

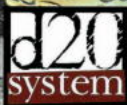
EMORE'S

SOVEREIGN STONE

CAMPAIGN SOURCEBOOK



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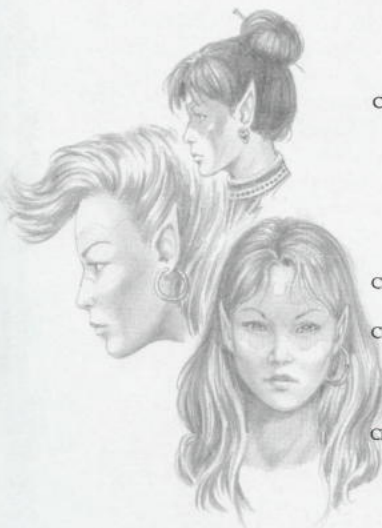
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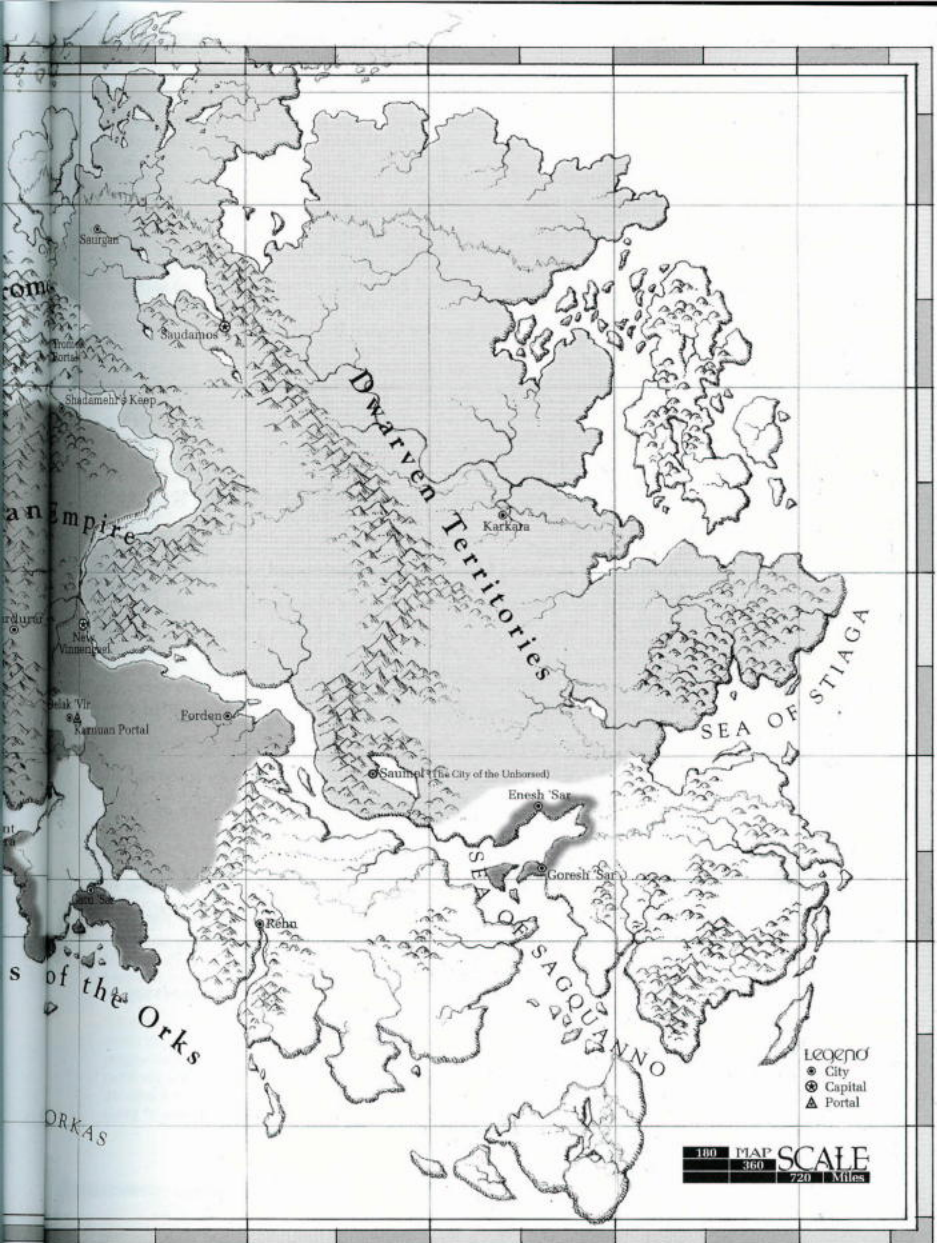
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THE CONTINENT
OF LOEREM







Chapter 1



INTRODUCTION

MOLUK, DWARVEN RAIDER

This world will one day be ours. That is our destiny. We have been promised this by the gods. The other races inhabit this world because, for the time being, we permit them to do so.

And because the humans and the elves are squatting on our lands, we feel entitled to help ourselves to their cattle and sheep, their wheat and their corn. They come after us in anger, accuse us of illegally crossing their borders, of trespassing on their lands.

Fools. What is a border but a line drawn on a piece of paper? Do the gods draw a line on the earth? Where? Show us! We do not see it.

We dwarves ride where we will. None can stop us.

Those who try will be buried in the earth.
Squatters.

INTRODUCTION

Welcome, Traveler, to Loerem, a fantasy realm of mystery and adventure. Loerem is a world of beauty and enchantment where you will encounter all manner of wondrous and magical creatures. But, be warned, Loerem is also a world of danger. Rumors have begun to spread throughout the land of evil forces coming to power. Evil forces who are intent upon spreading death and destruction throughout the world. Heroes are needed to aid in thwarting this power. If you are brave and fearless, continue your journey. If not, turn back now...

The world of Sovereign Stone was created by noted fantasy artist Larry Elmore and explored in the novels of *New York Times* best-selling authors Margaret Weis and Tracy Hickman. Now you and your friends can become part of the world of Loerem and its continuing story—the story of the Sovereign Stone.

THE D20 SYSTEM

This product uses the d20 System and requires the use of the *Dungeons & Dragons® Player's Handbook*, Third Edition, published by Wizards of the Coast. The game material presented in this book does not stand alone, and assumes ownership of core d20 System products.

The Sovereign Stone campaign setting has many unique features, which differ from core d20 System products. These features are designed to bring to life the fantasy world of Loerem. Therefore, whenever material in this book contradicts something from another product (including races, classes, skills, feats, and magic), your game play will be enhanced if this book takes precedence.

INFORMATION FOR PLAYERS

Loerem is a vast continent, spanning some 25 million square miles in area. The time setting is comparable to the late Middle Ages, with the exception that, due to the powers of magic, people are able to travel and communicate with more ease and rapidity than in our Middle Ages. Magical Portals, located throughout Loerem, provide people with the means to move across vast distances in a relatively short time period, while certain scrying techniques allow magi to see what is transpiring in distant locations and to communicate with each other over long distances.

What you as a player character know about the world depends largely on the character you play. A magus trained in one of the Temples of Magic will certainly know more about the world than an uneducated serf. For purposes of this overview, we are going to assume that player characters are moder-

ately well-educated and well-traveled. Those players whose characters are wide-eyed farm boys newly fallen off the hay wagon may want to adjust their view of the world accordingly.

THE NATIONS OF LOEREM

Loerem is a fascinating world to explore. Opportunities abound for those seeking adventure, wealth and the chance to take their places among the legendary heroes of this continent. Here one may catch a glimpse of a dragon soaring through the skies or encounter a savage bahk, hungry for magic. The peoples of Loerem are an interesting mixture of races: humans of varied cultures, orks, Clan and Unhorsed dwarves, pecwae and elves. Each nation has its own vision of destiny and these visions often conflict with the visions of a neighbor! Loerem's people have warred against each other for centuries, but now they face their most dire threat, a threat from outside.

Unbeknownst to most of the population, an enormous army of taan, fierce creatures from another part of the world, has entered one of the magical Portals. This army is being led by Dagnarus, Lord of the Void and by his terrible minions, the undead knights known as Vrykyl. Although he was supposed to have died in the destruction of Old Vinnengael, Dagnarus was able to extend his life through the power of the Void. He has planned for his return for two hundred years, training the forces of the taan to both serve him and revere him as a god. Now he is ready to make his move.

The peoples of Loerem have no idea this threat hangs over them. Soon, however, everyone will know and be drawn into this conflict.

In this chapter, you will find a general overview of the people and politics of the various nations of Loerem, provided with a view toward helping referees and players understand the world and those who dwell within it.

Vinnengael

The Vinnengaelean Empire is the largest of all the human realms. The empire is comprised of many baronies and duchies, all owing allegiance to the Emperor in the capital city of New Vinnengael. Built on the confluence of two rivers, the city of New Vinnengael is a planned city designed as a tribute to the ruined city of Old Vinnengael. New Vinnengael is very beautiful, but its beauty seems to lack heart, for its people are becoming complacent and prideful.

Old Vinnengael was once a center of culture and learning. Magical Portals led peoples from all over Loerem to Old Vinnengael. Elves, orks and humans dwelt in peace within its walls. With the coming of

Dagnarus, Lord of the Void, the Portals were shattered and scattered throughout Loerem and the city of Old Vinnengael was destroyed. The days of glory for the humans of Vinnengael has passed, although many have sought to restore the glory with the creation of New Vinnengael. Most look back to Old Vinnengael with nostalgia, believing that such wonders will never be seen in the world again.

Dunkarga

Once one of the most powerful realms in Loerem, the Kingdom of Dunkarga is today a mere shadow of its former size, stature, and glory. The nation once stretched across the eastern third of Loerem, from the River Hammerclaw and Old Vinnengael in the east to the Hedam ocean, and from the Sea of Edam Nar in the south to the icy waters of the north. Such is no longer the case. The kingdom is now much reduced in size, and shows little outward sign of change in the foreseeable future.

The fortunes of the Kingdom of Dunkarga began to fall after they fought two wars against the Vinnengalean Empire several centuries ago. The first war was an invasion of the realms north of Old Vinnengael, launched many years before the fall of

that august city. The invasion was a catastrophic failure for the Dunkargans, and a counter invasion by the Vinnengaleans cost the nation a large portion of its stability and its more remote settlements and territory to the north and east. The second war was instigated by a young prince of Old Vinnengael named Dagnarus. The Dunkargans were successful in destroying Old Vinnengael, but the war further fractured the stability of the Kingdom of Dunkarga. Soon afterwards, the nation crumbled into civil war.

Karnu

The Caliphate of Karnu emerged as the victor in the debilitating civil war in the Kingdom of Dunkarga. Had the Karnuans been militarily stronger at the end of the war, they would have laid claim to the entire kingdom. Both sides were weakened to the point where they were glad to achieve peace by dividing the kingdom.

Karnuans share many of the same personality traits as their brothers, the Dunkargans. Both are prejudiced, mercenary and arrogant. But whereas the Dunkargans are prejudiced mostly against members of other races, the Karnuans detest and despise everyone who does not have the good for-



tune to be Karnuan. This includes other humans, with particular malice reserved for Vinnengaeleans. Karnuans are fond of Vinnengaelean money, however, and will trade with them, even as they sneer at them behind their backs.

Nimra

Nimra is a human kingdom located southwest of the Empire of Vinnengael. It is the oldest of the human kingdoms, with records dating back over fourteen centuries and evidence of existence before that.

Although not militarily strong, Nimra is an economic might. It boasts trading status with every nation in Loerem. The study of Earth magic is a matter of national pride and Nimran wizards are some of the most skilled in all of Loerem. Almost every major human Temple employs Nimran healers, due to their mastery of the healing arts.

Nimorea

Originally part of the Ancient Kingdom of Nimra, the Nimoreans broke away from that kingdom a century before the fall of Old Vinnengael. Their people settled in lands bordering the Divine Lands of the Tromeek. Nimorea has since been recognized as a sovereign nation. Some friction still exists between Nimra and its offshoot, but wise leaders on both sides are working to unite the two in friendship and brotherhood.

The Nimoreans are the only humans the elves fully trust and will often employ the Nimoreans to act as go-betweens in negotiations with other human nations. Nimoreans will often act as guides to parties entering the elven nation. Nimoreans serve in the elven army, acting as scouts and translators. Elven merchants live and trade in the cities of Nimorea. The Queen of Nimorea and the Divine of the Tromeek are firm friends and allies.

Trevenici

Most of the "civilized" people of Loerem term the Trevenici "barbarians." For their part, the Trevenici pity all those who choose to spend their lives behind stone walls.

Trevenici tribes can be found in almost every part of human lands, although most dwell in a region west of Nimorea and north of Dunkarga. The Trevenici are not nomads. Once they have found an area they like, they build their tents and mud huts, plant their crops, herd their animals and live there for as long as the area will sustain their population. If the land they choose is owned or claimed by someone else, that's his problem. The Trevenici believe that all land belongs to the gods and that mortals may not own it. They may only

occupy it. Thus the Trevenici do not acknowledge borders, property lines or any other artificial boundaries. The Trevenici are not adverse to fighting for their chosen land. They enjoy a good battle, for they are born warriors.

Pecwae

Pecwae are a short race of humanoids, averaging four-and-a-half-feet tall. The origins of the pecwae race have been the subject of scholarly debate for centuries. The oldest stories in every culture in Loerem mention the "little beings." Even the Keepers of Time, considered Loerem's greatest historical authorities, are strangely silent on the issue of pecwae origins. Some scholars have proposed that the pecwae might be descendants of the Ancients, a mysterious race of beings that disappeared from the continent at the dawn of time. Since nothing is really known about the Ancients, including what they looked like, this cannot be proven. Pecwae have no knowledge about the subject, which they find boring.

Pecwae were once found on all parts of Loerem, but due to the fact that many pecwae children were bought and sold as "pets," they have almost completely disappeared. They can now be found living with the Trevenici in a symbiotic relationship. Trevenici have little knowledge of and no love for magic of any type. Pecwae are skilled in Earth magic and serve the Trevenici as healers and providers of magical services. In turn, the Trevenici act as protectors to the smaller, weaker pecwae.

Elves

The elves live in a northern realm known as The Divine Lands of the Tromeek. Tromeek is not a large land, especially considering the number of people who inhabit it. Tromeek is bordered on the east by the dwarven lands, and on the south and west by the Vinnengaelean Empire and Nimorea. To the north and east, the land is so rocky, barren, mountainous and cold that it is almost uninhabitable. The elven population is a large one, for elven families are large and elves may live up to five hundred years. Elven cities are crowded, with many people to a household. Even elves who live in rural areas may have as many as twenty people living in a single dwelling. Thus, to ensure peace and stability in their culture, elves have developed a society with very strict codes of behavior.

Elves rarely exhibit emotion of any sort for fear of causing offense by inflicting one's inner feelings upon another. Elves are invariably polite, even to their enemies. Elves consider members of other races to be loud, boorish and uncivilized.

The elven nation has two leaders: the Divine, who is the spiritual and political leader, and the Shield

of the Divine, who is the military leader. The two are supposed to work in harmony, but this is not the case with the current Divine and his Shield, and it seems as if all of Tromek is tottering on the brink of civil war.

Elven wizards, known as the Wyred, are some of the most powerful, albeit mysterious, users of magic in all of Loerem.

Clan Dwarves

Dwarves are nomadic hunter-gatherers, roaming the plains of western Loerem on shaggy ponies. The dwarven nation has no official name, for the simple reason that the dwarves maintain that all of Loerem will someday be theirs. Until that day comes, the dwarves call the land they currently hold Grak, which translates into "Grassland."

Dwarves live in clans, under the leadership of a clan chieftain, to whom they are fiercely loyal. Dwarves do not raise crops or livestock. They roam the plains following the herds of wild beasts on which they prey, gathering berries and the grains of wild grasses. Dwarves live on horseback, riding throughout the day and stopping to camp only when the sun sets. Tents and supplies are carried on horseback or a litter that is attached to the back of a horse and dragged along the ground. Everyone rides, including small children, who may learn to ride before they can walk. Those dwarves who cannot ride, due to injury or infirmity, are cast out of the clan. These Unhorsed, as they are known, have banded together to form their own cities.

Unhorsed Dwarves

The Unhorsed are dwarves who, due to injury, infirmity, illness or as punishment for a crime, have been cast out of their clan. Such dwarves are abandoned on the plains to make their own way as best they can on foot to any of the dwarven cities. Once cast out, an Unhorsed dwarf may never return to the clan. The children of an Unhorsed may endeavor to be taken back into the clan (provided they can actually find their clan), but this is up to the clan leader. Most children of the Unhorsed do not make the attempt, knowing they will likely be rejected. Most accept that the fate of the offspring of the Unhorsed is to be an Unhorsed, and feel no shame in it.

The Unhorsed dwarves live by manufacturing goods for trade. Unhorsed dwarves are skilled metal-smiths and their swords, shields, spear and arrow tips are highly prized by all races. The work of dwarven goldsmiths and silversmiths is in great demand by humans and elves. The Unhorsed are also expert weavers, making strong cloth and baskets that are so wonderfully constructed they are water-tight. The Unhorsed grow their own crops

and raise domesticated animals. The Unhorsed also serve as ambassadors and diplomats to other nations and they are the only dwarves who can read and write.

Orks

Orks believe that they were the first race to arrive on Loerem. They trace their ancestry back to sea monsters known as "orca," from which they derive their name. There may be some truth in this, since orks have a natural affinity for the sea. Orken sailing vessels venture into all parts of the known world. Orken traders, fishermen and pirates can be found in coastal cities of all races. Orks call their realm Po'Gah, which means "risen from the water."

Ork cities and villages are invariably located along the coast or a large body of water such as a river or lake. Although orks do not mind traveling inland, an ork will always feel more comfortable if he is near water.

Orks are the technologists of Loerem and almost all technology, from siege towers to catapults to the crossbow can trace its development back to the orks.

Orks are very devout people and look to the gods for guidance in all aspects of life. The gods provide guidance through omens that are interpreted by orken magic-users known as shamans. Orks may consult the omens many times a day and will always heed the warnings and messages of the gods.

The Continent

Maps of Loerem are plentiful and, for the most part, fairly accurate. Each race tends to specialize in mapping their own realms and it is advisable to obtain local maps for truly accurate information.

The orks have charted the sea lanes and coastal communities of their own lands and of all lands where they travel. Such maps are highly detailed and accurate. Since orks rarely move inland, their maps tend to be sketchy concerning interior areas, even of their own realm, and are not to be trusted.

The elves produce the most detailed and accurate maps of any race on Loerem. Their maps concentrate particularly on elven lands, although they are said to have excellent maps of Vinnengael, Dunkarga, Karnu and Nimra. All maps are considered militarily sensitive, however, and are kept secret by the eleven Houses. Elves of one House will often perform daring raids to try to steal the maps of another House. Anyone of any other race caught making maps of elven territories or cities will most certainly be arrested as a spy.

The dwarves, alone of all the races, do not make maps, nor are they much interested in maps made by others. Boundaries and borders mean nothing to the dwarves, since they believe all the continent belongs to them anyway. Their own realm remains largely uncharted, with the exception of the coastal areas where orks have visited and mapped. The Unhorsed dwarves have produced crude maps of dwarven territories that may be obtained by travelers. Accuracy of these maps vary greatly.

Humans delight in map-making and those who travel in human lands will find a map to suit every need. These include not only all lands controlled by humans, but maps of the elven, dwarven and ork realms, as well. The very best maps are in the libraries of the Temples of the Magi and may be accessed for a fee. They may not be removed from the libraries, but may be copied for an additional fee.

Many maps have the major magical Portals marked on them and may have some of the minor Portals marked as well. Not all of the Portals are charted, however.

The Portals

In the glory days of Old Vinnengael, the magi created magical Portals that allowed the people of Loerem to travel long distances in much shorter time periods and in far greater safety than travel overland. Since, at this time, Old Vinnengael was the wealthiest city in the world and was the center of all commerce and trade, the magi created three Portals that connected the realms of the elves, the dwarves, and the orks to Vinnengael. So powerful (and some say arrogant) were these magi that they even created a fourth Portal that gave whoever entered it direct communication with the gods.

During the fall of Old Vinnengael, the interaction of the magic of the



Void, of the battling magi, and of the Portals spiraled out of control. The Portals were destroyed in the terrible blast that tore the heart out of the city. The Portals did not disappear, as many first thought, but were splintered and scattered.

Exploration has provided knowledge of the locations of the major Portals. One is known to cut across the elven lands. Another leads from Karnu to southern Vinnengael (now occupied by Karnu.) A third is rumored to exist to the west. The fourth Portal—the Portal to the gods—exploded, creating myriad smaller Portals. Many of these small Portals have yet to be discovered. These rogue Portals, as they are known, may take an adventurer from one side of a boulder to the other or lead him to the other side of the world. Entering an uncharted Portal is dangerous, for one never knows what one may encounter on the opposite end, or where he may find himself stranded.

The Karnuan and Tromeke Portals are closely guarded by armed soldiers. None may enter the Portals without answering questions as to one's business and destination. The soldiers will collect a fee for entry into the Portal. Such fees are generally based on the value of the goods being taken into the Portal and will vary. Portal guards have the right to refuse admittance to any they deem suspicious.

Travel through the Portals is not particularly exciting. The magi designed them to look like ordinary mountain tunnels, rather than a tunnel through time and space. Upon entry, a traveler will find himself walking on a smooth gray surface, surrounded by gray walls and covered by a gray ceiling. Because of the Portals, a journey that would normally take six months may now be made in a single day.

The Gods

The gods of Loerem take an active role in the affairs of man. However, they do so behind the scenes, preferring to work in ways that are subtle and mysterious. Thus some inhabitants of Loerem mistakenly believe that the gods are not involved in the lives of men at all. The gods have names and faces, but these are unique to each race. Most of the peoples of Loerem hold their religious beliefs to be private and personal.

Healing is not considered a direct province of the gods, but of magic. Magic comes from the elements: Earth, Air, Fire, and Water. The Ancients believed that magic was a gift from the gods. However, in these modern times, most people believe that having created the elements and set them in motion, the gods allow them to go their own course.

Every race holds different views of the gods and follows different forms of worship. Every race has its devout believers and its cynical nonbelievers. King Tamaros is held up as the personification of a devout man among humans. He asked the gods for help on several occasions and received it, which makes it all the more difficult for people to understand how the gods could have failed him at the end of his life.

Elves believe that their ancestors intercede for them with the gods, whom they term the Mother and the Father. In these days, elves have come to rely on their ancestors more than on the gods. It is commonly believed that since the ancestors once lived in the world, they are familiar with it and their judgement is better trusted. Each house has a shrine to a certain ancestor, who offers the family advice and guidance.

Dwarves are an existentialist race, thinking or caring little about the gods. Dwarves live for the here and now. They believe that when they die, their spirits enter the bodies of wolves, from whom they are descended. A dwarf will not kill a wolf under any circumstances, not even to save his own life. Unhorsed dwarves have, in recent years, developed a quasi-religion based around worship of their portion of the Sovereign Stone, which is enshrined in a temple-like structure in the City of the Unhorsed. No Unhorsed dwarf will admit to this, nor will he discuss it with anyone.

Human beliefs differ from one culture to another. The differences in the beliefs are discussed in those portions of the book devoted to each culture. In general, most humans tend not to rely on the gods for help, but figure they have to make their own way in the world. It is safer, most think, not to attract the gods' attention.

Orks are among the most devout people of Loerem. Orks believe that the gods are involved in all parts of an ork's daily life, speaking to him through omens, portents and signs. Thus the shamans who read these portents and signs are revered figures in orken society.

The History of the Sovereign Stone

The history of the Sovereign Stone is bound up in the history of the old Vinnengalean Empire. Due to the fact that Old Vinnengael was leveled by a tremendous explosion, with very few survivors, little accurate information is known about what happened in those last, terrible days. Much of what people know about Tamaros and the Sovereign Stone is rumor and legend that has been building for the last two hundred years.

The true facts are known to a few people in Loerem. A book, titled the *Well of Darkness*, written by a disgraced elflord, who once lived in the royal household in Old Vinnengael, contains an account of events leading up to the destruction of the city, if it is to be believed. The book has only recently come into the hands of the magi of the Temple of New Vinnengael, having been bequeathed to the Temple by the elflord prior to his strange disappearance. The magi are studying it, to determine if it might be translated and made available to scholars.

The following information is known among the educated and believed to be accurate:

A wise ruler and a devout man, King Tamaros's was revered and loved by his people. During Tamaros's rule, Vinnengael became the center of culture, learning, art and commerce of all Loerem. In hopes of promoting universal peace and understanding, magi of Vinnengael created magical Portals that connected the realms of the other races directly to Vinnengael.

The other races were at first suspicious that these Portals would be used by the Vinnengaleans to send in conquering armies. King Tamaros himself worried about this and took his problem to the gods. The gods looked on him with favor and told him to choose ten humans who would serve as ambassadors and guardians of the Portals. These humans were to be chosen, and tested, based on their devotion, loyalty, courage, wisdom, knowledge and compassion. In turn, they would be given magical powers, greater than those of most mortals. Those who passed the Tests underwent the Transfiguration, a ceremony during which they were given a gift of wondrous, magical armor, and became the first Dominion Lords.

The other races were jealous of the humans and wanted their own Dominion Lords. The humans

wanted to make certain that the blessing of the Dominion Lords continued for them even after Tamaros (who was a very old man) was dead. Tamaros went again to the gods and asked that the power to create Dominion Lords be shared among all the races. He was given the Sovereign Stone.

The Sovereign Stone is a lustrous crystal pyramid constructed of four triangles that form a quadrangle at the base and come together in a point at the top. Approximately sixteen inches tall, the stone is carved of a single piece of crystal. As Tamaros held the Stone, lost in awe and admiration, he was given a vision of the Stone separating into four equal pieces. One quarter would go to the humans, one to the elves, one to the orks and one to the dwarves. With the magic in each portion of the Stone, the races could now create their own Dominion Lords.

Tamaros came forth and presented the Sovereign Stone to the Council. But the Stone did not bring about peace as Tamaros had hoped. It became the center of contention. Several of the Revered Magi actually counseled against its use, fearful of its immense power. Tamaros himself had secret doubts, for he did not completely understand the nature of the Stone. But at length he determined that the Stone's promise for peace was greater than any possible danger it might pose. In a grand ceremony, he separated the Sovereign Stone and gave a portion to a representative of each of the races. His eldest son, Crown Prince Helmos, accepted the stone for the humans.

According to orken tradition, the omens at this ceremony were very bad. This did not bother the orks, who determined that the bad omens were directed at the humans. The orks cheerfully accepted their portion of the Stone and left Vinnengael as soon as possible, predicting disaster to come.

Prince Helmos was made a Dominion Lord and all say he deserved the honor. Helmos was his father's favorite son. Tamaros's second son, Dagnarus, was born of a political alliance made with the neighboring Kingdom of Dunkarga. A handsome, charming man, and a gallant, courageous soldier, Dagnarus was fiercely ambitious. Many wise sages say that he believed that Dagnarus should be the one to sit on the throne of Vinnengael after his father's death. To accomplish this end, Dagnarus used all means at his disposal.

Here is where the story grows murky, clouded over with rumors and legends, few of which can be believed. What is known is that Dagnarus left Vinnengael under mysterious circumstances, only to return with a mighty army, and advanced on the city that was now ruled by his brother Helmos.

History tells us that Dagnarus was given the title, Lord of the Void, but we have no means of knowing how or why this came about. His supporters—and there are many, even to this day—claim that he was wronged by his brother, who cast this aspersions on an innocent man. If Dagnarus committed sins and errors of judgement, he was driven to do so in desperation. Others maintain that Helmos, brave and noble, was wronged by his wicked brother. The truth of what happened during those last days in Old Vinnengael's history may never be fully known.

When it became apparent that Vinnengael was coming under attack, Helmos sent Dominion Lords to the other races to ask them to bring their portion of the Sovereign Stone and come to his aid, as they were sworn to do. One by one, each holder of the Stone refused. Some among the races say that this is a credit to their good sense. Others maintain they are shamed by this oath-breaking.

Dagnarus and his forces, which included the fearless and accursed creatures of the Void called Vrykyl, attacked Vinnengael and won their way into the city. Dagnarus left his captains to fight the raging battle and went in search of his brother. Did he find him? Did the two meet? What occurred between them? The horrific blast that leveled the proud city of Vinnengael and killed several thousand people also buried all trace of Dagnarus, Helmos and the human portion of the Sovereign Stone.

For two hundred years, men have searched for the lost part of the Sovereign Stone to no avail. Old Vinnengael is now a cursed and fearful place. Few who venture there ever return alive, but still there are those brave or foolish enough to attempt it, drawn by the magic that pervades the city and the riches said to be buried in the rubble.

There are those who claim that Dagnarus himself is still searching for the Sovereign Stone. Most scoff at this notion. Few humans live to one hundred years and none have ever managed to extend their life a hundred years beyond that. Most humans do not care if the Sovereign Stone is ever found. The Stones in possession of the other races have done little to aid them. The Stone did not save the orks from attack by the Karnuans. The Stone has not prevented the elven nation from falling into civil war, nor allowed the dwarves to complete their conquest of the continent. Certainly, the Stone is not worth risking one's life over.

As for rumors of an army of darkness marching across Loorem from the west, few believe the tales. The sun shines brightly. The breezes blow soft and warm and gentle. In this fine morning, who can conceive of a terrible storm by nightfall?



Chapter 2

RACES OF LOEREM



THE CAPTAIN OF THE ORKS

Long, long ago, the gods told our ancestors to leave the sea, which was our home, and to make our home upon dry land. We obeyed the gods, but we have never forgotten the sea, nor has the sea forgotten us.

The sea taught us to look for the omens that guide our lives and so we live by watching the moon and the stars, listening to the wind and the thunder, noting all the signs the gods send us to warn us against a thing or to grant us approval of an action.

Yet, though we keep careful watch, sometimes we fall.

Thus it was the humans sailed across the sea and captured our holy mountain. They killed many of us, enslaved more. Our mountain is desecrated by their foul presence. Our people cursed.

The gods warned us, but we were blind to the omens.

Soon, we hope, we will be given an omen which will tell us that the time has come for us to fall upon the humans and hurl them from the mountain top.

Until that time, we wait and keep watch.

RACES OF LOEREM

CHARACTER RACES IN LOEREM

Loerem is a land of great empires, political tension and conflict, powerful magicks, and high adventure. Eleven different races make Loerem their home. The varied races of Loerem each possess strong cultural identities that define them and make each race distinctly different from the others.

Humans are separated into six distinct cultures. Each human culture has its own peculiarities, language, ability adjustments, and special features that make it unique.

Elves live in an arboreal setting and love nature. To manage a large and long-lived population, elves are governed by a strict code of honor, which causes them to publicly denounce the use of magic. Privately, the elves rely on their wizards, who are some of the most powerful magi in the world.

Dwarves are a clannish race of horse-riding nomads. Always on the move, a dwarf never remains in one place for more than a couple of days. Dwarves hate cities, preferring the open expanses of Loerem's eastern plains.

Orks are explorers and seafarers who trade with the various peoples who live on the massive mainland of Loerem. Believing in omens, signs and portents, the orks are a superstitious folk, but wise in the ways of the world.

A small number of diminutive folk known as pecwae live secluded lives in out-of-the-way places rarely visited by the other races of Loerem. Closely tied to the lands of Loerem and to nature, the pecwae are shy of other races and rarely seen.

None of Loerem's races are able to interbreed (humans, of course, can interbreed between cultures). For this reason, each race has taboos against

marrying someone of different racial stock. However, there are those who still fall in love and become devoted to each other, regardless of the fact that their union will never produce offspring.

Race and Language

Each of the races of Loerem has its own language.

Literacy: Simply being able to speak a language does not automatically mean that you are able to read and write in that language. Literacy is a skill that must be learned (see Literacy in Chapter 4: Skills and Feats).

Dunkrass: The official language of the Dunkargan government. Although Dunkrass is rarely spoken, it is used extensively for writing official documents such as letters to dignitaries, census accounts, military orders, and so on.

Elder Speak: The official language of the Vinnegalean Empire. When Old Vinnegael was at its height, scholars sought to develop a common language. Called Vingrees, this language helped to break down barriers to communication between the races. Vingrees has since become known as Elder Speak, and is used by many of the races.

Fringrese: The language spoken by the dwarves (both Clan and Unhorsed). Another form of this language, called Chan Fringrese, is not a spoken language, but conveys meaning through hand gestures. Chan, as it is known among the dwarves, was developed due to the fact that the dwarves found it impossible to hear each other over the thundering hooves of their galloping ponies. Chan Fringrese is currently in use among elite military forces, thieves guilds, and assassins guilds all over Loerem.

Karna: A language spoken both by the Dunkargans and Karnuans. The Karnuan version of Karna is harsher sounding. For example, the combination of

TABLE 2.1: RACIAL ABILITY ADJUSTMENTS

Race	Ability Adjustments	Favored Class
Dunkargan	+2 Intelligence, -2 Wisdom	Fighter or Rogue
Karnuan	+2 Constitution, -2 Charisma	Mounted Warrior or Soldier
Nimran	+2 Intelligence, +2 Charisma, -2 Strength	Elemental Earth Mage or Sailor
Nimorean	+2 Intelligence, +2 Wisdom, -2 Constitution	Elemental Earth Mage or Stalker
Trevenici	+2 Constitution, -2 Intelligence	Barbarian or Fighter
Vinnegalean	None	Any
Pecwae	+2 Wisdom, +2 Charisma, -2 Strength	Elemental Earth Mage
Elf	+2 Dexterity, -2 Strength	Fighter
Clan Dwarf	+2 Constitution, -2 Intelligence	Mounted Warrior
Unhorsed Dwarf	+2 Wisdom, -2 Constitution	Rogue
Ork	+2 Strength, -2 Charisma	Sailor

"ch" is pronounced as "k," whereas in Dunkarga "ch" is pronounced "cha."

Naru: The language spoken by both the Nimrans and Nimoreans. A musical language, its words are always accompanied by graceful hand gestures.

Naru-Toma: A slang form of Naru used by the Nimoreans. The language is based on Naru, but peppered with Tomagai (the elven tongue) words and phrases.

Pharn'lan: The language of the orks. Orks tend to talk loudly, and in times of excitement or crisis, their normally deep voices attain a high pitch that can be heard for long distances. Pharn'lan translates into "Eldest Tongue," as the orks believe that they were the first people to inhabit Loerem.

Sanki: A trade language known to merchants and traders of all races. Sanki is used for trading and bartering. Sanki is a derivative of Elder Speak.

Tirniv: This is the language spoken by the Trevenici. The Trevenici do not teach their language to others, with the exception of the pecwae.

Tomagai: The language of the elves. Complex and filled with poetic images, Tomagai relies on a great many words to say very little. Elves take a long time to reach the point of any conversation, choosing words with care in order not to offend anyone.

Twithil: The name given to the pecwae language. This is a soft, melodious language. Many aspects of Twithil cannot be understood by other races, simply because the sounds go beyond their ability to hear.

Other minor languages and dialects exist, but are not spoken widely. Ogres, for example, have their own language, as do the Fey, but very few humanoids ever learn these languages.

DUNKARGAN (HUMAN)

Personality: A human culture, Dunkargans are racially prejudiced against the people of every other nation on Loerem. The Dunkargans firmly believe that they are the last remnants of the gods' vision of humanity and treat other humans (save Karnuans) with disdain, while displaying an arrogant pride in themselves. Dunkargans have nothing but unrelenting hatred for Karnuans, with whom the Dunkargans have been warring for the past two centuries.

Dunkargans consider non-human races even more contemptible and flawed than the other human cultures, since they are substantially more dissimilar to the Dunkargans themselves. Dunkargans

have no objection to taking money from anyone, however.

Physical Description: Dunkargans average between five and five-and-one-half-feet in height, and have a wide variety of builds, depending on lifestyle. Most have olive-hued skin and straight black hair, which tends to remain dark, with only flecks of gray as Dunkargans age. Dunkargan men frequently have moustaches and beards—a source of vanity to many. Both men and women prefer colorful flowing robes that may be simple or elaborate, depending on wealth. Many Dunkargan men, and even a few women, shave their heads and wear turbans, decorated according to their social status and wealth.

Relations: Despite their haughty nature, Dunkargans can be surprisingly diplomatic in their dealings with other peoples, even non-humans. Even so, it is an extremely rare occurrence for a Dunkargan to call a non-Dunkargan a friend. However, if such does occur, Dunkargans are extremely loyal and form lifelong friendships. A guest is cherished in the Dunkargan household, even a non-human.

Religion: Dunkargans are very religious; believing that they are the perfect creation of the gods is cen-



tral to the Dunkargan mindset. The King of Dunkarga is considered the head of Dunkargan religion. Since the king is not a priest, nor does he serve in that capacity, Dunkargans consider religion to be an institution of the state. As a consequence, the sense of duty to the Dunkargan religion is matched with a sense of duty to the kingdom. Thus the Dunkargans have been able to keep their kingdom united, despite almost constant war against the Karnuans.

Language: Dunkargans speak Karna. Official writing is done in Dunkrass, but all other speaking or casual writing uses Karna. Many Dunkargans have also found it useful to learn the trade language, Sanki, as well as Elder Speak.

Names: Dunkargans prefer names of past Dunkargan historical figures. Everyone in Dunkarga, even the poorest beggar, has a family name that follows his given name. Surnames of single young Dunkargans frequently involve the prefix *el'*, which means "son of" or *al'*, which means "daughter of," followed by the family name. This indicates their availability for marriage, such as Kherik el'Malahn (Kherik son of the Malahn family) or Feril al'Zhelab (Feril daughter of the Zhelab family).

Dunkargan Racial Traits

+2 Intelligence, -2 Wisdom: Dunkargans are quick witted and agile of mind although they appear arrogant.

Medium-size: As Medium-size creatures, Dunkargans have no special bonuses or penalties due to their size.

Dunkargan base speed is 30 feet.

4 extra skill points at 1st level and 1 extra skill point at each additional level.

Dunkargans are considered Advantaged in Earth Magic. Conversely, they are Disadvantaged in Air Magic. (See Chapter 6: Magic for a full explanation of spellcasting.)

The skills Diplomacy, Gather Information and Innuendo are all considered class skills for Dunkargans, regardless of class.

Automatic Language: Karna. Bonus Languages: Dunkrass, Sanki, Elder Speak.

Favored Class: Fighter or Rogue. A multiclass Dunkargan's Fighter or Rogue class does not count when determining whether he suffers an XP penalty for multiclassing. (See Experience for Multiclass Characters in the *Core Rulebook I*, page 56.) However, a Dunkargan must choose which of these classes he will use for this benefit when the character is created.

KARNUAN (HUMAN)

Personality: Karnuans share many personality traits with their cousins, the Dunkargans, being prejudiced, mercenary and arrogant. Karnuans detest and despise everyone who does not have the good fortune to be Karnuan. Karnu is a closed society, rarely admitting any outsiders. Rare, indeed, is the Karnuan who develops a friendship for someone other than another Karnuan. A militaristic people, the Karnuans respect and admire any who exhibit exemplary military skills or bravery in combat and will often pause in battle to salute a heroic enemy.

Physical Description: Karnuans range from five to six feet in height. Their skin is olive-colored and their hair is usually dark brown or black. Since Karnu is a military dictatorship, and all Karnuans are expected to come to the defense of their country in times of war, Karnuans are required to keep physically fit. Almost all Karnuans are in excellent physical condition, since those not currently serving in the military are required to maintain their martial skills. Karnuans prefer to wear loose fitting garments when not in armor. Favored colors are browns, greens, light yellow or white.

Relations: Karnuans are the only people on Loerem who still traffic in slaves. Prisoners taken in battle all end up in the Karnuan slave market, along with the women and children of the defeated foe. Further, Karnuans have a particular hatred



for Vinnengaeleans and orks. A Karnuan's hatred for Vinnengaeleans is tempered by his love of Vinnengaelean silver. Karnuans will trade with Vinnengaeleans, all the while sneering at them behind their backs. Orks are hunted relentlessly, either for sport or for the Karnuan slave markets.

Religion: Once a devout people like their Dunkargan brothers, Karnuans have, in the past two hundred years, ceased to worship the gods. The Karnuan military found religion to be incompatible with their aims and goals of world domination and thus religion was outlawed by the state. Soldiers are encouraged to revere great Karnuan military figures, both living and dead, and they will often shout the names of these heroes as they charge into battle. Some few Karnuans dare to defy the government and worship the old gods, but if they are caught, they suffer severe penalties for their faith.

Language: Karnuans speak Karna, just as the Dunkargans do. Karna is used for all literary functions, both official and casual. The Karnuans do not, however, produce many literary works, which are considered a waste of time. Their texts usually deal with military or craft related topics.

Names: Karnuans refer to themselves by the military rank, military duties, regiment, or placement in the battle-line. Thus one might meet Master-at-Arms Kafad Ramal, Quartermaster Kafad Dal'Huzbin, or Seventh Spear Vraff Lakat'hanah.

Karnuans also refer to themselves by nicknames that relate to military life: Spear-chucker, Hammer-hand, or Shieldmaiden.

Karnuan Racial Traits

+2 Constitution, -2 Charisma: Karnuans are hardy from constant exposure to the elements and intensive military training. They are arrogant, tedious, and intolerant of all other races and cultures.

Medium-size: As Medium-size creatures, Karnuans have no special bonuses or penalties due to their size.

Karnuan base speed is 30 feet.

1 extra feat at 1st level, because Karnuans are taught to be innovative and are quick to learn new talents.

Karnuans are considered Advantaged in Earth Magic. Conversely, they are Disadvantaged in Air Magic. (See Chapter 6: Magic for a full explanation of spellcasting.)

Proficient with all Martial Weapons, regardless of class, due to the intensive Karnuan military training.

Automatic Language: Karna. Most Karnuans find learning other languages reprehensible. However, many realize that doing so can help in negotiating surrenders or intercepting enemy intelligence. Karnuans will most often learn Elder Speak, Naru, Pharn'lan, Sanki, and Tomagai.

Favored Class: Soldier or Mounted Warrior. A multiclass Karnuan's Soldier or Mounted Warrior class does not count when determining whether he suffers an XP penalty for multiclassing. (See Experience for Multiclass Characters in the *Core Rulebook I*, page 56.) However, a Karnuan must choose which of these classes he will use for this benefit when the character is created.

NIMRAN (HUMAN)

Personality: The Nimrans are a cheerful, good-natured people. They are generous, except in trade deals, where they are shrewd but honest bargainers. Nimrans will always make the best deal they can, and since they are charming by nature, they will generally succeed. Nimrans are hard workers, but enjoy their free-time. Nimran society is matriarchal, and women from all races are revered and respected.

Physical Description: Nimrans are tall, usually standing about five-and-one-half-feet tall or more. Their skin is dark, and their hair is black and naturally curly. Many men shave their heads, while women often wear elaborate headgear. Nimrans are



known for their beautifully dyed silk raiment, as well as their exquisite gold and silver jewelry.

Relations: Nimrans view all outsiders as potential trading partners and are generally friendly until it becomes clear they face an enemy. Rivalry over trade routes existed between the orks and the Nimrans for many centuries, but has since become mutual respect. Nimrans, as a people, see the warlike Karnuans as a threat to their own peace and stability and will not encourage Karnuans to either visit or remain in Nimran company. Nimrans are on very good terms with all other humans, although there may be some slight friction with their break-away cousins, the Nimoreans. Nimrans keep an open mind when dealing with elves and dwarves.

Religion: The Nimrans are a deeply religious people. Their religion is very private. They do not discuss or share their beliefs with others. Outsiders may not enter a Nimran temple uninvited for fear of desecration. Nimran temples are built below ground and are not visible from the surface of the land. Nimrans believe that the gods control all aspects of their lives. Nimrans are often heard whispering prayers to the gods before any important undertaking. They also believe that magic is a gift from the gods, and its study and mastery for the good of the people is work in honor of the gods.

Language: All Nimrans speak Naru, which also has a written form. Well-traveled Nimrans often speak Elder Speak and Pharn'lan. Sanki is a must for Nimran merchants who trade abroad.

Names: Living in close proximity to the sea and to nature, Nimrans like to choose names that reflect their love for animals, birds, plants and flowers. These names are derived from a religious journey into the soul made by both males and females at age twelve.

Male Names: Novaso or "Storm Wind," Pumi or "Puma," Wor or "Ocean Roar," Sharusa or "Shark Tooth."

Female Names: Adros or "Lily Petal," Mylek or "Gull Wing," Hyzaekel or "Surf's Breeze," Regi or "Sparrow."

Nimran Racial Traits

+2 Intelligence, +2 Charisma, -2 Strength: Nimrans are knowledgeable and friendly. They are not physically strong.

Medium-size: As Medium-size creatures, Nimrans have no special bonuses or penalties due to their size.

Nimran base speed is 30 feet.

4 extra skill points at 1st level and 1 extra skill point at each additional level, since Nimrans have wide and varying experiences.

Nimrans are considered Advantaged in Earth Magic. Conversely, they are Disadvantaged in Air Magic. (See Chapter 6: Magic for a full explanation of spellcasting.)

