and great bass. The tenor sackbut is the most useful size and it is this instrument which has evolved into the modern tenor trombone. In the early seventeenth century the sackbut was considered an instrument of the virtuoso performer. Praetorius mentions an Erhardus Borussus of Dresden who had a range of nearly four octaves (low A1 to g2) and was able to execute rapid coloraturas and

jumps on his instrument just as is done on the viola bastarda and the cornett.

26. Schalmei: See shawm

27. Serpent: The serpent was probably invented in 1590 by EZMe Guillaume, a canon at Auxerre. It was used in sacred music to reinforce low men's voices. When well played, it blends with voices and gives a depth to the choral sound. During the next two hundred years after its invention, it was used as a military band instrument and later evolved into the ophicleide and tuba.

28. Shawm: The shawm was probably a Mohammedan invention and supposedly developed in Bagdad during the reign of Calif Harun-al- Rashid (763-807). It seems logical that the shawn was introduced into Europe during the time of the Crusades when the typical Saracen military band consisted of shawms, trumpets, and drums.

29. Shofar: The Shofar is the ritual instrument of the ancient and modern Hebrews, the only Hebrew cultural instrument to have survived until now. Of martial origin, the shofar was a priestly instrument in Biblical times. According to the Mishna, two different Primary Forms of shofar were used in the Temple: one made of ibex horn, its bell ornamented with gold, was sounded at New Year and during the Yovel Days; one made of ram's horn, with silver ornamentation, was sounded on fast days.

30. Transverse Flute: The cross flute, although not as popular at first as the recorder, has a long history in many cultures. Also called flute traversiere, flute allemande, flute d'Allemagne, traversiere, Flote, Querflote, Flauto, flauto traverso, or traversa, it is first seen in Karaturan art in the 9<sup>th</sup> century BC. Etruscan reliefs (2<sup>nd</sup> and 3<sup>rd</sup> centuries B.C.) and a Roman coin (169 B.C.) prove other early cultures had this instrument, although the Greeks evidently did not.

31. Viol: he viols were bowed instruments with frets. They were usually played held downwards on the lap or between the legs (the name viola da gamba translates to leg viol). The tone is quiet but with a rather distinctly nasal quality which many think makes it too restrained for dance music but



an ideal instrument for polyphony where the clarity of texture is so important. The viol played on the lap was known in Europe as early as the 11<sup>th</sup> century, and is pictured in the art of the time.

32. Zink: The most versatile Renaissance wind instrument was the cornett or zink. Between 1500 and 1650 the zink was used indoors and out, in serious music, dance music, town bands, rural households, at church, and court. Its uniqueness is due to its hybrid construction: a very small acorn cup mouthpiece (played on the side of the mouth where the lips are thinner) is attached to a hollowed out piece of curved wood. Six finger holes and a thumb hole are drilled in the body of the zink and it is fingered in much the same manner as a recorder. A competent performer can make the zink sound as loud as a trumpet or softly enough to blend with recorders. No other instrument came so close to the sound of the human voice. Roger North even stated that one might mistake it for a choice eunuch.

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### Singing

1. Tenor
2. Alto
3. Soprano
4. Bassist
5. Treble
6. Reverb
7. Orchestra
8. Distortion
9. High Pitched
10. Opera

The character is proficient in one of the above things on a masterful level (bonus proficiency: Singing or Musical Instrument) and has learned to play in front of huge audiences to amuse crowds (+1 charisma) but lacks strength due to his focus on creativity (-1 strength)

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### Table Index

Coming soon.