The skills Appraise, Knowledge (religion), and Heal are considered class skills regardless of a Nimran's class.

Automatic Language: Naru. Bonus Languages: Elder Speak, Karna, Naru-Toma, Pharn'lan, Sanki, Tomagai.

Favored Class: Elemental Earth Mage or Sailor. A multiclass Nimran's Elemental Earth Mage or Sailor class does not count when determining whether he suffers an XP penalty for multiclassing. (See Experience for Multiclass Characters in the *Core Rulebook I*, page 56.) However, a Nimran must choose which of these classes he will use for this benefit when the character is created.

NIMOREAN (HUMAN)

Personality: Nimoreans are the northern cousins of the Nimrans. They are more reserved than the outgoing Nimrans, and more formal in their speech. Nimoreans live in a harsh environment, their lives are hard, and thus they take a more serious view of life. Their close neighbors, the elves, have had an impact on Nimorean culture as well, causing the Nimoreans to adopt typical elfen reserve and cold politeness. Once convinced that there exists no possibility of threat or confrontation, the Nimoreans can become warm and engaging.

Physical Description: The Nimoreans resemble their Nimran cousins, having very dark skin and black curly hair. The average Nimorean stands between five-and-one-half and six feet tall, with women just slightly shorter. Their relationship with the elves has led them to wear elfen-style clothing and utilize elfen armor and weapons, adapted for human use.

Relations: Relations between Nimrans and Nimoreans are those of family members who have had a falling out, but who bear each other no ill will. If a Nimran and Nimorean meet, they will be cool, distant and polite to each other. Nimoreans consider most Nimrans provincial, old-fashioned, and out of step with modern times.

Nimoreans are quite familiar with the complexities of elfen life, business and politics, and are often used as go-betweens by humans who want to establish dealings with the elves. Nimrans have a diffi-

cult time understanding this relationship, considering it to be a Nimorean obsession.

Religion: Like the Nimrans, Nimoreans are very religious and believe themselves linked to the gods and to Earth Magic. Although they do not like to talk about their religious beliefs, Nimoreans will consult the gods before any undertaking, no matter how small. They have maintained the tradition of building their temples below ground, and do not allow outsiders to enter a temple without invitation. Nimoreans are also a matriarchal society, their queen serving as High Priestess.

Language: All Nimoreans speak Naru, and many have begun to speak Naru-Toma, which is a combination of Tomagai, the language of the elves, and Naru. As its use becomes more widespread, Naru-Toma is yet another aspect of Nimorean life that Nimrans find incomprehensible.

Names: Most Nimoreans have never been to sea, and thus do not use names associated with the sea nearly as often as the Nimrans. Nimoreans continue the practice of a religious journey for the soul at age twelve, and may take their names from that experience. Such names usually involve animals, birds, or experiences in the journey.

Male Names: Urusa or "Eagle Claw," Domago or "Far Seer," Brugul or "Bear's Heart."

Female Names: Nevari or "Hawk's Daughter," Quita or "Robin," Potami or "She-Wolf," Lavari or "Lioness," Danaro or "Far Wanderer."

Nimorean Racial Traits

+2 Intelligence, +2 Wisdom, -2 Constitution: Nimoreans are reserved and sophisticated and do not make snap judgments, looking at all the possibilities of a given problem. They are prone to illness and allergies due to the region and climate that they live in.

Medium-size: As Medium-size creatures, Nimoreans have no special bonuses or penalties to their size.

Nimorean base speed is 30 feet.

4 extra skill points at 1st level and 1 extra skill point every level, since Nimoreans are eager to expand their knowledge and are patient enough to learn all that they can.

Nimoreans are considered Advantaged in Earth Magic. Conversely, they are Disadvantaged in Air Magic. (See Chapter 6: Magic for a full explanation of spellcasting.)

The skills Diplomacy, Move Silently, and Wilderness Lore are considered class skills for all Nimoreans, regardless of class.

Automatic Language: Naru. **Bonus Languages:** Elder Speak, Karna, Naru-Toma, Sanki and Tomagai.

Favored Class: Elemental Earth Mage or Stalker. A multiclass Nimorean's Elemental Earth Mage or Stalker class does not count when determining whether he suffers an XP penalty for multiclassing.

(See Experience for Multiclass Characters in the *Core Rulebook I*, page 56.) However, a Nimorean must choose which of these classes he will use for this benefit when the character is created.

TREVENICI (HUMAN)

Personality: Trevenici are blunt, outspoken and honest, especially with those they consider friends. They will never lie to a friend or family member, although they will readily tell lies to strangers, particularly if they think the stranger is being too inquisitive. Anyone accepted by a Trevenici as a friend can consider this a great honor, for the Trevenici do not bestow friendship lightly and will be prepared to sacrifice anything, including their own lives, for those they consider friends.



Trevenici are not at all diplomatic. A Trevenici will not hesitate to let a friend know that he handles a sword with all the grace of a pecwae girl-child or that warhogs are handsome compared to him, along with other unflattering remarks of an extremely personal nature. Any anger or irritation shown at these comments afford the Trevenici great amusement and will spur him to even more creative efforts.

Trevenici have little use for negotiation or verbal sparring. They lose patience quickly and will more than likely launch an attack if they consider the conversation growing stale. If surprised or caught off-guard, Trevenici fight first and ask questions later. Trevenici are sensible, however, and will not rush headlong into dangerous situations. When given the chance to think, Trevenici can prove to be quite capable strategists and tacticians.

Trevenici dislike using magic. They lack the patience needed to learn the complexities of spell-casting, time that could be better spent working in the fields or training for battle. However, there have been accounts of a few Trevenici learning to cast spells and putting them to good use both militarily and at home.

Physical Description: Trevenici are tall—males average a little over six feet in height, females just under. Both men and women are well-muscled, for when they are not fighting they are working in the fields. They are brown-skinned from living outdoors, having blonde or red hair, which both men and women wear in long knotted braids or tails. Trevenici often dress in raiment made from animal hides and furs and are very fond of wearing jewelry and gruesome trophies taken in battle.

Relations: Most people of Loerem consider the Trevenici savages due to their simple and uncomplicated lifestyle. For their part, the Trevenici pity those who choose to spend their lives behind stone walls. Trevenici will be suspicious of everyone they meet, but will keep an open mind and will not hesitate to take a stranger to heart if he shows himself worthy.

The pecwae look to the Trevenici for protection and food. In return, the pecwae offer their magical skills and abilities, among which are healing magic and the ability to talk to animals. Pecwae and Trevenici tribes do not intermingle, but live as close neighbors, sometimes with villages side-by-side.

Both Trevenici men and women train for combat and have an affinity for soldiering. Trevenici sell their combat talents to anyone who is willing to pay them the most money at the time, fighting for no other reason than the glory of battle and the

monetary rewards to be garnered for doing so. Many of Loerem's other races fill out their armies with Trevenici mercenaries.

Religion: The Trevenici are very religious. Their gods are committed to the land and combat. They do not build mighty temples to their deities, preferring to deal with them on a personal basis. Although the gods all Trevenici worship are the same, their names may change from tribe to tribe, or even from worshipper to worshipper. The Trevenici will never speak of their devotions to outsiders. Even among each other, dealings with the gods is considered private and personal.



Language: The language of the Trevenici is Tirniv. The Trevenici consider their language sacred and will not permit it to be spoken by outsiders, with the exception of the pecwae. Anyone who makes the mistake of speaking even a word of Tirniv, no matter how well-meaning, may find himself in a fight. Trevenici also speak Twithil, the language of the pecwae. Trevenici mercenaries often learn to speak a great many languages.

Names: Adult Trevenici have names in their own language that are discovered when they first venture from the tribe and out into the world. These names may be short (such as Defender) or very long and complicated, such as: One Who Has Traveled Beyond the Mountain to See the Rising of the Sun, or One Who Has No Fear of Her Enemies. No

Trevenici will permit an outsider (no matter how close) to know his true name, but will devise a common name for public use. This name may be anything that catches his fancy, from "Lone Wolf" to "Ork Slayer" to "Ale Guzzler" to "Void-Bane." There is little distinction made between male and female names.

Trevenici Racial Traits

+2 Constitution, -2 Intelligence: Trevenici are hardy folk, impatient and headstrong.

Medium-size: As Medium-size creatures, Trevenici have no special bonuses or penalties due to their size.

Trevenici base speed is 30 feet.

Unimpressable: Unimpressable grants Trevenici a +2 racial bonus on saving throws to disbelieve illusions of all sorts. A Trevenici who views an illusion is automatically allowed a saving throw as if he were actively disbelieving. The Trevenici are skeptical and hard to impress, as well as incredibly stubborn.

1 extra feat at 1st level, since Trevenici are quick to expand their usefulness to potential employers.

Trevenici are considered Advantaged in Earth Magic. Conversely, they are Disadvantaged in Air Magic. (See Chapter 6: Magic for a full explanation of spellcasting.)

The skills Intimidate, Knowledge (nature), and Wilderness Lore are considered class skills, regardless of a Trevenici's class.

Automatic Language: Tirmiv and Twithil. Bonus Languages: Elder Speak, Fringrese, Karna, Naru, Sanki, and Tomagai.

Favored Class: Barbarian or Fighter. A multiclass Trevenici's barbarian or fighter class does not count when determining whether he suffers an XP penalty for multiclassing. Trevenici are savage fighters, and combat comes easily to them. (See Experience for Multiclass Characters in the *Core Rulebook I*, page 56.) However, a Trevenici must choose which of these classes he will use for this benefit when the character is created.

VINNENGALEAN (HUMAN)

Personality: Vinnengaeleans tend to be peaceful, easy-going people with a deep respect for their Emperor, known as the King of Kings, and for the laws of the land. They like order and tranquility in their lives. Vinnengaeleans can be patronizing at times, and are condescending. Vinnengaeleans usually do not mean to offend, however, and are always more than happy to apologize and make reparations for any real or perceived slight.

Physical Description: Vinnengaeleans are fair-skinned with blond hair and blue eyes. Tall and big-boned, men and women usually stand between five-and-one-half and six feet in height. Strong in build, many Vinnengaelean city-dwellers tend to become corpulent through easy living.

Relations: Living in the center of the continent, Vinnengaeleans have interacted with every race at one time or another. Vinnengaeleans have long been allies of the Nimrans and Nimoreans (being the first people to recognize Nimorea as its own nation). The Vinnengaeleans have been strong trade partners with the orks for centuries, but that relationship has been marred recently by the Karnuan invasion of the ork's holy site, Mount Sa'Gra, and the apparent disinterest of the Vinnengaeleans



over the whole incident. Although Vinnengaeleans will trade with the elves to the north and the dwarves to the east, they do not otherwise deal with them. They consider the elves to be a godless people who worship ghosts. They distrust the dwarves for their belief that one day all of Loerem will be theirs, including Vinnengael. The Vinnengaeleans and the Dunkargans do not much like each other, but they like each other's money. They are trade partners and an uneasy peace exists between the two countries. All ties with Karnu have been severed, following the Karnuan capture of a Vinnengaelean Portal.

Religion: Vinnengaeleans are a very religious people. A central tenet of the Vinnengaelean religion is

that magic is a gift from the gods. Only men and women specially trained in the use of magic are allowed to cast spells. The central religious authority for the Vinnengaeleons is the Temple of the Magi. The various churches, shrines and temples throughout Vinnengael serve as places of worship for the masses, as well as centers of learning for those who wish to become magics.

Language: Elder Speak, or Vingrees as it is less commonly known, is the official language of the Vinnengaelean Empire. Vinnengaeleons often learn the languages of other races, for it is their belief that communication is the foundation to lasting peace. Merchants prefer to use Sanki while engaging in trade. Military commanders have found it useful to know the languages of both their allies and their enemies.

Names: Nobles have family names that are passed down from father to son, mother to daughter. Merchants and craftsmen are often named for the work they do, such as John Carpenter or Robert Shoemaker. Flower names are popular for women as first names, such as Lily or Violet. Due to the nostalgic interest in Old Vinnengael, the name Tamaros, Helmos, Anna and variants are currently popular for both men and women.

Vinnengaelean Racial Traits

Medium-size: As Medium-size creatures, Vinnengaeleons have no special bonuses or penalties due to their size.

Vinnengaelean base speed is 30 feet.

1 extra feat at 1st level, because Vinnengaeleons are the most diverse race on Loerem, capable of many talents.

4 extra skill points at 1st level and 1 extra skill point at each additional level, since Vinnengaeleons are free to follow whatever knowledge suits them.

Vinnengaeleons are considered Advantaged in Earth Magic. Conversely, they are Disadvantaged in Air Magic.

Automatic Language: Elder Speak. Bonus Languages: Any other language.

Favored Class: Any. When determining whether a multiclass Vinnengaelean suffers an XP penalty, his highest-level class does not count. (See Experience for Multiclass Characters in the *Core Rulebook I*, page 56.)

PECWAE

Personality: Perhaps due to their diminutive size, pecwae are usually pacifistic. Most will avoid a fight at nearly any cost, choosing to flee rather than

do battle. Pecwae readily admit they are cowards and see no stigma attached to what they consider to be a common sense attitude toward life. Pecwae love music and can make anything into a musical instrument, be it sticks, rocks, reeds, grass stems, or old bones. Pecwae voices are well suited to singing, having a lilt like a wooden flute. Pecwae love the outdoors and easily make friends with animals. Because of this, pecwae will not eat animal flesh. Pecwae tend to be shy around outsiders, except the Trevenici, whom the pecwae rely upon for protection.

Physical Description: Pecwae are a short race, averaging four-and-one-half-feet tall. Most have slender builds, though the occasional sedentary member of the race can get quite stout. They have bronze-colored skin that is very tough, and takes on a leathery appearance as pecwae age. The pecwae have long straight hair that is usually red, brown or black in color. Beards are an indication of old age for male pecwae. Pecwae ears are long and pointed, with rounded edges. Pecwae features are flatter than most races, with the face sloping gently forward from the forehead to the nose, and then receding gently to the chin.

Pecwae clothing is made primarily from homespun wool and long fibers made from bark and reeds. They decorate their hair with feathers, painted bones and beads.

Relations: The pecwae associate frequently with only one culture in all Loerem: the Trevenici. The two cultures are rarely found apart. The pecwae rarely venture out of their villages, and so pecwae goods, such as jewelry, musical instruments, cloth, and embroidery, find their way to other nations through the Trevenici. In return, the Trevenici provide the pecwae with food, cloth and other products. Pecwae have the protection of the Trevenici, both in the pecwae's homelands and in their occasional travels abroad. A traveling pecwae always has a Trevenici friend and protector nearby, who is more than willing to fight to protect his "little friend."

Religion: The pecwae believe that every living being is linked together spiritually. They do not put much stock in the worship of gods, nor the belief that magic is something that is to be used in veneration of great immortal deities. Pecwae venerate nature, treating everything from the tiniest insect to the mightiest oak with respect.

Language: All pecwae speak Twithil, a musical language that is hard for non-pecwae to understand, let alone master. Most pecwae also learn Tirniv in order to communicate with their Trevenici friends.

Names: Pecwae names are soft-sounding, pleasant to say and to speak, with no harsh consonants such as "k" or "x." Since the sound of the name is considered of primary importance, pecwae names have no meaning, but are made up of nonsense syllables strung together. The name is not given at birth, but much later in a child's life. Often the child chooses his or her own name and announces it to his elders. Names are not long, generally consisting of two or three syllables. Examples are: Bashae, Palea, Rigil, Willa.

Pecwae Racial Traits

+2 Wisdom, +2 Charisma, -2 Strength: pecwae are wise and kind, but they are small with slender, delicate builds.

Small: As Small creatures, pecwae gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than Medium-size creatures use, and their carrying limits are three-quarters of those of Medium-size characters.

Pecwae base speed is 20 feet.

Sprint: Sprint allows a pecwae to increase his base speed from 20 feet to 40 feet, once per day. This ability lasts for 1 minute. During this time the pecwae may walk, hustle, or run normally, using the increased movement scale as his base speed.

+2 racial bonus for Hide, Move Silently, and Wilderness Lore checks: pecwae are very close to nature and know how to use it to their best advantage.

Pecwae are considered Advantaged in Earth Magic. Conversely, they are Disadvantaged in Air Magic. (See Chapter 6: Magic for a full explanation of spellcasting.) In addition, they receive +1 racial bonus to spellcasting rolls when using Earth magic: pecwae are even more closely tied to Earth magic than humans.

+2 racial bonus to Listen checks: pecwae have keen hearing.

Automatic Languages: Twithil and Tirniv. **Bonus Languages:** Bahk, Elder Speak, Fae. In addition,

pecwae may speak with animals. This is an exceptional ability that allows pecwae to speak with any woodland mammal (squirrel, chipmunk, fox, deer, etc.), at will. Animals will always be friendly, and straightforward in a conversation with a pecwae.

Favored Class: Elemental Earth Mage. A multiclass pecwae's Elemental Earth Mage class does not count when determining whether he suffers an XP penalty (see Experience for Multiclass Characters in the *Core Rulebook I*, page 56).

ELVES

Personality: Elves may live for three hundred years and a great many elves inhabit a very few population centers, so elves have been forced to develop a society with very strict codes of

behavior and honor that appear harsh, cruel and arbitrary to outsiders but are necessary to the survival of the elven way of life. Duty is the watchword of every elf: duty to his family, duty to his House, and duty to the Divine and the Shield of the Divine.

Physical Description: Elves are tall and slender, averaging close to six feet in height for the men, and a little more than five-and-one-half-feet in height for women. Elves have pale skin and almond shaped eyes. Elven hair color tends to be dark brown or black, but there are instances of auburn, gold, and, even more rare, silver hair. All elves have facial tattoos surrounding their eyes that mark their family affiliation.

Relations: Elves do not like to travel outside their homeland, but will do so if the matter is urgent. Such need most often takes the form of special missions performed for the government or the House, or because the elf is trying to escape a deadly feud



between warring Houses or the law. Elves do not hire themselves out as mercenaries, considering the act of fighting another's battles to be dishonorable.

Religion: Elves revere their dead ancestors, who act as intermediaries between the elves and the gods, known as the Father and Mother. A single elven ancestor may choose to return from the dead to remain with the family, offering counsel and advice. All elven homes have a shrine dedicated to the Ancestor, and they treat the ghost with great respect. Elves who venture into the outside world will often take with them the means of making such a shrine, in hopes that the Ancestor will favor them with a visit. Although believed to be in communication with the gods, the Ancestors do not possess knowledge of the future. Ancestors retain the personality quirks acquired in life and may have their own private agendas and ambitions for the family.

Magic is not considered a gift from the gods by the elves, as is true with most other races, but is instead viewed almost as a curse. The elves know that magic is useful and necessary, but they also believe that reliance on magic is dishonorable. This dichotomy has resulted in elven magic-users being shunned by elven society, even as they are used by the very same society. The Wyred are outcasts, who serve family and House, Divine and Shield in clandestine and secretive ways. The Wyred have their own society, keep their own counsel, and are viewed with awe, respect, and fear.

Language: The elves speak their native tongue, Tomagai—a language known for its elaborate nuances and double-meanings. Most military officers and diplomatic staffs also speak Elder Speak. Merchants learn to speak Sanki. Elves tend to be flowery in their speech, even when using another language.

Names: A member of elven nobility has a first name followed by a House name and then a title. Example: Silwyth of House Kinnoth, Lesser Guardian of the East Wood. Lower classes have first names and family names, and will often add pointedly "under the protection of House Mabrenton" or whichever noble family is responsible for them.

Male Names: Brean, Ilvyn, Llewyn, Minannan, Rhystil, and Tumin.

Female Names: Estrel, Fillynna, Herna, Kalmi, Nyrran, and Valura.

Elven Racial Traits

+2 Dexterity, -2 Strength: elves are quick and light on their feet. They lack the powerful physical build of humans or orks.

Medium-size: As Medium-size creatures, elves have no special bonuses or penalties due to their size.

Elven base speed is 30 feet.

Proficient with the elven byrglaif, club, quarter-staff, and sickle. Even the lowliest of Elves learn to defend themselves.

May become proficient with the hirlgaif as a Martial Weapon instead of an Exotic Weapon.

Elves are considered Advantaged in Air Magic. Conversely, they are Disadvantaged in Earth Magic. (See Chapter 6: Magic for a full explanation of spellcasting.)

+2 racial bonus on Bluff, Diplomacy, Innuendo, and Sense Motive checks. Elves are masters of debate and argument.



Automatic Language: Tomagai. **Bonus Languages:** Elder Speak, Fae, Fringrese, Karna, Naru, Naru-Toma, Pharn'lan, Sanki.

Favored Class: Fighter. A multiclass elf's fighter class does not count when determining whether he suffers an XP penalty for multiclassing (see Experience for Multiclass Characters in the *Core Rule-*

ELVEN HIRGLAIF AND BYRGLAIF

Elves are known for the patience and care they take when crafting fine weapons. Elves are most famous for their exceptional swords, the finest blades made in all of Loerem.

The hirglaiif is a large, curved sword that, by decree of the Shield of the Divine, is made only in blacksmith shops that pass his personal inspection. The sword counts as a masterwork weapon and grants its wielder a +1 bonus to attack rolls and damage rolls. A hirglaiif is much too large to use one-handed without proper training, and is therefore considered an exotic weapon for all races except elves. Other Medium-size creatures can use a hirglaiif two-handed as a martial weapon, or a Large creature can use it one-handed in the same fashion. With Exotic Weapon Proficiency (hirglaiif), a Medium-size creature can use it in one hand. A masterwork weapon's bonus to attack rolls and damage rolls does not stack with another enhancement bonus to attack. Hirglaiifs are owned only by elite elven warriors, who wield them with great pride.

The byrglailf is a short, slightly curved sword with one cutting edge. Like the hirglaiif, the sword is crafted with extreme care, but is more common than hirglaiifs among the elves. A byrglailf is an elven warrior's second weapon, and is usually presented with an hirglaiif as a matched set. A byrglailf counts as a masterwork weapon and grants its wielder a +1 bonus to attack rolls and damage rolls. A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.

TABLE 2.2: ELVEN SWORDS

Weapon	Cost	Damage	Critical	Weight	Type
Martial Weapons—Melee					
Small					
Byrglailf	350 argents	1d8	19-20/x2	3 lb.	Slashing
Exotic Weapons—Melee					
Large					
Hirglailf	500 argents	1d10	19-20/x2	6 lb.	Slashing

The byrglailf and hirglailf represented here are the standard for such weapons. There are stories of elven byrglailfs and hirglailfs that have taken decades, even centuries to craft. These weapons are said to be more deadly than any other weapon on Loerem, with the exception of enchanted blades (the use of which the elves believe dishonorable). Blades of this quality are rare indeed, and possessed by only the most important members of the major elven Houses.

book I, page 56). All elves are warriors at heart, and as a point of honor.

CLAN DWARVES

Personality: Clan dwarves are nomads who roam the eastern steppes of the continent of Loerem. As a people, Clan dwarves are fiercely independent. They ride where they will, following the herds of wild beasts on which they prey, gathering berries and the grains of the wild grasses. Clan dwarves live on horseback, carrying all their belongings, including their dwellings. Everyone rides, even the small children. Those who can't ride due to illness or infirmity are left behind, cast out of the Clan, to make their way as best they can.

Clan dwarves are gruff and headstrong, with a strong distrust of all outsiders and a firm belief in their own superiority.

Physical Description: Clan dwarves are short and stocky, tough and sturdy. The average height of a dwarf is four-and-one-half-feet tall. Some dwarves have been known to grow to a height of five feet, but these are rare. Clan dwarves are bandy-legged from riding horses all their lives. Their skin has a natural brown tinge which weathers to a deeper coppery shade through exposure to the elements. Dwarves have hair that is usually red or brown. Most have gray eyes, though some are born with eyes of remarkably penetrating blue or green.

Most male Clan dwarves do not allow their beards to grow. Instead they maintain long moustaches, often oiling or waxing them with fat from the animals that they kill. Their hair is traditionally worn long and is often braided and adorned with wooden beads. Some Clans remain clean shaven or cut their hair short. Female Clan dwarves wear their hair long and weave beads into their braids.

Both males and females dress alike, usually wearing leather pants and shirts with fur-lined vests or coats for warmth in winter months.

Relations: The dwarven nation has no official name, for the simple reason that the dwarves maintain that all of Loerem will someday be theirs. This makes relations with the other races of Loerem strained. Most humans and elves consider the dwarves arrogant, presumptuous, and uncouth. Orks and dwarves have a grudging respect for each other and tend to get along. As far as the dwarves are concerned, however, all other races are simply squatters who will inevitably fall to dwarven might. Dwarves raid human, elven, and orken villages as a way of life, taking what they want, and if they are in a bad mood, burning what they leave behind.



Each Clan has its own hunting territory of which they are very possessive, being certain that every other Clan is out to seize what is rightfully theirs. Clan wars and feuds are commonplace and territorial boundaries—informal at best—are always changing. This lack of trust of each other is the main reason that the dwarves have not banded together and made an organized campaign against their neighbors. If two Clans happen to meet, the mood of the Clan leaders and the history of relations between the Clans determines if there will be war or a party that night.

Religion: Clan dwarves believe that they are descended from wolves and hold the wolf sacred. They will not kill a wolf under any circumstances,



even to save their own lives or the lives of their horses. Clan dwarves do not pray to the gods who, according to dwarven myth, gave them this land and then departed. The most revered person in the Clan is the Fire mage, who is responsible for building the sacred fire every night. With this exception, dwarves tend to dislike and distrust magic and those who wield it.

Language: Clan dwarves, like the Unhorsed, speak Fringrese. Some who trade with outsiders learn Sanki. The languages of the other races do not interest Clan dwarves, who do not have the time to spend on frivolous pursuits. Dwarves believe that someday, all races will be speaking Fringrese.

Names: Dwarves, male and female, prefer names of one or two syllables that are easy to pronounce. Dwarves will not usually state from which Clan

they hail, since this is readily apparent to other dwarves through adornments and dress. Such knowledge is not worthy of outsiders.

Male Names: Argore, Dunner, Hivar, Mogal, Olav, Rorak, and Wolfram.

Female Names: Aasta, Berith, Idruna, Kelin, Mafka, Ora, Tirzah, and Wryn.

BECOMING UNHORSED AND GAINING CLAN STATUS

From time to time a dwarf is cast out of his clan. This could happen for a number of reasons, the most obvious being an injury that does not allow a dwarf to continue to ride with his clan. Other reasons might include punishment for crimes committed, breaking clan traditions, or committing sacrilegious acts (such as killing a wolf).

When a Clan dwarf becomes Unhorsed, the character loses his +2 modifier to Constitution. The dwarf has lost his previous way of life, and it is his health declines with his spirits (not to mention that he may have a debilitating injury to boot). The shift also changes the dwarf's priorities. Now, unable to lead the life that he once loved, he must try to keep himself alive and make his way in a very alien lifestyle. The +2 racial bonus to Ride and Spot skill checks is lost. However, they gain a +2 bonus to any Craft or Profession, since they must throw themselves wholly into their work. The mounted warrior is lost as the favored class and replaced with rogue. A multi-class Clan dwarf who falls from grace should be scrambling to avoid an experience penalty. This is a traumatic event in a dwarf's life, and should not be taken lightly.

On the other hand, it is possible, although highly improbable, that an Unhorsed dwarf can prove himself to his hereditary clan and regain Clan status. In such cases, an Unhorsed dwarf no longer suffers a -2 penalty to his Constitution ability and gain the +2 racial bonus to Ride and Spot checks. He learns the intricacies of bow-use, and gains proficiency with short and composite shortbows. Handle Animal, Ride, and Sign Language are now considered class skills. Bonuses to the Craft, Profession, and Diplomacy skills are lost, although the ranks in those skills remain otherwise unaffected. Since a multi-classed Unhorsed dwarf is considered to have his affairs in order as he rejoins the clan, he may choose to retain the rogue class as his favored class, or may take up mounted warrior as his favored class. Rejoining the clan is a highly praiseworthy accomplishment.

Clan Dwarf Racial Traits

+2 Constitution, -2 Intelligence: Clan dwarf life on the steppes has toughened them. They are mostly illiterate, having little time or need for book learning.

Medium-size: As Medium-size creatures, Clan dwarves have no special bonuses or penalties due to their size.

Clan dwarven base speed is 20 feet.

+2 racial bonus on saving throws against poison: Clan dwarves are less susceptible to toxins.

Dwarves are considered Advantaged in Fire Magic. Conversely, they are Disadvantaged in Water Magic. (See Chapter 6: Magic for a full explanation of spellcasting.)

+2 racial bonus on Ride and Spot checks when mounted on horses or ponies: Clan dwarves are raised in the saddle and are taught to be alert for attack by both creatures and dwarves hostile to the Clan.

Proficient with shortbow and composite shortbow. Clan dwarves are taught from an early age to use archery as both a weapon and a means of hunting.

Handle Animal, Ride and Sign Language are considered class skills for Clan dwarves, regardless of class.

Automatic Language: Fringrese. Bonus Language: Sanki. Clan dwarves rarely bother to learn the languages of other races.

Favored Class: Mounted Warrior. A multiclass Clan dwarf's mounted warrior class does not count when determining whether he suffers an XP penalty for multiclassing (see Experience for Multiclass Characters in the *Core Rulebook* I, page 56).

UNHORSED DWARVES

Personality: Unhorsed dwarves are those dwarves who, due to infirmity, injury, illness, or as a punishment for a crime, have been cast out of their Clan. Once cast out, an Unhorsed dwarf may never return to his Clan or try to join any other Clan. A child of an Unhorsed dwarf may endeavor to return to the Clan of his heritage, provided he can locate the clan, and the clan chieftain accepts him.

The Unhorsed, as a people, are generally quiet, reticent, and withdrawn. Many seem joyless, grieving over the loss of the life to which they were born. The Unhorsed are not ashamed, however, and are often fiercely proud, for it is an honor to them to bear their afflictions without complaint.

It is from among the Unhorsed that the dwarven Dominion Lords are chosen.

Physical Description: Unhorsed dwarves resemble their Clan brethren in build and appearance. The Unhorsed wear homespun cloth as opposed to leather clothing, except when traveling. Male Unhorsed grow their beards long, and both males and females remove all the beads and symbols of their old Clan.

Relations: Unlike Clan dwarves, who constantly raid the lands and settlements of other races, the Unhorsed trade with all the other races and live by manufacturing goods. The Unhorsed have developed a great affinity for orks, and know much about orken custom, and business sense. Those Unhorsed who have lived in cities for a number of years or those who have been born to city life often



serve as ambassadors and representatives to other nations.

Unhorsed are viewed by Clan dwarves with both pity and respect. The Unhorsed bear both with quiet dignity. The Unhorsed still believe that all of Loerem will one day belong to the dwarves, and they continue to work toward that end, even though it is not likely that they will share in the glory.

Religion: The Unhorsed have taken a different view about the gods and their place in the cosmos. Since the coming of the Sovereign Stone, the gods

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have blessed a small number of the Unhorsed with the "Miracle of Armor," and bestowed on them the power of Dominion Lords. Thus, the Unhorsed have come to believe that the gods take more of an active role in the world than any would have dared imagine. This new religious fervor among the Unhorsed is still in its fledgling state, but is growing quickly, with many dwarves becoming more interested in magic than ever before. Elemental Fire mages have become more prevalent among the Unhorsed, and are highly respected for their knowledge and insight. A great temple has risen up around what is known as the Holy Fire of dwarfdom in the Unhorsed city of Saudamos, tended by a priesthood comprised completely of dwarven fire mages.

Language: Unhorsed dwarves speak Fringrese, but many learn the languages of their immediate neighbors, finding that it helps facilitate trade and good will.

Names: Unhorsed dwarves do not have Clan names since their ties to the Clan are considered ended. Because the population of many of the Unhorsed cities is large, many dwarves living in them bear the same first name. Often Unhorsed dwarves will distinguish themselves by using their work as a surname. Thus, an Unhorsed dwarf might call himself Hivor the Scribe, or Dagon Ironworker. Both male and female first names are similar to those used by Clan dwarves.

Unhorsed Dwarf Racial Traits

+2 Wisdom, -2 Constitution: Life has been hard for the Unhorsed, and although they are not as robust as their horse-riding cousins, they are wiser for their experiences.

Medium-size: As Medium-size creatures, Unhorsed dwarves have no special bonuses or penalties due to their size.

Unhorsed dwarf base speed is 20 feet.

+2 racial bonus on saving throws against poison: Unhorsed dwarves are less hale than Clan

dwarves, but are still less susceptible to toxins than other races.

Dwarves are considered Advantaged in Fire Magic. Conversely, they are Disadvantaged in Water Magic. (See Chapter 6: Magic for a full explanation of spellcasting.)

+2 racial bonus to any one Craft or Profession in which the dwarf is trained, and Diplomacy skill checks: Unhorsed dwarves make their living through trade and commerce, and are skilled negotiators.

Automatic Language: Fringrese. **Bonus Languages:** Elder Speak, Pharn'lan, Sanki, and Tomagai. The Unhorsed must know how to speak the languages of others in order to trade effectively with them.

Favored Class: Rogue. A multiclass Unhorsed dwarf's rogue class does not count when determining whether he suffers an XP penalty for multiclassing (see Experience for Multiclass Characters in the *Core Rulebook* 1, page 56).

ORKS

Personality: Orks believe that they were the first race to arrive on Loerem. They trace their ancestry back to sea monsters known as "orca," from which they derive their name, and have a natural affinity for the sea. Orks are inventive and love to tinker with mechanical devices. They are famous

for inventing one of the deadliest and most-feared weapons in all Loerem—Jellyfire. An ork's first love is sailing and the sea. Orks are savage fighters, but their tactics are much better suited to sea combat than land.

Physical Description: Orks are extremely tall and strong. Males usually stand about seven feet tall, while females normally stand around six-and-one-half-feet in height. Ork faces have protruding brow ridges. Their jaws are large, with the lower jaw protruding out beyond the upper. The lower canines are long, pointed, and extend up over the upper lip. Although their bodies are bulky and heavily muscled, orks can move very rapidly. Hair color varies from sun-bleached blonde to dark brown,



ORKEN ARMOR

Lacquered Wood Armor: This type of orken armor is comprised of rectangular wooden strips coated with a resilient lacquer finish. The strips are attached to a sturdy woven cloth backing specially made for the orks by the Nimrans. A suit of this type of armor usually consists of a coat to protect the upper body and a skirt to cover the legs. When considering penalties against Swim checks, this armor's weight is not counted, since its natural tendency is to float (a benefit that the orks greatly admire, knowing metal armor's propensity to sink, dragging down anyone foolish enough to wear it).

Woven Bone Armor: This armor is made of bone fragments that have been woven into supple leather backing. The armor is then layered over the torso, groin, and thighs, leaving the arms relatively unprotected and free to move about unhindered. Such armor is less likely to weight one down, and is considered 5 lb. lighter when calculating the penalty to Swim checks. This armor is also less likely to inhibit spellcasting, and is favored among orken elemental water mages.

TABLE 2.3: ORKEN ARMOR

Armor	Cost	Armor Bonus	Maximum Dex/Bonus	Average Check/Pen	Spell Pen	Speed	Weight
Light Armor							
Woven Bone	35 argents	+3	+5	0	-2	30 ft.	20 lb.
Medium Armor							
Lacquered Wood	275 argents	+4	+3	-4	-4	20 ft.	30 lb.

*See Chapter 5: Money and Equipment for more information about how armor affects spellcasting.

and is knotted or plaited. Orken skin is brown with a distinct blue undertone and may be covered with colorful tattoos. Male and female warriors and sailors often shave their heads to show off intricate scalp tattoos. Orks favor leather, lacquered wood, and woven bone armor. Usually the more skilled the warrior, the more ornate his armor.

Relations: Orks have a reputation for being dishonest, especially in trade. In truth, orks have their own rules governing trade and they are very much of the opinion that if the buyer doesn't know or understand the rules, that's not the fault of the orks. Of all the races, Nimrans best understand the orks and their culture, and are the ork's best trading partner. In years past, the orks had very good relations with Vinnengael and its people. Since the

recent seizure of Mount Sa'Gra by the Karnuans, the orks have come to distrust Vinnengaeleans, due to the fact that they did nothing to help stop the invasion. Orks consider the elves a mysterious people, foreign and alien in the extreme. The orks have no liking for the Dunkargans, considering them no different from the orks' hated enemy, the Karnuans. Orks have a liking for Unhorsed dwarves and find the arrogance of Clan dwarves amusing.

Religion: Magic is strongly associated with the orken religion. Many orken magic-users are shamans who are dedicated to the orken sea gods. The orks shock Loerem's other races by offering ritual sacrifices of their own people or their enemies to those gods. It is said that the greatest honor that can be paid an enemy is to strangle him and throw him into the mouth of the holy volcano, Mount Sa'Gra. Orks are also very superstitious, believing that the gods watch over all events in the lives of the orks and that the gods will send the orks signs and portents and omens to let him know how to act. Orks will not perform any major undertaking without consulting a shaman, who will read the omens. If the omens are bad, an ork will refuse to act, no matter what the circumstances. (It is said that a dead seagull dropping to the deck of an orken ship once saved a Vinnengaelian city, Forden, from destruction.) If a shaman isn't present to read the omens for an ork, he will attempt to do it himself, but at grave risk.

Language: All orks speak their native language, Pharn'lan. Being travelers, sailors and merchants, orks come into contact with all of the other peoples of Loerem and often learn their languages too.

Names: Orken names are always two syllables, the first name being the family name and the second the individual's name. Females retain their own family names when they marry. Children are given the name of either parent, depending on which offers the better omen at the time of birth. If none of the omens are good, the child remains nameless until the omens change.

Male Names: B'lek, Do'Mulk, Grk'el, Ro'Gar, Tiz'Mut, and Va'Gat.

Female Names: Chir'Ta, Ev'ett, Ki'Fach, Ma'Gak, Sha'Gar, and Uul'Ta.

Orken Racial Traits

+2 Strength, -2 Charisma: Orks are big and brawny and have an uncanny knack for knowing when things are about to turn nasty. Orks have their own views regarding honesty.

Medium-size: As Medium-size creatures, orks have no special bonuses or penalties due to their size.



Ork base speed is 30 feet.

+2 racial bonus to Balance and Spot checks. Orks are used to the swaying deck of a ship and are always looking for anything that might be an omen.

Orks are considered Advantaged in Water magic. Conversely, they are Disadvantaged in Fire magic. (See Chapter 6: Magic for a full explanation of spellcasting.)



All orks are considered to have the Profession (sailor) at 1 rank. All orks have spent time at sea, and some even refuse to set foot on land. This bonus rank stacks with any purchased by the ork during character creation or advancement.

Automatic Language: Pharn'lan. Bonus Languages: Elder Speak, Fringrese, Karna, Naru, Sanki, Tomagai. As a trading people, orks learn the languages of those with whom they do business.

Favored Class: Sailor. A multiclass ork's sailor class does not count when determining whether he suffers an XP penalty for multiclassing (see Experience for Multiclass Characters in the *Core Rulebook I*, page 56). Orks have a long standing relationship with the sea and every ork is born a sailor.

CHARACTER AGE

Age can be used to help round out a character. How old a character is when he begins his life as an adventurer is generally up to the player. This should be discussed with the referee, since it should fit in with the setting and the sort of game that he wishes to run. Usually a character is assumed to have reached age of majority for his race before he takes up the life as an adventurer (normally somewhere between 1/3 and 1/2 the years listed as middle age for the character's race).

Over the years, a character ages, sees many things, becomes wiser, perhaps not so quick with his sword. Natural aging is a process that can be accepted easily by players, especially since it creeps up on a character over time. The really shocking age changes can come from evil magic or encounters with terrible creatures, causing a character to age at an unseemly pace. On the other hand, a character might find an elixir that grants eternal youth, or maybe takes off a year or two. In any case, it is handy to know what the effects of aging do to a character.

Table 2.4: Age and Its Effects

Race	Middle Age ^A	Old ^B	Venerable ^C	Maximum Age
Dwarf	70 years	105 years	140 years	+1d100
Elf	150 years	225 years	300 years	+2d100
Human	35 years	53 years	70 years	+3d10
Pecwae	50 years	75 years	100 years	+4d10
Ork	38 years	56 years	75 years	+3d10

^A -1 to Strength, Constitution, and Dexterity; +1 to Intelligence, Wisdom, and Charisma.

^B -2 to Strength, Constitution, and Dexterity; +1 to Intelligence, Wisdom, and Charisma.

^C -3 to Strength, Constitution, and Dexterity; +1 to Intelligence, Wisdom, and Charisma.

The effects of aging are cumulative.

To determine a character's maximum age roll the indicated dice and add the result to the venerable age listed for the character's race. The referee should secretly roll a character's maximum age. Once a character has reached his maximum age (be it naturally or through magical means) he dies.



Chapter 3



CLASSES IN LOEREM

GUSTAV, LORD OF KNOWLEDGE

I was an orphan, a child of the streets, a thief. Sixty years later, the people of Vinnengael still speak of the bold robbers of Gustav's Band who terrorized the dark alleyways.

We fell victim to the City Guard. As punishment, we were sent to the military. Our heroism, born of reckless bravado, impressed our commander, a valiant and wise man. I recognized his worth and saw him in contrast to myself. I asked, as my reward, that he teach me to read and to write.

I was made a Knight of Vinnengael and later, with the blessing of the gods, a Dominion Lord, the Lord of Knowledge.

I have spent the years of my long life searching for the Sovereign Stone. Throughout the land I quested, all in vain.

And then, at last, I found the blessed artifact. I brought doom upon myself. But I brought hope to the world.

CLASSES IN LOEREM

Upon entering the world of Loerem, you will need to select a class for your character. What is your occupation in this world? Many adventurers come from a military background. Some may be veterans who have fought for one of the great nations of Loerem, while others may be in active military service. Some may have a talent for casting spells, and either find mentors to help them learn magic or build their skills on their own, while others may savor the quick attacks and ripostes of political intrigue. Some yearn for riches, others for glory. The class you choose helps you define your character.

Following are the classes from the *Core Rulebook I* recommended for use in the world of Loerem. These classes have been chosen because they are consistent with the world. They are presented in the list below with information concerning how they fit into a campaign in the Sovereign Stone setting. These classes are:

Barbarian: Uses battle rage to defeat an opponent.

Fighter: Trained in hand-to-hand combat, using all manner of hand-held weapons.

Rogue: Relies on stealth and cunning to gain an advantage over foes and victims.

NEW CLASSES

Eight new classes are introduced that are specific to the world of Loerem. These classes are:

Archer: Trained in the use of missile weapons of all types.

Elemental Mage: Uses the energies of the magical elements to cast spells.

Mounted Warrior: Trained in the art of fighting from the saddle.

Noble: Born of rank and power, skilled in the intrigues of the court and bold on the battlefield.

Sailor: Knowledgeable in the ways of the sea and ships, expert in brawling.

Soldier: Uses his skills to both attack and defend.

Stalker: Skilled in tracking and spying in both urban and wilderness settings.

Void Mage: Uses the dark emptiness of the Void for his power.

ARCHER

While other warriors rely on hacking and slashing with steel to defeat their opponents, the archer relies on his skill with the bow. These skilled individuals wield a bow as a natural extension of themselves, knowing the moment the arrow is released if their aim was true. Archers are important to the success of any army, while adventurers never fail to appreciate an archer's ability to inflict devastating damage while staying safely out of harm's way.

The archer is never without his bow. He practices regularly to maintain and improve his skills and takes special care of his weapon. Constant practice under a variety of conditions allows the archer to concentrate, aim, and fire with deadly accuracy, even in the heat of battle. He is always looking for the most advantageous position, which is usually some distance from the press of melee combat, for he knows that he cannot fight as effectively as others with hand-to-hand weapons.

Any culture that maintains a standard army recognizes the archer's usefulness. Even Trevenici understand the importance of a bow in the hunt, and thus archers are prized members of their clans. Dwarfen archers learn to fire from horseback and are among the most feared in Loerem. Orks fighting at sea recognize that the bowmen are often the last defense before a boarding action—using arrows to decimate the enemy crew and flaming arrows to set fire to the sails. Only among the *pecwae* are archers rarely seen.

Game Rule Information

Abilities: Dexterity is very important to the archer, since it directly modifies attack rolls made with missile weapons. Strength may come into play if an archer obtains a special bow to take advantage of a high score.

Hit Die: d8.

Class Skills

The archer's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Literacy (—), Spot (Wis) and Swim (Str).

Class Features

Weapon and Armor Proficiency: The archer is proficient in the use of all simple and martial ranged weapons. He is proficient in the use of all simple melee weapons as well as hand axe and short-sword. The archer is proficient in light armor.

Primary Weapon: When an archer character is created, one of the following ranged weapons is selected and is considered to be his primary

weapon: heavy crossbow, light crossbow, longbow, or shortbow. At 1st level the character receives a +2 competence bonus to all attacks made with his primary weapon. This bonus increases by one every five levels: at 5th level the bonus increases to +3, at 10th level the bonus increases to +4, at 15th level the bonus increases to +5, and at 20th level the bonus increases to +6. This bonus can be stacked with the Weapon Focus feat, although single-classed archers cannot take Weapon Specialization.

Point Blank Shot: The archer gains the benefits of the Point Blank Shot feat at 1st level. This grants an additional +1 to attack and damage rolls made against targets within 30 feet. This also fills the prerequisites for other archer-based feats.

Extra Shot: At 2nd level the archer can make one additional attack equal to his base attack bonus and all applicable modifiers. The Rapid Shot feat stacks with this ability.

Pinpoint Accuracy: At 4th level and higher, the archer gains the benefits of the Pinpoint Accuracy feat (see Chapter Four: Skills and Feats). By spending a full-round action doing nothing else but aiming at a target, the archer gains a +2 circumstance bonus to his attack roll against that target. (Aiming can last up to three rounds for a maximum of +6 to the attack roll on the fourth round.) The archer must use a full-attack action to make one

attack that receives this bonus and he cannot be in an area threatened by an enemy while aiming. (If an enemy moves and threatens the archer while he is using the Pinpoint Accuracy feat, the archer does not gain any bonuses to his attack.)

Dead Shot: At 6th level and higher, the archer gains the benefits of the Dead Shot feat (see Chapter Four: Skills and Feats). An archer with this feat is able to mitigate some of the benefits that a target would receive from cover. The degree of cover for targets is reduced by one category, so long as the degree of cover is not total. For example, if a target was behind three-quarters cover for an AC benefit of +7, he would instead receive only a +4 AC bonus, as if he were behind one-half cover. (See the *Core Rulebook I*, page 133, for the full effects of cover.) If the archer is unable to see his target, he is not able to make use of this ability. This ability cannot be used in conjunction with another feat that gives a bonus to hit or damage a target with the benefit of cover.

Improved Point-Blank Shot: At 10th level, the archer's ability to hit targets within 30 feet with his primary weapon improves. He gains a +2 competence bonus to hit and damage for these attacks.

Long-distance Accuracy: At 14th level and higher, the archer receives a smaller penalty for shooting at a distant target. The first full range increment no longer carries a -2 penalty, thus the penalty for

TABLE 3.1: ARCHER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Primary weapon +2, point blank shot
2	+1	+0	+0	+3	Extra shot
3	+2	+1	+1	+3	
4	+3	+1	+1	+4	Pinpoint accuracy
5	+3	+1	+1	+4	Primary weapon +3
6	+4	+2	+2	+5	Dead shot
7	+5	+2	+2	+5	
8	+6/+1	+2	+2	+6	
9	+6/+1	+3	+3	+6	
10	+7/+2	+3	+3	+7	Improved point blank shot, primary weapon +4
11	+8/+3	+3	+3	+7	
12	+9/+4	+4	+4	+8	
13	+9/+4	+4	+4	+8	
14	+10/+5	+4	+4	+9	Long-distance accuracy
15	+11/+6/+1	+5	+5	+9	Primary weapon +5
16	+12/+7/+2	+5	+5	+10	
17	+12/+7/+2	+5	+5	+10	
18	+13/+8/+3	+6	+6	+11	Ranged disarm
19	+14/+9/+4	+6	+6	+11	
20	+15/+10/+5	+6	+6	+12	Extended range, primary weapon +6



shooting at a target is at 1 range increment less than normal. (An archer with a heavy crossbow as his primary weapon has a range increment of 120 feet. The -2 penalty to his attack roll is applied for targets 240 feet away and as normal for each 120 feet beyond that.)

Ranged Disarm: At 18th level the archer may take a full-attack action (using his primary weapon) to shoot something out of an opponent's hand. The target of the attack must make a successful Reflex save versus the archer's attack roll in order to maintain hold of whatever he has in his hand. The archer's target gets a +4 bonus to his save for every size category of the item larger than Small. If the defender is carrying an item or wielding a weapon with two hands, he receives an additional +4 bonus to the save. If the defender fails the Reflex save, he drops the targeted item. This ability is often used to knock a weapon from an opponent's grip.

Extended Range: At 20th level the archer has the ability to shoot opponents (with his primary weapon) who are at a fantastic range. He may now shoot up to 11 range increments. Standard range modifiers still apply.

BARBARIAN

These warriors rely on ferocity, fearlessness, and adrenaline to win the battle. Barbarians are referred to by many different names, but their style is recognized by all. These warriors charge into battle with mindless rage, paying little attention to

their own wounds as they delight in the destruction of their enemies.

A barbarian is a respected combatant, although even his comrades might fear him only slightly less than the enemy! In combat, a barbarian can tap into his inner rage and become a dangerous and powerful foe. Barbarians dislike soft city life. They live out-of-doors in constant battle with the elements to test their endurance and hone their survival skills.

The Trevenici are most commonly associated with barbarians, and while this has some basis, not all human barbarians are Trevenici and vice versa. Most elves generally emphasize the more sophisticated points of sword-play, but there are elven warriors who have distinguished themselves through bravery and brute force. Orken barbarians are the first to leap aboard enemy ships, wading into a sea of swinging sabers with nary a thought for their own safety. Barbarians are more rarely seen among other races, although even the peace-loving pecwae have tales of ferocious warriors from their distant past.

Game Rule Information

Abilities: Barbarians rely on their Strength to inflict massive damage upon their opponents, although Dexterity is important for those who wear light armor. Constitution is important to the barbarian's personal stamina and his ability to rage.

Hit Die: d12.



Class Skills

The barbarian's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Ride (Dex), Swim (Str), and Wilderness Lore (Wis).

Class Features

Weapon and Armor Proficiency: A barbarian is proficient with all simple and martial weapons, light armor, medium armor, and shields. Note that heavy armor results in a negative modifier for certain Dexterity-based skills.

raging, a barbarian cannot use skills or abilities that require patience and concentration. (The only class skills he cannot use while raging are Craft, Handle Animal, and Intuit Direction.) He can use any feat he might have except for Expertise, item creation feats, metamagic feats, and Skill Focus (if it is tied to a skill that requires patience or concentration).

Rage lasts for a number of rounds equal to 3 plus the character's (newly improved) Constitution modifier. The barbarian may voluntarily end the rage prematurely. At the end of the rage, the barbarian is fatigued (-2 to Strength, -2 to Dexterity, cannot charge or run) for the duration of that encounter (unless the barbarian is 20th level, when

TABLE 3.2: BARBARIAN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Rage 1/day; fast movement
2	+2	+3	+0	+0	Uncanny dodge (Dex bonus to AC)
3	+3	+3	+1	+1	
4	+4	+4	+1	+1	Rage 2/day
5	+5	+4	+1	+1	Uncanny dodge (can't be flanked)
6	+6/+1	+5	+2	+2	
7	+7/+2	+5	+2	+2	
8	+8/+3	+6	+2	+2	Rage 3/day
9	+9/+4	+6	+3	+3	
10	+10/+5	+7	+3	+3	Uncanny dodge (+1 against traps)
11	+11/+6/+1	+7	+3	+3	Damage reduction 1/—
12	+12/+7/+2	+8	+4	+4	Rage 4/day
13	+13/+8/+3	+8	+4	+4	Uncanny dodge (+2 against traps)
14	+14/+9/+4	+9	+4	+4	Damage reduction 2/—
15	+15/+10/+5	+9	+5	+5	Greater rage
16	+16/+11/+6/+1	+10	+5	+5	Rage 5/day, uncanny dodge (+3 against traps)
17	+17/+12/+7/+2	+10	+5	+5	Damage reduction 3/—
18	+18/+13/+8/+3	+11	+6	+6	
19	+19/+14/+9/+4	+11	+6	+6	Uncanny dodge (+4 against traps)
20	+20/+15/+10/+5	+12	+6	+6	Rage 6/day; no longer winded after rage; damage reduction 4/—

Barbarian Rage: A barbarian is capable of invoking primal fury. His power and endurance increase during battle. Due to his blind rage, a barbarian's ability to defend against attacks suffers. The barbarian temporarily gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves, but suffers a -2 penalty to AC.

The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when the Constitution score drops back to normal. While

this limitation no longer applies). The barbarian can then fly into a rage only once per encounter, and then only a certain number of times per day (determined by level). Entering a rage takes no time, but the barbarian can rage only during his action.

Beginning at 15th level, the barbarian's rage bonuses become +6 to Strength, +6 to Constitution, and a +3 morale bonus to Will saves. (The AC penalty remains at -2.)

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Fast Movement: Barbarians are accustomed to carrying heavy burdens over long distance without the use of a mount. A barbarian has a speed faster than the norm for his race by +10 feet when wearing no armor, light armor, or medium armor (and not carrying a heavy load). For instance, Trevenici have a normal base movement of 30 feet. A Trevenici barbarian wearing no armor has a base movement of 40 feet.

Uncanny Dodge: Barbarians eventually gain the extraordinary ability to react to danger before they are even aware of it. At 2nd level and above, the barbarian retains his Dexterity bonus to AC (if any) if caught flat-footed or struck by an invisible attacker.

As the barbarian hones his skill, so does he learn to better react to enemies—to the point where he is dangerous even when completely surrounded. At 5th level, the barbarian can no longer be flanked. The exception to this defense is that a rogue at least four levels higher than the barbarian can still flank him (and perform a sneak attack).

At 10th level, the barbarian gains a +1 bonus to Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps. At 13th level, this bonus rises to +2. At 16th, it rises to +3, and at 19th it rises to +4.

Damage Reduction: Starting at 11th level, the barbarian gains the extraordinary ability to shrug off some amount of injury from each blow or attack. Subtract 1 from the damage the barbarian takes each time the barbarian is dealt damage. At 14th level, this damage reduction rises to 2. At 17th, it rises to 3. At 20th, it rises to 4. Damage reduction can reduce damage to 0 but not below 0.

Illiteracy: Barbarians are the only characters that do not have Literacy as a class skill. They must spend extra skill points if they want to gain the ability to read and write.

ELEMENTAL MAGES

(Air Mage, Earth Mage, Fire Mage, Water Mage)

Every member of every race of Loerem is capable of casting magic. But while the potential is there, the difficulties and hardships of channeling elemental magic are so formidable that only a special few choose magic as a profession. Each magical element is a mystery all its own, so each must be learned separately. The practice of one elemental magic over another is usually determined by the culture one lives in. However, anyone has the capability to learn the magicks of other elements in addition to his own.

Each race and culture views magic differently. Vinnengaeleans regulate the practice of magic through the church, and thus many mages from Vinnengael

TABLE 3.3: ELEMENTAL MAGES

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting Bonus
1	+0	+0	+0	+2		+1
2	+1	+0	+0	+3		+2
3	+1	+1	+1	+3		+3
4	+2	+1	+1	+4		+4
5	+2	+1	+1	+4	Bonus feat	+5
6	+3	+2	+2	+5		+6
7	+3	+2	+2	+5		+7
8	+4	+2	+2	+6		+8
9	+4	+3	+3	+6		+9
10	+5	+3	+3	+7	Bonus feat	+10
11	+5	+3	+3	+7		+11
12	+6/+1	+4	+4	+8		+12
13	+6/+1	+4	+4	+8		+13
14	+7/+2	+4	+4	+9		+14
15	+7/+2	+5	+5	+9	Bonus feat	+15
16	+8/+3	+5	+5	+10		+16
17	+8/+3	+5	+5	+10		+17
18	+9/+4	+6	+6	+11		+18
19	+9/+4	+6	+6	+11		+19
20	+10/+5	+6	+6	+12	Bonus feat	+20

are Temple priests. Dunkargan mages are almost always affiliated with a mage guild. Elven mages, known as Wyred, are social outcasts and are viewed among their own people as disgraced individuals without honor. (See Chapter 6: Magic, for a full description of the role of elemental mages in various cultures.) Of course, there are exceptional mages who do not always subscribe to the roles society expects them to play.

Nearly every culture in Loerem has spellcasters of some kind, with the exception of the Trevenici, who generally rely on the powerful Earth magic of their pecwae companions.

Magical Elements

Four elemental magicks are practiced on Loerem. Each race (all human cultures, dwarves, elves, orks, and pecwae) is advantaged in the casting of one magical element and disadvantaged in the casting of another. The two remaining elements are considered neutral elements. Channeling magic is stressful. It is easier for an elemental mage to channel magic that he is advantaged in, than magic he is neutral or disadvantaged in. (See Chapter 6: Magic for more information.)

Air Magic: Air magic grants power to read and control the minds of others, the ability to create images without substance. Air magic can also aid in movement, and can use the air itself as a weapon. Elves are naturally advantaged in Air magic. All humans and pecwae are disadvantaged in Air magic. Dwarves and orks are neutral.

Earth Magic: The magic of Earth grants the powers of healing, creating constructs of earth and stone, changing the shape of objects, and providing protection from both magical and physical harm. For all its beneficent appearance, Earth magic can be called upon to harm others. Humans and pecwae are naturally advantaged in Earth magic. Elves are disadvantaged in the use of Earth magic. Dwarves and orks are neutral.

Fire Magic: The magical element of Fire is both destructive and instructive. Flame may used as a weapon, but Fire magic also allows mages to see into the past to learn its many lessons. Dwarves

(both Clan and Unhorsed) are naturally advantaged in Fire magic. Fire magic is disadvantaged for orken spellcasters. Humans and elves are neutral.

Water Magic: Water grants the power of scrying, of seeing and hearing things in the present, and communicating with others. Water magic also facilitates communication. Orks are advantaged in the casting of Water magic. Dwarves are disadvantaged in Water magic. Humans and elves are neutral.

Game Rule Information

Abilities: Intelligence and Constitution are both very important abilities for elemental mages of all types. Intelligence affects the number of spells the

elemental mage knows, while a good Constitution allows an elemental mage to better withstand channeling magic than a person in poor health.

Hit Die: d6.

Class Skills

The elemental mage's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (all skills, taken individually) (Int), Literacy (—), Profession (Wis), Scry (Int), Speak Language (—) and Spellcraft (Int).

Class Features

Weapon and Armor Proficiency: Elemental mages are skilled with all simple weapons. They are proficient in the use of light armor.

Bonus Feats: Every five levels, an elemental mage gains a bonus feat. This feat must be a metamagic feat or an item creation feat. See the *Codex Mysterium* for more details about creating magical items.

Spells: An elemental mage can attempt to cast magic spells. Each round an elemental mage casts, he must roll 1d20 and apply the following modifiers: spellcasting bonus, any special modifiers (such as using a "quality" essence). These numbers are applied toward the Casting Threshold (CT) of the spell. The spellcasting rolls each round are added together until the CT is reached (or exceeded) and the spell is able to take effect.

For all its beneficent appearance, Earth magic can be called upon to harm others. Humans and pecwae are naturally advantaged in Earth magic. Elves are disadvantaged in the use of Earth magic. Dwarves and orks are neutral.



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Channeling elemental magic is dangerous and stressful work. For each round the elemental mage spends spellcasting, he must make a Fortitude saving throw. The saving throw's DC depends upon the caster's race, and whether he is advantaged (DC 8), neutral (DC 10), or disadvantaged (DC 12) with regard to the elemental magic he is channeling.

For each round after the first spent in casting, the Fortitude save's DC increases by +1. Each round the saving throw is failed, the caster takes 1d4 points of subdual damage. (See *Core Rulebook I*, page 134, for information on subdual damage.) This damage does not interrupt casting, unless the damage is sufficient to cause the elemental mage to fall unconscious.

Botching: If a 1 is rolled on a spellcasting roll during any round of spellcasting, it is considered a botch. If the elemental mage is advantaged or neutral with regard to the element of the spell he is casting, he may attempt a Concentration skill check. A success allows him to apply the 1 toward the CT of the spell and to continue casting. Should the elemental mage fail the Concentration skill check, the spell fails and he must start casting over. If the elemental mage botches while casting a spell of an element in which he is disadvantaged, the spell automatically fails and the mage must begin casting anew. In any case, a botch always indicates an automatic failure of the elemental mage's Fortitude save, whether he succeeds in regaining control of the spell or not.

Bonus Language: The elemental mage may choose one extra language at 1st level.

Spell Familiarity: Elemental mages must keep a spellbook, scroll collection, or devise some other means of storing spells they haven't learned completely. The more powerful and intelligent the elemental mage, the more spells he can cast without referencing a book or scroll.

If a mage is unfamiliar with a particular spell (even if it is written in his spellbook), that spell is considered Full Reference. The mage must study the spell for one round for every 25 points of the spell's CT. For example, if an elemental mage is casting *push away* (a spell with a CT 61), the mage would have to spend three full rounds studying the spell before attempting to cast it.

The elemental mage can have a number of spells that he knows fairly well, but still needs to reference a manuscript in order to cast. These spells are known as Quick Reference spells. The total listed on Table 6.5 represents the total Casting Threshold points (in spells) a mage may know as Quick Reference. This value is modified by the mage's Intelligence modifier, and then multiplied by 10. For

example, a 4th level mage with a 17 Intelligence (+3 Int modifier) could have a number of spells whose collective Casting Thresholds did not exceed 110. The elemental mage must study Quick Reference spells for one round before he may begin casting. Once the mage has referenced the spell, he does not need to review it again for one hour (and may cast the spell as if it were Intimate Knowledge during that time).

The elemental mage knows a number of spells as Intimate Knowledge. The totals listed on Table 6.5 represent the total Casting Threshold points an elemental mage may know as Intimate Knowledge. This value is modified by the mage's Intelligence modifier, multiplied by 10. The mage used in the example above (at 4th level with a 17 Intelligence) can understand 70 CT points worth of spells as Intimate Knowledge. An elemental mage casting an Intimate Knowledge spell does not need to reference his spellbook, but may immediately begin casting.

Please note that if the elemental mage decides to multiclass into various elements, the totals listed on Table 6.5 do not stack. These totals only apply to the type of magic chosen for a particular class.

During character creation the player must choose which spells the mage understands as Quick Reference and Intimate Knowledge, as defined above. Every time the character gains a level as an elemental mage, he may switch spells from the three categories as he chooses—except that a spell can only improve one category per level. For example, a mage would have to gain two levels before a full reference spell could be understood at Intimate Knowledge. The elemental mage may drop a spell from Intimate Knowledge to Full Reference without restriction.

FIGHTER

Barbarians rely on endurance and fury to attain victory. Archers use a deadly hail of arrows to kill their enemies at range. Soldiers work in a group to fight as an effective unit. The fighter, however, trusts in his mastery of weapons and fighting techniques to see him through a battle. Fighters are the champions, gladiators and sell-swords of Loerem.

Among the warrior classes, the fighter has the greatest freedom in choosing and modifying his particular fighting style. Where the archer, barbarian and mounted warrior fight in a certain manner as defined by their class, the fighter may adopt any number of fighting modes. A fighter may choose finesse and weapon skill or emphasize toughness and physical strength. The only common link between one fighter and another is devotion to martial perfection.

Fighters are found among all the races of Loerem. Military training is commonly part of the fighter's background, although some learn their skills from a single mentor or train themselves. Even among the peaceful pecwae an occasional fighter will emerge to help protect his people.

Game Rule Information

Abilities: Fighters use primarily their Strength to bash and batter their way through opponents. Although Dexterity can be useful for fighters who

Bonus Feats: At 1st level, the fighter receives a bonus feat in addition to the feat that any 1st-level character receives and the bonus feat granted to Vinnengaeleans and Trevenici. The fighter gains an additional bonus feat at 2nd level and every two levels thereafter (4th, 6th, 8th, etc.). These bonus feats must be drawn from the following list: Ambidexterity, Blind-Fight, Combat Reflexes, Dodge (Mobility, Spring Attack), Exotic Weapon Proficiency*, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Critical*, Improved Initiative, Improved Unarmed

TABLE 3.4: FIGHTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Bonus feat
2	+2	+3	+0	+0	Bonus feat
3	+3	+3	+1	+1	
4	+4	+4	+1	+1	Bonus feat
5	+5	+4	+1	+1	
6	+6/+1	+5	+2	+2	Bonus feat
7	+7/+2	+5	+2	+2	
8	+8/+3	+6	+2	+2	Bonus feat
9	+9/+4	+6	+3	+3	
10	+10/+5	+7	+3	+3	Bonus feat
11	+11/+6/+1	+7	+3	+3	
12	+12/+7/+2	+8	+4	+4	Bonus feat
13	+13/+8/+3	+8	+4	+4	
14	+14/+9/+4	+9	+4	+4	Bonus feat
15	+15/+10/+5	+9	+5	+5	
16	+16/+11/+6/+1	+10	+5	+5	Bonus feat
17	+17/+12/+7/+2	+10	+5	+5	
18	+18/+13/+8/+3	+11	+6	+6	Bonus feat
19	+19/+14/+9/+4	+11	+6	+6	
20	+20/+15/+10/+5	+12	+6	+6	Bonus feat

wear light armor, Constitution is extremely useful to give the fighter more staying power in combat.

Hit Die: d10.

Class Skills

The fighter's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Jump (Str), Literacy (—), Ride (Dex), Speak Language (—) and Swim (Str).

Weapon and Armor Proficiency: The fighter is proficient in the use of all simple and martial weapons and all armor (heavy, medium, and light) and shields. Note that heavy armor has a negative impact on some Dexterity-based skills.

Strike (Deflect Arrows, Stunning Fist), Mounted Combat (Mounted Archery, Trample, Ride-By Attack, Spirited Charge), Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Power Attack (Cleave, Improved Bull Rush, Sunder, Great Cleave), Quick Draw, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Finesse*, Weapon Focus*, Weapon Specialization*.

Some of the bonus feats available to a fighter cannot be acquired until the fighter has gained one or more prerequisite feats. These feats are listed parenthetically after the prerequisite feat. A fighter can select feats marked with an asterisk (*) more than once, but it must be for a different weapon

each time. A fighter must still meet all prerequisites for a feat, including ability score and base attack bonus minimums.

Weapon Specialization: On achieving 4th level or higher, the fighter (and only the fighter) may take Weapon Specialization as a feat. Weapon Specialization adds a +2 damage bonus with a chosen weapon. The fighter must have Weapon Focus with that weapon to take Weapon Specialization. If the weapon is a ranged weapon, the damage bonus applies only if the target is within 30 feet, because only at that range can the fighter strike precisely enough to hit more effectively. The fighter may take this feat as a bonus feat or as a regular one.

MOUNTED WARRIOR

Where there are horses, there will be mounted warriors. Any nation that makes war upon another makes use of the mounted warrior. Mounted warriors are extremely mobile, able to move wherever they are needed on the field of battle. They can be used for hit-and-run tactics or to make a devastating mounted charge against the enemy's front lines.

The mounted warrior is never far from his horse. He understands the importance of his mount and he has learned to respond to his horse's needs. In turn, the horse becomes familiar with the mounted warrior's commands, gestures, and body language.

This intuitive understanding between man and beast makes the mounted warrior far more than a fighter riding a horse—it allows him to use his mount offensively and defensively in combat, taking full advantage of the horse's speed and its own ability to attack.

Most cultures make use of cavalry and the mounted warrior. Clan dwarves are most commonly associated with the mounted warrior because of their race's special affinity for horses. Both the Trevenici and pecwae travel on foot, however, so mounted warriors generally do not hail from those races. Ork mounted warriors are virtually unknown.

Game Rule Information

Abilities: Dexterity is extremely important for mounted warriors, as combat maneuvers from horseback call for numerous Ride skill checks. Charisma can also serve the mounted warrior well for the Handle Animal skill checks necessary to calm and control their mounts.

Hit Die: d8.

Class Skills

The mounted warrior's class skills (and the key ability for each skill) are Animal Empathy (Cha), Climb (Str), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Literacy (—), Ride (Dex), Speak Language (—) and Swim (Str).

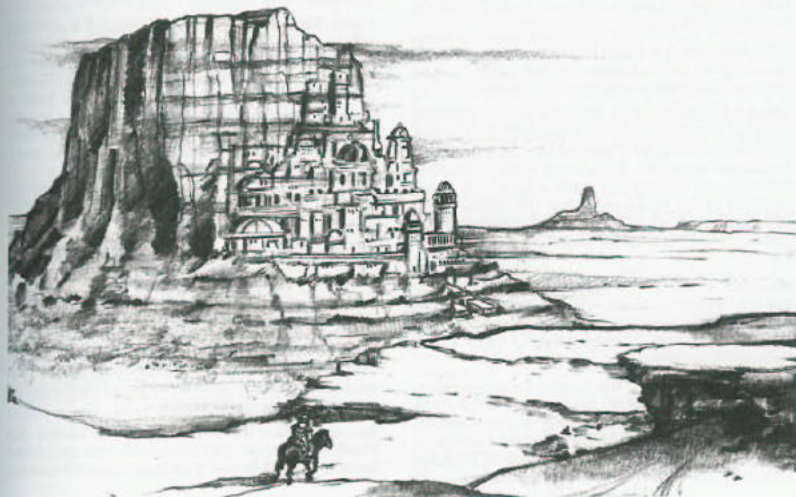


TABLE 3.5: MOUNTED WARRIOR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Mounted combat feat, mounted attack
2	+2	+3	+0	+0	Ride-by attack
3	+3	+3	+1	+1	
4	+4	+4	+1	+1	Guide mount
5	+5	+4	+1	+1	
6	+6/+1	+5	+2	+2	Remain in saddle
7	+7/+2	+5	+2	+2	
8	+8/+3	+6	+2	+2	Improved mounted combat
9	+9/+4	+6	+3	+3	
10	+10/+5	+7	+3	+3	Direct mount
11	+11/+6/+1	+7	+3	+3	
12	+12/+7/+2	+8	+4	+4	Defensive riding
13	+13/+8/+3	+8	+4	+4	
14	+14/+9/+4	+9	+4	+4	Combat-ready mount
15	+15/+10/+5	+9	+5	+5	
16	+16/+11/+6/+1	+10	+5	+5	Lightning charge
17	+17/+12/+7/+2	+10	+5	+5	
18	+18/+13/+8/+3	+11	+6	+6	Moving target
19	+19/+14/+9/+4	+11	+6	+6	
20	+20/+15/+10/+5	+12	+6	+6	Devastating trample

Class Features

Weapon and Armor Proficiency: The mounted warrior is proficient in the use of all simple and martial weapons and all armor (heavy, medium, and light) and shields.

Skill Bonuses: A mounted warrior gains a +2 class bonus to the skills Animal Empathy, Handle Animal, and Ride when working with horses.

Mounted Combat: At 1st level the mounted warrior gains all the benefits of the Mounted Combat feat, including serving as a prerequisite for other feats purchased normally. If his horse is hit in combat, the mounted warrior can make a Ride skill check opposed to the attack roll once per round. If the mounted warrior's skill roll is higher than the attack, the hit is negated and the mount is unharmed.

Mounted Attack: At 1st level the mounted warrior has the ability to make attacks during the same round as his mount. He makes his standard number of attacks and is not required to make a Ride skill check to do so.

Ride-By Attack: Once the mounted warrior reaches 2nd level, he gains all the benefits of the Ride-By Attack feat, including serving as a prerequisite for other feats purchased normally. When on horseback, the mounted warrior may use the charge action to move and attack, and then move again

(creating a straight-line charge). Movement may not exceed double the mounted speed, and this does not provoke an attack of opportunity from the opponent who is attacked with this feat.

Guide Mount: At 4th level a mounted warrior can take a normal riding horse (i.e., not designated a "warhorse") into combat by making a Handle Animal skill check (DC 10). The horse will follow the rider's direction but cannot attack. If the horse is wounded beyond 50% of its hit points, a Handle Animal check (DC 25) is required to keep it from running away from the combat at maximum speed.

Remain in Saddle: At 6th level a mounted warrior gains a +4 competence bonus against trip attacks made in an attempt to dismount him. He also gains a +4 Reflex save bonus to magical or mundane effects that would cause him to fall off of his horse.

Improved Mounted Combat: At 8th level the mounted warrior gains all the benefits of the Improved Mounted Combat feat (see Chapter 4: Skills and Feats). This feat gives the horse the mounted warrior is currently riding a +2 AC bonus. He may also use the Mounted Combat feat (see above) a number of times equal to the mounted warrior's Dexterity bonus.

Direct Mount: Once the mounted warrior has reached 10th level, any horse under his direction is treated as a warhorse. The mount can be directed

to ride into combat and will make attacks at the direction of its rider.

Defensive Riding: At 12th level and beyond, the mounted warrior and his horse can no longer be flanked while he is in the saddle. (The only exception to this is that a rogue four levels higher than the mounted warrior may still flank the mounted warrior to use a sneak attack.)

Combat-ready Mount: At 14th level the mounted warrior can quickly direct his horse to attack. The mount may make a number of attacks of opportunity each round equal to the mounted warrior's Wisdom modifier.

Lightning Charge: At 16th level the mounted warrior can direct his mount to perform a charge action that inflicts double damage for a melee attack or triple damage for an attack made with a lance. (This ability stacks with the Spirited Charge feat, granting triple damage for a melee attack and quadruple damage with a lance.)

Moving Target: At 18th level the mounted warrior and his horse work together to protect each other in combat situations, granting both a +2 AC bonus and +1 bonus to Reflex saves (equal to one-quarter cover).

Devastating Trample: At 20th level, the mounted warrior may direct his mount to overrun opponents. Opponents caught in the Devastating Trample may not avoid the mounted warrior or his steed and suffer a -4 situation modifier to his opposed trip roll. If the target fails the trip roll, the horse may make a number of hoof attacks equal to the mounted warrior's Wisdom modifier (each hoof attack receives the standard +4 bonus for attacking a prone target).

NOBLE

Most cultures in Loerem have a clear division between commoners and the noblesse. Wealth, education, power, and privilege are available to those born into noble or royal families. Along with these benefits comes the responsibilities and duties of title and rank.

Nobles are usually identified by wealth and its trappings. Early in a noble's career, he begins acquiring cohorts and followers to do his bidding—more so than other classes. A noble generally dresses in the finest clothes, drinks the finest wines, and surrounds himself with the luxuries only a privileged few can afford. The noble has a surprising balance to his skills. He is trained with weapons and armor, both to lead those under his rule into battle and to defend himself and his family's honor in a duel. The noble also understands the sometimes dangerous games of intrigue played

in the aristocratic and royal courts, and is knowledgeable in the subtle arts of information-gathering, blackmail, and character assassination.

Nobles are generally found in cultures ruled by monarchs that have a stratified caste system. The noble Houses of the elves of Vinnengael and the royal courts of the humans of Vinnengael, Nimorea, Nimra, and Dunkarga have all given rise to the aristocracy. Nobles are virtually nonexistent among the dwarves, orks, and pecwae.

Game Rule Information

Abilities: Since the noble's skills cover a wide variety of disciplines, an individual could do well by focusing on any one ability. It is important to remember, however, that in the arenas of politics and intrigue Charisma and Wisdom serve the noble best.

Restrictions: The noble must be a character's starting class. If another class is selected at first level, the player cannot select noble as a multiclass option (although a noble may later multiclass into any other available class). Also note that while the player is free to choose his character's starting race and class, the referee is the final authority on the exact title and position of the new character. The player and referee should work together to create an appropriate background.

Hit Die: d8.

Class Skills

The noble's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Innuendo (Wis), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Listen (Wis), Literacy (—), Perform (Cha), Ride (Dex), Sense Motive (Wis), Speak Language(—), Spot (Wis), Swim (Str), and Wilderness Lore (Wis).

Class Features

Weapon and Armor Proficiency: The noble is proficient in the use of all simple and martial weapons and with all types of armor and shields. Note that heavy armor results in a negative modifier for certain Dexterity-based skills.

Talent for Intrigue: The noble's knowledge of gossip, rumor, and politics gives him a +2 competence bonus to Bluff, innuendo, and Sense Motive skills checks.

Deceptive Melee: At 1st level a noble knows how to use deception, feints, and goading to evade opponents while fighting unarmored. He may add his Charisma bonus to his AC in addition to his

Dexterity bonus. If the noble dons armor—even padded—he is too encumbered to use these techniques. At 8th level the noble may use these techniques while wearing light armor. At 17th level the noble may use the Deceptive Melee ability while wearing medium (or lighter) armor.

Available Funds: Beginning at 2nd level, the noble can begin receiving monthly sums of money either from banked wealth or as an allowance from a rich relative. The noble can receive 25 argents each month at 2nd level, 50 argents at 8th level, 100 argents at 11th level, and 200 argents at 17th level and higher. The funds are available only in the noble's native land (or at the referee's discretion) and are in addition to any wealth the character has accumulated through adventuring.



Leadership: A noble is born into a leadership position and is trained to lead from a very early age. At 6th level the noble receives the leadership feat for free. At 10th level he receives a +1 bonus to his leadership score. At 15th level the bonus is increased to +2. The noble's leadership score receives a +3 bonus at 20th level. This allows the noble to recruit more cohorts and followers (of higher level) than other character classes of the same level. The cohorts and followers will be loyal to the noble's family and will usually be readily available if he calls upon them for aid (at the referee's discretion).

Silver Tongue: At 12th level the noble can attempt to win trust and favor by using flattery and charm. To do so, the noble rolls a Bluff check roll. The noble's target must make a Will save against a DC equal

TABLE 3.6: NOBLE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Deceptive melee
2	+1	+0	+0	+3	Available funds (25 argents)
3	+2	+1	+1	+3	
4	+3	+1	+1	+4	
5	+3	+1	+1	+4	
6	+4	+2	+2	+5	Leadership feat
7	+5	+2	+2	+5	
8	+6/+1	+2	+2	+6	Available funds (50 argents), deceptive melee
9	+6/+1	+3	+3	+6	
10	+7/+2	+3	+3	+7	Leadership +1
11	+8/+3	+3	+3	+7	Available funds (100 argents)
12	+9/+4	+4	+4	+8	Silver tongue
13	+9/+4	+4	+4	+8	
14	+10/+5	+4	+4	+9	
15	+11/+6/+1	+5	+5	+9	Leadership +2
16	+12/+7/+2	+5	+5	+10	
17	+12/+7/+2	+5	+5	+10	Available funds (200 argents), deceptive melee
18	+13/+8/+3	+6	+6	+11	
19	+14/+9/+4	+6	+6	+11	
20	+15/+10/+5	+6	+6	+12	Leadership +3

to the noble's Bluff check. If the saving throw fails, the individual regards the noble as a trusted ally or friend and will heed most reasonable suggestions his "friend" proposes. If the noble abuses this friendship by suggesting a dangerous course of action, the target may make a Will save against a DC 10 + noble's level to come to his senses. The ability to make suggestions to the target will fade after a week's time, although the target's opinion of the noble will remain high. If the noble wishes to make other suggestions after this time has elapsed, he must make another Bluff check, allowing the target a saving throw as normal. Unless something has occurred to change the target's opinion of the noble, his saving throw is at -2.

Rogue

Rogues fill a variety of roles on Loerem. They are con artists, cutpurses, burglars, emissaries, and scouts. Within the law or outside it, rogues are creative individuals who know how to use their quick wit and myriad skills to obtain what they desire. Subtlety is preferred to brute force, as a rogue understands that the most effective strike is that which the enemy does not see coming.

Rogues are among the most skilled of all classes. They have the freedom to be highly specialized or become a "jack-of-all-trades." While they are not especially skilled in combat, they are able to use their sneak attack ability to great effect when needed, and can use their other skills to stay out of harm's way. The rogue's natural paranoia leads them to react with lightning-fast reflexes to traps and ambushes, often saving the rogue's life.

Rogues are found among every race in Loerem. Their skills and adaptability speak well for those pursuing legitimate occupations, while allowing others to grow wealthy following a life of crime.

Game Rule Information

Abilities: Many rogues choose skills involving Dexterity, an ability which also grants a higher AC. Reflex save bonuses, and improves their ability to use ranged weapons. Intelligence is useful since it grants even more skill points to the rogue's already abundant total. Other abilities are chosen based on the skills in which the rogue chooses to excel.

Hit Die: d6.

Class Skills

The rogue's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo

(Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Literacy (—), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Read Lips (Int, exclusive skill), Search (Int), Sense Motive (Wis), Sign Language (—), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

Class Features

Weapon and Armor Proficiency: A rogue's weapon training focuses on weapons suitable for stealth and sneak attacks. Thus, all rogues are proficient with the light crossbow, dagger (any type), dart, light mace, sap, shortbow (normal and composite), and shortsword. Medium-size rogues are also proficient with certain weapons that are too big for Small rogues to use and conceal easily: club, heavy crossbow, heavy mace, morningstar, quarterstaff, and rapier. Rogues are proficient with light armor but not with shields.

Sneak Attack: Any time the rogue's target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks the target, the rogue's attack deals extra damage. The extra damage is +1d6 at 1st level and an additional 1d6 every two levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can only count as sneak attacks if the target is within 30 feet. The rogue cannot strike with deadly accuracy from beyond that range.

With a sap (blackjack) or an unarmed strike, the rogue can make a sneak attack that deals subdual damage instead of normal damage. The rogue cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even with the usual -4 penalty.

A rogue can only use sneak attack on a living creature with a discernible anatomy. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The rogue cannot use sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Traps: Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, higher if it is well hidden. Finding a magic trap has a DC of 25 + 1 for every 20 CT of the spell used to create it.

TABLE 3.7: ROGUE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Sneak attack +1d6
2	+1	+0	+3	+0	Evasion
3	+2	+1	+3	+1	Uncanny dodge (Dex bonus to AC), sneak attack +2d6
4	+3	+1	+4	+1	
5	+3	+1	+4	+1	Sneak attack +3d6
6	+4	+2	+5	+2	Uncanny dodge (can't be flanked)
7	+5	+2	+5	+2	Sneak attack +4d6
8	+6/+1	+2	+6	+2	
9	+6/+1	+3	+6	+3	Sneak attack +5d6
10	+7/+2	+3	+7	+3	Special ability
11	+8/+3	+3	+7	+3	Uncanny dodge (+1 against traps), sneak attack +6d6
12	+9/+4	+4	+8	+4	
13	+9/+4	+4	+8	+4	Sneak attack +7d6, special ability
14	+10/+5	+4	+9	+4	Uncanny dodge (+2 against traps)
15	+11/+6/+1	+5	+9	+5	Sneak attack +8d6
16	+12/+7/+2	+5	+10	+5	Special ability
17	+12/+7/+2	+5	+10	+5	Uncanny dodge (+3 against traps), sneak attack +9d6
18	+13/+8/+3	+6	+11	+6	
19	+14/+9/+4	+6	+11	+6	Sneak attack +10d6, special ability
20	+15/+10/+5	+6	+12	+6	Uncanny dodge (+4 against traps)

Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A rogue who beats a trap's DC by 10 or more with a Disable Device check can generally study a trap, figure out how it works, and bypass it (with his party) without disarming it.

Evasion: At 2nd level, a rogue gains evasion. If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, the rogue takes no damage with a successful saving throw. Evasion can be used only if the rogue is wearing light armor or no armor. Evasion is an extraordinary ability.

Uncanny Dodge: At 3rd level and above, the rogue retains his Dexterity bonus to AC (if any) if caught flat-footed or struck by an invisible attacker.

At 6th level, the rogue can no longer be flanked. Another rogue at least four levels higher can still flank the rogue.

At 11th level, the rogue gains a +1 bonus to Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps. At 14th level, these bonuses rise to +2. At 17th, they rise to +3, and at 20th they rise to +4.

Special Abilities: On achieving 10th level and every three levels thereafter (13th, 16th, and 19th), a rogue chooses a special ability from among the following:

Crippling Strike: When the rogue damages an opponent with a sneak attack, the target also takes 1 point of Strength damage.

Defensive Roll: Once per day, when a rogue would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), the rogue can attempt to roll with the damage. The rogue makes a Reflex saving throw (DC = damage dealt) and, if successful, takes only half damage from the blow. The rogue must be aware of the attack and able to react to it in order to execute the defensive roll—if the Dexterity bonus to AC is denied, the rogue can't roll. Since this effect would not normally allow a character to make a Reflex save for half damage, the rogue's evasion ability does not apply to the defensive roll.

Improved Evasion: The rogue takes only half damage on a failed Reflex save against spells and attacks from which he would normally suffer half damage with a successful Reflex save. A successful save means that the rogue takes no damage from such spells and attacks.

Opportunist: Once per round, the rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the rogue's attacks of opportunity for that round. Even a rogue with the Combat Reflexes feat can't use the opportunist ability more than once per round.

Skill Mastery: The rogue selects a number of skills equal to 3 + Intelligence modifier. When making a skill check with one of these skills, the rogue may take 10, even if stress and distractions would normally prevent the rogue from doing so. The rogue may gain this special ability multiple times, selecting additional skills that apply to it each time.

Slippery Mind: If a rogue with a slippery mind is affected by an enchantment and fails the saving throw, the rogue can attempt the saving throw again one round later. The rogue receives only this one extra chance to succeed. Slippery mind is an extraordinary ability.

Feat: A rogue may gain a feat in place of a special ability.

SAILOR

Loerem's oceans are vast, perfect settings for exciting adventure. Sailors brave the uncharted deeps, preferring life at sea to that on land. Sailors command and crew seagoing vessels from every nation, engaging in trade, transport, and piracy.

Sailors are most at home when at sea, although their time on land is often refreshing and gratifying. Sailors are highly capable individuals, who have learned to react quickly to save their own lives and those of their comrades when threatened by either nature or enemies. Sailors take the most dire circumstances in stride, since they have come to learn that panic in any situation can spell disaster. Thus, they may appear cold and ruthless to those who are not used to their pragmatic attitude.

Dorks believe they originate from the sea and most spend a good portion of their lives on ships. Nimmans, too, have a large fleet and have an affinity for the sea. Other human races are known to sail to a greater or lesser extent. The Trevenici see little reason to spend more time onboard a seagoing vessel than it takes to reach their destination. Elven and pcwae sailors are extremely uncommon, dwarven sailors are even more so. All known dwarven sailors hail from the Jade clan.

Game Rule Information

Abilities: Dexterity is very important for sailors, as many of the sailor's skills make use of it. A hearty Constitution is also beneficial to the sailor, who

must often undergo hardships that test his endurance and stamina.

Hit Die: d6.

Class Skills

The sailor's class skills (and related abilities) are: Balance (Dex), Climb (Str), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Literacy (—), Profession (sailor) (Wis), Speak Language (—), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

Class Features

Weapon and Armor Proficiency: The sailor is proficient in the use of all simple weapons, as well as the net, rapier, scimitar and trident. They are proficient with padded and leather armor, but are not proficient in the use of shields.

Skill Bonus: The sailor receives a +2 competence bonus to Balance, Climb, Profession (Sailor), and Use Rope.

Favored Weapon: At 1st level the sailor may choose one weapon as his favored weapon. This grants a +1 competence bonus to hit and damage with the weapon. At 5th level the sailor receives a second favored weapon, a third at 10th level, a fourth at 15th level, and a fifth at 20th level. This bonus stacks with feats (such as Weapon Focus) and other abilities.

Improvised Weapon: The sailor is adept at turning common, everyday objects into effective weapons. At 2nd level the sailor receives the benefits of the Improvised Weapon feat. This allows the sailor to use any small, hard object (subject to referee discretion) as a weapon that inflicts 1d6 points of damage. (The type of damage is determined by the referee based on the object used.) Improvised weapons receive the sailor's base attack bonus and Strength bonus, but cannot receive benefits from feats (such as Weapon Focus).

Evasion: The sailor learns to react quickly to changing conditions and potential threats. At 3rd level a sailor gains evasion. If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, the sailor takes no damage with a successful saving throw. Evasion can be used only if the sailor is wearing light armor or no armor. Evasion is an extraordinary ability.

Extraordinary Tolerance: Upon achieving 5th level, a sailor receives a +4 resistance bonus against ingested poisons. This bonus also applies to resisting the ill-effects of spoiled food or an overabundance of alcohol.

Dirty Blow: The sailor is adept at maneuvers such as hitting below the belt, eye pokes, head butts, sucker punches, etc. At 7th level the sailor may attempt, once per melee combat, to perform an unexpected maneuver to inflict additional damage. The opponent receives a Reflex save against a DC equivalent to the sailor's attack roll. If the save is successful, then the attack is resolved normally. If the save is failed, the attack inflicts an additional 1d4 points of damage. Opponents must be creatures with discernable anatomy for this attack to inflict additional damage. This ability increases to

rolls. Improvised weapons inflict 1d8 points of damage with each successful attack.

Follow-up Strike: At 15th level the sailor can make a follow-up strike. Once per round, the sailor can make an attack of opportunity against an opponent who has just been struck for damage in melee by someone else. This attack counts as all of the sailor's attacks of opportunity for that round. Even a sailor with the Combat Reflexes feat cannot use the Follow-up Strike more than once per round.

TABLE 3.8: SAILOR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Favored weapon
2	+1	+0	+2	+3	Improvised weapon
3	+2	+1	+3	+3	Evasion
4	+3	+1	+3	+4	
5	+3	+1	+4	+4	Extraordinary tolerance
6	+4	+2	+4	+5	
7	+5	+2	+5	+5	Dirty blow +1d4
8	+6/+1	+2	+5	+6	
9	+6/+1	+3	+6	+6	Uncanny dodge
10	+7/+2	+3	+6	+7	Dirty blow +2d4
11	+8/+3	+3	+7	+7	Superior improvised weapon
12	+9/+4	+4	+7	+8	
13	+9/+4	+4	+8	+8	Uncanny dodge (cannot be flanked); dirty blow +3d4
14	+10/+5	+4	+8	+9	
15	+11/+6/+1	+5	+9	+9	Follow-up strike
16	+12/+7/+2	+5	+9	+10	Dirty blow +4d4
17	+12/+7/+2	+5	+10	+10	Extraordinary balance
18	+13/+8/+3	+6	+10	+11	
19	+14/+9/+4	+6	+11	+11	Dirty blow +5d4
20	+15/+10/+5	+6	+11	+12	Improved evasion

2d4 points of damage at 10th level, 3d4 at 13th level, 4d4 at 16th level, and 5d4 at 19th level.

Uncanny Dodge: At 9th level a sailor gains the Uncanny Dodge ability. He retains his Dexterity bonus to AC (if any) if caught flat-footed or struck by an invisible attacker.

At 13th level the sailor can no longer be flanked. He can react equally to opponents attacking from all directions. Opponents no longer receive flanking bonuses against the sailor nor are they able to perform a sneak attack against him. (The exception is that a rogue four levels higher than the sailor may still flank and sneak attack him.)

Superior Improvised Weapon: At 11th level and higher the sailor can make better use of the Improvised Weapon feat. Now all improvised weapons receive a +1 bonus to both the attack and damage

Extraordinary Balance: At 17th level the sailor receives a +4 competence bonus to all Reflex saves that would knock him off his feet.

Improved Evasion: At 20th level the sailor gains improved evasion. This ability works as evasion above, except that the sailor now only takes half damage from a failed saving throw.

SOLDIER

In battle, a barbarian uses his anger, a mounted warrior uses his horse, and the archer uses his bow to gain the advantage over his enemies. The soldier, however, uses his training and his weapon, all the while relying on his comrades with whom he fights side-by-side. Soldiers fill out the ranks of Loerem's armies. Individually they are not as pow-

erful as fighters or barbarians, but when fighting as a unit they can be devastating.

A soldier is either part of the military or has received military training. He is capable with weapons of all kinds, but his true value lies when fighting with others. Training and drills allow him to spot openings and weaknesses that other fighting classes miss.

Soldiers come from all of Loerem's races and cultures who maintain a standing army. Soldiers are most often seen among Dunkargans, elves, Karnuans, Nimoreans, Nimrans and Vinnengaeleans. Trevenici rarely become soldiers since their natural tendency is to fight independently of one another, while pecwae, dwarves, and orks almost never adopt the class.

Game Rule Information

Abilities: The soldier relies on Strength to increase the reliability and damage of his attacks. Dexterity and Constitution are also important, however, in that they allow the soldier to avoid and survive strikes from his opponents.

Hit Die: d8.

Class Skills

The soldier's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Jump (Str), Literacy (—), and Swim (Str).

Class Features

Weapon and Armor Proficiency: The warrior is proficient in the use of all simple and martial weapons and all armor and shields.

Close-Order Fighting: At 1st level the soldier gains the benefits of the Close-Order Fighting feat. If two soldiers are fighting side by side, the soldier on the left gains the benefits of one-quarter cover (+2 AC, +1 Reflex save).

Set Spear: Once the soldier reaches 2nd level, he gains all the benefits of the Set Spear feat. If the soldier is using a spear or polearm weapon against a mounted opponent performing a charge, spirited charge, or ride-by attack, he may choose to attack either the mount or its rider. If successful, the attack delivers double damage. A successful hit also prevents the completion of a ride-by attack (i.e., the opponent must stop movement when he or his mount is hit).

Combat Reflexes: At 2nd level the soldier gains all the benefits of the Combat Reflexes feat, including serving as a prerequisite for other feats purchased normally. This allows the soldier to make extra attacks of opportunity each round equal to his Dexterity bonus. He may also make attacks of opportunity while flat-footed.

Quick Action: At 4th level a soldier receives a +1 bonus to his initiative. This bonus increases to +2 at 9th level, +3 at 13th level, +4 at 16th level, and

TABLE 3.9: SOLDIER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Close-order fighting
2	+2	+3	+0	+0	Combat reflexes, set spear
3	+3	+3	+1	+1	
4	+4	+4	+1	+1	Quick action +1
5	+5	+4	+1	+1	
6	+6/+1	+5	+2	+2	Superior bull rush
7	+7/+2	+5	+2	+2	
8	+8/+3	+6	+2	+2	Coordinated strikes
9	+9/+4	+6	+3	+3	Quick action +2
10	+10/+5	+7	+3	+3	Superior trip
11	+11/+6/+1	+7	+3	+3	
12	+12/+7/+2	+8	+4	+4	Improved close-order fighting
13	+13/+8/+3	+8	+4	+4	Quick action +3
14	+14/+9/+4	+9	+4	+4	Lightning reaction
15	+15/+10/+5	+9	+5	+5	
16	+16/+11/+6/+1	+10	+5	+5	Maximize cover; quick action +4
17	+17/+12/+7/+2	+10	+5	+5	
18	+18/+13/+8/+3	+11	+6	+6	Killing strike
19	+19/+14/+9/+4	+11	+6	+6	Quick action +5
20	+20/+15/+10/+5	+12	+6	+6	Reflexive strike

+5 at 19th level. This special ability does stack with feats (such as Improved Initiative) and spells.

Superior Bull Rush: At 6th level a soldier gains a +2 to his opposed Strength rolls when performing a bull rush action. This still exposes the soldier to attacks of opportunity unless he has the Improved Bull Rush feat.

Coordinated Strikes: If multiple soldiers are fighting as a unit and one is at least 8th level, they may all act on the highest initiative rolled among them. The order in which they act is determined by highest Dexterity, highest level, then randomly.



Superior Trip: At 10th level the soldier gains a +2 to his opposed Strength rolls when performing a trip action. This may be used against a mounted opponent to pull him from his mount. This may be used with the Improved Trip feat.

Improved Close-Order Fighting: If two soldiers are fighting as a unit and one is at least 12th level, both soldiers receive the benefits of one-half cover (+4 AC, +2 Reflex saves). They cannot be flanked, except by a rogue four levels higher than the highest-level soldier.

Lightning Reaction: At 14th level and beyond the soldier has learned to make maximum use of opportunities to strike. He may take up to two attacks of opportunity on a single opponent each

round. This does not affect the total number of attacks of opportunity he may take in a round.

Maximize Cover: At 16th level the soldier has learned the more effective use of cover. When fighting from at least one-quarter cover, he receives AC and Reflex save benefits as if he was fighting under cover one category better. For example, if the soldier is fighting under one-half cover he is treated as if he were protected by three-quarters cover (receiving a +7 to AC and +3 to Reflex saves).

Killing Strike: At 18th level the soldier can attempt a killing strike once per combat using a full attack

action. The target must make a Fortitude save against a DC equal to the soldier's attack roll. If the save is successful, the attack is resolved normally. If the save fails, the attack is automatically treated as a critical hit for the soldier's weapon. If the soldier's killing strike attack roll results in a critical threat, the attack causes triple damage (quadruple if the soldier's weapon normally causes triple damage).

Reflexive Strike: At 20th level the soldier can always take an attack of opportunity when opponents move into or out of his threatened area, even if they are using feats or abilities which indicate they are not subject to attacks of opportunity. This also allows soldiers to take attacks of opportunity against opponents who begin the round in an area threatened by the soldier and decide to move away.



STALKER

Stalkers go by many names in Loerem, among them bounty hunter, tracker, and pathfinder. Some stalkers are part of a town watch or city guard, using their keen abilities to bring criminals to justice, while others are self-serving and care for nothing except the money they receive when delivering a victim—alive or dead—to their employer. Still others find work as scouts or serve as advance troops for armies, who value a stalker's amazing sense of direction and his ability to read the signs of an enemy's passage.

The stalker is skilled both in tracking and subduing his chosen prey. He is intelligent and a keen observer, but tough enough to hold his own against a skilled or dangerous adversary. The stalker survives by being cold and analytical about his work, knowing that emotion might very well get him killed.

Almost every race and culture of Loerem has stalkers working among them, either as legitimate enforcers of law or greed-driven bounty hunters. Such individuals are rare among clan dwarves, who leave a disgraced dwarf to become Unhorsed rather than pursue justice or vengeance. Stalkers are unknown among the *pecwae*.

Game Rule Information

Abilities: A stalker uses a variety of skills and abilities in the course of his work. Intelligence, Wisdom, and Charisma all come into play while tracking someone through cities and the wilds, while Strength, Dexterity, and Constitution are all important in the confrontation necessary to the capture or slaying of his quarry.

Hit Die: d8.

Class Skills

The stalker's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Literacy (—), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis).

Class Features

Weapon and Armor Proficiency: A stalker is proficient with all simple and martial weapons, light armor, medium armor, and shields.

Skill Bonus: The stalker gains a +2 competence bonus to Hide and Move Silently checks.

TABLE 3.10: STALKER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Track
2	+2	+3	+0	+0	Improved unarmed strike
3	+3	+3	+1	+1	
4	+4	+4	+1	+1	
5	+5	+4	+1	+1	Subduing strike
6	+6/+1	+5	+2	+2	
7	+7/+2	+5	+2	+2	
8	+8/+3	+6	+2	+2	Skilled disarm +2
9	+9/+4	+6	+3	+3	
10	+10/+5	+7	+3	+3	
11	+11/+6/+1	+7	+3	+3	Sneak attack +1d6; skilled disarm +3
12	+12/+7/+2	+8	+4	+4	
13	+13/+8/+3	+8	+4	+4	Blinding attack; sneak attack +2d6; skilled disarm +4
14	+14/+9/+4	+9	+4	+4	
15	+15/+10/+5	+9	+5	+5	
16	+16/+11/+6/+1	+10	+5	+5	
17	+17/+12/+7/+2	+10	+5	+5	Incapacitating attack; sneak attack +3d6; skilled disarm +5
18	+18/+13/+8/+3	+11	+6	+6	
19	+19/+14/+9/+4	+11	+6	+6	
20	+20/+15/+10/+5	+12	+6	+6	Finishing attack; sneak attack +4d6; skilled disarm +6

Track: At 1st level the stalker gains all of the benefits of the Track feat. He may use the Wilderness Lore skill to track individuals and creatures through wilderness terrain.

Improved Unarmed Strike: At 2nd level the stalker gains the benefits of the Improved Unarmed Strike feat. He no longer provokes attacks of opportunity when attacking unarmed. He may also strike unarmed for standard damage without incurring the normal -4 penalty to attack.

Subduing Strike: At 5th level the stalker gains the benefits of the Subduing Strike feat. The stalker may use normal weapons to inflict subdual damage at a reduced penalty of -2. This feat may be purchased normally to reduce the penalty to 0.

Skilled Disarm: A stalker of 8th level gains a +2 to an opposed attack roll using the disarm action. This bonus increases to +3 at 11th level, +4 at 14th level, +5 at 17th level, and +6 at 20th level. This ability can work in conjunction with the Improved Disarm feat.

Sneak Attack: At 11th level the stalker gains the ability to perform a sneak attack for an additional 1d6 damage. This ability functions exactly like the rogue ability of the same name, except the stalker may choose to inflict normal or subdual damage regardless of weapon type. Sneak attack damage increases to +2d6 at 14th level, +3d6 at 17th level, and +4d6 at 20th level.

Blinding Attack: At 14th level the stalker can attempt, once per combat, to make a blinding attack as a full round action. (This does not indicate permanent blindness, but rather a cut just above the eyes or perhaps damaging a helm so that it blocks vision.) The opponent must make a Reflex save (DC 10 + stalker's level) or be blinded for 1d4 rounds, suffering all the normal disadvantages. The blinded character loses AC bonuses for Dexterity and moves only at half speed, while anyone attacking a blinded character receives a +2 to attack (and can make a sneak attack as if flanking).

Incapacitating Attack: At 17th level a stalker can perform an incapacitating attack once per combat as a full-round action. The target must make a Fortitude saving throw (DC 10 + stalker's level). If the save fails, the opponent is stunned for 1d4 rounds. A stunned opponent cannot act and loses any Dexterity bonus to AC, while anyone attacking a stunned target gains a +2 on their attack rolls.

Finishing Attack: At 20th level a stalker can attempt to kill or render unconscious any foe he is facing in combat. Once per combat, the stalker may choose to perform a finishing attack. The finishing attack is a full-round action and provokes an attack of opportunity from any opponent who threatens the stalker. The stalker makes his attack with the normal bonuses, and his target must make a Fortitude save (DC 10 + damage dealt). If failed, the victim is either dead (-10 hit points) or unconscious.



for a number of rounds equal to 1d6 + the stalker's level (the stalker's choice).

VOID MAGE

There is no light without dark, no heat without cold, and no ease without fear. Void is a magical element, the antithesis of the elements of nature (fire, air, earth, and water). The Void's power comes from outside nature, and demands a terrible sacrifice to use. The power granted by the Void is very seductive, as the Void allows the mage to destroy objects, summon darkness and shadows for his own use, and raise the very dead themselves as servants.

The practice of Void magic is abhorred by most of Loerem's cultures. There were times long past when its practice was more widely accepted, but events before and during the fall of Old Vinnengael forever doomed the practice of Void magic to be performed in isolation or secret. Like other mages, Void mages may look like anyone—though the careful observer might note the physical toll such magic takes on its users: lesions, pustules, and ugly scars.

The cold but inviting call of Void is given to all the races of Loerem. While the pecwae seem to universally reject the Void—but there might be exceptions even to this.

Game Rule Information

Abilities: Intelligence and Constitution are two very important abilities for Void mages of all types. Intelligence affects the number of spells the Void mage knows, while Constitution is important for keeping the Void mage alive.

Hit Die: d6.

Class Skills

The Void mage's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Knowledge (all skills, taken individually) (Int), Literacy (—), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

Class Features

Weapon and Armor Proficiency: Void mages are skilled with all simple weapons. They are proficient in the use of light armor.

Bonus Feats: Every five levels, a Void mage gains a bonus feat. This feat must be a metamagic feat, an item creation feat, or Spell Mastery. See the *Codex Mysteriorum* for more details.

Spells: Void mages can attempt to cast spells comprised of Void magic. Each round they cast, they must roll 1d20 and apply the following modifiers: spellcasting bonus, any special modifiers (such as

TABLE 3.11: VOID MAGE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting Bonus
1	+0	+0	+0	+2		+1
2	+1	+0	+0	+3		+2
3	+1	+1	+1	+3		+3
4	+2	+1	+1	+4		+4
5	+2	+1	+1	+4	Bonus feat	+5
6	+3	+2	+2	+5		+6
7	+3	+2	+2	+5		+7
8	+4	+2	+2	+6		+8
9	+4	+3	+3	+6		+9
10	+5	+3	+3	+7	Bonus feat	+10
11	+5	+3	+3	+7		+11
12	+6/+1	+4	+4	+8		+12
13	+6/+1	+4	+4	+8		+13
14	+7/+2	+4	+4	+9		+14
15	+7/+2	+5	+5	+9	Bonus feat	+15
16	+8/+3	+5	+5	+10		+16
17	+8/+3	+5	+5	+10		+17
18	+9/+4	+6	+6	+11		+18
19	+9/+4	+6	+6	+11		+19
20	+10/+5	+6	+6	+12	Bonus feat	+20

using a "quality" essence). These numbers are applied toward the Casting Threshold (CT) of the spell. The spellcasting rolls each round are added together until the CT is equalled or exceeded and the spell takes effect.

Tainted by Void: A Void mage is naturally advantaged in his race's natural element (Air for elves, Fire for dwarves, etc.). Once he begins to cast a Void spell, the Void mage becomes "tainted by Void." While tainted, the Void mage is considered advantaged in the casting of Void magic and disadvantaged in all other magical elements. While tainted, a character cannot be healed by magical means. He must heal all damage (both that taken through casting and that suffered through other means) naturally. Once the Void mage has naturally healed all damage, the taint is removed and he becomes advantaged in his race's natural element, and can once again benefit from magical healing.

Channeling Void magic is very dangerous. For each round of spellcasting, the Void mage must make a Fortitude saving throw against a DC 8. Every round after the first, the Fortitude save's DC increases by one. Each round the save is failed, the caster takes 1d4 points of normal (not subdual) damage.

Botching: If a 1 is rolled on a spellcasting roll during any round of spellcasting, it is considered a botch. The Void mage may attempt a Concentration skill check. A success allows him to apply the 1 toward the CT of the spell and to continue casting. Should the Void mage fail the Concentration skill check, the spell fails and he must start over. A botch always indicates an automatic failure of the Void mage's Fortitude saving throw, whether he succeeds in regaining control of the spell or not (see Chapter 6: Magic).

Voluntarily Sacrificing Life Essence: Since Void magic is powered by the very life force of the spellcaster, it is possible for the Void mage to sacrifice hit points to the Void in order to finish a spell more quickly. The Void mage suffers damage equal to the difference between the spell's CT and his current spellcasting total. This damage is taken and the spell is activated in the same round.

Bonus Language: Void mages may choose one extra language at first level.

Spell Familiarity: Void mages must keep a spellbook, scroll collection, or devise some other means of storing spells they haven't learned completely. The more powerful and intelligent the Void mage is, the more spells he can cast without referencing a book or scroll.

If a Void mage is unfamiliar with a particular spell (even if it is written in his spellbook), it is considered Full Reference. He must study the spell for

one round for every 25 points of the spell's CT. For example, if a Void mage were casting *weaken* (a spell with a CT 75), the mage would have to study the spell for three full rounds before attempting to cast it.

The Void mage can have a number of spells that he has a good grasp of, but still needs to reference a manuscript in order to cast. These spells are known as Quick Reference spells. The total listed on Table 6.5 represents the total CT points a mage may know as Quick Reference. This value is modified by the mage's Intelligence modifier multiplied by 10. For example, a 4th level mage with a 17 Intelligence (+3 Int modifier) could have a number of spells whose collective Casting Threshold do not exceed 110. The Void mage must study Quick Reference spells for one round before he can begin casting. Once the mage has referenced the spell, he does not need to review it again for one hour (and may cast the spell as if it were Intimate Knowledge during that time).

The Void mage knows a number of spells as Intimate Knowledge. The totals listed on Table 6.5 represent the total Casting Threshold points a Void mage may know as Intimate Knowledge. This value is modified by the mage's Intelligence modifier, multiplied by 10. The mage used in the example above (at 4th level with a 17 Intelligence) can understand 70 CT points worth of spells as Intimate Knowledge. A Void mage casting an Intimate Knowledge spell does not need to reference his spellbook, but may immediately begin casting.

Please note that if the Void mage decides to multiclass into various elemental magic classes, the totals listed on Table 6.5 do not stack. These totals only apply to Void magic spells.

During character creation, the player must choose which Void spells the mage understands as Quick Reference and Intimate Knowledge, as defined above. Every time the character gains a level as a Void mage, he may switch spells from the three categories as he chooses—except that a spell can improve only one category per level. For example, a mage would have to gain two levels before a Full Reference spell could be understood at Intimate Knowledge. The Void mage may drop a spell from Intimate Knowledge to Full Reference without restriction.

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Chapter 4



SKILLS & FEATS



A TAAN WARRIOR

I am not of this world.

One day, ten years ago, a Portal opened in the side of our holy mountain and a god stepped forth. He named himself Dagnarus, Lord of the Void. We brought our prayers to him and he answered them. He gave us food when we were hungry. He gave us water when we thirsted. Best of all, he gave us victory over our enemies.

He taught us the skills of the great warriors of his world and put into our hands weapons of steel. We became invincible. No army could withstand our might.

Our god said then that we were ready to move on. All this had been training. He led us into the magical Portal in the side of the mountain. We traveled to another world.

A world we will conquer in his name.

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SKILLS & FEATS

The people of Loerem possess a wide variety of knowledge based on their own particular cultures and professions. Adventurers find their knowledge tested under the most perilous conditions, and the difference between success and failure is often that between life and death.

SKILLS

Skills are abilities that characters learn through study or practice. As characters attain higher levels, they are able to increase their proficiency with their chosen skills or expand their horizons and learn new ones.

Table 4.1: Skill Points per Level shows the number of skill points with which 1st level characters begin according to class and Intelligence modifier. The table also notes the number of skill points a character receives every time he attains a new level.

Each character class has skills that are more accessible to that class than others. These class skills may be found in the character's Class Skill List. Many skills are not mentioned in a character's class skill list, yet remain available to them to choose as skills. These are cross-class skills. Some skills are not available to a particular character class at all. If the character does not have a class that can purchase this skill, he is unable to possess any ranks in it. Table 4.3: Skills lists all of the skills, indicating which are class skills, cross-class skills, and skills that are exclusive to one (or more) classes.

The cultures of Loerem are quite distinct. Because of this, certain skills are a way of life. Elven socie-

ty, for example, places such importance on etiquette, honor, and "saving face" that skills such as Diplomacy and Innuendo come naturally to elves. Table 4.2 lists skills which are available as class skills, regardless of which class the character chooses. (Note that not all races receive bonus class skills.)

TABLE 4.2: SKILLS BY RACE

Race	Skills
Dunkargans	Diplomacy, Gather Information, Innuendo
Nimzans	Appraise, Knowledge (religion), Heal
Nimzoreans	Diplomacy, Move Silently, Wilderness Lore
Trovenici	Intimidate, Knowledge (nature), Wilderness Lore
Clan Dwarves	Handle Animal, Ride, Sign Language

New Skill Descriptions

Literacy (None; Trained Only)

In Loerem, the ability to speak a language does not mean that you are able to read and write it. Literacy permits a character to read and write one of the languages that he speaks.

At 1st level, you may substitute Literacy in a language for a bonus language earned through high Intelligence.

Instead of buying a rank in Literacy, you choose a new language to read and write (so long as you already know how to speak the chosen language).

You do not need to make Literacy checks. Those literate in a language are able to read and write without fear of failure.

It is possible that a language does not have a written alphabet and therefore cannot be written or read.

Retry: Not applicable. (There are no Literacy checks to fail.)

Sign Language (None; Trained Only)

In order to communicate over the thundering hooves of their horses, the dwarven clans developed a code of hand signals called Chan Fringrese. In time, these gestures evolved into a sophisticated language that can convey virtually any idea or emotion. Military leaders, thieves, and assassins have since come to realize the value of being able to communicate silently with hand gestures. Many have simply adopted the use of Chan Fringrese, while others have modified it to confuse potential spies.

TABLE 4.1: SKILL POINTS PER LEVEL

Class	First Level Skill Points ^a	Higher Level Skill Points ^b
Artificer	(2 + Intelligence modifier) x 4	2 + Intelligence modifier
Barbarian	(4 + Intelligence modifier) x 4	4 + Intelligence modifier
Barrenal Mage	(4 + Intelligence modifier) x 4	4 + Intelligence modifier
Fighter	(2 + Intelligence modifier) x 4	2 + Intelligence modifier
Maned Warrior	(2 + Intelligence modifier) x 4	2 + Intelligence modifier
Noble	(6 + Intelligence modifier) x 4	6 + Intelligence modifier
Rogue	(8 + Intelligence modifier) x 4	8 + Intelligence modifier
Soldier	(6 + Intelligence modifier) x 4	4 + Intelligence modifier
Soldier	(2 + Intelligence modifier) x 4	2 + Intelligence modifier
Stalker	(4 + Intelligence modifier) x 4	4 + Intelligence modifier
Wild Mage	(2 + Intelligence modifier) x 4	2 + Intelligence modifier

^aDunkargans, Nimzoreans, Nimzans and Nimzoreans add +4 to this total at 1st level.

^bDunkargans, Nimzoreans, Nimzans and Nimzoreans add +1 each level.

TABLE 4.3: SKILLS BY CLASS

Skill	Archer	Barbarian	Elemental Mage	Fighter	Mounted Warrior	Noble	Rogue	Sailor	Soldier	Stalker	Void Mage	Able
Alchemy	•	•	•	•	•	•	•	•	•	•	•	Int
Animal Empathy	•	•	•	•	•	•	•	•	•	•	•	Cha
Appraise	•	•	•	•	•	•	•	•	•	•	•	Int
Balance	•	•	•	•	•	•	•	•	•	•	•	Des
Bluff	•	•	•	•	•	•	•	•	•	•	•	Cha
Climb	•	•	•	•	•	•	•	•	•	•	•	Des
Concentration	•	•	•	•	•	•	•	•	•	•	•	Con
Craft	•	•	•	•	•	•	•	•	•	•	•	Int
Decipher Script	•	•	•	•	•	•	•	•	•	•	•	Int
Diplomacy	•	•	•	•	•	•	•	•	•	•	•	Cha
Disable Device	•	•	•	•	•	•	•	•	•	•	•	Int
Disguise	•	•	•	•	•	•	•	•	•	•	•	Cha
Escape Artist	•	•	•	•	•	•	•	•	•	•	•	Des
Forgery	•	•	•	•	•	•	•	•	•	•	•	Int
Gather Information	•	•	•	•	•	•	•	•	•	•	•	Cha
Handle Animal	•	•	•	•	•	•	•	•	•	•	•	Cha
Heal	•	•	•	•	•	•	•	•	•	•	•	Wis
Hide	•	•	•	•	•	•	•	•	•	•	•	Des
Intimidate	•	•	•	•	•	•	•	•	•	•	•	Cha
Intuit Direction	•	•	•	•	•	•	•	•	•	•	•	Wis
Jump	•	•	•	•	•	•	•	•	•	•	•	Des
Knowledge (Arcana)	•	•	•	•	•	•	•	•	•	•	•	Int
Knowledge (Religion)	•	•	•	•	•	•	•	•	•	•	•	Int
Knowledge (Nature)	•	•	•	•	•	•	•	•	•	•	•	Int
Knowledge (All Skills)	•	•	•	•	•	•	•	•	•	•	•	Int
Listen	•	•	•	•	•	•	•	•	•	•	•	Wis
Literacy	•	•	•	•	•	•	•	•	•	•	•	—
Move Silently	•	•	•	•	•	•	•	•	•	•	•	Des
Open Lock	•	•	•	•	•	•	•	•	•	•	•	Des
Perform	•	•	•	•	•	•	•	•	•	•	•	Cha
Pick Pocket	•	•	•	•	•	•	•	•	•	•	•	Des
Profession	•	•	•	•	•	•	•	•	•	•	•	Wis
Read Lips	•	•	•	•	•	•	•	•	•	•	•	Int
Ride	•	•	•	•	•	•	•	•	•	•	•	Des
Sew	•	•	•	•	•	•	•	•	•	•	•	Int
Search	•	•	•	•	•	•	•	•	•	•	•	Int
Sense Motive	•	•	•	•	•	•	•	•	•	•	•	Wis
Sign Language	•	•	•	•	•	•	•	•	•	•	•	—
Speak Language	•	•	•	•	•	•	•	•	•	•	•	—
Spellcraft	•	•	•	•	•	•	•	•	•	•	•	Int
Spot	•	•	•	•	•	•	•	•	•	•	•	Wis
Swim	•	•	•	•	•	•	•	•	•	•	•	Des
Tumble	•	•	•	•	•	•	•	•	•	•	•	Cha
Use Magic Device	•	•	•	•	•	•	•	•	•	•	•	Des
Use Rope	•	•	•	•	•	•	•	•	•	•	•	Des
Wilderness Lore	•	•	•	•	•	•	•	•	•	•	•	Wis

• Class Skill.

• Cross-class Skill.

• Not available for this class.

*Armor check penalty, if any, applies as well.

At 1st level, you may substitute Sign Language for a bonus language earned through high Intelligence.

This sign language is assumed to be Chan Fringrese unless otherwise specified. You may purchase this skill more than once to become familiar with variant forms of sign language.

You do not make Sign Language checks. Those who have learned how to communicate in this way may do so without fear of failure.

Retry: Not applicable.
(There are no Sign Language checks to fail.)

Spellcraft (Int; Trained Only)

This skill indicates a general understanding of magic and the ability to identify magical spells, effects, and enchanted objects.

Check: The character can identify spells and magic effects. See Table 4.4: Spellcraft Difficulty

Retry: Once per hour.

FEATS

Feats are special abilities that allow you to accomplish the extraordinary. Feats are acquired by class and character level, as described in *Core Rulebook I*. (For characters in Loerem, the feat descriptions provided

below supercede descriptions of similar feats that appear in other sources.)

Metamagic Feats

Through study and practice, the mages of Loerem may learn to improve their spellcasting abilities. The following feats are available to elemental and Void mages: Empower Spell, Enlarge Spell, Extend Spell, Maximize Spell, Quicken Spell, Silent Spell and Still Spell. (Note that the metamagic feats have been revised for use in Loerem.)

Effects of Metamagic Feats on a Spell: A metamagic spell operates in all ways as described, even though it becomes more difficult to cast (with a higher Casting Threshold). Saving throw modifications are not changed (unless stated otherwise in the feat description). Any modification made to a spell because of a metamagic feat applies only to a spell cast directly by the feat-user. A spellcaster cannot use a metamagic feat to alter a spell cast from a wand, scroll or other device.

Multiple Metamagic Feats on a Spell: A spellcaster can use multiple metamagic feats on a single spell. Changes to its CT are cumulative.



TABLE 4.4: SPELLCRAFT DIFFICULTY

DC (Adv / Neu / Dis)	Task
12 / 15 / 18	Identify the elemental Aspect of a detected spell. (Must be used in conjunction with the appropriate <i>sense magic</i> spell.)
15 / 18 / 21	Identify the difficulty of a detected spell (based on CT). (Must be used in conjunction with the appropriate <i>sense magic</i> spell.)
18 / 21 / 24	Identify the general effect (or possible damage) of a detected spell. (Must be used in conjunction with the appropriate <i>sense magic</i> spell.)
21 / 24 / 27	Identify the name and exact properties of a detected spell. (Must be used in conjunction with the appropriate <i>sense magic</i> spell.)
15 / 18 / 21	Identify materials created or shaped by magic, such as a <i>stone guardian</i> .
30+	Understand a strange or unique magical effect, such as the feeding ability of a Vrykyl.

New Feat Descriptions

Cabalistic Spellcasting [Metamagic]

You have learned how to cast spells cooperatively with a large group.

Prerequisites: Spellcaster level 15+, Shared Spellcasting, Cooperative Spellcasting.

Benefit: A mage may cooperatively cast a spell with up to nine other spellcasters who possess Cooperative Spellcasting (or Cabalistic Spellcasting) or up to three spellcasters who do not. The spell that is to be cast using Cabalistic Spellcasting must be known to everyone involved. Cabalistic spellcasting is started as a free action, and everyone involved must agree to share the burden of spellcasting. The spell is cast with everyone making his spellcasting rolls normally, on his own initiative. Each roll counts toward the spell's CT (Casting Threshold). If, for any reason, one of the casters cannot continue to aid in spellcasting, the remaining spellcasters may continue to cast and finish the spell without him. The spell takes effect on the initiative of the spellcaster whose roll equals or surpasses the spell's CT and the spell uses that mage's level to determine level-specific factors (such as range).

Special: This feat does not stack with either Shared Spellcasting or Cooperative Spellcasting.

Close-order Fighting [General]

You understand how to work with a fighting partner. This provides the soldier on your left with cover without interfering with his attacks.

Prerequisites: Base attack bonus +3 or higher.

Benefit: If two characters are fighting side-by-side and both have Close-order Fighting, the character on the left gains the benefit of fighting behind one-quarter cover (+2 AC, +1 Reflex save).

Special: A soldier gains this feat automatically at 1st level, regardless of prerequisites.

Cooperative Spellcasting [Metamagic]

You have learned how to cast spells cooperatively with a small group.

Prerequisites: Spellcaster level 10+, Shared Spellcasting.

Benefit: You may cooperatively cast a spell with up to four other spellcasters who possess Cooperative Spellcasting, or one spellcaster who does not. The spell must be known to everyone involved. Cooperative spellcasting is started as a free action. Everyone who is to participate in the shared spell-

casting must agree to do so. The spell is cast with each mage making his spellcasting roll on his individual initiative. All rolls are totaled and applied toward the spell's CT (Casting Threshold). If, for any reason, one of the mages cannot continue to aid in spellcasting, the others may finish the spell without him. The spell is cast on the initiative of the spellcaster whose roll causes the spellcasting total to equal or exceed the spell's CT and the spell uses that mage's level to determine level-specific factors (such as range).

Special: This feat does not stack with either Shared Spellcasting or Cabalistic Spellcasting.

Dead Shot [General]

You are a skilled marksman and have learned to hit targets who are hiding behind cover.

Prerequisites: Point Blank Shot, Precise Shot, Dex 13+, base attack bonus +4 or higher.

Benefit: When firing a heavy crossbow, light crossbow, longbow (normal or composite), or shortbow (normal or composite) at a target taking advantage of cover, the target is considered at 1 cover category less. For example, a target behind three-quarter cover normally receives a +7 AC bonus and a +1 Reflex save bonus. A target in a similar situation would receive the bonuses for one-half cover (+4 AC bonus/+2 Reflex save bonus) against attack from a character with Dead Shot. (See *Core Rulebook I*, page 133, for the full effects of cover.)

Special: This feat does not stack with other feats or abilities that lend modifiers to hit targets behind cover. Archers gain this feat automatically at 6th level, regardless of prerequisites.

Empower Spell [Metamagic]

You have mastered the ability to channel additional magical energy to make a spell more effective.

Benefit: All variable, numeric effects of an empowered spell are increased by one-half. An empowered spell deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, etc., as appropriate. Saving throws and opposed rolls are not affected. Spells without random variables are not affected. An empowered spell adds 30 points to the chosen spell's CT (Casting Threshold).

Enlarge Spell [Metamagic]

You understand how to cast spells at longer range than normally possible.

Benefit: An enlarged spell has its range doubled. Spells whose ranges are not defined by distance do



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not have their ranges increased. A spell whose area or effect is determined by its range has the dimensions of its area or effect increased proportionally. An enlarged spell adds 15 points to the chosen spell's CT.

Extend Spell [Metamagic]

You have learned how to increase the time during which a spell remains effective.

Benefit: An extended spell lasts twice as long as it would normally. Spells with a concentration, instantaneous, or permanent duration are not affected by this feat. An extended spell adds 15 points to the chosen spell's CT.

Improved Mounted Combat [General]

You have mastered the art of mounted combat and are able to effectively protect your mount in battle.

Prerequisites: Mounted Combat Feat, Dex 13+, Ride skill 6+.

Benefit: Your mount receives a +2 bonus to its AC and Reflex saving throws. In addition, you may make a Ride check to negate hits on your mount a number of times equal to your Dexterity modifier.

Special: A mounted warrior gains this feat automatically at 8th level, regardless of prerequisites.

Improvise Weapon [General]

You are adept at grabbing any small object within reach and using it as an effective weapon.

Prerequisites: Base attack bonus +4 or greater.

Benefit: You may use any small, hard object (subject to the referee's discretion) as a weapon that inflicts 1d6 points of damage. Type of damage (bludgeoning, slashing, or piercing) is determined by the referee, based on the object used. Improvised weapons receive your base attack bonus and Strength bonus, but cannot receive benefits from feats (such as Weapon Focus).

Normal: Characters without this feat automatically suffer a -4 nonproficiency penalty when using an improvised weapon.

Special: A sailor receives this feat automatically at 2nd level, regardless of prerequisites.

Maximize Spell [Metamagic]

You understand how to make the most of the magic you cast.

Benefit: All variable, numeric effects of a maximized spell are maximized. A maximized spell deals maximum damage, cures the maximum num-

ber of hit points, affects the maximum number of targets, etc., as appropriate. Spells without random variables are not affected. A maximized spell adds 45 points to the chosen spell's CT.

An empowered, maximized spell gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.

Pinpoint Accuracy [General]

You have learned to take your time with the most important ranged attacks to make sure that you hit your intended target.

Prerequisites: Point Blank Shot, Precise Shot, Dex 13+.

Benefit: You may spend a full-round action, during which you do nothing but aim at a target with a ranged weapon, and receive +2 to your attack roll on that target the next round with the ranged weapon. (You may aim for up to three consecutive rounds, gaining a maximum of +6 to the attack roll on the fourth round.) Firing after aiming requires the use of a full-attack action, in which you gain all benefits at your highest attack bonus. If you are threatened or attacked while aiming, all modifiers from this feat are lost until you are able to start over.

Special: Archers gain this feat automatically at 4th level regardless of prerequisites.

Quickened Spell [Metamagic]

You have learned how to channel more magic during spellcasting, although this increases the toll the magic takes on your body.

Benefit: You may choose to cast a quickened spell. By doing this you gain a temporary +5 to your Spellcasting Bonus. This bonus lasts only for the casting of the one spell. However, you are considered to have automatically failed your Fortitude saving throw each round while casting, and suffer 1d4 points of subdual damage (for Earth, Air, Fire, or Water spells) or 1d4 hit points of damage (for Void spells) every round.

Special: Once you begin casting a quickened spell, you cannot "turn off" this feat. Its effects (good and bad) last until the end of spellcasting.

Recognize Omen [General]

You can see tidings of good and evil in the events that happen around you.

Prerequisite: Ork, Wis 13+.

Benefit: Once per day you can attempt to recognize an omen. To do so you must make a Spot check

against a DC of 15. If successful, you have witnessed an omen and have a general understanding of whether it bodes good or ill. The specifics of the omen are subject to interpretation.

Special: The referee may drop hints relevant to actions in the game to characters possessing this feat.

Second Wind [General]

You have learned to control your body and focus your thoughts to rid yourself of fatigue.

Benefit: You may "shake off" an amount of subdual damage equal to $1d6 + \text{Constitution modifier}$.

Special: Using this feat counts as a full-round action and may be attempted only once per hour.

Set Spear [General]

You know how to effectively use a spear or other polearm to stop a mounted charge against you by attacking either the rider or his mount.

Benefit: A set spear can be used to attack either a rider or his mount. A successful attack delivers double damage.

Special: A successful attack using this feat prevents the completion of a Ride-By Attack. The opponent must stop movement. A soldier receives this feat automatically at 2nd level, regardless of prerequisites.

Shared Spellcasting [Metamagic]

You have learned how to cast spells through use of a partner.

Prerequisites: Spellcaster level 5+.

Benefit: You and one other spellcaster may cooperatively cast a spell. The spell must be known to both you and the other spellcaster. Shared spellcasting is started as a free action and must be agreed upon by both spellcasters. In order to benefit from Shared Spellcasting, your partner must also possess this feat. The spell is cast with you and your partner rolling normally, each on your own initiative, and adding the total of all rolls toward the Casting Threshold (CT) of the spell. If for any reason one of you cannot continue spellcasting, the other may finish the spell by himself. The spell is cast on the initiative of the spellcaster whose roll causes the casting total to equal or exceed the CT of the spell and the spell uses that mage's level to determine level-specific factors (such as range).

Special: This feat does not stack with either the Cooperative Spellcasting feat or the Cabalistic Spellcasting feat.

Silent Spell [Metamagic]

You have learned to cast spells without making a sound.

Benefit: A silent spell can be cast with no verbal components or making any vocal sound whatsoever. A silent spell adds 15 points to the Casting Threshold (CT) of the chosen spell.

Spell Focus [General]

You have become skilled in casting spells from a particular magical element. Spells cast by you from that element are more difficult for your targets to resist.

Benefit: When this feat is selected, you must choose an element of magic, such as Air. Spells of that element are more potent than normal. Add +2 to the Difficulty Class for all saving throws against spells from the element of magic that you select.

Special: The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new magical element.

Still Spell [Metamagic]

You have learned to cast spells without making any somatic gestures.

Benefit: A still spell can be cast with no somatic components. A still spell adds 15 points to the Casting Threshold (CT) of the chosen spell.

Special: You may cast a still spell when you are bound or immobilized. An elemental essence must still be available for use to launch the spell.

Subduing Strike [General]

You've learned to use normally lethal weapons to knock your opponents unconscious.

Prerequisites: Dex 13+, base attack bonus +2 or higher.

Benefit: When using a normal weapon to inflict only subdual damage, the normal -4 attack penalty is reduced to -2.

Special: This feat may be taken twice to reduce the modifier for subdual attacks to -0. You cannot take this feat more than twice. A stalker receives this feat automatically at 5th level, regardless of prerequisites.



Chapter S



MONEY & EQUIPMENT

LORD OF THE VOID

I am Dagnarus, second son of King Tamaros.

They believe I am dead. They will tell you I died two hundred years ago in the flames which destroyed the city of Old Vinnengael.

In truth, I died long before that, but my life and my death are stories for another time.

Two hundred years passed. I waited, healed my wounds, regained my strength, amassed my power, trained my armies. I waited for the right moment to make my return to the world.

That moment has come.

The Sovereign Stone, lost to me these two centuries, has been found.

I will send the armies of the Void riding forth to claim that which is rightfully mine.

I will send them forth to conquer the world.

MONEY & EQUIPMENT

MONEY

The markets of Old Vinnengael were renowned throughout Loarem. Traders and merchants of all races came through the Portals to conduct business in that once-great city. The currency of Vinnengael came to be accepted as the standard by many of Loarem's nations and has continued to be accepted as such to this day. Although other countries mint their own coins, the Vinnengaelean economy is known to be the most stable and its currency is accepted throughout the continent.

The most commonly used coin is a half-ounce silver coin called the "argent." Most people just refer to it as a "silver" or a "silver coin." In Vinnengael they are usually referred to as "tams" because they bear the likeness of Vinnengael's greatest king, Tamaros. A larger silver coin, called the "domargent," weighs a full ounce, and is worth two times the value of an argent.

Copper coins have a lower value and are known as "conents." Ten "conents" are equivalent to one argent. These coins are generally referred to as "coppers" or "phennigs."

Gold is the most valuable and the rarest coin in all Loarem. A half-ounce gold "orgent" is worth 100 argents.

Most royal treasuries are kept in gold bars weighing 20 pounds each. They are valued at exactly 640 orgents, as the weight would suggest. Each bar carries the seal of the mint that forged the bar and the counter-seal of the Exchequer of the realm that produced it, guaranteeing the weight and gold content.

A rare but valuable coin is one marked with the Royal Seal of Tamaros. These coins were produced by the Old Vinnengaelean mint. They are highly valued and becoming more valuable as time passes. Currently an Old Vinnengaelean argent is worth ten argents.

Each human kingdom mints its own coinage, guaranteed at full declared value. At present, all of these kingdoms have declared their coins of equal value to the Vinnengaelean standard, shown in

TABLE 5.1: CURRENCY

	Conent	Argent	Domargent	Orgent
Conent (phennig)	1	1/10	1/20	1/1000
Argent (tam)	10	1	1/2	1/100
Domargent	20	2	1	1/50
Orgent	1000	100	50	1
Gold bar	640,000	64,000	32,000	640

Table 5.1: Currency. Whether or not these coins are accepted depends upon the merchant, location, and circumstances.

The elves mint their own coins and, in addition, they use "theoretical" money—letters of credit. Such letters are based on stipend payments in crops or in goods and services. Elven coins are better made and more highly regulated than coins of other realms, but because they are rarely seen outside of the Divine Lands of the Tromeck, their value has come to equal the more standard Vinnengaelean coins. Most transactions in recent years have taken the elven half-ounce silver coin at par with the Vinnengaelean argent. Many human merchants will be wary of accepting elven coinage. No one but another elf will accept an elven money-letter.

Dwarves use any and all coinage, generally in trading with other races. Dwarves trade with each other through barter. Most dwarves have only a limited notion of what coins are worth. They would much rather trade for goods and are particularly interested in horses, tools, and weapons. Dwarves will give more in trade for a fine horse than could be purchased from them with silver or gold coin.

Orks do not mint coins themselves. They will use any coinage and will accept any coin offered. Orks, however, will insist on testing and weighing the coin to ensure it is good. Such testing can be a long and tiresome procedure, involving biting the coin, sniffing it, standing it on end, flipping it to see if it wobbles, and even dropping the coin in water to find out if it sinks or floats. Once an ork decides a coin is false, no amount of persuasion will cause him to take it. Omens play a role in orken financial transactions too. If omens prove bad, an ork may decide that a sale was invalid and will endeavor to take back the item, though the ork will not return the money. Orks will barter, but prefer to accept coins for a transaction as they are easier to transport than bales of wool or live animals. Orks know the value of every coin in the market, down to the phennig.

Other Forms of Currency

Minted coins are just one form of currency. Bartering and trade are another way in which goods and services may be paid for. Adventurers have found that carrying their wealth in jewelry and gems provides them with the means to keep available funds on hand without carrying around bulging satchels full of coins. Unfortunately jewels are usually easier to steal than the heavy sack.

Starting Money for Characters

The amount of money a character starts with is determined by his class (see Table 5.2: Starting

TABLE 5.2: STARTING MONEY

<u>Class</u>	<u>Amount</u>	<u>(argents)</u>
Archer	4d4 × 10	
Barbarian	4d4 × 10	
Elemental Mage	3d4 × 10	
Fighter	6d4 × 10	
Mounted Warrior	4d4 × 10	
Noble	8d6 × 10	
Rogue	5d4 × 10	
Sailor	5d4 × 10	
Soldier	4d4 × 10	
Stalker	6d4 × 10	
Void Mage	3d4 × 10	

Money). This money is used to buy the equipment, clothing, food, and other supplies that the character already owns. These can also be gifts from friends or relatives, items that the character has made himself, things that he has stolen, or possessions he has received in payment for services rendered.

EQUIPMENT

Most regions in Loerem can supply the latest in clothing and equipment. Most mid-sized towns or larger population centers have shops catering to everyday needs, as well as a few fine purveyors of unusual and interesting items.

Smaller towns and villages can usually supply what is necessary for basic living, but experienced soldiers, merchants, mages, or others with specialized needs will find some items difficult to locate. Such specialized equipment can be found only in large cities or at the local faires. Faires are held once a year in most regions, usually during late summer or early autumn. Merchants from all over Loerem visit the faire for the short period of time it is in operation, selling wares and services, and then move onto a different part of the region. Literally anything can be found at the faire, but not necessarily at the best prices. The same items can usually be found in a large city, though sometimes the search for a specific item may take several days, due to the number of shops, kiosks and markets.

Items listed below are marked with their prices and a note regarding their availability at a purveyor or shop in various areas. A notation of "V" or "village" means that the item is available most of the time in villages and larger communities; a "T"

or "town" indicates a town; a "C" or "city" indicates a city only. All items can be found at a faire.

The price in any list refers to the price asked, on average, at a faire or city shop. The same item can usually be found for 10% to 20% less in a smaller town or village. The buyer who can find a skilled artisan who specializes in the product can usually save money if he is willing to wait for the creation. A basic item with no customization may cost 20% to 50% less, but the greater the discount, the longer it takes to obtain the item. Customization is normally available, but such items are always more expensive. Each customized item is bartered for respectively. In all cases, the buyer should be wary in any purchase—you usually get what you pay for.

GENERAL GOODS SHOP

Weights for all the items listed on Table 5.3: General Goods Shop are their filled weights (except where otherwise designated).

Backpack: A leather or heavy canvas pack usually slung over the back. Used to carry supplies and other necessary items.

Barrel: A large cylindrical container made of wood bound by iron hoops that is bowed slightly at the center.

Basket: Small open container made of thin woven strips, reeds, rushes, bamboo, etc. There is normally a small handle that can be used to carry the basket.

Bedroll: Portable bedding used for camping and sleeping outdoors.

Bell: A cup-shaped object, normally made from metal which rings when it is struck by a clapper that hangs inside.

Blanket, Winter: A heavy blanket of woven wool.

Block and Tackle: Two pulley blocks with lengths of rope to aid lifting or pulling large, heavy objects.

Bucket: A deep, open-topped cylindrical container with a handle of rope or metal. It is used to hold or carry a variety of things, from water to coal.

Caltrops: Caltrops are iron balls adorned with sharp spikes designed in such a manner that when spread on the ground, one of the spikes is always pointing up. Caltrops are used to slow a creature's movement by making the ground very dangerous to walk upon. One bag of caltrops (the 2-pound unit listed on Table 5.3: General Goods Shop) covers an area 5 feet square. Each time a creature moves into an area covered by caltrops (or spends a round fighting while standing in such an area), the creature may step on one. The caltrops make an attack roll (base attack bonus +0) against the crea-

TABLE 5.3: GENERAL GOODS SHOP

Item	Cost	Weight	Availability
Backpack (empty)	2 argents	2 lb.	V
Barrel (empty)	2 argents	30 lb.	V
Basket (empty)	4 coints	1 lb.	V
Beiholl	1 coint	5 lb.	V
Bell	1 argent	"	V
Blanket, winter	3 coints	3 lb.	V
Block and tackle	5 argents	5 lb.	V
Bucket (empty)	5 coints	2 lb.	T
Calrops	1 argent	2 lb.	T
Candle (5 sticks)	1 coint	"	V
Caw, map or scroll	1 argent	1/2 lb.	T
Chain (10 ft.)	30 argents	2 lb.	T
Chalk, 10 pieces	1 coint	"	V
Clasp (empty)	2 argents	25 lb.	V
Crozier	2 argents	5 lb.	V
Flask (101)	5 coints	"	V
Flask, earthenware	3 coints	"	V
Flint and steel	1 argent	"	V
Grappling hook	1 argent	4 lb.	T
Hammer	2 coints	2 lb.	V
Bag, clay	2 coints	9 lb.	V
Ladder, 10-foot	5 coints	20 lb.	V
Letter, bulleye	12 argents	3 lb.	T
Lumina, hooded	7 argents	2 lb.	V
Lock		1 lb.	V
Very simple	20 argents	1 lb.	V
Average	40 argents	1 lb.	T
Good	80 argents	1 lb.	T
Amazing	150 argents	1 lb.	C
Mirror, hand	5 argents	1/4 lb.	T
Mirror, small steel	10 argents	1/2 lb.	T
Magtankard, clay	2 coints	1 lb.	V
Oil (1-pint flask)	5 coints	1 lb.	V
Pottery, clay	2 coints	5 lb.	V
Pot, iron	2 coints	1/2 lb.	V
Pole, 10-foot	3 coints	6 lb.	V
Pot, iron	8 coints	10 lb.	V
Prism, belt	8 coints	3 lb.	V
Quiver (empty)	1 argent	1 lb.	V
Rations, trail (per week)	5 argents	1 lb.	V
Rations, hard (per week)	10 argents	1 lb.	V
Rope, hemp (50 ft.)	1 argent	10 lb.	V
Rope, silk (50 ft.)	15 argents	5 lb.	T
Sack (empty)	4 coints	1/2 lb.	V
Sealing wax	1 argent	1 lb.	V
Sewing needle, bronze (2)	1 coint	"	V
Sigil whistle	1 argent	"	T
Silver ring	9 argents	"	C
Sledge	1 argent	10 lb.	V
Soy (per lb.)	2 coints	1 lb.	V
Spade or shovel	2 argents	8 lb.	V
Spyglass	2000 argents	1 lb.	C
Tent	6 argents	20 lb.	T
Tinder box	3 argents	1/4 lb.	V
Toch	2 coints	1 lb.	V
Vial, ink or potion (glass)	2 coints	"	T
Walking stick	1 coint	1/2 lb.	V
Waterkin	1 argent	4 lb.	V
Whetstone	2 coints	1 lb.	V

*No appreciable weight.
 †See item description.

V—Village
 T—Town
 C—City

ture. For this attack, the creature's shield, armor, and deflection bonus do not count. (Deflection averts blows as they approach, but does not prevent a character from touching something dangerous.) If the creature is wearing shoes or other footwear, the creature receives a +2 armor bonus to AC. If the caltrops succeed at the attack, the creature has stepped on one. The caltrop deals 1 point of damage, and the creature's speed is reduced by one-half because its foot is wounded. This movement penalty lasts for 1 day, until the creature is successfully treated with the Heal skill (DC 15), or until it receives at least 1 point of magical curing. A charging or running creature must stop immediately if it steps on a caltrop. Any creature moving



at half speed or slower can pick its way through a bed of caltrops without difficulty.

The referee judges the effectiveness of caltrops against unusual opponents.

Candle: Tallow candles will usually burn for 2 to 3 hours.

Case, Map or Scroll: Made of leather, thin metal, or wood, these come with caps or lids and are used to protect documents of all sorts, but usually maps and scrolls.

Chain: Chain has a hardness of 10 and 5 hit points. It can be burst with a Strength check (DC 26).

Chalk: Sold in boxes of ten pieces. Useful for marking trails, drawing, or making rubbings.

Chest: A wooden box with a hinged lid, bound in metal. Usually comes with a hasp or lock. Often used for storing items.

Crowbar: A heavy iron bar used to pry things open or apart.

Fishhook: Necessary to catch fish with a line.

Flask, Earthenware: Specialized container created for use in a laboratory. Each comes with a cork stopper. Flask holds 1 pint of liquid.

Flint and Steel: Striking the steel and flint together creates sparks. By knocking sparks into tinder, one can create a small flame. Lighting a torch with flint and steel is a full-round action, and lighting any other fire with flint and steel takes at least that long.

Grappling Hook: A metal, multi-pronged hook with a rope attachment on the end. Thrown over a wall, the grappling hook serves as an anchor for climbing.

Hammer: A hammer useful for blacksmithing, pounding pitons or spikes, or similar functions.

Jug, Clay: A basic ceramic jug fitted with a stopper holds 1 gallon of liquid.

Ladder, 10-foot: Useful for climbing over walls or up steep embankments.

Lantern, Bullseye: A bullseye lantern has only a single shutter, with its other sides being highly polished inside to reflect the light in a single direction. It illuminates a cone 60 feet long and 20 feet wide at the end, and it burns for 8 hours on a pint of oil. A lantern can be carried in one hand.

Lantern, Hooded: A hooded lantern is a standard lantern with shuttered or hinged sides. A lantern can be carried in one hand. It clearly illuminates a 30-foot radius and burns for 8 hours on a pint of oil.

Lock: A lock is worked with a large, bulky key. The DC to open this kind of lock with the Open Locks skill depends on the lock's quality: very simple (DC 20), average (DC 25), good (DC 30), amazingly good (DC 40).

Mirror, Hand: A piece of polished steel with a wooden handle attached.

Mirror, Small Steel: Larger than a hand mirror, it is made of polished steel with a wooden frame. A

string is attached to the back of the frame for hanging.

Mug/Tankard, Clay: A simple earthenware flagon for drinking.

Oil: A pint of oil burns for 8 hours in a lantern. Use a flask of oil as a grenade-like weapon. Use the rules for alchemist's fire (see *Core Rulebook I*, page 113), except that a full-round action is required to prepare a flask with a fuse. Once the flask is thrown, there is only a 50% chance that the flask ignites successfully.

A pint of oil poured on the ground covers an area 5-feet square (provided the surface is smooth). If lit, the oil burns for 2 rounds and deals 1d3 points of damage to each creature in the area.

Pitcher, Clay: An earthen ware pitcher used for holding and pouring liquids. Can hold 1 gallon.

Piton: A metal spike that has an eye at one end where a rope or line can be secured. Usually driven into rock or packed ice to provide hand support.

Pole, 10-foot: Straight length of solid wood, 2-inches in diameter.

Pot, Iron: A round iron vessel used for cooking, preserving food, or holding liquid. Normally comes with a lid.

Pouch, Belt: Small leather bag that easily attaches to one's belt, used for carrying items that need to be readily accessible.

Quiver: Holds up to 30 arrows or quarrels. Comes with straps for over-the-shoulder portage.

Rations, Hard (one week): Hard rations are foods specially preserved to last at least three months without spoiling. A pack of hard rations can sustain an average person for one week, or two weeks if used conservatively.

Rations, Trail (one week): Better tasting food than hard rations, but still easy to transport. The food is spoiled after seven days, so there's no point in conserving it.

Rope, Hemp: Durable climbing rope, capable of holding the weight of a person without risk of fraying or breaking. This rope has 2 hit points and can be burst with a successful Strength check (DC 23).

Rope, Silk: Lighter than hemp rope, it is as capable of holding a person's weight. This rope has 4 hit points and can be burst with a successful Strength check (DC 24). It is so supple that it adds a +2 circumstance bonus to Use Rope checks.

Sack (empty): Simply woven cloth sack that may be drawn closed and tied.



Sealing Wax: Used to seal scrolls and letters together, intended also to insure the reader that the scroll has not been opened. Normally impressed with the signet ring of the author.

Sewing Needle, Bronze: Used for sewing and mending clothing.

Signal Whistle: Small tin whistle capable of creating a high pitched, shrill note.

Signet Ring: A ring with a design carved into it that is unique or special to the owner. The design is pressed into hot sealing wax on documents to distinguish who they belong to.

Sledge: A huge two-handed hammer used for crushing rocks or bashing down doors.

Soap: Specially rendered pig-fat that is used to wash or clean.

Spade or Shovel: Flat-bladed instruments with handles of varying lengths used to dig or as a weapon in a pinch.

Spyglass: Objects viewed through a spyglass are magnified to twice their size, appearing much closer than they truly are.

Tinder Box: A small box with flint and tinder used for starting fires. No traveler should be without one. A waterproofed box is slightly more expensive.

Tent: A simple canvas tent that is large enough to house two Medium-size occupants.

Torch: A stick wrapped at one end with cloth soaked in flammable materials (resin, pitch, etc.). A torch clearly illuminates a 20-foot radius and burns up to 4 hours, depending upon its quality.

Vial: Small container used to store up to 1 ounce of spices, specimens, liquid, etc. Comes with a cork stopper.

Walking Stick: A finely carved stick, 4 to 6-foot long, and sometimes decorated with animals or symbols. Can be used as a weapon in an emergency (treat as quarterstaff, but will break on any natural roll of 1 or 20).

Waterskin: Leather bladder used for storing water.

Whetstone: Small stone used to sharpen the blade of a weapon.

THE CLOTHIER

Clothing for all occasions may be bought. Only the size of a character's coin purse limits the extravagance of the clothing he can wear.

Belt: Useful for holding up one's trousers.

Boots, Riding: High-topped boots worn by horseback riders. Made of fine leather, the boots will last a lifetime if kept in good order.

Boots, Walking: Much like riding boots, but with heavier soles. Very comfortable.

Boots, Work: The work boot uses harder leather for upper as well as lower surfaces. Strong soles, but a bit heavy for walking long distances.

Cloak, Cloth: Worn about the shoulders and usually has a hood. A necessary outer garment in foul weather.

Cloak, Wool: Made of heavy wool, keeps the wearer warm, even in driven sleet and rain.

Clothes, Artisan: A shirt with buttons, a skirt or pants with a drawstring, shoes, and perhaps a cap or hat. This outfit may include a belt or a leather or cloth apron for carrying tools.

Clothes, Entertainer: A set of flashy, perhaps even gaudy, clothes for entertaining the public. While the outfit looks whimsical, its practical design lets a character tumble, dance, walk a tightrope, or just run (if the audience turns ugly).

Clothes, Explorer: A full set of clothes for the adventurer includes sturdy boots, leather breeches or a skirt, a belt, a shirt (perhaps with a vest or jacket), gloves, and a cloak. Rather than a leather skirt, a leather over tunic may be worn over a cloth skirt instead. The clothes have plenty of pockets (especially the cloak). The outfit also includes accessories, such as a scarf or a wide-brimmed hat.

TABLE 5.4: CLOTHING

Item	Cost	Weight	Availability
Belt	2 cements	*	V
Boots, riding	5 argents	3 lb.	T
Boots, walking	1 argent	2 lb.	V
Boots, work	2 argents	3 lb.	V
Cloak, cloth	8 cements	1/2 lb.	V
Cloak, wool	2 argents	1/2 lb.	V
Clothes, artisan	2 argents	4 lb.	V
Clothes, entertainer	3 argents	4 lb.	T
Clothes, explorer	8 argents	8 lb.	T
Clothes, merchant	5 argents	6 lb.	T
Clothes, noble	80 argents	10 lb.	C
Clothes, royal	200 argents	15 lb.	C
Clothes, scholar	4 argents	6 lb.	C
Clothes, traveling	4 argents	6 lb.	V
Clothes, upper class	50 argents	6 lb.	C
Cold weather clothes	8 argents	8 lb.	V
Gloves	4 cements	*	V
Hat	2 cements	*	V
Tunic	1 argent	1 lb.	V
Unmentionables	1 cement	*	T

* no appreciable weight

Clothes, Merchant: A robe, shirt and pants, shoes or boots. Such clothes are usually dyed the color of the merchant's company or trading family.

Clothes, Noble: Clothes fashioned in the latest style, made of the finest material with precious metals and gems worked into the cloth. Includes fine wool stockings, shoes, hat and a trimmed cloak. Nobles also require a signet ring (see Table 5.3: General Goods Shop above) for affixing their seal on letters, orders and other documents, as well as other jewelry (worth at least 100 argents, or at least appearing to be worth that much).

Clothes, Royal: Royal clothes are ostentatious, crusted with gems, gold, silk, and fur in abundance. Does not include jewelry or other accessories.

Clothes, Scholar: A robe, a belt, a cap, soft shoes and possibly a cloak.

Clothes, Traveling: Similar to the merchant clothing, but not as brightly colored. Seams and high-wear areas are usually double-stitched. Comes with shoes or boots.

Clothes, Upper Class: Fancy, tailored clothes made in the current style. Mandatory for anyone attempting to influence nobles or courtiers.

Cold Weather Clothes: A wool coat, linen shirt, wool cap, heavy cloak, thick pants or skirt, and boots. When wearing cold weather clothing, add a +5 circumstance bonus to Fortitude saving throws against exposure to cold weather.

Gloves: Work and riding gloves made of leather to protect the hands and keep them warm in cold weather.

Hat: Any sort of felt hat, can be found in myriad colors. Trimmed hats (feathers, braid, etc.) are more expensive.

Tunic: A short jacket with several external pockets, comes in a variety of fabrics and styles. Keeps the wearer warm and provides an air of sophistication.

Unmentionables: We shouldn't say.

THE STABLES

Mounts make travel easier and faster. Accoutrements for mounts make riding comfortable and safer, for both rider and mount.

Barding, Medium-Size Creature and Large Creature: Barding is armor that protects the head, neck, chest, body, and possibly legs of a horse or other mount. Heavier types of barding provide better protection at the expense of lower speed. Barding comes in most of the types found on Table 5.13: Armor. As with any non-humanoid Large creature,

TABLE 5.5: MOUNTS AND RELATED GEAR

Item	Cost	Weight	Availability
Barding			
Medium-size creature	x2	x1	C
Large creature	x4	x2	C
Cart, two-wheeled	100 argents	200 lb.	V
Carriage, plain	120 argents	350 lb.	C
Carriage, ornate	500 argents	500 lb.	C
Donkey or mule	8 argents	-	V
Feed (per day)	5 coppers	10 lb.	V
Horse, heavy	100 argents	-	V
Horse, light	80 argents	-	V
Pony	35 argents	-	V
Warhorse, dwarven	600 argents	-	C
Warhorse, heavy	400 argents	-	C
Warhorse, light	180 argents	-	C
Saddle, military	20 argents	30 lb.	C
Saddle, pack	5 argents	15 lb.	V
Saddle, riding	10 argents	25 lb.	T
Saddle, military, exotic	60 argents	40 lb.	C
Saddle, pack, exotic	15 argents	20 lb.	C
Saddle, riding, exotic	30 argents	30 lb.	C
Saddlebags	45 argents	8 lb.	V
Saddle blankets	1 argent	1 lb.	V
Sled	20 argents	300 lb.	V
Tack	5 argents	3 lb.	V
Wagon, four-wheeled	200 argents	400 lb.	T

a horse's armor costs four times what a humanoid Medium-size creature's armor costs and also weighs twice as much as the armor found on Table 5.13: Armor. (If the barding is for a pony, which is Medium-size, the cost is only double, and the weight is the same.)

Medium or heavy barding slows mounts:

TABLE 5.6: AFFECTS OF BARDING ON SPEED

Barding	Speed		
	(40 ft.)	(50 ft.)	(60 ft.)
Medium	30 ft.	35 ft.	40 ft.
Heavy	30 ft.*	35 ft.*	40 ft.*

*A mount wearing heavy armor moves at only triple normal rate when running instead of quadruple.

Flying mounts cannot fly in medium or heavy barding.

Barded animals require special attention. Care must be taken to prevent chafing and sores caused by the armor. The armor must be removed nightly and should not be put on the mount except in preparation for a battle. Removing and fitting barding takes five times as long as it does for a person to put on armor of the same type. Barded animals cannot be used to carry any load other than the

Availability
C
V
V
C
V
V
V
V
C
C
C
C
V
T
C
C
C
V
V
V
V
T

rider and normal saddlebags. Because of this, a mounted warrior often leads a second mount for carrying gear and supplies.

Carriage, Plain: A passenger vehicle, two- or four-wheeled. No fancy adornments.

Carriage, Ornate: Similar in construction to the plain carriage, it is much better crafted with ornate decoration and fine leather interior. The ride is smoother, too.

Cart: A two-wheeled vehicle drawn by a single horse (or other beast of burden). It comes with a harness.

Donkey or Mule: The best pack animal around, a donkey or mule is stolid in the face of danger, hardy, sure-footed, and capable of carrying heavy loads over vast distances. Unlike horses, donkeys and mules are willing (though not eager) to enter dungeons and other strange or threatening places.

Horse, Heavy: A good, solid working horse, used for pulling wagons or plows. Can be ridden, but not very fast.

Horse, Light: The light riding horse is a quality beast bred for speed and long journeys, perfect for traveling.

Warhorse: Seldom used for long-distance travel, but a must in battle. These huge beasts are weapons in their own right, and no other mount is a match in short sprint or endurance. Well-trained. Will not balk at the smell of blood, sudden noises, or the confusion of battle. Dwarfven warhorses are highly prized for their toughness and tenacity.

Pony: Intended for short-statured riders, the pony is sturdy and reliable.

Feed: Horses, donkeys, mules, and ponies can graze to sustain themselves, but having feed available for them (such as oats) provides a more concentrated form of energy, especially if the animal is exerting itself.

Saddle, Exotic: An exotic saddle is similar to a normal saddle of the same type except that it is designed for an unusual mount, such as a hippogriff. Exotic saddles come in military, pack, and riding styles.

Saddle, Military: A military saddle braces the rider, adding a +2 circumstance bonus to Ride checks related to staying in the saddle. If a character is knocked unconscious while in a military saddle, he has a 75% chance of staying in the saddle (compared to 50% for a riding saddle).

Saddle, Pack: A pack saddle holds gear and supplies, not a rider. A pack saddle holds as much gear as the mount can carry.

Saddle, Riding: A leather saddle is a must for those planning a long journey or going into battle.

Saddlebags: Attach to the saddle. Designed to hold small weapons, food, or other similarly sized objects.

Sled: A wagon on runners designed to move through snow and over ice. Two horses (or other beasts of burden) are generally required to draw a sled. It comes with the harness needed to pull it.

Wagon: A four-wheeled, open vehicle with a bench up front designed to transport heavy loads. Two horses (or other beasts of burden) are generally required to draw a wagon. It comes with the harness needed to pull it.

THE SMITHY

A vast array of weapons are available to help a character defend himself.

Club: A wooden club is so easy to find and fashion that it has no cost.

Dagger: The dagger is a common secondary weapon. The Weapon Finesse feat can be used to apply a character's Dexterity modifier (instead of the Strength modifier) to attack rolls with a dagger.

Dagger, Punching: Puts the full force of the wielder's punch behind it, making it capable of deadly strikes.

Gauntlet, Spiked: Gloves adorned with spikes. An opponent cannot use a disarm action to disarm a character's spiked gauntlets. The cost listed is for a single gauntlet. An attack with a spiked gauntlet is considered an armed attack.

Halfspear: The halfspear is small enough that a small character may use it.

TABLE 5.7: SIMPLE WEAPONS—MELEE

Weapon	Cost	Availability
Tiny		
Dagger	2 argents	V
Dagger, punching	2 argents	C
Gauntlet, spiked	5 argents	C
Small		
Mace, light	5 argents	T
Sickle	6 argents	V
Medium-size		
Club	1 argent	V
Halfspear	1 argent	V
Mace, heavy	10 argents	T
Morningstar	8 argents	V
Large		
Quarterstaff	1 argent	V
Shortspear	2 argents	V

Mace, Light: A metal club with a weighted head. The mace is ideal for bashing through armored opponents.

Morningstar: A long wooden hafted weapon with a spiked metal head.

Quarterstaff: A quarterstaff is a double weapon. A creature using a double weapon in one hand, such as a Large creature using a quarterstaff, cannot use it as a double weapon.

Shortspear: Because a shortspear is not as long as a longspear, it can be thrown.

Sickle: Similar to a farmer's sickle, but is strengthened for use as a weapon.

Bolts: A type of arrow fired by a crossbow. A crossbow bolt used as a melee weapon is Tiny and deals 1d4 points of piercing damage ($\times 2$ critical). Since the bolt is not designed for this use, all characters attempting to use it as such are treated as not proficient with it and thus suffer a -4 penalty on their

attack rolls. Bolts come in wooden cases that hold 10 bolts. A bolt that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

TABLE 5.8: SIMPLE WEAPONS—RANGED

Weapon	Cost	Availability
Small		
Bolts, crossbow (10)	2 argents	T
Bolt, Quality (1)	8 coppers	C
Crossbow, light	20 argents	T
Dart	3 coppers	V
Sling	4 coppers	V
Bullets, sling (20)	1 copper	V
Medium-size		
Crossbow, heavy	40 argents	C
Javelin	1 argent	T

Bolt, Quality: A quality bolt is silver tipped and perfectly balanced. Quality bolts bestow a +1 bonus to attack rolls.



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Bullets, Sling: Bullets are lead spheres, much heavier than stones of the same size. They come in a leather pouch that holds 10 bullets. A bullet that hits its target is destroyed; one that misses has a 50% chance to be destroyed or lost.

Crossbow, Heavy: A heavy crossbow requires two hands to use effectively, regardless of the user's size. Loading a heavy crossbow is a full-round action that provokes attacks of opportunity.

A Medium-size or larger character can shoot—but not load—a heavy crossbow with one hand at a -4 penalty. A Medium-size or larger character can shoot a heavy crossbow with each hand at a -6 penalty, plus the usual -4 penalty for the off-hand attack (-6 primary hand/-10 off hand). The Two-Weapon Fighting feat does not reduce these penalties because it represents skill with melee weapons, not ranged weapons. The Ambidexterity feat negates the -4 off-hand penalty (-6 primary hand/-6 off hand).

and
+1

Crossbow, Light: A light crossbow requires two hands to use, regardless of the user's size. Loading a light crossbow is a move-equivalent action that provokes attacks of opportunity.

A Small or larger character can shoot—but not load—a light crossbow with one hand at a -4 penalty. A Small or larger character can shoot a light crossbow with each hand as noted above for heavy crossbows.

Dart: A dart is the size of a large arrow and has a weighted head. Essentially, a dart is a small javelin.

Javelin: A light, flexible spear intended for throwing. The javelin can be used in melee, but not well. Since it is not designed for melee, all characters are treated as not proficient with it and thus suffer -4 on their melee attack rolls.

Sling: The sling hurls lead bullets. The sling is not as easy to use as the crossbow nor as powerful as a



bow, but the sling is cheap, and easy to improvise out of common materials.

A character can hurl ordinary stones with a sling, but stones are not as dense or as round as bullets, so they deal only 1d3 points of damage and suffer a -1 penalty on attack rolls.

TABLE 5.9: MARTIAL WEAPONS—MELEE

Weapon	Cost	Availability
Small		
Axe, throwing	4 argents	T
Hammer, light	1 argent	V
Hand axe	2 argents	V
Lance, light	7 argents	C
Pick, light	4 argents	T
Sap	1 argent	V
Sword, short	10 argents	T
Medium-size		
Battleaxe	7 argents	T
Flail, light	7 argents	C
Lance, heavy	10 argents	C
Longsword	20 argents	C
Pick, heavy	9 argents	C
Rapier	25 argents	C
Scimitar	20 argents	C
Trident	15 argents	T
Warhammer	10 argents	C
Large		
Falchion	80 argents	C
Flail, heavy	14 argents	C
Glaive	7 argents	T
Greatsword	50 argents	C
Guisarme	10 argents	T
Halberd	7 argents	T
Longspear	3 argents	V
Ranseur	12 argents	T

Battleaxe: This cutting weapon can penetrate the strongest armor.

Falchion: Essentially a two-handed scimitar, the sword blade is curved, giving it a keener edge.

Flail, Heavy or Light: A weapon consisting of a staff or handle, at the end of which is a shorter, stout club, hung so that it swings freely. Add a +2 bonus on the opposed attack roll when using a flail in an attempt to disarm an enemy (including the roll to avoid being disarmed if the character fails to disarm the enemy).

Use this weapon to make trip attacks. If a character is tripped during his own trip attempt, the flail can be dropped to avoid being tripped.

Guisarme: A kind of battle-axe having a long blade in line with the shaft, sharpened on both sides and ending in a point. A guisarme has reach of 10 feet. The weapon cannot be used against an adjacent foe.

Because of the guisarme's curved blade, trip attacks can also be made with it. If a character is tripped

during his trip attempt, the guisarme can be dropped to avoid being tripped.

Glaive: A type of lance or spear. A glaive has reach of 10 feet. The weapon cannot be used against an adjacent foe.

Greatsword: The greatsword is not intended for use in tight quarters.

Halberd: A combination of spear and battle-axe, consisting of a sharp edged blade ending in a point and a spear head mounted on a handle five or seven feet long. Normally, a character strikes with the halberd's axe head, but the spike on the end is useful against charging opponents.

Because of the hook on the back of the halberd, a character can use it to make trip attacks. If a character is tripped during his own trip attempt, the halberd can be dropped to avoid being tripped.

Hammer, Light: A small sledge light enough to throw.

Hand axe: A useful substitute for a dagger as a hand weapon.

Lance, Heavy or Light: A lance deals double damage when used from the back of a charging mount. A heavy lance has a reach of 10 feet. The weapon cannot be used against an adjacent foe. Light lances are primarily for Small riders.

Longspear: A longspear has a reach of 10 feet. The weapon cannot be used against an adjacent foe.

Longsword: Favorite of men-at-arms, the longsword is a good one-handed weapon with plenty of reach. A formidable weapon when combined with a shield. Not designed for use in tight quarters.

Pick, Heavy or Light: A pick is designed to concentrate its force on a small, penetrating point. A light or heavy pick resembles a miner's pick but is specifically designed for war.

Ranseur: A polearm about ten feet long with a three-headed blade at the end. A ranseur has a reach of 10 feet. The weapon cannot be used against an adjacent foe.

Add a +2 bonus on opposed attack rolls when attempting to disarm an opponent with a ranseur (including the roll to avoid being disarmed if the character fails to disarm the opponent).

Rapier: A light, sharp-pointed sword designed for thrusting. The Weapon Finesse feat can be used to apply a character's Dexterity modifier instead of the Strength modifier to attack rolls with a rapier.

Sap: A type of club or short staff. A sap comes in handy when a character wants to knock out an opponent instead of killing him.

Scimitar: A sword with a curved blade that makes the weapon's edge effectively sharper.

Sword, Short: Popular as an off-hand weapon or as a primary weapon for Small characters.

Trident: A three-tined piercing weapon that can be thrown in a manner similar to a halbspear or shortspear. Its range increment is shorter because the trident is not as aerodynamic as those other weapons.

Warhammer: A large steel hammer intended for use as a weapon. The warhammer relies on its weight to crush a target on impact. Very difficult to wield but very potent against heavy armor.

TABLE 5.10: MARTIAL WEAPONS—RANGED

Weapon	Cost	Availability
Small		
Arrows (10)	5 argents	V
Arrow, Quality (1)	1 argent	C
Medium-size		
Shortbow	10 argents	V
Shortbow, composite	25 argents	C
Large		
Longbow	40 argents	T
Longbow, composite	80 argents	C

Arrows: Standard arrows are usually sold in sets of 30. Each is handcrafted for balanced flight. The tips are steel and will penetrate most armors. An arrow used as a melee weapon is Tiny and deals 1d4 points of piercing damage (x2 critical). Since an arrow is not designed for this use, all characters are treated as not proficient with it and thus suffer a -4 penalty on their attack rolls. An arrow that hits its target is destroyed. An arrow that misses has a 50% chance of being destroyed or lost.

TABLE 5.11: EXOTIC WEAPONS—MELEE

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type	Availability
Small							
Byrqlaif	350 argents	1d8	19-20/x2	-	3 lb.	Slashing	C
Whip	1 argent	1d2(s)	x2	15 ft.*	2 lb.	Slashing	V
Medium-size							
Flensing blade	20 argents	1d10	x3	-	7 lb.	Slashing	T
Saber, cavalry	30 argents	2d4	19-20/x2	-	5 lb.	Slashing	T
Large							
Hinglaif	500 argents	1d10	19-20/x2	-	6 lb.	Slashing	C
Timosh	15 argents	1d8	19-20/x2	-	8 lb.	Bludgeoning	V

* See weapon description for more details.

Arrow, Quality: An arrow of quality is silver tipped and perfectly balanced. Quality arrows bestow a +1 bonus to attack rolls.

Longbow: Very useful in battle, especially when archers using the longbow are combined into units. Its large size makes this bow impractical to use in confined spaces or from horseback.

Longbow, Composite: Created by laminating many layers of bone, wood, horn, and other resilient materials, these bows always maintain their bowed shape. These bows may be specially modified to allow a character to add his Strength modifier to damage. Cannot be used while mounted or in confined areas.

Shortbow: The shortbow is useful for close-quarters fighting and can be fired from horseback.

Shortbow, Composite: Like the composite longbow, this weapon is created by laminating strips of wood and bone to create a bow with a harder pull, allowing greater range when fired. It can be fired from horseback.

Exotic weapons: These weapons are generally found only among the races that produce them, although occasionally one may come across such weapons at faires or in large cities. The above table assumes that the buyer of an exotic weapon is among the people who produce the weapon. If he is in lands where this weapon is not produced, adjust the above table accordingly: "V" availability items are considered "C" availability; "T" and "C" availability items must be specially ordered and may cost anywhere from 2 to 5 times the list price. Exotic weapons sold at faires and in large cities (outside the weapon's native land) will also sell from 2 to 5 times the list price. See descriptions below for more details.

Byrqlaif: A short, curved sword with one cutting edge crafted with extreme care. The byrqlaif is an

elven warrior's secondary weapon, and is usually presented with an hirglaif in a matched set. The proper use of this weapon is foreign to other races, and it is therefore considered an Exotic Weapon for everyone but elves (who can use a byrglaif with Martial Weapon Proficiency). A byrglaif counts as a masterwork weapon and grants its wielder with a +1 bonus to attack rolls. A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.

Hirglaif: A large, curved sword made crafted by skilled elven artisans. The hirglaif counts as a masterwork weapon and grants its wielder a +1 bonus to attack rolls. A hirglaif is much too large to use one-handed without proper training, and is therefore considered an exotic weapon for all other races except elves (who can use them as Martial Weapons). Other Medium-size creatures can use a hirglaif two-handed as a martial weapon. A Large creature can use it one-handed in the same fashion. With Exotic Weapon Proficiency (hirglaif), a Medium-size creature can use it in one hand. A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.

Flensing Blade: Heavy, broad-bladed swords made by orks and used to battle the giant sea snakes they claim live in the ocean. Medium-sized creatures can use a flensing blade two-handed as a martial weapon. A Large creature can use it one-handed in the same fashion. (The flensing blade may be used by orks with the Martial Weapon Proficiency feat.)

Sabre, Cavalry: This curved blade is sharp only on one edge and is designed for use while mounted. First used by the dwarves, cavalry sabres have been adopted for use by a few skilled cavalymen in Vinnengael in recent years. If used while charging on horseback, the cavalry sabre's critical threat range goes up by +1. This stacks with the Improved Critical feat. (The cavalry sabre is considered a Martial Weapon for dwarves.)

Terbosh: A wooden rod about 5 feet long studded with iron knobs along its length. The terbosh can

be used either while mounted or on foot by grasping a ball at one end of the rod and swinging about. (This weapon may be used by dwarves with the Martial Weapon Proficiency feat.)

Whip: The whip deals subdual damage. The whip deals no damage to any creature with even a +1 armor bonus or at least a +3 natural armor bonus. The whip has a reach of 15 feet. The wielder's Dexterity modifier is used to adjust attack rolls.

Because the whip can wrap around an enemy's leg or other limbs, trip attacks can be made with it.

When using a whip, add a +2 bonus on the opposed attack roll when attempting to disarm an opponent (including the roll a character makes to keep from being disarmed if he fails to disarm his opponent).

Blowgun: Many Nimran tribes use this weapon to attack enemies and prey alike. A hollow tube, usually bamboo, the blowgun fires small needles that can travel a long distance. The blowgun is silent, and the needles are often poisoned with paralyzing or fatal substances. (Nimrans know how to use blowguns as Martial Weapons.)

Needles, Blowgun: 2-Inch-long needles sold in small wooden cases of 20. A full case is so light that its weight is negligible. The tips of the needles are often coated with poison from tree frogs, blue roots, and kitespiders.

Longbow, Dwarf: A large bow of unusual design that stands between 6 and 7 feet tall. Made of laminated horn, wood, or bone, the bow is longer at the top than at the bottom and is bent at both ends for greater power. The grip for the bow is not centered, but is placed close to the bottom of the bow, allowing the archer to use the bow while kneeling, standing or mounted.

Net: A fighting net has small barbs in the weave and a trailing rope to control netted opponents. It can be used to entangle opponents.

TABLE 5.12: EXOTIC WEAPONS—RANGED

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type	Availability
Small							
Blowgun	1 argent	1	x2	10 ft.	2 lb.	Piercing	V
Blowgun, needles (20)*	3 argents	—	—	—	—	—	V
Medium-size							
Net*	15 argents	—	—	10 ft.*	10 lb.	—	V
Large							
Longbow, dwarfen	120 argents	1d8	x3	120 ft.	4 lb.	Piercing	C

*See the weapon description for more detail.



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When a net is thrown, make a ranged touch attack against the target. A net's maximum range is 10 feet and the character suffers no range penalties to throw it even to its maximum range. If the attack is successful, the target is entangled. An entangled creature suffers -2 on attack rolls and a -4 penalty on effective Dexterity. The entangled creature can move only at half speed and cannot charge or run. If the character holding the net takes control of the trailing rope by succeeding at an opposed Strength check while holding the rope, the creature entangled within the net can move only within the limits that the rope allows. If the entangled creature attempts to cast a spell, the creature must succeed at a Concentration check (DC 15) or fail to cast the spell.

The entangled creature can escape with an Escape Artist check (DC 20) that is a full-round action. The

The Armory

Armor and shields are a necessity for the adventurer who wants to live a long and happy life.

However, armor interferes with a mage's ability to make precise somatic movements, while visors can sometimes make it difficult for the mage to speak clearly and succinctly. Because of this, those mages who cast spell while wearing armor suffer a penalty to their spellcasting roll every round of casting. (See Table 5.15.) A mage with the Still Spell or Silent Spell feat may halve the armor penalty for casting. If using both, the penalty for casting in armor may be completely eliminated.

A mage cannot cast a spell if he is holding a shield unless he has the Still Spell feat. (The somatic component of a spell precludes the mage from hav-

TABLE 5.13: ARMOR

Armor	Cost	Armor Bonus	Maximum Dexterity Bonus	Armor Check Penalty	Speed (30ft)	Speed (20ft)	Availability	Weight
Light armor								
Cloth	20 argents	+1	+6	0	30 ft.	20 ft.	V	10 lb.
Leather	30 argents	+2	+6	0	30 ft.	20 ft.	T	15 lb.
Studded leather	45 argents	+3	+5	-1	30 ft.	20 ft.	T	20 lb.
Chain shirt	60 argents	+4	+4	-2	30 ft.	20 ft.	T	25 lb.
Medium armor								
Hide	28 argents	+3	+4	-3	20 ft.	15 ft.	T	25 lb.
Scale mail	50 argents	+4	+3	-4	20 ft.	15 ft.	C	30 lb.
Chainmail	100 argents	+5	+2	-5	20 ft.	15 ft.	C	40 lb.
Plate mail	250 argents	+5	+3	-4	20 ft.	15 ft.	C	30 lb.
Heavy armor								
Spirit mail	150 argents	+6	+0	-7	20 ft.*	15 ft.*	C	45 lb.
Banded mail	175 argents	+6	+1	-6	20 ft.*	15 ft.*	C	35 lb.
Half-plate	600 argents	+7	+0	-7	20 ft.*	15 ft.*	C	50 lb.
Full plate	1,500 argents	+8	+1	-6	20 ft.*	15 ft.*	C	50 lb.

*When running in heavy armor, a character moves only triple speed, not quadruple.

net has 5 hit points and can be torn apart with a Strength check (DC 25, also a full-round action).

A net is only useful against creatures between Tiny and Large size, inclusive. A net must be folded to be thrown effectively. The first time a net is thrown in a fight, the attacker must make a normal ranged touch attack roll. After the net is unfolded, the character suffers a -4 penalty on attack rolls with it. Two rounds are required for a proficient user to fold a net and twice that long for a non-proficient user to do so.

ing anything in his hands while casting, be it a shield, weapon, or anything else.)

Banded Mail: Armor made of overlapping strips of metal sewn to a backing of leather and chainmail. The strips cover vulnerable areas, while the chain and leather protect the joints and provide freedom of movement. Straps and buckles distribute the weight evenly. Includes gauntlets.

Chain Shirt: A shirt of chainmail protects the torso while leaving the limbs free and mobile. A layer of quilted fabric underneath prevents chafing and cushions the impact of blows. Comes with a steel cap.

Chainmail: Armor made of interlocking metal rings includes a layer of quilted fabric underneath to prevent chafing and to cushion the impact of blows. Several layers of mail hang over vital areas. Most of the armor's weight falls from the shoulders, making chainmail uncomfortable to wear for long periods of time. Includes gauntlets.

Cloth: Cloth armor features quilted layers of cloth and batting.

Full Plate: Armor consisting of shaped and fitted metal plates riveted and interlocked to cover the entire body. Includes gauntlets, heavy leather boots, and a visored helmet.

Buckles and straps distribute the weight over the body, so full plate hampers movement less than splint mail even though splint is lighter. Each suit of full plate must be individually fitted to its owner by a master armorsmith, although a captured suit can be resized to fit a new owner at a cost of 200 to 800 (2d4 x 100) argents.

Full plate is also known as field plate.

Half-plate: Armor that is a combination of chainmail and metal plates that include breastplate, epaulettes, elbow guards, gauntlets, tassels (plates that protect the thighs and lower trunk), and

Plate mail: A breastplate covers the wearer's front and back. Includes a helmet and matching greaves. A light suit or skirt of studded leather beneath the breastplate protects limbs without overly restricting movement.

Scale Mail: A coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish. Includes gauntlets.

Splint Mail: Armor made of narrow vertical strips of metal riveted to a backing of leather that is worn over cloth padding. Flexible chainmail protects the joints. Includes gauntlets.

Studded Leather: Armor made from tough but flexible leather (not hardened leather as with normal leather armor) reinforced with close-set metal rivets.

Buckler: A small metal shield that is strapped to the forearm, allowing the fighter to use the shield for protection and continue to use his hand. A bow or crossbow can be used without penalty. An off-hand weapon can be used, but a -1 penalty on attack rolls is imposed because of the extra weight on your arm. This penalty stacks with those for fighting with the off hand and, if appropriate, for fighting with two weapons. In any case, if a

TABLE 5.14: SHIELDS

Shield	Cost	Armor Bonus	Maximum Dexterity Bonus	Armor Check Penalty	Speed (3d6)	Speed (2d6)	Weight	Availability
Buckler	8 argents	+1	-	-1	-	-	C	5 lb.
Pavise	25 argents	+	-	-10	-	-	C	45 lb.
Shield, small, wooden	5 argents	+1	-	-1	-	-	V	5 lb.
Shield, small, steel	10 argents	+1	-	-1	-	-	T	6 lb.
Shield, large, wooden	8 argents	+2	-	-2	-	-	V	10 lb.
Shield, large, steel	15 argents	+2	-	-2	-	-	T	15 lb.
Shield, tower	20 argents	+4	-	-10	-	-	C	20 lb.

* See description for details

greaves (plates to cover the lower legs). Buckles and straps hold the suit together and distribute the weight, but the armor still hangs more loosely than full plate. Includes gauntlets.

Hide: Armor prepared from multiple layers of leather and animal hides. Hide armor is stiff and hampers movement.

Leather: The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by boiling in oil. The rest of the armor is made of softer and more flexible leather.

weapon is used in the off-hand, the character does not receive the buckler's AC bonus for the rest of the round.

TABLE 5.15: SPELLCASTING PENALTIES DUE TO ARMOR

Armor	Spellcasting Penalty
Light Armor	-2
Medium Armor	-4
Heavy Armor	-6

Large Shield: Offers excellent protection, but is too heavy to allow the character to carry anything else with the hand holding the shield.

Small Shield: The small shield's light weight allows the character to carry other items in that hand (although the character cannot use weapons).

Wooden or Steel: Wooden and steel shields offer the same basic protection, although they respond differently to special attacks (such as *warp* and *meir*).

Tower Shield: This enormous wooden shield is usually used with a light weapon. Infantry equipped with tower shields can arrange themselves into a shield wall—a highly effective defensive formation. The shield's size makes it impossible to use mounted, and its weight precludes it from being used for a shield bash attack.

Pavise: A large wooden shield nearly 6-feet tall with stakes at the bottom that are designed to be planted in the ground. Used to protect archers who cannot carry shields when they fire. The shield comes with a carrying strap and may be worn on the back to protect the carrier while he is on the move (+1 AC bonus against attacks from the rear). The pavise can provide up to total cover, so long as the user remains concealed behind it. Cover is reduced when the user moves out to fire arrows, fight hand-to-hand, etc. A pavise does not provide cover from targeted spells; a spellcaster can cast a spell on the user by targeting the pavise. A pavise cannot be used to shield bash.

Armor for Unusual Creatures

The information on Table 5.13 and Table 5.14 is written with Medium-size creatures in mind. Armor and shields for Tiny or smaller creatures costs half as much as that for Medium-size creatures; provides half as much protection, and weighs one-tenth or less as much. Armor and shields for Large-sized creatures costs double and

weighs twice as much. Armor and shields for Huge-sized creatures cost quadruple the list price and weigh five times as much. Armor and shields for even larger creatures must be specially made and has no standard price or weight.

Armor for a non-humanoid creature costs twice as much as the same armor for a humanoid.

The Mageware Shop

A shop for those following magical, sagely, or academic pursuits.

Flint: All Fire magic requires the essence of fire for the spell to be cast. Flint provides the necessary spark. Works in almost every environment.

Ink: Black in color. Ink in other colors costs twice as much.

Paper (10 sheets): Paper is purchased in short reams of ten sheets. Each sheet is high-quality that can be preserved. Measuring 25" x 35" each, the sheets are the perfect size for writing missives.

Paper, Book: Protected by a wooden or leather cover, a book contains thirty sheets of paper. Chronicles and spell collections should be recorded in books for preservation.

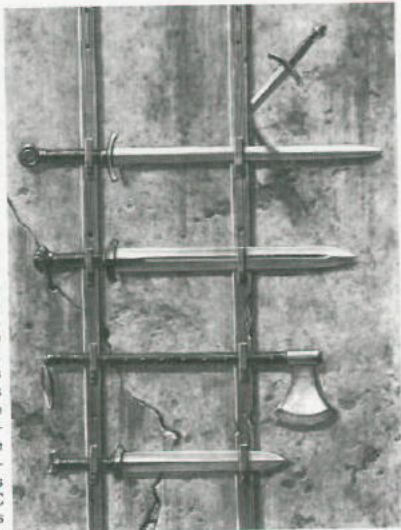


TABLE 5.16: MAGEWARE

Item	Cost	Weight	Availability
Flint	3 coppers	*	C
Ink (1 oz. vial, black)	3 argents	*	C
Paper (10 sheets)	1 argent	*	T
Parchment (10 sheets)	3 argents	*	C
Paper, book (blank)	8 argents	1 lb.	C
Quills	1 argent	*	T
Vial, Earth	2 coppers	*	T
Vial, Water	2 coppers	*	T

* No appreciable weight.

Parchment (10 sheets): Parchment, like paper, is sold in reams of ten sheets that measure 30" x 45" each. Parchment is used for messages intended for

long-distance travel and by mages for writing spell scrolls.

Quills: Fine bird-feather quills allow smooth writing. Each is good for a considerable amount of wear if the point is properly trimmed and sharpened.

Vial, Earth: A bit of earth is required for all Earth magic spells. This finely ground soil has no impurities and comes packaged in a glass vial with a stopper and necklace made of string. Allows an Earth mage to have an uncontaminated component for spellcasting available at all times.

Vial, Water: Water is needed to cast spells using Water magic. This pure water comes from a local spring and is contained in a glass vial with a stopper and neck string. Contains no impurities.

Governmental Offices

Find out what is happening, both locally and abroad.

Local Guild Listings: A list of guilds in the local area sanctioned by the governing council and their contacts. Only official guilds are listed.

TABLE 5.17: OFFICIAL DOCUMENTS

Item	Cost	Availability
Local Guild Listings	2 argents	T
Local Wages Report	2 argents	T
Local Maps	5 argents	T
Regulations, Trade	2 argents	T
Regulations, Work for Hire	2 argents	T
Royal Decrees	2 argents	T

Local Wages Report: Government workers are paid a standard rate. This report provides a list of hiring rates for specific jobs and full-time employment.

Local Maps: For a fee, the local magistrates or governing officials will permit people to study and/or copy local maps.

Regulations, Trade: Myriad trade regulations exist for the importing, exporting, and selling of goods and services. To avoid trouble with the law, a merchant should be aware of the regulations. Perusing the local copies is possible for a small fee.

Regulations, Work for Hire: Labor regulations are similar to trade regulations and can be examined at the local offices for a fee.

Royal Decrees: Current decrees are usually posted in public areas. Older decrees may not be posted, but they still apply. (Ignorance of the law is no excuse!) All existing royal decrees are available for study for a fee.

The Specialty Shop

Expert craftsmen use specialized tools. Such tools are available for purchase, but generally only through a particular craftsmen's guild. Occasionally they may be obtained from shops that specialize in a particular clientele.

Artisan's Tools: The set of special tools needed for any specific craft. Without these tools, a character has to use improvised tools (-2 penalty on the Craft check) if the job can be undertaken at all.

Artisan's Tools, Masterwork: The finest tools available for the work. The character receives a +2 circumstance bonus on the Craft check.

Climber's Kit: Special pitons, boot tips, gloves, and a harness that aid in climbing of all types, from walls to mountains. Provides a +2 circumstance bonus to all Climb checks.

Disguise Kit: A bag containing cosmetics, hair dye and small physical props (such as a false nose). Adds a +2 circumstance bonus to Disguise checks. Depleted after ten uses.

Healer's Kit: Contains herbs, salves, bandages and other materials used in healing. Adds a +2 circumstance bonus to the Heal check. Used-up after ten uses.

Musical Instrument, Common or Masterwork: Popular instruments include fifes, recorders, lutes, mandolins, and shalms. A masterwork instrument is of superior make and adds a +2 circumstance bonus to Perform checks, as well as serving as a mark of status. (Musical instruments made for Small characters weigh one-quarter the listed weight.)

Scale, Merchant's: The scale comes with a small balance, pans and a suitable assortment of weights. A scale grants a +2 circumstance bonus to Appraise checks involving items that are valued by weight, including anything made of precious metals.

TABLE 5.18: TOOLS AND SKILL KITS

Item	Cost	Weight	Availability
Artisan's tools	5 argents	5 lb.	C
Artisan's tools, masterwork	55 argents	5 lb.	C
Climber's kit	80 argents	5 lb.	T
Disguise kit	50 argents	6 lb.	C
Healer's kit	30 argents	1 lb.	T
Musical instrument	5 argents	3 lb.	V
Musical instrument, masterwork	100 argents	3 lb.	C
Scale, merchant's	2 argents	1 lb.	C
Thieves' tools	30 argents	1 lb.	T
Thieves' tools, masterwork	100 argents	2 lb.	C



Thieves' Tools: Tools needed to use the Disable Device and Open Lock skills. The kit includes one or more skeleton keys, long metal picks and pries, a long-nosed clamp, a small hand saw, and a small wedge and hammer. Without these tools, a character will have to improvise tools and thus suffers a -2 circumstance penalty on Disable Device and Open Locks checks.

Thieves' Tools, Masterwork: Kit contains extra tools and tools of better make, granting a +2 circumstance bonus on Disable Device and Open Lock checks.

A Place to Eat, Drink, and Be Merry!

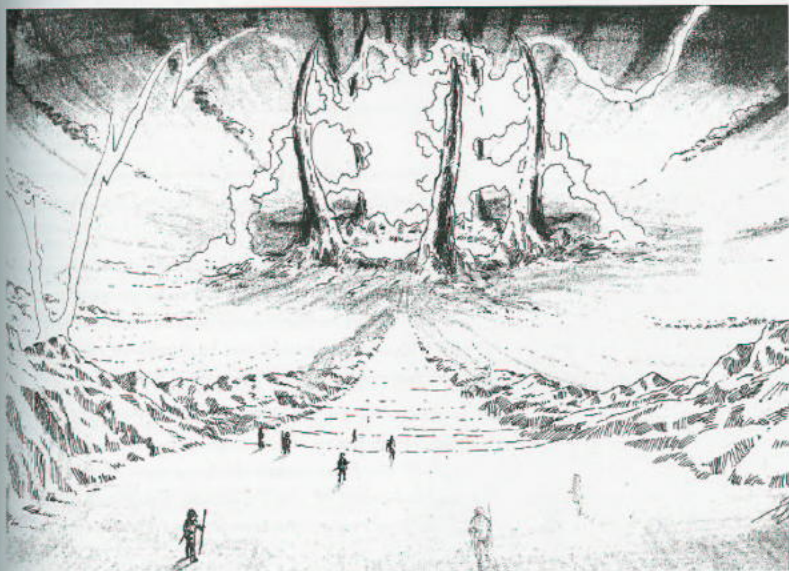
Adventurers need a place where they can unwind and tell tales of their last great exploit.

Inn: Poor accommodations at an inn amount to a place on the floor near the hearth, plus the use of a blanket. Common accommodations are a place on a raised floor in a well-heated room, the use of a blanket and a pillow, and the presence of a higher class of company. Good accommodations are a small, private room with one bed, some amenities, and a covered chamber pot in the corner.

TABLE 5.19: FOOD & LODGING

Item	Cost	Weight
Gallop	9 coppers	8 lb.
Mag	1 copper	1 lb.
Banquet (per person)	10 argents	-
Bread, per loaf	2 coppers	1/2 lb.
Cheese, hunk of	1 copper	1/2 lb.
Inn stay (per day)		
Good	5 argents	-
Common	8 coppers	-
Poor	2 coppers	-
Meals (per day)		
Good	5 coppers	-
Common	3 coppers	-
Poor	1 copper	-
Meat, chunk of	3 coppers	1/2 lb.
Wine		
Common (pitcher)	1 argent	6 lb.
Fine (bottle)	15 argents	1 1/2 lb.

Meals: Poor meals might be composed of bread, baked turnips, onions, and water. Common meals might consist of bread, chicken stew (easy on the chicken), carrots, and watered-down ale or wine. Good meals might be composed of bread and pastries, beef, peas, and ale or wine.



Chapter b

MAGIC

THE SOVEREIGN STONE

I am Tamaros, King of Vinnengael.

Once I ruled a realm that was prosperous and peaceful, a realm whose greatness has not been seen since. Vinnengael was proclaimed by all to be the center of knowledge, beauty, wisdom and power.

Dominion Lords, paladins who dedicated themselves to the gods, were given magical power to guard the peace of Vinnengael.

The other races feared the power of the human Dominion Lords. They asked to be given the magic to create their own paladins. Deeming this request just and fair, I asked it of the gods and they gave me the Sovereign Stone.

I separated the jewel into four parts and granted a share of the stone to the leaders of each of the four races: the Captain of the Orks, the Unhorsed of the Dwarves, the Shield of the Elves, and one to my son, Prince Helmos.

My joy was great. Peace would come to the world. If I had died then, I would have died happy. Unfortunately, I lived too long.

MAGIC

Every member of every race in Loerem is capable of becoming a mage with the ability to cast spells. Skill in magic is difficult to master and requires discipline to control. Thus, magic-users tend to be limited in number.

When casting a spell, the mage serves as a vessel for gathering magical energy. Once he has gathered the energy, he molds and shapes the energy into the desired result—the spell. The more experienced the mage becomes in channeling and shaping magic, the easier it is for the mage to cast spells.

The energy of a spell is drawn primarily from the environment surrounding the spellcaster. Magical energy pervades the world, invested in it by the gods during the world's creation. Magic normally takes the form of one of the four natural elements: Fire, Earth, Air, and Water. Every spell requires a bit of its primary element to serve as a material component, or "spark," when the spell is cast. Without at least a pinch of the required element, no spell can ever take effect.

The Void is the fifth element, often called the "unnatural" element, and is considered the antithesis of the four natural elements. Instead of using a material spark for its spells, Void magic draws its energy from "death." Void magic consumes the very life force of the caster in order to power its spells. Using Void magic is very dangerous, since it drains the caster of his very life. Because of this and the fact that Void magic can be used as destructive magic, the use of Void magic is frowned upon by most cultures. Some believe it to be the ultimate evil.

Each living thing (be it plant or animal) in Loerem has what is known as a magical aura. The magical aura surrounds its owner out to a distance of 6 inches. The aura resists magical attempts to manipulate the body or form of the being that it surrounds. As such, the aura limits the effects of healing spells and other transmutation magicks.

THE NATURE OF MAGIC

The various magical elements are known to balance each other. Each element has an opposing element. Earth opposes Air. Fire opposes Water. In the center of all four elements is the Void, which is opposed to all of the natural elements.

Each of Loerem's races (humans, dwarves, elves, peccae, and orks) are considered to be advantaged in one of the natural elements. Each race is neutral to those elements that are adjacent to their advantaged element and disadvantaged in the opposing

element. Table 6.1: Races and the Magical Elements lists the races and how each relates to the various magical elements.

TABLE 6.1: RACES AND THE MAGICAL ELEMENTS

Race	Advantaged	Neutral	Disadvantaged
Humans	Earth	Fire & Water	Air
Peccae	Earth	Fire & Water	Air
Dwarves	Fire	Air & Earth	Water
Elves	Air	Fire & Water	Earth
Orks	Water	Air & Earth	Fire

A mage can become advantaged in Void magic regardless of his race. However, once he does, the mage is considered disadvantaged in all the other magical elements (even the one in which he is naturally advantaged). This situation is known as being "tainted by Void." (See below.)

Magic Aspects

Magic aspects define the magical effects produced by different elements. Some aspects are related to a pair of elements. These are known as dual-element spells (see Dual-Element Spells below). Once the aspect of a spell is defined, the aspect determines which of the elements (or which two elements) must be used to power the spell.

Elemental: Every magical element (Earth, Air, Fire, Water, and Void) is capable of producing elemental effect spells. These spells manipulate or transmute their particular element. For example, *hungry water* transmutes water into acid.

Elemental magic can also detect, dispel or augment spells of the same element. (Dual-element spells may be detected or dispelled by spells of either element involved.)

Earth Magic Aspects

Healing: These spells deal specifically with restoring health and well-being to the injured or the diseased. Such magicks do not have the ability to restore life to someone who has expired, no matter what the circumstances of death. Spells of the healing aspect will not rid a being of parasitic infestation or malignant growths, but will be able to repair damage and temporarily ease the pain caused by these.

Protection: Spells of this aspect are designed to shield the recipient from physical injury, danger, or magical attack. These spells often imbue otherwise mundane items with temporary magical power that deflects or diminishes physical damage, affects spellcasting, or interrupts magical

effects. Other protection aspect spells can guard areas against intrusion.

Construction: These spells cause a change in the properties of an already existing object or substance, as long as that object does not clearly belong to another element. For instance, while a construction spell might erect a wall of mud, it would not be able to erect a wall of flame (clearly the purview of Fire magic). Even though a poison can be neutralized or transformed into a non-harmful substance, its constituents still retain their basic elemental properties. For instance, although

Mentalism: These spells discern between truth and falsehood and between that which is real and unreal. Spells of this aspect are used to detect hidden secret doors and compartments, reveal traps, to count illusions, ascertain the veracity or accuracy of one's statements, read another's mind, to uncover things hidden or shrouded by magic.

Travel: These spells are those magicks that affect either the speed at which a creature or an object moves or its means of motivation.

Illusion: Such spells are created to mislead the senses or minds of the affected. Illusion spells ty



a poison might have both arsenic and wine mingled together, the wine will be unaffected by the Earth spell, while the arsenic is neutralized.

Air Magic Aspects

Charm: These are spells that can affect the behavior of other intelligent beings (animals are unaffected by such spells). Charms can also animate normally inanimate objects for short periods of time. Some charms are used to enchant items in order to beguile or entice those who look at them.

ically create scenes, sounds or smells that do not exist in reality. Illusion aspect spells do not normally affect animals, since their perceptions of the world are different from those of humanoids and their senses tend to be sharper.

Fire Magic Aspects

Divination (past): Spells of this aspect allow the caster to scry events that happened sometime in the past. Such spells do not allow the caster to determine the veracity of scenes witnessed while scrying. For example, it is possible that a spellcas-



er might scry a time when an area is cloaked with an illusion or a meeting that was staged for the benefit of any who might be "watching." The spellcaster will not be able to penetrate the illusion, nor will he be able to tell that the meeting was being staged. Divination (past) spells penetrate Time, not Space and thus do not normally allow the mage to scry over distances. Divination (past) spells are usually effective only if cast in the location where the event in question transpired.

Conversion: These spells are often mistaken for construction aspect spells. Conversion spells deal solely with fluctuations in temperature and illumination in small, localized areas. Conversion aspect spells are not capable of changing the shape of an object or its basic properties, unless the object can be altered by heat (melt ice, boil water). Conversion aspect spells cannot be used to cause magical darkness, although they might prove useful in combating such magic.

Water Magic Aspects

Divination (present): Such spells allow the caster to divine events as they are currently happening. Divination (present) spells can be accomplished over long distances and are useful for overhearing conversations and for spying.

Communication: These spells allow the exchange of information, signals or messages in various ways including verbal, gestures, and written. Communication with Water creatures also falls under this aspect.

Void Magic Aspects

Destruction: Spells of this type can replicate any harmful or destructive effect produced by spells of other elements. Void spells of this aspect are capable of harming not only other living creatures, but the other elements themselves. For example, destruction aspect spells might cause water to become brackish or make once fertile fields barren and unable to support life.

Necromancy: Spells of this aspect deal with death, dying the dead, decay, despair, disease, communication with spirits beyond the grave, the manipulation of bodies (living or dead), the transference of life essence and the creation of undead.

Shadow: This aspect of Void magic is capable of utilizing shadows for travel, to cause darkness and construct semi-real illusions.

Air/Water Magic Aspects

Weather: Weather aspect spells allow the caster to control the forces of weather. These spells allow the conjuration of all types of weather from a blizzard to a thunderstorm, as well as the commensu-

rate side-effects such as a drop in temperature, fierce winds, thunder and lightning. Weather aspect spells also allow the caster to mitigate the effects of weather, both magical and natural.

Earth/Water Magic Aspects

Plant: This aspect can restore health to plants, speed plant growth, improve crops and establish an ability to communicate with plants and plant-like beings. Such spells can also cause transmutations that involve plants or the changing of one type of matter into plant-matter or vice versa.

Air/Fire Magic Aspects

Lightning/Electricity: This magic aspect allows the caster to harness and shape electrical energy. Some lightning/electricity aspect spells provide protection from the effects of electricity or electrical attacks.

Earth/Fire Magic Aspects

Animal: Spells of this aspect affect creatures classified as animals, beasts, humanoids, magical beasts or vermin. Transmutations from one form to another fall under this aspect, as well. This aspect also allows spells that communicate with avian and land-based animals and beasts.

CASTING SPELLS

A mage must first select the spell to cast. In Loerem, a mage may cast any spell in his repertoire, without limitation. This does not mean that a mage's access to spells is unlimited, but rather, he can cast the spells he knows, in any order, as many times as he would like (so long as he is still conscious).

All spells have verbal, somatic, and material (also known as essence) components. This means that a mage must be able to speak and use his hands (and sometimes his feet) in order to successfully complete a spell. The verbal and somatic components of a spell serve as mnemonic devices, helping the mage traverse the mental hurdles required for channeling and shaping raw magic into spell effects.

A mage must also possess some of the element to which the spell belongs within his magical aura in order to initiate the spell. This means that if a mage wishes to cast a Fire magic spell, he must have the means of producing a spark or have access to an open flame. The same is true of the other elements. A Water magic spell needs a drop of water to initiate the casting. An Earth magic spell requires a stone or a pinch of dirt or dust. A spell born of Air magic requires a breath.

Spellcasting requires an enormous amount of concentration, making it difficult for a magic-user to concentrate on casting while he is in the middle of melee combat or other distracting situations.

Spellcasting Roll

To cast a spell, roll:

1d20 + SPELLCASTING MODIFIER

(Spellcasting modifier = spellcasting bonus + special modifiers)

Each spell has a Casting Threshold (CT). This roll is applied toward the CT of the spell that the mage is casting. He performs the spellcasting roll each round until the total of all of the rolls equal or exceed the spell's CT. Once this happens, the spell takes effect.

Example: Rathix, a 5th level dwarven Fire mage, is desperate to locate his enemies in the darkness of a cave. He decides to use the *foxfire* spell to reveal their location. The spell has a CT 28. On his initiative, Rathix uses a small ember from his campfire as his material component and begins casting. He rolls 1d20, and receives a +5 spellcasting bonus due to his level. Rathix obtains a 25 on his first spellcasting roll. During his initiative next round, Rathix rolls again and gets an 8. The 25 from his previous roll and the 8 equal 33 (the spell's CT). The *foxfire* takes effect this round.

Dual-Element Spells

Dual-element spells fall in the domain of two adjacent magical elements. When attempting to cast a dual-element spell, the caster must have levels in both elemental mage classes included in the spell. For instance, to cast *heal plant*, a character must have at least 1 level as both an Earth mage and a Water mage. Further, in order to cast a dual-element spell, an elemental mage must have a small amount of both of the elements within his magical aura.

Casting a dual-element spell is handled normally, except that the spellcasting bonus of the lower elemental mage class is used, and quality essences do not bestow any special modifiers.

Tainted by Void

A Void mage who wishes to become advantaged in Void magic may do so by simply stating that he is becoming "tainted by Void." The Void mage immediately takes 1 point of normal damage due to the Void magic stealing a bit of his life force in order to work. It should be noted on the character sheet that the Void mage is now "tainted by Void." The point of damage will heal normally. If the Void mage

decides to remain advantaged in Void magic, he may maintain the 1 point of damage indefinitely.

Once a Void mage becomes tainted by Void magic, he becomes disadvantaged in the casting of all other magical elements, including the one to which he is naturally advantaged. Because the mage knowingly sacrifices some of his life force to work his magic, healing spells will not work on a mage who is tainted by Void. All wounds the Void mage suffers must heal normally, until he has healed himself of the Void's taint.

Example: Emilia becomes tainted by Void and suffers one point of damage. Through the course of casting a *black cloud*, she suffers 12 points of damage from spellcasting. She is now injured for 13 points of damage. Because she is tainted by Void, healing spells will not work if cast on Emilia until she has healed naturally from all damage, the last point of damage being the one that tainted her with Void.

Regardless of when a Void mage actually became tainted by Void, the last point of damage healed is always considered the one that lifts the taint.

Example: Emilia is struck with a sword during combat and suffers 5 points of damage. Fearing for her life, she decides to cast *black cloud*. She suffers 12 points of damage from the spellcasting and is now tainted by Void. She must heal all damage (that taken from the sword wound and that caused by spellcasting) before she can heal the point that taints her with Void magic. Note that even though the sword wound damage was taken prior to her becoming tainted by Void, that damage may not be healed magically (due to the Void taint), but may heal naturally.

Some creatures and spell effects can taint their victims or targets with Void magic. In these cases, the targets suffer the same penalties to healing and spellcasting as Void mages who are tainted by Void.

Botching

If a mage rolls a 1 on a spellcasting roll, it is considered a botch (regardless of modifiers). If he is advantaged or neutral with regard to the element of the spell, the mage may attempt a Concentration skill check. The DC for the check if the mage is advantaged in the spell's element is 12. If he is considered neutral to the element, the DC is 15. A successful Concentration skill check allows the mage to apply the 1 he just rolled (plus any bonuses toward the spell's CT and to continue casting on the following round. If the mage botches on what would have been the final round of casting and makes the Concentration skill check, the spell takes effect normally. Failing the skill check means

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the spell fails and the mage must start casting over again.

Botching while casting a spell in an element in which a mage is disadvantaged means that the spell automatically fails.

Whether the mage regains control of the spell or not, a botch always means that his Fortitude saving throw against the spellcasting strain fails and damage is applied as indicated below (Spellcasting Strain).

Example: Rathix is casting *gentle touch*, an Earth magic spell. On the first round of casting he rolls a 1. He is a 2nd level Earth mage and receives a +2 spellcasting bonus to his roll, but since he rolled a 1, the spell is still considered a botch. Because Rathix is a dwarf, Earth magic is considered a neutral element and he might be able to salvage the spell. He rolls a Concentration skill check against a DC 15 (1d20 + skill rank + Constitution modifier). After all of his bonuses are added in, Rathix rolls a 17. He is able to apply 3 points toward the spell's CT and continues casting normally the next round. However, because of the botch, Rathix automatically fails his Fortitude save against spellcasting strain and suffers 4 points of subdual damage.

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Spellcasting Strain

Channeling magic is difficult and dangerous. Although a mage's magical aura endeavors to protect him from the harmful effects of raw magic,

prolonged exposure during spellcasting can still prove debilitating (deadly in the case of Void magic). For each round a mage spends channeling magic during spellcasting, he must make a Fortitude saving throw. The save's DC depends upon the mage's race and whether he is advantaged, neutral, or disadvantaged in the spell's element (see Table 6.2).

Each round after the first round spent in spellcasting, the Fortitude save's DC increases by one. If a mage is casting a spell from one of the natural elements (or a dual-element spell), he suffers 1d4

TABLE 6.2: SPELLCASTER FORTITUDE SAVES

Spell Status	DC
Advantaged	8
Neutral	10
Disadvantaged	12

points of subdual damage each round he fails the Fortitude save (see *Core Rulebook I*, page 134). If the mage is casting a Void magic spell, he suffers 1d4 points of normal damage due to a failed Fortitude saving throw. Damage suffered because of casting will never interrupt the casting of a spell, unless it is sufficient to cause unconsciousness, in which case the spell fizzles and is left unfinished.

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Voluntarily Sacrificing Life Essence: Since Void magic is powered by the very life force of the spellcaster, it is possible for the Void mage to sacrifice bit points to the Void in order to finish a spell more quickly. The Void mage suffers damage equal to the difference between the spell's CT and his current spellcasting total. The spell is activated in the same round that the Void mage voluntarily sacrifices his life essence. For instance, Emel is casting *death touch* (CT 32). He has accumulated 12 points by round 2 of casting. He decides that he needs to finish the spell this round. Emel opens himself up to the Void and voluntarily sacrifices life essence. He suffers 20 points of normal damage (CT 32 - 12 spellcasting total = 20).

Spells cast in this manner activate on the same round that the Void mage sacrifices life essence. By casting a spell this way, the Void mage need not worry about botching or making a Fortitude saving throw.

It is possible for Void mages, in desperate situations, to cast entire spells by sacrificing their life essences to the Void. For example, Emel could cast a spell on his initiative by sacrificing his life essence and suffering an amount of damage equal to the CT of the spell (32 points of damage in the previous example).

The Void is a greedy partner. Void mages cannot parcel out life essence a little bit at a time. To use this ability, the Void mage must either give all his life essence at the beginning of casting or make up the remainder at the end of casting. He cannot sacrifice a little life essence here and there in between spellcasting rolls in an attempt to move things along more quickly.

If a Void mage should fall unconscious or die because of sacrificing life essence to the Void, the spell is ruined.

Interruptions During Casting

A mage can be distracted in his spellcasting. The distraction can be minor, such as having his elbow jostled, or it may be major, such as having a knife plunged between his ribs.

An interruption is effective only if it occurs during the time that the mage is actively spellcasting. For instance, an attack that happens just before a mage begins to cast his spell will not cause an interruption.

If a mage is distracted during spellcasting, he must roll a Concentration skill check to determine whether he can maintain control of the spell. The skill check's DC is determined by the severity of the interruption.

Attack: The quickest way to stop a mage from casting a spell is to cause him physical harm. If a mage is physically attacked and takes damage while casting, he is in peril of losing his spell and must make a Concentration skill check. The DC is 10 + points of damage taken + number of previous rounds of casting for that particular spell. If the check is failed, the spell ends immediately, without taking effect.

Spells: Affecting a spellcaster with magic is another way in which one may attempt to ruin a spell before it is able to take effect. When a mage is affected by a damaging spell, regardless of whether he made his saving throw, he must make a Concentration skill check or the spell being cast is automatically lost. The DC of the Concentration check is 10 + points of damage + number of previous rounds of casting for that particular spell. Spells that distract or interfere with the caster, but do not necessarily cause damage, force a Concentration skill check against the spell's saving throw. DC + number of previous rounds of spellcasting for the current spell. Spells without a saving throw have a Concentration check DC of 10 + 1 per 2 points of CT + number of previous rounds of spellcasting for the current spell.

Some spells and physical attacks cause continuous damage (such as the damage dealt by *circle of flame*). Since casting a spell can last several rounds, continuous damage is considered to be a separate attack each round, triggering a new Concentration skill check (as described above), considering only the continuous damage taken in the current round (not continuous damage suffered in previous rounds).

Grappling or Pinned: Generally, it is impossible for a mage to cast spells while grappled or pinned, since all spells have somatic components which are severely hampered in such situations. If grappled or pinned while casting a spell, the mage still allowed a Concentration skill check. The DC is 20 + the number of previous rounds of casting for the current spell. If the check is successful, the mage is allowed one more round of casting. If he is able to complete the spell in that time, the spell takes effect normally. If not, the spell is ruined. Feats such as *Still Spell* allow a mage to cast even when grappled or pinned. If a mage is already casting a spell when he is grappled or pinned, he may decide to add the extra CT to the spell and continue to cast without a somatic component. He must still pass the Concentration checks each round he is grappled or pinned. However the DC is reduced to 10 + the number of previous rounds of casting.

Vigorous Motion: A mage who is attempting to cast from the back of a moving mount, from a canoe or



a choppy lake, during a mild earth tremor, or while being similarly knocked about must make a Concentration check (DC 10 + the number of previous rounds of casting) or the spell is ruined. The mage must make this check each round that he is casting under such adverse conditions.

Violent Motion: A mage attempting to cast a spell from the back of a swooping hippogriff or running horse, a kayak amidst whitewater, during an earthquake, or while being similarly thrown around must make a Concentration check (DC 15 + the number of previous rounds of casting) or the spell is ruined. The mage must make this check each round that he is casting under such conditions.

Violent Weather: If a mage attempts to cast a spell while exposed to strong winds with rain, sleet, dust or snow, he must make a Concentration skill check against a DC 5 + the number of previous rounds spent casting the spell. If casting while exposed to gale force winds, hail, or blizzard conditions, the Concentration check is made against a DC 10 + the number of previous rounds spent casting the spell. (If the adverse weather conditions are created by a spell, refer to the rules above.) The mage must make the Concentration check for each round that he is casting under such adverse conditions.

Casting Defensively: A mage who wishes to cast a spell without provoking an attack of opportunity must keep an eye on enemies close at hand in order to avoid confrontation. He must make a Concentration check (DC 15 + the number of previous rounds spent casting the spell). The spell is ruined if the mage fails the check. Note that casting a spell only provokes attacks of opportunity during the round the spell is initiated. Casting defensively allows the caster to avoid altogether the attack of opportunity on the first round of casting.

Entangled: A mage who wishes to cast while caught in a net, chained to a wall, bound with rope or in a similar constrained situation must make a Concentration skill check (DC 15) to cast the spell. This check must be made for each round the mage spends casting the spell. If he fails the check, the spell is ruined.

Range

A spell's range indicates how far from the caster the spell can reach, as defined by the Range line in the spell description. A spell's range is the maximum distance from the wizard that the spell's effect can occur, as well as the maximum distance at which the character can designate the spell's point of origin. If any portion of the spell's area extends beyond the range, that area has no effect. Standard ranges include:

Personal: Only the caster is affected.

Touch: The caster must touch a creature or object to affect it.

Close: The spell can reach up to 25 feet away from the caster. The maximum range increases by 5 feet for every two levels of the caster.

Medium: The spell can reach up to 100 feet + 10 feet per level of the caster.

Long: The spell can reach up to 400 feet + 40 feet per level of the caster.

Unlimited: The spell can target anywhere on Loerem.

Range Expressed in Feet: Some spells have no standard range category, just a range expressed in feet.

Aiming a Spell

When casting a spell, a mage must choose the object or being the spell is meant to affect or a location where the spell's effect is to originate within the parameters of the spell itself.

Target or Targets: Some spells have a target or targets. The mage casts these spells directly on creatures or objects, as defined by the spell itself. The caster must be able to see or touch the target and the caster must specifically choose the target of the spell. However, the caster does not have to select the target until the moment he finishes casting the spell.

If a spellcaster casts a spell of this type on a target not meant to be affected by the spell, such as casting *allergy season* on a dog, the spell has no effect.

If the target of a spell is the caster ("Target: Caster"), the caster does not receive a saving throw and spell resistance does not apply.

Effect: Some spells create or summon things rather than affecting things that are already present (the *dazzle* spell, for example). The spellcaster must designate the location where these things are to appear, either by seeing the location or defining it. Range determines how far away an effect can appear, but if the effect is mobile, it can move regardless of the spell's range.

Ray: Some effects are rays. The caster can aim a ray as if using a ranged weapon, although typically the caster makes a ranged touch attack rather than a normal ranged attack. As with a ranged weapon, the caster can fire into the dark or at an invisible creature. However, there is no guarantee that he will hit anything. The caster does not have to see the creature he is trying to hit, such as he would have to if casting a targeted spell. Intervening crea-

tures and obstacles can block the caster's line of sight or provide cover for the creature at which he is aiming.

If a ray spell has a duration, this duration is a measurement of the ray's effect, not the duration of the ray itself.

Spread: Some effects—notably clouds and fogs—spread out from a point of origin to a distance proscribed by the spell. The effect can extend around corners and into areas the caster cannot see. Distance should be figured as actual distance traveled, taking into account any turns the spell effect takes.

The caster must designate the point of origin for such an effect, but need not have line of effect (see Line of Effect below) to all portions of the effect.

Area: Some spells affect an area. The caster selects where the spell starts, but does not otherwise control which creatures or objects the spell affects. Sometimes a spell describes a specially defined area, but usually an area falls into one of the categories below.

Burst: As with an effect, the caster selects the spell's point of origin. The spell bursts out from this point, affecting anything in its area. A burst spell has a radius that indicates how far from the point of origin the spell's effect extends.

Cone: When a mage casts a spell with a cone area, the cone shoots away from the caster in the direction he designates. A cone starts as a point directly in front of the caster and widens out as it extends. A cone's width at a given distance from the caster is always equal to the distance from the caster. The terminus of a cone is always as wide as it is long. For example, a spell with a cone area 15 feet long is 10 feet wide down 10 feet of its length and 15 feet wide at its farthest end.

Creatures: Some spells affect creatures directly (such as targeted spells), but they now affect creatures in an area defined by the spell rather than defined by the individual creatures selected by the caster. The area might be a burst, a cone, or some other shape.

Many spells affect "living creatures," which means all creatures other than constructs and undead. If a

spell has a limited amount of targets it can effect, it will ignore those that it cannot effect.

Cylinder: As with a burst, the mage selects the spell's point of origin. This point is the center of a horizontal circle and the spell shoots down into the circle, filling a cylinder.

Emanation: Some spells, such as silence, have an area like a burst except that the effect continues to radiate from the point of origin for the duration of the spell.

Objects: Some spells affect objects within an area the caster selects (as with creatures above, but affecting objects instead).

Spread: Some spells spread out like a burst, but can also turn corners. The caster selects the point of origin and the spell spreads out a given distance in all directions. Calculate distance by actual distance traveled, taking into account turns taken by the spell effect.

(S) Shapable: If an Area or Effect entry ends with "(S)," the caster can shape the spell. A shaped effect or area can have a dimension smaller than 10 feet. Many effects or areas are given as cubes, make it easy to make irregular shapes. Three-dimensional volumes are most often needed to define aerial or underwater effects and areas.

Line of Effect: A line of effect is a straight

unblocked path that indicates what a spell can affect. A line of effect is canceled by a solid barrier. Line of effect is similar to line of sight in ranged weapons, except a line of effect is not blocked by fog, darkness or other factors that limit normal sight.

The caster must have a clear line of effect to any target that on which he casts a spell or to any space in which he wishes to create an effect. The caster must have a clear line of effect to the point of origin of any spell he casts. For bursts, cones, cylinders, and emanating spells, the spell affects an area, creatures or objects to which the spell has line of effect from its origin (a burst's point of origin, a cone's starting point, a cylinder's circle, or an emanating spell's point of origin).



An otherwise solid barrier broken by a hole of at least 1 square foot does not block a spell's line of effect. So long as such an opening exists, a 5-foot length of wall is not considered to be a barrier to a spell's line of effect. However, the portion of the wall not damaged by the hole can still block the spell.

Saving Throws

Most spells permit unwilling targets a chance to avoid some or all of their effect. Each spell states what sort of saving throw is needed, the save's DC, and what happens if the save is successful.

Negates: This means that the spell has no effect on its target if the saving throw is successful.

Partial: A successful save against a spell such as this means that the spell's effect is not as severe as it might have been.

Half: The damage that the spell inflicts upon a target is halved with a successful saving throw.

None: No saving throw is allowed against this spell.

Disbelief: A successful save means that the character has been able to see through the effects of the spell and is able to ignore it.

(Object): A spell with this notation may be cast upon objects that receive a saving throw only if they are magical in nature or if they are held, worn, or similarly attended by something resisting the spell. In such cases, the object receives the resisting being's saving throw bonus, unless its own bonus is greater. Spells of this nature are not necessarily restricted to objects as targets. (See each individual spell description for details.) The saving throw bonus for a magic item is 2 + one-half its caster level.

(Harmless): Such spells are rarely injurious to the target, but may be saved against if the target wishes.

Saving Throw DC: The saving throw DC of a spell is equal to 10 + 1 per 20 points of the spell's Casting Threshold + the spellcaster's level. Illusions and spells that affect the target's mind have their own saving throws that are already built into the spell (refer to each individual spell for saving throw DCs).

Succeeding at a Saving Throw: When the target of a spell successfully saves against a spell that does not still manifest obvious physical effects, the target can feel that hostile magic was just aimed at him. This does not mean that the target knows what the spell was or who cast it. A mage knows when his spell failed to affect his chosen target, but

he cannot sense when the target of an effect or area spell successfully made his saving throw.

Voluntarily Failing a Saving Throw: A saving throw may be voluntarily failed. In this case, the target accepts the spell's effect. Creatures or characters with special resistance to magic or certain spells can suppress their resistance, allowing the magic or spell to take effect.

Items Surviving after a Saving Throw: Unless the spell states otherwise, all items carried and worn are assumed to survive a magical attack. If the target rolls a natural 1 on his saving throw, an exposed item is harmed (as long as the spell is capable of harming objects). The four items nearest the top on Table 6.3 are the most likely to be struck. For instance, Rathix rolls a natural 1 on his save versus a *firebolt*. His shield, leather armor, shortbow and sheathed shortsword are the items most likely to be affected. He is not wearing a magic helmet or cloak, so these are skipped. The item that is affected is randomly determined. The item that is determined must make a saving throw versus the magical attack, suffering whatever damage it inflicts. (See *Core Rulebook II* for information about magic item saving throws.)

Items that are not carried or worn and are not magical do not receive a saving throw. The item simply suffers the appropriate damage.

Spell Resistance

Some creatures are imbued with this special defensive ability. Spell resistance is an innate power that automatically resists the magical effects of spells

TABLE 6.3: ITEMS AFFECTED BY MAGICAL ATTACKS

Order*	Item
1st	Shield
2nd	Armor
3rd	Magic helmet
4th	Item in hand (weapon, wand, etc.)
5th	Magic cloak
6th	Stowed or sheathed weapon
7th	Magic bracers
8th	Magic clothing
9th	Magic jewelry (including rings)
10th	Anything else

*In order of most likely to least likely to be affected.

(and spell-like abilities). A mage whose spell is being countered by spell resistance must make a penetration check (1d20 + caster level) that is

equal to or greater than the target's spell resistance rating in order for the spell to take effect.

Each spell's description states whether spell resistance is effective in protecting a target against the spell's effects. Spell resistance often applies only when a resistant creature is the target of the spell, not when the creature encounters a spell already in place.

Creatures with spell resistance must voluntarily drop their resistance in order to receive the effects of a spell noted as Harmless or Object without the penetration check.

Duration

A spell's duration is the length of time the effects of the spell last.

Timed Durations: Many durations are measured in rounds, minutes, hours, days, or even months. Once the time for the spell has elapsed, the spell ends. Timed durations that are variable are secretly determined by the Referee.

Instantaneous: Such spells do not have a duration at all. Once the spell is cast, the effect happens and the magic disappears. The consequences of the spell might be long lasting, but that is not a function of the spell itself. Most damaging spells are instantaneous.

Permanent: The spell's magical energies remain as long as the effect lasts. Some permanent spells are permanent only for the span of the caster's life and will fail once the caster dies. Permanent spells of any type are subject to the effects of dispelling magic.

Concentration: The spell lasts as long as the caster concentrates on it. Concentrating on a spell does not provoke an attack of opportunity. Some spells may have a timed duration, but if so, the duration may be extended with concentration.

Anything that could disturb the caster's concentration while casting a spell will disturb him while he is maintaining a spell through concentration (see Interruptions During Casting above). A mage cannot cast another spell while maintaining concentration on a spell.

A spell can last a certain length of time even after the caster has quit concentrating on it. In such cases, the spell lasts for the stated duration, at which point it ends. Some concentration spells cannot be maintained for more than a stated duration, but require constant concentration in order to remain functioning. If concentration is broken, the spell ends immediately.

Targets, Effects, and Areas: If a spell directly affects a target, the spell's result is attached to the target for the spell's duration. If the spell creates an effect, the effect lasts for the duration. The effect might be immobile or it might move. Spells that affect an area are immobile, remaining in that area for the duration of the spell. The power of the spell is brought to bear when entering into the affected area. Those leaving the area are no longer subject to the spell.

Holding a Spell: A mage may choose not to discharge a spell on the round in which he completes casting. Each round that a mage holds a spell, he must make a Fortitude save as if he were still casting the spell and suffer the appropriate damage for each failed check. For instance, Catrina, a human elemental mage, takes 3 rounds to complete an Earth spell and now she wishes to hold it. On round 4 she must make a Fortitude save (DC 11); she suffers 1d4 points of subdual damage. On round 5 the DC of her check goes up to 12 and so on until she casts the spell.

A mage can hold a spell indefinitely in this manner (or until he falls unconscious). A mage cannot cast another spell while holding a spell.

Touch Spells: If a mage is unable to discharge a touch spell on the same round that he completes casting, he can hold the spell, under the conditions related above.

The mage can make touch attacks round after round until the spell is discharged. He can touch himself or a friend as a standard action, or up to six friends as a full-round action. If the mage touches anything while holding a touch spell, the spell discharges. The touch spell ends if the mage casts another spell while holding the touch spell.

Discharge: Some spells last for a set duration or until triggered or discharged.

(D): If a "(D)" is indicated in the duration of a spell, this means that the spell can be dismissed by the caster. The caster must be within the casting range of the spell and speak a command word or make a gesture that cancels the spell. Dismissing a spell is considered a standard action, and does not provoke an attack of opportunity. Spells that depend upon concentration are dismissible by their very nature (since all the mage has to do is stop concentrating).

Spell Components

All spells in Loerem require these spell components: the use of verbal (spoken incantation), somatic (measured and precise movements of the hand or some other part of the body), and elemental essence material (a bit of the spell's element).



Earth, Water, Fire, Air, or Life Essence in the case of Void).

In order to provide the verbal component to a spell, the mage must be able to speak aloud and be clearly understood, even if it is only a whisper. A gag or other form of hampering a mage's speech will spoil the incantation and ruin the spell. A spellcaster who has been deafened has a 20% chance each round (non-cumulative) of spoiling any spell he tries to cast.

A mage must have at least one hand free (or the body part specified by the spell) in order to provide the somatic component for a spell. Verbal and somatic components to spells may be eliminated with the use of metamagic feats.

Elemental Essences

The material component of a spell, commonly known as "essence," must always be present for the casting of a spell. Only a small amount of the essence is required in order to cast the spell, but it must be fully within the spellcaster's magical aura. Usually a pinch of soil or a stone is used to cast Earth magic spells. A drop of water is needed to cast Water magic spells. A spark must be generated to cast a Fire magic spell, although an open flame or embers will serve just as well. To cast an Air magic spell, all that is needed is clean air within the aura of the caster.

A dual-element spell requires the use of essences from both of the spell's elements. For instance, a dual-element Earth/Fire spell requires both a pinch of soil and a spark or open flame.

The essence is always consumed during spellcasting.

Essences of Quality: A spell can be cast more quickly if an essence of quality is used. There are three types of essences of quality: fine essence, exceptional essence, holy essence.

A fine essence of quality adds +2 to the mage's spellcasting roll every round. Fine essences of quality are water that has been purified, air from a crisp, cold winter day, an ember of high-grade charcoal, etc. These are fairly common and may be purchased from Temples and mageware shops for 3 argents (3 argents for members of the faith in good standing or repeat clientele).

Exceptional essences add +4 to a mage's spellcasting roll each round. An exceptional essence is more difficult to come by. They may be a spark from the Holy Fires of Dwarfdom or air from the top of the highest mountain in the Divine Lands of the Tromeck. Cost for such essences is what the market will bear—though they are seldom for sale.

A holy essence is immensely valuable and rare in the extreme. These essences add +10 to a mage's spellcasting roll every round. A holy essence might be water from the Ork's holy mountain, Mt. Sa'Gra or a relic from the ruined Temple of the Magi in Old Vinnengael. Holy essences are closely guarded, and never for sale (at least not on the open market).

As with normal essences, essences of quality are consumed by the magic on the first round of spellcasting.

The addition of quality essences does not affect botches or Fortitude saves in any way. Determine botches and Fortitude saves normally. Essences of quality do not aid in the casting of dual-element spells.

Void Essence: Since a Void mage sacrifices his own life force to power his spells, he can never be deprived of his elemental essence. The moment a Void mage becomes tainted by Void, lesions and pustules form on his body as it reacts to unwholesome touch of Void magic. Such lesions and pustules continue to occur or worsen so long as he continues to cast Void magic. These ugly marks are hard to conceal and can be very painful. They cannot be healed by magic, but must heal naturally. They will not start to heal until the mage ceases to be tainted by Void.

Contaminated Essences: Elemental mages usually prefer to use the purest available form of the element for their spells. It is assumed that a mage is using fresh air, pure spring water, rich soil (or pure stone) or clean-burning fire when spell-casting. In time of need, a mage may use contaminated essences. These are the opposite of essences of quality, penalizing each round's spellcasting roll by at least -1. For instance, Catrina is caught off-guard by her enemies while she is in a stable. She is forced to cast spells using dirt from the stable's floor, giving her a -2 to her spellcasting rolls. An Air magic spell using the air of a smoke-filled tavern would suffer the same penalties. The essence is corrupted, which makes the channeling and shaping of magic more difficult.

Void mages can suffer the same problems if they are wasting with disease (such as the plague) or suffering from the ill effects of poison.

The exact penalties for using contaminated essences will be decided by the referee according to each situation.

CONSIDERATIONS IN SPELLCASTING

Attacks

Spells that refer to attacks or attacking. Any offensive combat actions, even those that do not cause any harm (such as bull rush and disarm) are considered to be attacks. All spells that must be resisted with a saving throw, inflict damage, or harm or hamper targets in other ways are attacks.

Modifiers

Spells that give their targets bonuses to ability scores, AC, attacks, and other attributes. Each type of bonus indicates how the spell grants the bonus. Remember that two bonuses of the same type do not generally stack. With the exception of dodge bonuses, most circumstance bonuses and bonuses granted by armor and shield are used in conjunction, but only the better bonus works. This is the same for penalties. A creature suffering from two or more penalties of the same type applies only the worst one.

Bringing Back the Dead

There is no power (short of the reclusive gods) able to restore life to a living being that has died. Attempts to raise the dead always fail. The reunion of a dead physical form with the soul that once inhabited it creates an undead creature, who has a limited memory of its previous life, but enough understanding to know that it is an abomination and to hate those who are still living (especially those who disturbed its well deserved rest).

Combining Magical Effects

Normally, spells and magical effects work as described without regard for other spells or magical effects operating in the same area or on the same target. However, there are special circumstances in which a spell will affect the way another spell operates. Spells that have an effect on other spells provide an explanation of that effect in their descriptions.

The following general rules apply when spells or magical effects are operating in the same place or on the same target.

Stacking Effects: Spells that bestow a bonus or penalty to attack rolls, damage rolls, saving throws and other attributes usually do not stack with themselves. Two bonuses of the same type do not stack, even if they are caused by different spells or magical effects. The best bonus (or worst penalty) is used by the target.

Different Bonus Types: Bonuses or penalties that are of different types and originate from different spells (or magical effects) can stack under the right

conditions. Unnamed bonuses ("+2 bonus" and "+2 morale bonus") or penalties can stack with unnamed (or unnamed) bonus or penalty.

Same Effect with Differing Results: Spells that produce varying effects when cast upon a recipient more than once do not cancel the previously cast spell. Their effects are superseded while the final spell in the series is in effect. Should the later spell be dispelled or its duration end, the earlier spell will take effect, assuming its duration has not elapsed, as well.

Same Effect More than Once in Different Strengths: In a case when two or more spells are active in the same area, but at different strengths, only the spell with the best results applies. As above, the earlier spell is not dispelled, merely negated to a secondary role. Should the later spell be dispelled or its duration end, the earlier spell takes effect, again assuming its duration has not elapsed as well.

One Effect Makes Another Irrelevant: Spells can be cast that will make spells cast earlier and which are still active in the same area or on the same target irrelevant. A horse under the effects of a drageage spell may move at twice its normal movement. If the enchanted horse falls into the effects of a hole and is buried up to its chest in dirt, the drageage will not allow the horse to continue to move.

Multiple Mental Control Effects: Some spells and magical effects can establish mental control over creatures. Sometimes these spells and effects cancel each other out. Mental controls that do not remove the target's ability to act usually do not interfere with each other. Those mentally controlled by two or more entities try to obey each controller to the best of their ability. If a controlled being receives conflicting orders, the different controllers must make opposed Charisma checks to find out which order the controlled creature obeys.

Spells with Opposite Effects: Spells that possess opposite effects that are cast upon the same target or area apply their effects normally. All bonuses, penalties and alterations happen in the order that the spells were cast or became relevant. Some spells have the ability to counter or negate a different spell completely. These sorts of effects are noted in each spell's description.

Instantaneous Effects: Instantaneous duration spells take effect normally even when they affect the same area or target.

Illusions

There are two very distinct types of illusions.

The first and the most common type of illusion is one that creates false sensory perceptions, such as images, noises, and scents, all within a defined area. Those close enough to perceive the illusion—be it visual, auditory, olfactory or tactile—are affected by it.

The second form of illusion is one that acts solely on the mind of one particular person. These illusions are not perceivable by others, and affect only the intended target's mind. This sort of illusion can be used to entice the person, refocus his attention, force him to ignore a particular object or being, or cause him to feel fear or other emotions.

The most difficult aspect of using illusions effectively in a role-playing game is judging whether or not an illusion is believable. An illusion's believability relies heavily upon the situation in the game, as well as on the mental condition of the illusion's intended target(s) at the time of the spell's casting or during the illusions effect. Special care should be taken by both players and referees to fairly ascertain and judge these circumstances, so that illusions are created within reason and are given a reasonable chance of success.

It is important to remember that so long as the mage works within the framework of the spell, the mage is able to create any sort of image or deception he wants. However, the believability of the illusions will be affected by the amount of information or personal knowledge the caster possesses regarding the illusion he is about to create. For example, a mage looking at a stone floor might easily create the illusion of that same stone floor covering a pit lined with steel spikes. However, a magic-user who tries to create the illusion of a thermirider without ever having seen one will likely produce a monster that has only the vaguest resemblance to a thermirider. If the mage is casting the illusion to fool the local peasant folk, who have never seen a thermirider either, they may be impressed simply because they see a monster. If the mage tries to use this illusion to impress someone who is knowledgeable about thermiriders, that person will have trouble believing the illusion.

The illusion's relation to the player's surroundings or events in the game should be taken into consideration when determining believability. A person already walking across a stone floor will tend to be fooled by the illusion of this same stone floor covering a pit lined with spikes. This same person witnessing a giant bear with squid-like tentacles rising from the stone floor might find that illusion hard to swallow.

TABLE 6.4: MODIFIERS FOR DISBELIEVING ILLUSIONS

Modifier	Situation	Example
-5	Completely Inappropriate	Thou warrior dancing in a Vinousgobous wedding gown.
-3 or -4	Largely Inappropriate	Elf drinking ale and telling heavy jokes in a tavern.
-1 or -2	Slightly Inappropriate	Iron door without rust in a damp abandoned mine.
0	Believable	A bridge over a river.
+1 or +2	Very Believable	A marble bust of the king in the king's palace.
+3 or +4	Completely Believable	Orken sailor on a ship.
+5	Incredibly Believable	A bird flying overhead in the woods.

The final factor for believability is the overall complexity of the spell itself. If the spell is capable of producing an illusion with only visual properties, the magic-user will probably not want to use such a spell to fashion the image of a trumpeting elephant. Spell limitations will often determine what sort of illusion can be created and still maintain believability. A spellcaster wanting to create the illusion of a fully armored knight on horseback must conjure up the sound of clanking armor, the snort of the horse, the stamp of the horse's hooves upon the ground, the smell of the horse, etc. Creating such a complex spell is far more difficult than creating the illusion of a mouse running across the floor.



The base DC for disbelieving an illusion is included in the spell's description. An illusion's appropriateness can affect its disbelief DC, as presented in Table 6.4: Bonuses and Penalties for Disbelieving Illusions.

Some illusions allow the victim an immediate attempt to disbelieve. In most cases, a victim will not automatically have a chance to disbelieve. A solid reason for the disbelief must be present. For instance, a character who has just seen a bear with tentacle legs emerge from a wall has good reason to disbelieve what he is seeing. However, the character who sees an illusion of a ghostly figure emerging from the wall of a haunted house has a good reason to believe what he sees. In those cases where the illusion is unreasonable, the DC for disbelieving should be lowered.

Disbelieving an illusion counts as a free action, requiring a Willpower saving throw against the spells disbelief DC + spellcaster level + special modifiers. If successful, the creature is able to see through the illusion, recognizing it for what it is. Failing a saving throw means that the character does not notice the illusion and believes everything is fine.

It is not an easy task for one person to convince another that what he is seeing is an illusion. Since illusions are spells that affect the mind by deceiving and manipulating a person's perceptions of reality, the person affected will not readily believe that he is being deceived. The mind tends to rationalize that what it perceives is reality. Simply telling someone that he is viewing an illusion will not convince him otherwise. In some instances, even trying to convince him through example will fail. A person in the party who sees through the illusion of a stone floor to the pit below may try to warn others that there is an illusion by throwing a stone into the pit. The people who believe the illusion see the stone hit the floor and skitter across the floor to the other side. Players must be creative in trying to persuade their comrade that they are under the effects of a spell. The referee should take such creative endeavors into consideration in adjudicating the results of the actions.

The dead, undead, animated items, creatures with an Intelligence of 2 or less and all manner of magical constructs are unaffected by illusions. Magic-using undead (such as Vrykyl) may cast illusion spells, but they are never fooled by them.

Illusory Damage: Damage caused by an illusion is dependent upon the nature of the illusion. An illusion of an attacking wolf causes bite and claw damage. An illusion of a giant with a club attacks by smashing its opponents over the head. In all cases, illusory damage is always subdual damage. An

illusion cannot inflict damage upon a creature who is unconscious. However, if the creature is still within the area affected by the illusion when he regains consciousness, he is again subject to the illusion's attacks.

Transmutation Spells

If a spell changes the nature of an object or living being, either temporarily or permanently, the essence of the original object or creature is detectable to those who can cast the same magic that achieved the transmutation. To do so, a mage must make a Search skill check (DC 20 + the level of the spellcaster who cast the spell). If successful, the mage is able to determine whether the object being is what it appears to be. The true shape is seen only as a vague shadow around the subject, but is sufficient to allow the caster to dispel the transmutation if he wants to do so.

THE RACES AND MAGIC

The many races and cultures of Loerem have very different views of magic and its role in the world.

Humans

Humans, for the most part, believe that magic comes from the gods and often combine magic with their religion. This is especially true of the Vinnengealeans, Nimrans and Nimoreans. Most mages within these cultures are members of a church hierarchy. Young men and women join as young adults and become temple initiates. They learn the rites, practices, and spells as members of the church. Some may leave the service of the church, but most remain with the church until they die, making magic their life's work.

The Dunkargans do not draw such a close connection between magic and the gods. They prefer a more pragmatic view of magic, seeing it as a useful tool. Mages in Dunkarga usually align themselves with one of the many mage guilds.

Karnuan mages are trained as war-wizards and their magic is used mainly in a military capacity. Karnuans have no secret covens, no mage guilds. Their mages do not perform priestly rites. Karnuan mages are required to serve in the military.

Some mages in human society decide to live outside their culture's beliefs. They are usually self-taught and have no alliance with any religious or governmental organization or guild affiliation. These magic-users are known as "hedge wizards."

In Vinnengael, hedge wizards are either persecuted by the Temple of the Magi, forcibly recruited into the Temple, or quietly tolerated by the Temple, depending upon the area in which the hedge wizard lives, his past history and the type of magic he

is practicing. Needless to say, hedge wizards are few in number within the Vinnengealean Empire. They are estimated by the Church to make up only ten percent of all mages.

In Nimra and Nimorea, hedge wizards are encouraged to practice magic on their own, for this is a sign that they honor the gods. However, the church keeps a strict vigil for signs that self-taught mages are committing crimes with their magic or succumbing to the temptations of Void magic.

In Dunkarga, hedge wizards are those who operate independently from the mage guilds. While this is perfectly acceptable, a mage without guild affiliation will find it hard to find work.

In Karnu, anyone discovered using magic for his own gain or without the knowledge of the Karnuan government is either conscripted into military service or executed for treason. Mages operating outside Karnuan law are scarce indeed.

Magic-users are rarely among the Trevenici and, if caught practicing their craft, they are usually forced to leave the tribe. These Trevenici usually live as hermits or leave their country to find acceptance among foreign peoples. Mages among the Trevenici are not seen as productive individuals, but as a parasite living off the labors of others.

Hedge wizards will sometimes congregate in secret in order to buy and sell components and artifacts, exchange spells and techniques and arrange safe-haven for those hiding from persecution. The exception to this are Void mages.

Because most Void mages usually live and practice outside the law in most cultures, they find it difficult, if not dangerous, to trust anyone—even another Void mage. Some members of the Temple of Vinnengeale (known as Inquisitors), are familiar with Void magic and may use their knowledge to mislead the unwary. For these reasons, a Void mage will almost never reveal his true nature to even those he most trusts.

Elves

The elves, as a society, do not trust magic. They view magic as a gift from the gods—a gift that is so powerful and mysterious that it should be left to the gods.

This being said, there are elfen mages. This sect, known as the "Wyred" (pronounced "weird") is extremely powerful. Though the Wyred are generally shunned by other elves, every House within the Divine Lands of the Tromek has members who number among the Wyred. No House will admit this openly, however. In fact, an elf will die

defending his family's honor against the suggestion that his House has any connection to the Wyred.

The Wyred have their own training facility, hidden away in a secret fortification. No member of the Wyred is permitted to reveal the fortress's location. Thus far, no Wyred has ever broken this most sacred oath, an oath that has lasted during the centuries long existence of the Wyred.

No one ever volunteers to become one of the Wyred. They recruit new members in their own mysterious ways. When an elfen child gifted in magic turns three years old, the Wyred arrive and remove the child from the family—forcibly, if necessary. Hiding the child or trying to keep the child's talents secret are of no use. By some arcane means, the Wyred know if a child is magically gifted and will take him or her, no matter whether the child is highborn or lowborn.

These children are taken to the hidden Wyred fortress, where they are trained in the ways of magic until they reach the age of eighteen. At this time, they are permitted to return to their House, if not to their families. The Wyred are known by the asymmetrical additions to the family mask that is tattooed on the face of every elf. This tattoo instantly identifies the wearer as a member of the Wyred. From that time on, the Wyred are loyal to their own House. If two Wyred meet on the field of battle, they will both fight to the death for the honor of their Houses, even if they are or have been friends or lovers in the past.

The Wyred are expected to come to the aid of their Houses whenever any danger or difficulty threatens. Because the elves consider it dishonorable for any member of the House to ask for or accept help from the Wyred, all requests made to the Wyred are kept confidential. The Wyred must always seem to be acting on their own accord. If an elf is discovered asking aid of the Wyred, that elf may be subject to expulsion from the House or may be so dishonored that the elf "requests death."

Orks

Orks believe that the gods play an active role in their lives, so active that they provide omens, portents and signs to the orks as indications of how they should live their lives. Magic is considered to be a gift of the gods and, as such, is combined with the interpretation of omens to form the orken religion. The use of magic is very open in orken society. Ork shamans are highly revered, not only for their magical skills, but also for the interpretation of omens and portents. For while any ork can try to interpret an omen, shamans are considered to provide the only truly accurate interpretations.

Every orken ship has at least one shaman, who serves the captain of the ship. Large ships may have several shamans, who serve as assistants to the master shaman. Orks practice Water magic almost exclusively. Those orks who dare to practice other types of magic are considered heretics and are not trusted. The current Captain of Captains (the leader of the orks) realizes that all magic has value and is the only ork ever known to maintain a cadre of shamans, one for each element, even the Void. Each of these shamans has several assistants of their magical disposition. These orken shaman are tolerated in orken society because of their loyalty to the Captain of Captains.

An aspiring orken mage learns his magic from a mentor. A young ork intent on learning magic must seek out a shaman to be his teacher. The shaman tests the potential student (orks love tests of all sorts) before accepting him. Once accepted, the bond between the shaman and the student is a very strong one. Even after the student leaves his mentor, he generally maintains contact with the mentor, usually through magic.

Dwarves

Dwarves do not trust any magic other than their own Fire magic and most dwarves trust that only so far. A dwarven Fire mage is a highly revered member of the clan, for he is the one responsible for building the Clan fire every night—a rite considered sacred.

Other than learning the ceremonial fire rite from an older Fire mage, clan dwarves are almost exclusively self-taught in the ways of magic and very few ever rise to high levels of expertise. Because they are constantly on the move, Clan dwarves do not have the time to expend upon magical knowledge or expertise. Those who do become very powerful, and often gain the ear of the Clan chieftain.

Skill with magic is more prevalent among the ranks of the Unhorsed dwarves. The Unhorsed are usually self-taught, for they consider learning magic to be a deeply personal endeavor. Lately, however, groups of Fire mages have formed to aid in the expansion of magical knowledge among the Unhorsed. A great religious movement surrounding the Sovereign Stone is gaining momentum among the Unhorsed. Its priestly ranks are filled with Unhorsed Fire mages.

Pecwae

Pecwae are strongly tied to the earth and Earth magic and are therefore more powerful in its use than are humans. The pecwae do not view magic as a religion, more as a natural phenomenon. Pecwae rarely study other forms of magic, but have been known to learn animal and plant aspect dual-ele-

ment spells. These are almost always learned from another pecwae and may be handed down through generations.

Learning Spells

Throughout Loerem, mages acquire spells through different means: taught within an institution, taught by paid tutor and self-taught. Spells are acquired by elemental and Void mages must be learned in one of these manners before such spells can be considered Full Reference spells and successfully cast.

Taught in an Institution

An example of such an institution is the Temple of the Magi in New Vinnengael. In an institutional setting, the spells are taught according to need and difficulty and may be divided into categories and areas of concentration. Each institution has a list of spells that are routinely taught to students.

Although due to the number of students, learning spells progresses slowly in an institutional setting, a mage in an institution has access to an immense collection of spells, far more than a mage who is self-taught or even those with tutors.

After each month (+1 week for spells with a Casting Threshold over 50, +2 weeks for spells with a CT over 75, +3 weeks for spells with a CT over 100) and +1 week more for every 50 points beyond 100 spent in study within an institution, the mage may attempt to learn one new spell. At the end of this time, the mage can roll 1d20 + Intelligence modifier + the mage's level (in the appropriate elemental mage class) against a DC of 10 + 1 per 10 points of Casting Threshold. If successful, the mage learns the spell and is able to add it to his repertoire and spellbook. If the check fails, the mage is unable to learn the spell and must wait until he achieves a new level in the appropriate mage class before attempting to learn the spell again (repeating the process).

Taught By Paid Tutor or Mentor

Spells are taught according to the amount of money paid and the amount of time contracted. Each tutor or mentor has a different price for the service and each specializes in different spells.

After every two weeks (+1 week for spells with a Casting Threshold over 50, +2 weeks for spells with a CT over 75, +3 weeks for spells with a CT over 100, and +1 week more for every 50 points beyond 100) spent in study with the tutor, the mage may attempt to learn one new spell. At the end of this time, the mage can roll 1d20 + Intelligence modifier + the mage's level (in the appropriate elemental mage class) against a DC of 15 + 1 per

10 points of Casting Threshold. If successful, the mage learns the spell and is able to add it to his repertoire and spellbook. If the check fails, the mage is unable to learn the spell and must wait until he achieves a new level in the appropriate mage class before attempting to learn the spell again (repeating the process).

Self-Taught

Finding or gaining access to spellbooks, spell scrolls or other recordings of spells is probably the most difficult aspect to teaching oneself. All major cities have shops which specialize in arcane merchandise, but they may be costly. Some religious institutions in Nimra and Nimorea permit the study of magic on one's own, although the priests will keep close watch on what the mage studies. Most Vinnengalean temples do not permit self-taught mages in their libraries. Guards will at the very least escort the erstwhile mage to the door, if they don't have him arrested. Dunkargan guilds are very jealous of their spellbooks and allow only guild members of good standing to have access to them. Karmuans have laws against self-teaching magic and will either recruit the mage into the military or have him executed for treason. Due to their secretive and dangerous practices and lack of trust of others, Void mages are almost always self-taught. Occasionally a Void mage will take a student, but such instances are rare.

Once he gains access to a spell, a mage must learn the spell himself through self-study and trial and error. Because each mage uses his own notations and shorthand to remind himself of what he needs to do in order to cast a spell, a student often has difficulty deciphering the written version of a spell obtained from another mage.

Learning a spell from a manuscript that has been either purchased or discovered requires more time than scribing a spell that a mage already knows or has been taught. The mage must first be able to cast the element (or elements) of the spell in question. Second, he must spend 1 day simply trying to figure out the meaning of the different notations and symbols used by the original owner. This requires a Spellcraft skill check (DC 20 + 1 per every 10 points of Casting Threshold). If the check fails, the mage can attempt to decipher the spell again on the following day.

If successful, the mage discovers the name of the spell and its effects. However, this does not allow the mage to cast the spell, although, such knowledge might indicate that the mage already knows a spell with the same or similar effects.

Once the mage has deciphered the writing of the original manuscript and has decided that he wants

to add the spell to his book, he must spend time trying to translate the information into a format that is useful and understandable to him.

Each spell is learned at a different rate. Roll 1d20 + Intelligence modifier, double the result and subtract it from 60 days (+1 week for spells with a Casting Threshold over 50, +2 weeks for spells with a CT over 75, +3 weeks for spells with a CT over 100, and +1 week more for every 50 points beyond CT 100). This is the amount of time needed to learn a new spell self-taught. At the end of this time, the mage can roll 1d20 + Intelligence modifier + the mage's level (in the appropriate elemental mage class) against a DC of 20 + 1 per 10 points of Casting Threshold. If successful, the mage learns the spell and is able to add it to his repertoire and spellbook. If the check fails, the mage is unable to learn the spell, and must wait until he achieves a new level in the appropriate mage class before attempting to learn the spell again (repeating the process).

Spell Familiarity

Elemental mages and Void mages must keep a spellbook, scroll collection or devise some other means of storing spells they haven't learned completely. The more powerful and intelligent the mage, the more spells he can cast without referring to a book or scroll.

Full Reference: Spells that are in a mage's repertoire but still unfamiliar to him are known as Full Reference spells. In order to cast a full reference spell, a mage must study the spell for one round for every 25 points of CT. For example, if an Earth mage were attempting to cast *push away* (a spell with a CT 61), the mage would have to study the spell for three full rounds before attempting to cast it. A mage may possess any number of Full Reference spells, but must always refer to them before casting. All newly learned spells begin as Full Reference spells.

Quick Reference: A mage has a number of spells of which he has a good mental grasp, but still needs to refer to his spellbook in order to cast. These spells are known as Quick Reference spells. The total listed on Table 6.5 represents the total number of Casting Threshold points a mage may know as quick reference. This value is modified by the mage's Intelligence modifier $\times 10$. For example, a 4th level mage with a 17 Intelligence (+3 Int modifier) can have a number of Quick Reference spells whose collective Casting Thresholds do not exceed 110 (80 + 30). The mage must study Quick Reference spells from his spellbook for one round before he may begin casting. Once the mage has referenced the spell, he does not need to review it again

TABLE 6.5: SPELL FAMILIARITY AND TOTAL CT BY LEVEL

Level	Intimate Knowledge	Quick Reference
1	25	50
2	30	60
3	35	70
4	40	80
5	45	90
6	50	100
7	55	110
8	60	120
9	65	130
10	70	140
11	75	150
12	80	160
13	85	170
14	90	180
15	95	190
16	100	200
17	105	210
18	110	220
19	115	230
20	120	240

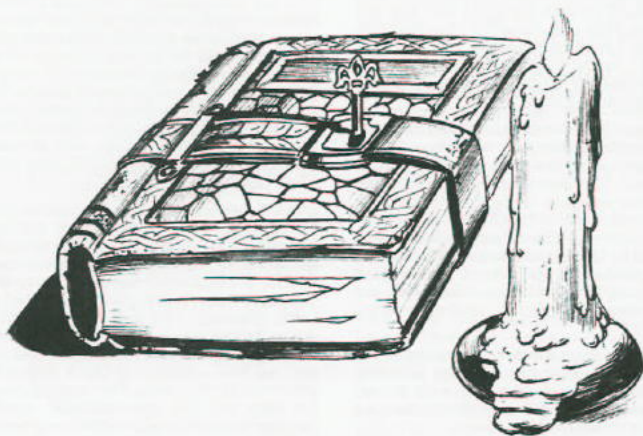
for one hour and may cast the spell as if it were intimate knowledge (see below) during that time.

Intimate Knowledge: Mages can cast a number of spells directly from memory. These spells are called Intimate Knowledge spells. Table 6.5 relates the total number of various spell Casting Thresh-

old points a mage may know as Intimate Knowledge. This value is modified by the mage's Intelligence modifier $\times 10$. At 4th level a mage with a 10 Intelligence can have 70 CT points worth of spells known as Intimate Knowledge spells. A mage does not have to refer to a spellbook while casting a spell known as Intimate Knowledge and can begin casting immediately.

The CT totals listed on Table 6.5 do not stack if a mage decides to multiclass. They apply only to spells for that class's particular magical element. For example, a 1st level Earth mage who multiclasses as a 1st level Fire mage will have a base 50 CT points of Earth spells that he can know as Quick Reference, and a base 50 CT points of Fire spells he can know as Quick Reference. This also applies to Intimate Knowledge spells.

Switching Spell Familiarity: When a player creates a mage character, spells are assigned to his spell familiarity, so long as the total of all the spells' CT does not exceed the number listed on Table 6.5. Every time the character gains a level as a mage, he may switch spells from the three categories as he chooses, with the exceptions that a spell can only improve one category per level and the CT totals can never be exceeded. For example,



a mage would have to gain two levels before a full reference spell could be known as Intimate Knowledge. The mage may drop a spell from Intimate Knowledge to full reference without restriction.

Dual-element Spells: When a character possesses levels in two elemental mage classes (whose elements are adjacent to each other: Earth and Fire, Earth and Water, Fire and Air, etc.), he may learn and cast dual-element spells. Dual-element spells may be learned as quick reference and intimate knowledge, using spell familiarity points from either of the two elemental mage classes. For example, Rethix has levels in both Earth mage and Fire mage. He may learn Earth/Fire spells and use points from either his Earth mage or Fire mage class to know the spells as intimate knowledge or quick reference.

The Spellbook

An elemental mage or Void mage begins play with a spellbook. These are assumed to be the spells that the mage learned while studying on his own or while at school or under tutelage. Within the spellbook are contained spells whose total Casting Thresholds equal $1d20 + (\text{the mage's Intelligence modifier} \times 10) + 100$. (The mage and the referee should decide which spells are appropriate for the start of the adventure and choose from those that are available.) The mage can place the spells into the spell familiarity of his choosing (so long as the total CT of the spells does not exceed the total on Table 6.5). All spells that cannot fit into quick reference or intimate knowledge are known at full reference.

Note that if a non-spellcasting character already exists and multiclasses as an elemental mage or a Void mage, he must have some means of acquiring a spellbook and spells, since such is not automatically provided for him.

Spellbook Size: Spellbooks can be sizable objects. Several volumes might be required to house a mage's entire repertoire. One spell takes up 1 page for every 5 points of CT. A spell with a Casting Threshold of 62 requires 13 pages. Spellbooks are usually made to contain 100-200 pages, and usually costs between 15 and 35 argents.

Writing a Spell: Writing a spell is a time-consuming process.

To write a newly learned spell into a spellbook requires 1 day plus 1 additional day for every 20 points of the spell's Casting Threshold. A spell will always require at least 2 days to write.

This same process is used when trying to duplicate spells from a spellbook or in copying spells from another source (after the spell has been learned).

Materials and Costs: Special materials are required for writing spells, including unique quills and rare inks. The cost for these materials is 100 argents per page.

Losing a Spellbook: If a mage loses his spellbook, he loses the ability to cast the Full Reference and Quick Reference spells contained in it. Unless he has copies of these spells or is able to recover the lost spellbook, he must relearn these spells like normal, except that the learning time is halved due to the fact that he has already studied them. Any Intimate Knowledge spells that the mage knows at the time may be written down in a new spellbook (as described above).



Chapter 7

MAGIC SPELLS

TOLGAF, DWARVEN FIRE ELEMENTAL MAGE
The fire speaks to us. The flames live and breathe, their motion a dance to music only we dwarves hear. The fire calls to us like thundering hooves or baying wolves. Our people have a kinship with fire. Like the flames, we consume all in our path, leaving only ashes behind.

These are some of who risk the heat of the blaze to the crackling of the embers. We are gifted with fire's greatest secrets. We are the fireimages, the creators of fire, the keepers of the sacred flame. We use fire to maintain the life of our clan. We use fire to bring death to our foes.

One day the flames of the dwarves will scorch the world!

SPELL LISTS

Magic on Loerem is an ancient art, venerated in most cultures, feared and respected in all. The very first spells were probably very simple. A dwarf started a fire, not with flint, but with a word and a cinder. An elf asked the air to carry her to her loved one far away. A human warrior healed a dying comrade. A ork calmed the winds that were about sink his ship. Spells have been handed down through the generations, first from one mage to another, then copied into books and placed in guilds, academies, mageware shops and temple libraries.

Spells listed here are some of the old, traditional spells, well known to most practitioners of magic in Loerem. Thus, they will be relatively easy to procure, either from mageware shops or practitioners of the "art."

More details on magic and those who practice the arcane art, additional spells from all elements, and rules for creating new spells and magical artifacts are provided in the *Codex Mysterium*.

These spells are arranged by magical element, with the least difficult spells presented first.



SPELL LISTS

Spell Name	CT
AIR SPELLS	
Dispel Air Magic	*
Follow Me	6
Safe Landing	6
Focusing the Will	10
Untie	10
Wallflower	10
Who's There?	10
Deceive the Simple	12
Fast Walk	12
Bite of Air, The	14
Soul Shout	14
Walk Without Shadow	17
Lighter than Air	19
Dressage	20
Pathway of Deceit	22
Power of the Spoken Word	22
Greed's Reward	23
Sense Air Magic	24
Unseen Wings	28
Dumbfound	29
Shadows of Truth	34
Invisible Twin	37
Remorse	37
My Friend, the Stranger	38
Air Becomes Fist	41
Obsession	44
Sparrow Wings	44
Thunder Without Lightning	44
Visions	46
Color of Rage, The	47
Mendacity of Air, Air	65
Seeing is Believing	70
Iron Defender	87
Whirlwind	94
Puppet, The	97
Substance to Shadow	139
Dreams Given Substance	159
EARTH SPELLS	
Dispel Earth Magic	*
Pillar of Earth	6
Slinger	8
Hole	11
Cushion	12
Gentle Touch	12
Hidden Sword	14
Sinkhole	16
Healer's Touch	17
Ankle Biter	18
Sharpen	22
Sense Earth Magic	24

Spell Name	CT
Concealed Blade	26
Brittle	27
Create Tool	28
Strength of Stone	31
Chirurgeon's Touch	34
Armor of Magic	38
Siege Breaker	38
Keep Away	42
Firemute	48
Detoxify Poison	53
Push Away	61
Touch of the Divine	70
Stone Guardian	85
Earthquake	89
FIRE SPELLS	
Dispel Fire Magic	*
Fire Starter	4
Destroy Zombite	12
Flare	13
Burning Sand	13
Stove	14
Fire Bolt	17
Warning	19
Forge Fire	20
Quench	20
Flare	22
Drop It	23
Sense Fire Magic	24
Beard Burner	27
Foxfire	28
Blade of Fire	30
Cool	33
Circle of Flame	39
Fire Wall	42
Flame Dancer	44
Eyes of Fire	45
Melt	48
Hot Air	50
Fireball	66
Candle of Past Vision	71
Scrying Tool	74
Fire Scrye	91
Glowstone	102
Conflagration	111
WATER SPELLS	
Dispel Water Magic	*
Dry	5
Essence of the Ocean	8
Spitball	8
Thoughtwing	8

SPELL LISTS

Spell Name	CT
Umbrella	8
Are you Well?	9
Shout	12
Kick	13
Hungry Water	15
Magnify	15
Voice Mimic	19
Far Speaker	24
Sense Water Magic	24
Purify Water	26
Night Vision	34
Mindlink	35
Speak with Dolphins	36
Unveil the Spy	37
Speak with Fish	38
Divert Water	41
Hills of Water	44
Water Speak	44
Whisper Speech	52
Tormentor	56
Not Here	57
See What Can Be Seen	60
Hear You	65
See You	65
Water Knows All	87

AIR/FIRE (LIGHTNING) SPELLS

Dazzle	17
Sizzle	17
Zip	17
Blinding Light	18
Empty-handed	23
Magnetize	24
Lightning Bite	30
Lightning Bugs	33
Lightning Rod	58
Crushing Armor	104
Sheet Lightning	109

AIR/WATER (WEATHER) SPELLS

Summon Ocean Winds	27
Personal Raincloud	39
Showers	65
Fog	76
Killing Mist	95
Fog Made Substantial	106
Tornadoic Shield	137

EARTH/FIRE (ANIMAL) SPELLS

Animal Tongue	14
Eyes of the Leopard	20

Spell Name	CT
Sedate Animal	20
Hunter	33
Legs of the Cheetah	34
Greater Canine	48
Call Animal	49
Enrage Animal	49
Chameleon	54
Charm Flock	66

EARTH/WATER (PLANT) SPELLS

Heal Plant	13
Colorful Blossoms	15
Disguise Plant	27
Direct Plant Growth	34
Angry Sapling	42
Allergy Season	44
Remove Blight	50
Confusion Spores	59
Blades of Grass	69
Speed Growth	107

VOID SPELLS

Dispel Void Magic	*
Wilt	6
Despair	14
Dissipate Life	16
Sense Void Magic	16
Shadow Walk	16
Repel the Living	18
Shatter	21
Shadow'd Visage	22
Corpse Light	24
Death Touch	26
Attach Limb	28
Pass as Shadow	33
Feign Death	40
Black Cloud	45
Necrotic Grasp	46
Steal Sleep	53
Plague	67
Weaken	75
Steal Memory	78
Zombie Servants	84
Gaze of the Void	96
Summon Shadeling	99
Bring Forth the Night	102
See No More	108
Suppress	108
Raise Dead	114
Maze of Shadows	126
Skeletal Minions	157

AIR BECOMES FIST

(Elemental)

Element: Air

Casting Threshold: 41

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature (size L or smaller)

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

Air becomes fist causes the air to compress in front of the target and is then released for a blast of concussive force, doing 2d6 hit points of impact damage. Unless the target is Huge or larger, the target is blown over and rolled 1d4x10 feet, which causes an additional 1d4 points of subdual damage for every 10 feet rolled.

If this spell is used against a flying creature, the spell causes 2d6 points of damage and blows the creature (unless Huge or larger) 2d6x10 feet away, doing 2d6 additional points of subdual damage due to battering and buffering.

ALLERGY SEASON

(Plant)

Element: Earth/Water

Casting Threshold: 44

Range: Medium (100 ft. + 10 ft./level)

Target: Humanoid creature

Duration: 1 week

Saving Throw: Fort partial (DC 13 + caster level)

Spell Resistance: Yes

A curse that follows the targeted creature for one week. During this time, the target is over-sensitive to the natural scents, spores, and pollen of all plant life. If the target fails his saving throw, he suffers continual fits of sneezing and coughing whenever he is exposed to plant life. The slightest exposure—even a pot of geraniums on a window sill—will set him off. The sneezing and wheezings give a -2 circumstance penalty to all attack rolls, ability checks, skill checks and saving throws. If the target passes his saving throw, he still suffers the effects of the spell, but only for 24 hours.



ANGRY SAPLING

(Plant)

Element: Earth/Water
Casting Threshold: 42
Range: Close (25 ft. + 5 ft./2 levels)
Target: Large sapling
Duration: 1 minute (D)
Saving Throw: None
Spell Resistance: Yes (object)

Used by plant mages to call upon a young tree to aid them in battle. The sapling lacks the tremendous strength of the older, larger trees but makes up for it in speed and vigor. The moment this spell is cast, the sapling will pull up its roots and rush to the caster's aid, attacking anyone who dares to threaten the caster.

Angry Sapling: CR 1; Large Plant; HD 2d6+6 (15); Init +0; Spd 40 ft.; AC 14; Atk 2 Slap +6; Dmg 1d6+5; SQ Plant, fire vulnerability, half damage from piercing weapons, blindsight; SV Fort +6, Ref +0, Will +0; Str 20, Dex 10, Con 16, Int 1, Wis 10, Cha 10. Immune to poison, sleep, paralysis, stunning and shape-changing magic. Not subject to critical hits and cannot be flanked.

ANIMAL TONGUE

(Animal)

Element: Earth/Fire
Casting Threshold: 14
Range: Medium (100 ft. + 10 ft./level)
Target: See text
Duration: Instantaneous
Saving Throw: No
Spell Resistance: Yes (harmless)

Allows the caster to communicate with mammals in a crude fashion. After casting this spell, the next word the caster shouts will be understood by any mammal within range. The mammal does not have to be visible. The caster must specify the mammal type to which he is speaking (i.e. horse, dog, skunk). The actions taken by the mammal in response to the word will vary and are not within the spellcaster's control, so the spellcaster should think carefully before speaking the word. (Yelling "attack" at a wolf may encourage the wolf to attack the enemy or it may encourage the wolf to attack the caster.) This spell will also work on any humanoid, who will understand the word, even though it is spoken in a foreign tongue.

ANKLE BITER

(Elemental)

Element: Earth
Casting Threshold: 18
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex negates (DC 11 + caster level)
Spell Resistance: No

Creates a violent upheaval of the earth beneath the target's feet. The caster stamps the ground with his foot. The resultant vibrations are concentrated and amplified beneath the feet of the target, doing 2d6 points of damage if the save is failed. In addition, the target can move only at one-half normal movement until at least 1 hit point is healed (either naturally or magically). Creatures without discernable anatomy receive damage but are not slowed by this spell. Multiple uses of this spell do not further slow a target.

ARE YOU WELL?

(Divination - present)

Element: Water
Casting Threshold: 9
Range: Touch
Target: Touched creature (same race as caster)
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (harmless)

Informs the spellcaster of the general physical condition of a touched creature of the same race as the caster. This spell imparts few specifics about the person's condition. The information conveyed is a general one- or two-word description. For example, "Well," "Tired," "Badly Wounded," "Poisoned," etc. It is then up to the caster to investigate further.

ARMOR OF MAGIC

(Construction)

Element: Earth
Casting Threshold: 38
Range: Touch
Target: Medium-sized clothing (or smaller)
Duration: See text (D)
Saving Throw: None
Spell Resistance: No

Transmutes any piece of cloth into an equal sized piece of high quality armor. This armor acts in all ways like chainmail (protection, encumbrance, and magical interference). The transformed clothing weighs 5 times more than before. The armor reverts back to original form after 1 hour or when dismissed by the caster. The spell cannot be cast on clothing currently being worn. Anyone wearing the

enchanted clothing must remain within 500 feet of the caster or the spell's effects will end.

ATTACH LIMB

(Necromancy)

Element: Void
Casting Threshold: 28
Range: Touch
Target: Living or dead humanoid
Duration: Permanent
Saving Throw: None
Spell Resistance: Yes (harmless)

Allows the caster to permanently reattach a limb to a body the instant the spell is cast and the pieces are touched together. The limb must have originally belonged to the target. The spell can be cast only on someone who is dead or dying (less than 1 hit point). A large and permanent scar will remain where the limb is attached. This spell neither heals nor damages the target, therefore the limb should be in good condition when reattached.

BEARD BURNER

(Elemental)

Element: Fire
Casting Threshold: 27
Range: See text
Target: 1 creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

A more powerful version of *warning*, this spell creates a diffuse ball of flame that is thrown like a ball. The caster may attack with this ball, using his base attack bonus plus his Dexterity bonus with a range increment of 15 feet. If the attack roll is successful, the spell inflicts 5d8 points of fire subdual damage. The flame generated by this spell feels hot, but will not set objects on fire.

THE BITE OF AIR

(Illusion)

Element: Air
Casting Threshold: 14
Range: Personal
Effect: Illusion of weapon (size M or smaller)
Duration: See text (D)
Saving Throw: Will disbelief (DC 15 + caster level)
Spell Resistance: No

Creates a convincing visual illusion of a formidable-looking weapon in the caster's hand. The weapon can be swung, but it will make no sound, as the illusion is visual only. The spell normally lasts for one minute or until the illusory weapon "makes contact" with a real object.

BLACK CLOUD

(Shadow)

Element: Void
Casting Threshold: 45
Range: Personal
Effect: Black dome, 5 ft. radius from caster
Duration: 1 minute (D)
Saving Throw: None
Spell Resistance: Yes

Creates a black dome that surrounds the caster and any being inside the spell's effect. Those outside the dome cannot see in, but those inside can see out. Anything attempting to enter the area must make a Strength check at DC 30. Attempts to leave are unhindered.

BLADE OF FIRE

(Elemental)

Element: Fire
Casting Threshold: 30
Range: Personal
Effect: Medium-sized flaming sword
Duration: 1 minute (D)
Saving Throw: None
Spell Resistance: Yes

Causes a sword-shaped tongue of flame to shoot from the caster's hand. The flame can be used to make melee touch attacks that inflict 2d6 points of fire damage on a successful strike. The blade of fire has no substance and does not receive damage bonuses for the caster's Strength score. While using the flaming blade, the caster may not fight defensively (cannot block or parry an attack), but he is immune to Disarm maneuvers. The flame from this spell can be used to set flammable materials on fire.

BLADES OF GRASS

(Plant)

Element: Earth/Water
Casting Threshold: 69
Range: Medium (100 ft. + 10 ft./level)
Area: 20 ft. radius
Duration: 10 minutes
Saving Throw: None
Spell Resistance: No

Changes grass into the equivalent of caltrops. This spell must be cast upon an area covered with living grass or similar plant-life. The magic does not change the appearance of the grass, but does make the individual blades as hard and as sharp as steel (all other properties remain the same—including flammability).

For every 5 foot square in the spell's area, the blades of grass make two attack rolls with a +0 melee bonus against any creature entering the area. The creature does not receive any AC bonuses for

shield, armor or deflection. The creature receives a +2 AC bonus if wearing shoes, boots or other footwear. Each successful attack inflicts 1 point of damage and the creature's foot speed is reduced by one-half until the damage (and all cumulative foot damage) has been healed through magic or natural means. Any creature charging or running must stop immediately if they take even 1 point of damage. A creature must move at one-quarter his normal rate to automatically avoid damage.

BLINDING LIGHT

(Electricity)

Element: Air/Fire
Casting Threshold: 18
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Burst of light
Duration: See text
Saving Throw: Reflex negates (DC 11 + caster level)
Spell Resistance: No

Causes a burst of bright electrical energy to flare immediately in front of the targeted creature's eyes. While the intense light lasts only an instant, the target will be effectively blind for one minute if he fails his saving throw.

While blinded, the target has a 50% chance to miss when in combat (regardless of attack roll), loses any positive Dexterity bonus to Armor Class (if any). All the target's enemies receive a +2 circumstance bonus to hit. The blinded target can move only at half speed and suffers a -4 penalty on most Strength and Dexterity-based skills. He cannot make Spot skill checks or perform any actions that require vision.

BRITTLE

(Construction)

Element: Earth
Casting Threshold: 27
Range: Close (25 ft. + 5 ft./2 levels)
Target: Inanimate object (30 lbs. or lighter)
Duration: 10 Rounds (D)
Saving Throw: See Text
Spell Resistance: Yes (Object)

Affects a targeted inanimate object and causes it to turn light and brittle (one fifth the normal weight, but the same volume). The object becomes much easier to break, as its Hardness and Hit Points are halved (round down, with a minimum of 1). The object reverts back to its normal durability at the end of the spell.

Normal objects are not allowed saving throws against this spell. An enchanted object is allowed a saving throw, based either on the item or the creature that possesses it (whichever is greater).

BRING FORTH THE NIGHT

(Shadow)

Element: Void
Casting Threshold: 102
Range: Touch
Area: 400 ft. radius emanation from touched object
Duration: 1 day (D)
Saving Throw: None
Spell Resistance: No

Causes impenetrable darkness to radiate 400 feet in all directions. The caster must touch the object on which the spell is centered. Creatures with low-light vision and Darkvision find they cannot see in this Void-created darkness. Normal light sources simply do not work within the spell's area, although any other aspects (heat from a torch, for example) are unaffected.

BURNING SAND

(Conversion)

Element: Fire
Casting Threshold: 13
Range: 20 ft.
Target: Creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

Heats a handful of sand to a painful temperature. Sand remains cool while in the spellcaster's hand, grows hot immediately after being thrown by the spellcaster at the end of casting the spell. The burning sand inflicts 2d4 points of fire damage on a single target with no attack roll required.

CALL ANIMAL

(Animal)

Element: Earth/Fire
Casting Threshold: 49
Range: Close (25 ft. + 5 ft./2 levels)
Target: All animals within 20 ft. radius
Duration: 1 hour
Saving Throw: Will negates (DC 10 + caster level)
Spell Resistance: Yes

Attracts the attention of all Large animals (or smaller) in the spell's area within range. Each animal within the target range must make a saving throw or be compelled to move—either drawn to the center of the circle or driven to the edge by some emotional appeal specified by the caster. For instance, squirrels could be driven out of trees and onto the ground by a sudden fear of heights, drawn to the center by hunger for a pile of acorns or driven to the edge by fear of a fire. Such a spell is extremely useful for keeping your camp site free of insects of all kinds or can be used to make an enemy's camp attractive to insects of all kinds.

CANDLE OF PAST VISION

(Divination - past)

Element: Fire
Casting Threshold: 71
Range: 3 ft.
Target: Candle flame
Duration: 1 hour (D)
Saving Throw: None
Spell Resistance: None

Allows the caster to see events that have occurred in the past by staring into the flame of a candle. The events he wants to view must have taken place within a 10 foot radius of the candle flame and not more than a year in the past. The spell ends when the candle is snuffed out, when dismissed by the caster or when the duration expires.

CHAMELEON

(Animal)

Element: Earth/Fire
Casting Threshold: 54
Range: Touch
Target: Humanoid creature touched
Duration: 1 hour
Saving Throw: None
Spell Resistance: Yes (harmless)

Grants any humanoid touched by the caster the ability to blend in with his surroundings. These changes are automatic, unless the target wills it otherwise. This grants the target a +10 circumstance bonus to his Hide checks in wilderness surroundings and a +5 circumstance bonus in other locations. Note that the magic works only on the target's natural skin, not clothing or equipment. He must be naked (or nearly so) to gain full benefits of the magic, unless he is wearing clothing that also blends in with his surroundings, in which case the benefits are gained as normal. A fully clothed character, whose clothing clashes with his surroundings, gains only a +2 (wilderness) or +1 (other locale) circumstance bonus to Hide checks, while a half-clothed character receives a +5 (wilderness) or +2 (other locale) bonus. This spell ends prematurely if the target bathes.

CHARM FLOCK

(Animal)

Element: Earth/Fire
Casting Threshold: 66
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to 8 Large herd or pack animals (or smaller)
Duration: 1 hour
Saving Throw: Will negates (DC 10 + caster level)
Spell Resistance: Yes

Causes up to eight large herd or pack animals to treat the caster with the same deference and obedience they would the herd or pack leader. This

spell has no effect on animals with other types of social groups, such as lion prides, nor will it affect vermin.

CHIRURGEON'S TOUCH

(Healing)

Element: Earth
Casting Threshold: 34
Range: Touch
Target: One creature
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: Yes (harmless)

Restores 2d8 hit points when cast on a humanoid creature. Practitioners of this spell may be found in most large cities, while almost any Earth mage will be happy to take a 5 argent donation to cast this spell. The spell is most often used to stabilize serious injuries or heal minor injuries without scarring, including simple post-operative healing for minor surgery. The spell can also cure a toothache, reset a slipped disk and fix any number of minor physical problems. This spell will not cure chronic conditions or the maladies of old age, although it will provide temporary relief.

Like all healing spells, *chirurgeon's touch* does not affect anyone who is tainted by Void. This spell will not grant hit points above the recipient's original total, nor does it affect undead.

CIRCLE OF FLAME

(Elemental)

Element: Fire
Casting Threshold: 39
Range: Close (25 ft. + 5 ft./2 levels)
Target/Effect: One creature, creates circle 10 ft. radius
Duration: 10 Rounds (D)
Saving Throw: None
Spell Resistance: Yes

Creates a 5 foot high ring of magical fire around the target. The ring is stationary, so non-flying creatures have to pass through the flame to go in or out of the circle, causing 2d8 points of fire damage. The circle of flame will continue even if the target creature leaves, lasting until the duration expires or it is discharged by the caster. Fire mages use this spell both offensively and defensively, protecting themselves from attackers or trapping an enemy inside a flaming circle.

THE COLOR OF RAGE

(Charm)

Element: Air
Casting Threshold: 47
Range: Close (25 ft. + 5 ft./2 levels)
Target: One Large Creature (or smaller)
Duration: 10 Rounds (D)
Saving Throw: Will negates (DC 15)
Spell Resistance: Yes

Causes the target to lose all reason. Elven Wyred have been known to use this spell to disrupt the ranks of enemy infantry or render a commander unable to lead. If the save is failed, the victim will immediately attack the closest person or animal within sight. If he cannot find a target for any reason (mundane or magical), he will lash out blindly at anything within reach. While the spell is in effect, the target cannot communicate and will not recognize the difference between friend and foe.

COLORFUL BLOSSOMS

(Plant)

Element: Earth/Water
Casting Threshold: 15
Range: Personal
Area: 5 ft. radius around caster
Duration: 1 month
Saving Throw: None
Spell Resistance: Yes (harmless)

Often used to decorate a garden, the spell allows the caster to determine the colors of all flowering plants within the spell's area. All plants in the area do not have to be the same color. In fact, most mages use this spell to create beautiful and elaborate patterns. Multiple castings of this spell can create extraordinary, living works of art.

CONCEALED BLADE

(Construction)

Element: Earth
Casting Threshold: 26
Range: Touch
Target: Small metal object
Duration: One minute (D)
Saving Throw: None
Spell Resistance: No

Transmutes any small metal item (such as a ring or bracelet) into a full-sized sword (type chosen by the caster) of normal quality. The sword reverts back to its original form if the caster loses posses-

sion of it; therefore he may not loan the sword to someone else. This spell can change an item's mass only so much, so creating a large sword requires a large metal object, such as a pewter flagon or iron spike.

CONFLAGRATION

(Elemental)

Element: Fire
Casting Threshold: 111
Range: Long (400 ft. + 40 ft./level)
Area: 100 ft. radius burst
Duration: Instantaneous
Saving Throw: Reflex half (DC 16 + caster level)
Spell Resistance: Yes

Generates a searing flash of heat that inflicts 4d12 points of damage to everything in the spell's area.

The spell was designed to start fires, although it can also be used to damage and kill anything within a large area. Flammable objects (and plant life) are ignited by this spell. The fire, once ignited, will burn, spread or go out as it would naturally.

CONFUSION SPORES

(Plant)

Element: Earth/Water
Casting Threshold: 59
Range: Medium (100 ft. + 10 ft./level)
Area: 20 ft. radius or targeted plant
Duration: 10 minutes
Saving Throw: Fort negates (DC 20 + caster level)
Spell Resistance: Yes

All plants within the spell's area immediately generate a strange, blue-tinged pollen. All humans, animals, and beasts standing within the

area must save or become confused for the spell's duration. This spell must be cast in an area that is half-filled with plant life (anything from grass or shrubs to trees).

A confused character's actions are determined by a 1d10 roll, rerolled each round.

1: Wander away (unless prevented) for 1 minute. (Do not re-roll another random action until the minute is up).

2-6: Do nothing for 1 Round

7-9: Attack the nearest creature for 1 round.



10: Act normally for 1 round.

Any confused creature who is attacked automatically attacks his attackers on his next turn.

COOL

(Conversion)

Element: Fire
Casting Threshold: 33
Range: Close (25 ft. + 5 ft./2 levels)
Area: 10 ft. radius
Duration: 1 minute (D)
Saving Throw: None
Spell Resistance: No

Causes the temperature in a small area to drop just below freezing. This does not cause any direct damage nor does it protect against fire-based attacks. Cool ends if any large fire source (or effect of fire magic) comes into the spell's area.

CORPSE LIGHT

(Shadow)

Element: Void
Casting Threshold: 24
Range: Touch
Effect: Light source
Duration: 1 hour
Saving Throw: No
Spell Resistance: Yes (object)

Creates an eerie aura of light surrounding a hand-sized object that the caster touches. The light is converted life energy and creates a light source that extends 20 feet. As an unusual side effect, living beings all appear pale and gaunt in the light of this spell, looking like corpses. This can be quite unsettling to those not accustomed to the effect. The spell lasts for an hour and can be discontinued temporarily or cancelled permanently with a spoken command by the spellcaster.

CREATE TOOL

(Construction)

Element: Earth
Casting Threshold: 28
Range: Touch
Target: Small metal object
Duration: See text (D)
Saving Throw: None
Spell Resistance: No

Allows the caster to change a hand-held object of any combination of metals into any other hand-held metal object. Changing a simple object into one of more complexity requires an appropriate Craft skill roll. The object must be touched during the casting and cannot be moved more than 500 feet from the caster during the spell's effect. The object retains its shape until the next sunrise or

sunset before reverting to its original form. The caster may choose to dismiss the spell at will. The quality of the metal will be more like forged iron, not steel.

CRUSHING ARMOR

(Electricity)

Element: Air/Fire
Casting Threshold: 104
Range: Medium (100 ft. + 10 ft./level)
Target: Humanoid creature wearing metal armor
Duration: 1 minute
Saving Throw: None
Spell Resistance: Yes

Creates an intense magnetic field around the metallic armor of the targeted creature, causing the armor to start to crush the wearer. During the spell's duration, the target takes 2d6+10 points of crushing damage each round. Each round of the spell's effect, the target may make an opposed Strength check against the spell's Strength ability of 30. If the target's roll is higher, he is able to overcome the spell and can make a normal action for that round. If the target's roll is lower, he is considered grappled.

While grappled, the target cannot move, cast a spell, fire a missile or undertake any action more complicated than making a barehanded attack or attacking with a small weapon. In addition, the target does not threaten any area and loses any Dexterity bonuses to AC against attackers.

CUSHION

(Construction)

Element: Earth
Casting Threshold: 12
Range: Touch
Target: Small Rock (pillow-sized)
Duration: 1 hour (D)
Saving Throw: None
Spell Resistance: No

Used to transform a small rock into something soft and spongy, such as a pillow or cushion. The effect will end before the duration expires if the mage moves the rock more than five feet from the location where the magic was originally cast or if the mage leaves the rock behind for more than 1 minute. This spell is considered a minor bragging point by Vinnengealean Earth mages and is often used in good-natured contests, where casting this spell quickly is considered a subtle show of prowess and skill.

DAZZLE

(Electricity)

Element: Air/Fire

Casting Threshold: 17

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Burst of light

Duration: Instantaneous

Saving Throw: Reflex negates (DC 11 + caster level)

Spell Resistance: No

Causes a small burst of bright, multi-colored light to flare directly in front of the targeted creature's face. While the intense light lasts only an instant, the target will be dazzled for one minute if he fails his saving throw, suffering a -1 circumstance penalty to his attack rolls.

DEATH TOUCH

(Destruction)

Element: Void

Casting Threshold: 26

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fort half (DC 12 + Caster Level)

Spell Resistance: Yes

Inflicts 4d8 points of damage to a target if the caster can make a successful melee touch attack. Armor does nothing to protect the target from the caster's touch. The spell acts as a painful disintegrating blast, that burns its way through armor and flesh. Both the target and any armor he is wearing suffer the damage of the spell and each must save separately (although the target may use his own Fort save for his armor, if his own is higher). The body of a person killed by this spell will putrefy extremely quickly. Those who survive the spell are usually scarred for life.

DECEIVE THE SIMPLE

(Illusion)

Element: Air

Casting Threshold: 12

Range: Personal

Target: Caster

Duration: 1 minute (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

Creates the visual illusion of a small object or effect (such as a jet of flame) in the spellcaster's hand. The difficulty of a disbelief roll for this illusion can be modified by a character's Pick Pocket bonus (reflecting the character's skill at sleight of hand). The spell could be as simple as a puff of smoke or as complex as a little toy person doing a dance.

DESPAIR

(Shadow)

Element: Void

Casting Threshold: 14

Range: Touch

Target: Living creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Allows the caster to cause 2d8 points of subdual damage to a target with a successful ranged touch attack. The target loses hope and experiences overwhelming feelings of death, defeat and failure. Affected creatures are still free to act as they choose, although they will continue to be unhappy and depressed for a full day and night following the spell.

DESTROY ZOMBITE

(Conversion)

Element: Fire

Casting Threshold: 12

Range: Close (25 ft. + 5 ft./2 levels)

Target: Zombite

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Developed long ago by dwarven Fire mages to combat the growing zombite population in the lakes and rivers of Grak, this spell can be cast either on a zombite still in the water or one that has infected a humanoid creature. The zombite immolates from within, leaving only ashes behind.

DETOXIFY POISON

(Construction)

Element: Earth

Casting Threshold: 53

Range: Touch

Target: Creature or container (size L or smaller)

Duration: See text

Saving Throw: None

Spell Resistance: Yes (harmless)

Changes any poison in a person, animal or large container into harmless salt (for living things) or iron (for containers), which can be either filtered out and excreted naturally or removed with a lode-stone. A person's magical aura does not affect this spell. The spell does not heal any damage caused by the poison and the effect wears off in a week (when the substance is usually purged from the person's system). The spellcaster must make a DC 11 Heal skill roll to diagnose the poison and then touch the person to be healed. Only one check to identify the poison is allowed. The spell fails if the poison is not identified.

DIRECT PLANT GROWTH

(Plant)

Element: Earth/Water
Casting Threshold: 34
Range: Touch
Target: Plant touched
Duration: 1 month
Saving Throw: None
Spell Resistance: Yes

Allows the caster to direct the natural growth of a plant. The spell is cast by touching the target plant. The plant may be left unattended and it will naturally shape its growth to match the form desired by the caster. This may be as simple as an arbor or as complex as a sculpture.

DISGUISE PLANT

(Plant)

Element: Earth/Water
Casting Threshold: 27
Range: Touch
Target: Huge plant (or smaller) touched
Duration: 1 day
Saving Throw: None
Spell Resistance: Yes (harmless)

Alters the appearance of a plant, causing it to look like a completely different type of plant. This spell has a number of uses, including making harmless plants appear dangerous or making dangerous plants appear to be harmless. Other uses include simulating rare or exotic species that are hard to find for prestige's sake. Some unscrupulous mages use this to make a profit passing off common weeds as rare herbs. This spell can be cast upon any huge plant or smaller

DISPEL AIR MAGIC

(Elemental)

Element: Air
Casting Threshold: See text
Range: Close (25 ft. + 5 ft./2 levels)
Target or Area: Creature or object; or 20 ft. radius burst
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This is a special spell in that it has no set Casting Threshold. Unless otherwise known, the caster must first identify the spell to be dispelled through a Spellcraft skill check (see Chapter 4: Skills & Feats). If the skill check is successful, the caster is told the original spell's Casting Threshold. The Casting Threshold of the Dispel is equal to 20 plus the Casting Threshold of the original spell. The spell can only target Air, Air/Fire or Air/Water Element spells.

DISPEL EARTH MAGIC

(Elemental)

Element: Earth
Casting Threshold: See text
Range: Close (25 ft. + 5 ft./2 levels)
Target or Area: Creature or object; or 20 ft. radius burst
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This is a special spell in that it has no set Casting Threshold. Unless otherwise known, the caster must first identify the spell to be dispelled through a Spellcraft skill check (see Chapter 4: Skills & Feats). If the skill check is successful, the caster is told the original spell's Casting Threshold. The Casting Threshold of the Dispel is equal to 20 plus the Casting Threshold of the original spell. The spell can only target Earth, Earth/Fire or Earth/Water Element spells.

DISPEL FIRE MAGIC

(Elemental)

Element: Fire
Casting Threshold: See text
Range: Close (25 ft. + 5 ft./2 levels)
Target or Area: Creature or object; or 20 ft. radius burst
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This is a special spell in that it has no set Casting Threshold. Unless otherwise known, the caster must first identify the spell to be dispelled through a Spellcraft skill check (see Chapter 4: Skills & Feats). If the skill check is successful, the caster is told the original spell's Casting Threshold. The Casting Threshold of the Dispel is equal to 20 plus the Casting Threshold of the original spell. The spell can only target Fire, Earth/Fire or Air/Fire Element spells.

DISPEL VOID MAGIC

(Elemental)

Element: Void
Casting Threshold: See text
Range: Close (25 ft. + 5 ft./2 levels)
Target or Area: Creature or object; or 20 ft. radius burst
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This is a special spell in that it has no set Casting Threshold. Unless otherwise known, the caster must first identify the spell to be dispelled through a Spellcraft skill check (see Chapter 4: Skills & Feats). If the skill check is successful, the caster is told the original spell's Casting Threshold. The Casting Threshold of the Dispel is equal to 20 plus

the Casting Threshold of the original spell. The spell can only target Void spells.

DISPEL WATER MAGIC

(Elemental)

Element: Water

Casting Threshold: See text

Range: Close (25 ft. + 5 ft./2 levels)

Target or Area: Creature or object; or 20 ft. radius burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This is a special spell in that it has no set Casting Threshold. Unless otherwise known, the caster must first identify the spell to be dispelled through a Spellcraft skill check (see Chapter 4: Skills & Feats). If the skill check is successful, the caster is told the original spell's Casting Threshold. The Casting Threshold of the Dispel is equal to 20 plus

the Casting Threshold of the original spell. The spell can only target Water, Earth/Water or Air/Water Element spells.

DISSIPATE LIFE

(Necromancy)

Element: Void

Casting Threshold: 16

Range: Touch

Target: Living creature touched

Duration: See text

Saving Throw: None

Spell Resistance: Yes

Drains the life force from a helpless target and disperses that force. The life cannot be taken into the caster, nor can it be used for any other purpose and is effectively wasted. The target suffers 2d6 hit points of damage each round for as long as concentration is maintained (up to one minute). The



LES GARDINER

caster must be touching the bare flesh of the target when casting this spell and remain in contact with the target for as long as he wants the spell to last. If the target breaks away from the caster, the spell ends.

DIVERT WATER

(Elemental)

Element: Water
Casting Threshold: 41
Range: Close (25 ft. + 5 ft./2 levels)
Area: 50 ft. radius
Duration: 10 minutes (D)
Saving Throw: None
Spell Resistance: No

Diverts or blocks the natural flow of running water, as long as the water is not moving faster than 90 feet per pound, and the body of water is no wider than 100 feet. Any water touching the boundary of the spell can be diverted in any direction at its normal rate of flow. Once beyond the boundary of the spell, the water will follow the most natural course available. If dammed, the water will back up until the spell is released, with effects potentially as severe as a tidal wave. This spell can temporarily divert water from breaches in a ship's hull, provided the ship does not move.

DREAMS GIVEN SUBSTANCE

(Illusion)

Element: Air
Casting Threshold: 159
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Illusion within 10 ft. radius
Duration: 1 day
Saving Throw: Will disbelief (DC 20 + caster level)
Spell Resistance: No

Allows the caster to create a full sensory illusion that can fill up to the area of effect. The illusion is mobile and can move up to four times the caster's base movement, limited by the nature of the illusion. The illusion possesses an Intelligence of 8 and can react and improvise within the limits of its form. For instance, the illusion could be a small dinner party complete with musicians and guests or a pack of attacking wolves. This illusion can last for up to a day, or dissipate on some set condition determined by the caster when the spell is released. Any damage done by the illusion is based on what the illusion appears to be and is subdual damage, even if it appears to be critical or lethal.

DRESSAGE

(Travel)

Element: Air
Casting Threshold: 20
Range: Touch
Target: Equine creature touched
Duration: 1 day
Saving Throw: None
Spell Resistance: Yes

Allows the equine creature (horse, donkey, mule, or zebra) to walk (not run) at double its base movement rate. The affected creature may run at double the normal rate, however the spell will then end after one minute.

DROP IT

(Conversion)

Element: Fire
Casting Threshold: 23
Range: Close (25 ft. + 5 ft./2 levels)
Target: 1 metallic object
Duration: 10 minutes (D)
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

Causes a metal object (equivalent to a large weapon or smaller) to be surrounded by white-hot flames. This causes 2d4 points of fire damage to a creature holding the object. If a weapon (such as a sword or dagger) is enchanted with *drop it*, the spell will cause the damage both to the weapon's wielder and anyone struck with it (in addition to the weapon's normal damage). The object itself is not damaged by heat generated with this spell.

DRY

(Elemental)

Element: Water
Casting Threshold: 5
Range: Touch
Area: 2 ft. radius
Duration: 1 minute
Saving Throw: None
Spell Resistance: Yes (object)

Causes water to evaporate from objects, such as clothes or tools, in the spell's area. The objects dry over the course of one minute. This spell cannot be cast on clothing that is currently being worn by a living creature.

DUMBFOUND

(Charm)

Element: Air

Casting Threshold: 29

Range: Close (25 ft. + 5 ft./2 levels)

Target: Living creature

Duration: 1 minute

Saving Throw: Will negates (DC 10 + caster level)

Spell Resistance: Yes

Causes mental confusion in the target if the saving throw is not successful. The target finds himself overcome by random images—sounds, smells and tastes—to such an extent that he loses all connection with what is real and what is not, as if he were in a waking dream. While the spell is in effect, he is considered dazed—unable to take any actions other than defend normally.

EARTHQUAKE

(Elemental)

Element: Earth

Casting Threshold: 89

Range: Long (400 ft. + 40 ft./level)

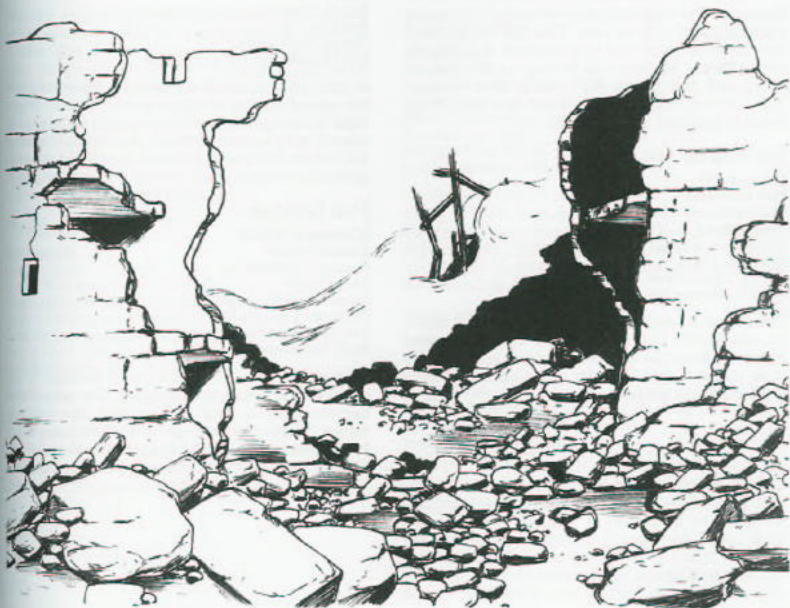
Area: 20 ft. radius

Duration: See text

Saving Throw: Reflex half

Spell Resistance: No

Shakes the earth anywhere in the spells' range, causing the ground to crack and doing damage to buildings. The spell causes rocks to be hurled in all directions, doing 3d8 hit points of damage to anyone within the radius of the spell each round. The spell normally lasts only one round, but can be maintained successive rounds through concentration. Flying rock and debris hit everyone in the area affected.



EMPTY-HANDED

(Electricity)

Element: Air/Fire
Casting Threshold: 23
Range: Close (25 ft. + 5 ft./2 levels)
Target: Humanoid holding metal object
Duration: Instantaneous
Saving Throw: Reflex negates (DC 15)
Spell Resistance: Yes (object)

Creates a small but powerful magnetic field that pulls a metallic object out of a target's grasp unless he makes his saving throw. If the save fails, the item is thrown 20 feet directly behind the target, unless the object is stopped by any object or barrier. The item suffers no damage.

ENRAGE ANIMAL

(Animal)

Element: Earth/Fire
Casting Threshold: 49
Range: Medium (100 ft. + 10 ft./level)
Target: Large animal (or smaller)
Duration: 10 minutes
Saving Throw: Will negates (DC 20 + caster level)
Spell Resistance: Yes

Earth and Fire mages often use this spell on enemy mounts, guard dogs or pets. This spell causes any animal up to Large size to go berserk if it fails its saving throw. Mounts will attempt to throw their riders and guard dogs will attack their masters. This spell will end before its duration expires if the caster is knocked unconscious.

ESSENCE OF THE OCEAN

(Elemental)

Element: Water
Casting Threshold: 8
Range: Touch
Target: Tiny amount (handful) of liquid
Duration: 1 minute
Saving Throw: None
Spell Resistance: No

Transforms a handful of any liquid into salt water for one round. This can be used for any purpose the caster wants for the spell's duration, whether it is to throw it into the eyes of an enemy or as a soothing throat gargle.

EYES OF FIRE

(Divination - past)

Element: Fire
Casting Threshold: 45
Range: Touch
Target: Inanimate object
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (object)

Provides insight into an object's past. To cast the spell, the caster must be able to touch and examine the object. Information provided could be the name of the last owner of the object, the age of the object, where it was made, how it came to be where it is and so on. This spell can grant information from up to one thousand years in the past. The duration of the spell is sufficient to impart only one piece of information, but the spell can be recast on the same object.

EYES OF THE LEOPARD

(Animal)

Element: Earth/Fire
Casting Threshold: 20
Range: Touch
Target: Humanoid creature touched
Duration: 1 hour
Saving Throw: None
Spell Resistance: Yes (harmless)

Grants any humanoid touched by the caster with the special quality low-light vision. Normal moonlight or starlight allows the targeted creature to see as well as by normal daylight. Normal light sources are twice as effective for this character during the spell's duration.

FAR SPEAKER

(Communication)

Element: Water
Casting Threshold: 24
Range: Sight
Target: Humanoid creature
Duration: 1 minute (D)
Saving Throw: None
Spell Resistance: Yes

Allows the caster to send a verbal message to the target for the duration of the spell. The target hears the message, but may not respond, nor will any action "block" the message if he does not wish to hear it (short of knocking himself unconscious). The spell permits only one-way communication.

FAST WALK

(Travel)

Element: Air
Casting Threshold: 12
Range: Touch
Target: One humanoid creature
Duration: 1 hour (D)
Saving Throw: None
Spell Resistance: Yes (harmless)

Allows the caster or another humanoid to walk (not run) at double his base movement rate. The recipient of the spell may run at double the normal rate, however the spell will then end after one minute.

FEIGN DEATH

(Necromancy)

Element: Void
Casting Threshold: 40
Range: Medium (100 ft. + 10 ft./level)
Target: Humanoid creature
Duration: 1 day
Saving Throw: None (only affects willing target)
Spell Resistance: Yes (harmless)

Causes a willing target to appear dead. The target's heart beats only once per minute and he does not breathe. The target of the spell can see and use his other senses, although he may not willingly react to his environment. The spell does not affect the target's sense of touch (pain), so injuries to the "corpse" may betray the presence of the spell. This spell can sometimes be used to transport people through hazardous areas (such as beneath the ocean) or smuggle people by ways not normally expected (inside sealed containers).

FIRE BOLT

(Elemental)

Element: Fire
Casting Threshold: 17
Range: Medium (100 ft. + 10 ft./level)
Target: One creature or object
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

Causes a lance of searing fire to shoot from the caster's fingertips, automatically hitting any target that is not completely concealed or under total cover. The fire bolt inflicts 3d6 points of fire damage to the targeted creature or object. This spell can be used to set flammable objects on fire.

FIRE SCRY

(Divination - past)

Element: Fire
Casting Threshold: 91
Range: Personal
Target: Caster
Duration: 10 minutes + Concentration
Saving Throw: None
Spell Resistance: No

Allows the mage to see and hear as if he were standing in a fire at any time in the past when the fire was burning (up to a century in the past). In order to cast this spell, the mage must be in the location of a fire near or within the area to be scryed. This might be a campfire, a torch, a candle on a table, so long as the mage knows where and when it was burning, and is in that spot when he casts the spell. The spell can be maintained for as long as the caster maintains concentration. If the caster possesses the same materials as the fire he is viewing (a candle, pile of firewood, etc.), the vision can be recorded. Anyone who later burns the material will see the same vision as the caster. The caster may not move for the duration of the spell.

FIRE STARTER

(Elemental)

Element: Fire
Casting Threshold: 4
Range: Touch
Effect: Candle-sized flame
Duration: See text
Saving Throw: None
Spell Resistance: No

Generates a candle-sized flame at the caster's fingertip, which lasts for one minute or until it is blown out. It can be used for low illumination or to light candles, torches or pipes. The flame can damage objects (at 1d4 points of damage each round), but cannot be used in combat.

FIRE WALL

(Elemental)

Element: Fire
Casting Threshold: 42
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Wall of flame, 100 ft. long, standing 10 ft. high
Duration: Concentration + 1 minute
Saving Throw: See text
Spell Resistance: Yes

Creates a 10 foot high wall of flame 100 feet long. Any creature passing through the wall suffers 2d8 points of fire damage. If the caster raises in an attempt to immediately damage creatures, they may make a Reflex save (DC 12 + caster level) to take only half damage as they scramble to flee the flames. No save is allowed for creatures voluntarily

ly passing through the wall. The caster must concentrate to maintain the wall. After he ceases to concentrate, the wall will remain for one minute, then vanish.

Fire wall was created by dwarven fire shamans long ago and serves nomadic dwarves two ways. First, since fires are a perennial problem on the vast grasslands on which they roam, *Fire wall* can be used to set backfires to help contain the spread of wildfires. Second, the spell can be used in combat to channel foes or provide a barrier that protects dwarves from observation and attack from some ranged weapons (such as arrows or any weapon that uses wood in its make-up).

FIREBALL

(Elemental)

Element: Fire

Casting Threshold: 66

Range: Medium (100 ft. + 10 ft./level)

Area: 20 ft. radius spread

Duration: Instantaneous

Saving Throw: Reflex half (DC 13 + caster's level)

Spell Resistance: Yes

Hurls a fiery sphere unerringly anywhere within range, where it explodes to inflict 4d10 points of damage. Flammable objects are set ablaze while other unattended objects are subject to the spell's damage. If the damage destroys a barrier in the spell's area, the spell will extend through the barrier to its maximum area.

FIREMUTE

(Protection)

Element: Earth

Casting Threshold: 48

Range: Touch

Target: One creature (size M or smaller)

Duration: 1 hour (D)

Saving Throw: None

Spell Resistance: Yes (harmless)

Provides a human-sized target a moderate measure of protection from extremes of heat (including fire) and cold. Each time the target suffers damage from the hot or cold source, 1d10 points of damage are subtracted.

FLAME DANCER

(Elemental)

Element: Fire

Casting Threshold: 44

Range: Close (25 ft. + 5 ft./2 levels)

Target: Medium-sized fire

Duration: 1 minute

Saving Throw: None

Spell Resistance: None

Cast upon a medium-sized fire (either a large campfire or small bonfire) to create an elemental creature of fire. The flame dancer takes on a humanoid shape with distinctly feminine curves. The dancer's moves are graceful and deceptive and enemies may be held by their fascination with this lovely dancing flame—even as it dances toward them. The flame dancer is damaged by water as a fire elemental and cannot pass through or over water.



Flame Dancer: CR 1; Medium Elemental (Fire); HD 2d8+2 (11); Init +0; Spd 40 ft.; AC 17; Atk Slam +4; Dmg 1d6 and 1d6 fire; SQ Elemental, fire subtype; SV Fort +0, Ref +3, Will +0; Str 10, Dex 16, Con 12, Int 4, Wis 8, Cha 14. Feats—Weapon finesse (slam). Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits and cannot be flanked. Darkvision 60 ft. Immune to fire damage but suffers double damage from cold attacks (except on successful save).

FLARE

(Elemental)

Element: Fire
Casting Threshold: 13
Range: 2 miles
Effect: Brightly glowing ball of red flame
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (for attack function only)

Used by fire mages of all races for signaling purposes. Flare allows the caster to shoot a tiny ball of red flame from his fingertip. If aimed into the air at the right angle, the flare will travel two full miles before falling harmlessly to earth. The flare glows with the brightness of a miniature sun and can be seen clearly in daylight or darkness, but does not generate much heat and will not set flammable objects on fire. If the caster shoots the flare at a creature, the caster must succeed at a ranged touch attack in order to inflict 1d6 points of fire damage.

FOCUSING THE WILL

(Charm)

Element: Air
Casting Threshold: 10
Range: Personal
Target: Caster
Duration: See text
Saving Throw: None
Spell Resistance: Yes (harmless)

Enables the caster to focus his complete attention upon a chosen task. The spellcaster gains a +2 focus bonus to any related skill checks for the action. The spellcaster must declare his or her action when the spell is cast. The caster loses the effect of this spell if he deviates from the action within the duration of the spell, which is normally one minute.

FOG

(Weather)

Element: Air/Water
Casting Threshold: 76
Range: Medium (100 ft. + 10 ft./level)
Effect: Thick fog spreads in 100 ft. radius, 15 ft. high
Duration: 1 hour (D)
Saving Throw: Fort partial (DC 14 + caster level)
Spell Resistance: No

Creates a ground-hugging cloud of unnaturally dense fog that blocks both vision and sound, making characters and creatures in the area who fail their saving throw effectively blind and deaf. Those who successfully save can see and hear for only 10 feet.

FOG MADE SUBSTANTIAL

(Weather)

Element: Air/Water
Casting Threshold: 106
Range: Long (400 ft. + 40 ft./level)
Target: Fog bank
Duration: 1 hour (D)
Saving Throw: None
Spell Resistance: No

Allows a natural or magically created fog bank to immediately start to thicken and harden, so that it attains the properties of stone (including hardness and hit points), although it retains the basic appearance and shape of a fog bank. This spell is most often used for defensive purposes. Creatures are not trapped inside the fog as hardens, but are immediately ejected at the nearest exit point.

FOLLOW ME

(Travel)

Element: Air
Casting Threshold: 6
Range: Touch
Target: Small inanimate object (10 lbs. or less)
Duration: 10 minutes (D)
Saving Throw: None
Spell Resistance: No

Causes a hand-sized object to float beside the caster's shoulder. The spell is "tethered" to the caster and the object trails behind the caster so long as the caster does not exceed walking speed, in which case the spell ends prematurely.

FORAGER

(Plant)

Element: Earth/Water
Casting Threshold: 33
Range: Personal
Target: Caster
Duration: 1 day
Saving Throw: None
Spell Resistance: Yes (harmless)

Gives the hungry caster insight into the local plant life and grants him instinctive knowledge about which flora is nutritious and which is poisonous. The caster receives a +5 competence bonus to all Wilderness Lore skill checks related to foraging while this spell is in effect. The spell ends prematurely if the caster eats a full meal.

FORGE FIRE

(Conversion)

Element: Fire
Casting Threshold: 20
Range: Touch
Target: Large object (or smaller)
Duration: Concentration + 10 minutes (D)
Saving Throw: None
Spell Resistance: Yes (object)

Heats an object (up to Large) to forging temperature. The object maintains the heat so long as the caster concentrates and ten minutes after the caster stops concentrating. If this spell is cast on a non-metal object, the object is affected as if it were suddenly heated to an extremely high temperature. Any object heated with this spell will cool more rapidly than normal, as the heat is a magical creation rather than an inherent property of the object. Any creature coming into contact with the heated item suffers 1d6 points of fire damage per round.

FORTITUDE

(Construction)

Element: Earth
Casting Threshold: 34
Range: Touch
Target: Humanoid touched
Duration: 10 minutes
Saving Throw: None
Spell Resistance: Yes (harmless)

Increases the health and vitality of any humanoid creature touched by the caster. The target receives a +6 enhancement bonus to his Constitution ability, which grants him an additional 3 hit points per total level for the spell's duration, as well as a +3 bonus to Fortitude saves.

FOXFIRE

(Elemental)

Element: Fire
Casting Threshold: 28
Range: Medium (100 ft. + 10 ft./level)
Effect: Illuminates 10 ft. radius of targeted creature
Duration: 10 Minutes (D)
Saving Throw: Reflex negates (DC 12 + Caster's Level)
Spell Resistance: Yes

If the target creature fails his save, he is surrounded by a greenish, ghostly fire which gives off no heat. The target and surrounding area are brightly lit, allowing the area and the target to be seen from twice the normal distance. Ranged attacks made against illuminated targets receive a +1 circumstance bonus to their attack rolls, although melee attacks are unaffected. Illuminated creatures cannot easily hide or make use of concealment magic. Dwarven Fire mages use this spell to highlight targets for their clan's mounted archers.

GAZE OF THE VOID

(Necromancy)

Element: Void
Casting Threshold: 96
Range: Close (25 ft. + 5 ft./2 levels)
Target: Humanoid creature
Duration: 1 hour
Saving Throw: Fort partial (DC 15 + caster level)
Spell Resistance: Yes

When the caster completes this spell, his eyes become black wells of darkness that channel the power of the Void through his gaze. Any target of 1 HD or less must make a saving throw or be instantly slain and become a zombie of equivalent size under the control of the caster. A target that has 4 HD or greater or succeeds in the Fortitude save suffers 3d6 points of damage.

Since death is instantaneous and there is no decay, companions of the affected humanoid may not realize he is dead—the only clues are the slow, clumsy movements of a zombie and its vacant stare. Survivors of this spell claim they feel the chill of the grave as they look into the black eyes of the Void mage.

GENTLE TOUCH

(Healing)

Element: Earth
Casting Threshold: 12
Range: Touch
Target: Living creature touched
Duration: Instantaneous
Saving Throw: See Text
Spell Resistance: Yes (harmless)

Used by the healers in human armies to prevent the wounded from dying and offer comfort to those

in pain. This spell heals 1d4 hit points on a living creature. Like all healing spells, *gentle touch* does not affect those tainted by Void. This is one of the first spells taught to acolytes in the Temple of Magic in Vinnegael.

GLOWSTONE

(Elemental)

Element: Fire
Casting Threshold: 102
Range: Touch
Target: Tiny glass or stone object touched
Duration: Permanent
Saving Throw: None
Spell Resistance: None

Grants a targeted object a permanent glow that acts as a light source with a 20 foot radius. The light is enchanted with a limited intelligence which allows it to understand and obey the commands "light" and "dark." Unhorsed fire mages cast upon a frosted glass globe with a copper band (fire-metal) around its middle, engraved with the fire mage's name or trade symbol. Known as glowstones, these "lanterns" are highly valued by all non-dwarven races. Because dwarves rarely trade with other races, glowstones are extremely expensive and difficult to find.

GREATER CANINE

(Animal)

Element: Earth/Fire
Casting Threshold: 48
Range: Close (25 ft. + 5 ft./2 levels)
Target: Dog or wolf
Duration: 10 minutes
Saving Throw: None
Spell Resistance: Yes (harmless)

Usually cast upon a mage's own canine companion, (although the spell may be cast on any target), the spell causes the target canine to grow five times its normal size, gain a thick protective coat of fur, and increases its natural aggression and ferocity. This spell does not grant control over the transformed canine, who will continue to look upon friends and enemies as it did before—though it will be quick to enrage and will readily engage in combat.

The dog or wolf gains the benefits of the statistics below. Roll only extra hit dice and bonuses to determine its hit points during the effects of the spell. When the spell ends, the target canine is injured only if its remaining hit points were fewer than its natural hit points. If killed during the effects of the spell, its body will revert back to its normal form.

Greater Canine: CR 3; Large Animal; HD 4d8+18 (45); Init +2; Spd 50 ft.; AC 14; Atk

Bite +10 melee; Dmg 1d8+10; SQ Scent; SV Fort +8, Ref +7, Will +6; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10. Skills: Hide +5, Listen +6, Move Silently +5, Spot +6, Wilderness Lore +1; +1 racial bonus to Listen, Move Silently, and Spot checks. +2 racial bonus to Hide checks. +4 racial bonus to Wilderness Lore checks when tracking by scent.

GREED'S REWARD

(Illusion)

Element: Air
Casting Threshold: 23
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Small illusory pile of coins
Duration: 1 minute
Saving Throw: Will disbelief (DC 15 + caster level)
Spell Resistance: No

Creates the illusion of a small pile of gold coins lying on the ground and affects only humanoids. The illusion dissipates if the coins are "touched." As gold is quite valuable, this illusion serves well as a distraction for anyone who fails his saving throw.

HEAL PLANT

(Plant)

Element: Earth/Water
Casting Threshold: 13
Range: Touch
Target: 1 plant
Duration: Instantaneous
Saving Throw: No
Spell Resistance: Yes (harmless)

The spell will not undo serious damage, but will restore 2d6 hit points of damage suffered by the tree or plant. This spell can be cast on a single plant of up to substantial size—including a medium-sized tree—which the caster must touch during spellcasting.

HEALER'S TOUCH

(Healing)

Element: Earth
Casting Threshold: 17
Range: Touch
Target: Humanoid creature
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: Yes (harmless)

Works as *gentle touch*, except this spell heals 2d6 points of damage to the humanoid creature touched. The caster must penetrate the target's magical aura in order to use this spell successfully. Like all healing spells, *healer's touch* does not affect those tainted by Void.

HEAR YOU

(Communication)

Element: Water
Casting Threshold: 65
Range: Unlimited
Area: 20 ft. radius around target object
Duration: 1 hour
Saving Throw: None
Spell Resistance: Yes (object)

Allows the caster to enchant an object so that he may hear any sound that occurs within 20 feet of the object for the duration of the spell. The caster uses the water essence to draw a circle on an object and then flicks the rest of the water around the spell's area. As long as any trace of the water remains in the area or until the spell expires, the caster can hear anything in the area as if he were in the location of the target object. The caster cannot see anything in this area.

HIDDEN SWORD

(Construction)

Element: Earth
Casting Threshold: 14
Range: Touch
Target: Small metal object
Duration: One minute (D)
Saving Throw: None
Spell Resistance: No

Identical to *concealed blade*, except that the spell may be cast only on a dagger made of iron or steel.

HILLS OF WATER

(Elemental)

Element: Water
Casting Threshold: 44
Range: Touch
Target: Ship or boat
Duration: 1 hour (D)
Saving Throw: None
Spell Resistance: Yes (object)

Allows a ship to travel four times faster than normal for the duration of the spell. The water in back of the vessel rises, sending the ship sliding down the slope of the trough and driving the ship forward. The ship sails in a straight line forward, although the rudder can be used to move off the slope (and end the spell) if needed. Wind-powered ships generally pull down sails when this spell is used, as the shifting wind patterns make movement difficult or even potentially dangerous if the ship turns sideways to the direction of movement. The spell is useful during combat or when a ship is becalmed.

HOLE

(Construction)

Element: Earth
Casting Threshold: 11
Range: Touch
Effect: Five-wide hole
Duration: 10 Rounds
Saving Throw: No
Spell Resistance: No

Creates a hole in the ground by transmuting the earth or rock to a smaller volume of powdery dust. The spellcaster must touch the location to create a hole 5 feet wide and 5 feet deep. Any dust remaining after the spell expires returns to its previous state—possibly trapping creatures or objects within. This spell is often used to set pilings for buildings or defensive structures, especially in rocky areas.



HOT AIR

(Conversion)

Element: Fire
Casting Threshold: 50
Range: Close (25 ft. + 5 ft./2 levels)
Area: 3 ft. radius
Duration: 10 minutes
Saving Throw: None
Spell Resistance: Yes

Heats the air in a 5 foot radius centered on a specifically chosen target within range of the spellcaster. The spell increases the temperature in the area instantly to unbearable heat for ten minutes, inflicting 2d6 points of damage each round. Only creatures closely related to the element of fire or magically protected against it will be able to remain in the area, making it useful to block doorways.

HUNGRY WATER

(Elemental)

Element: Water
Casting Threshold: 15
Range: Close (25 ft. + 5 ft./2 levels)
Target: Tiny container of water
Duration: 10 minutes
Saving Throw: None
Spell Resistance: Yes (object)

Transmutes the water in a one gallon container (or smaller) into an equal amount of acid. The container must be constructed, not natural. (A bowl, cup, or bucket is acceptable. A coconut shell is not.) Each round of direct exposure to acid causes 1d6 points of damage. The fumes are considered inhaled poison, causing 1 point of temporary Constitution damage if inhaled (Fort save at DC 13 to avoid). The liquid reverts back to normal water at the end of the spell's duration, although any damage caused by the acid remains. This spell cannot convert liquid in multiple containers (regardless of total volume), nor can it transmute uncontained water.

HUNTER

(Animal)

Element: Earth/Fire
Casting Threshold: 33
Range: Personal
Target: Caster
Duration: 1 day
Saving Throw: None
Spell Resistance: Yes (harmless)

Used for hunting wild game, the spell gives the hungry caster insight into the local wildlife and grants him instincts that will better serve him while hunting. The caster receives a +5 competence bonus to all Wilderness Lore skill checks

related to hunting while this spell is in effect. The spell ends prematurely if the caster eats a full meal.

INVISIBLE TWIN

(Illusion)

Element: Air
Casting Threshold: 37
Range: Personal
Effect: Caster Invisibility and Illusory Double
Duration: 10 minutes
Saving Throw: Will disbelief (DC 20 + caster level)
Spell Resistance: Yes (harmless)

Renders the caster invisible while simultaneously creating an illusory duplicate of the caster that mirrors the caster's actions and moves with him. The illusory duplicate appears 20 feet away from the caster and will always remain at that distance. The spell also allows the caster to turn the effects of the spell on and off as a partial action throughout the spell's duration. Thus, while the caster is invisible, the "twin" is present. When the caster becomes visible again, the "twin" vanishes. A disbelief save is required for both properties of this spell (invisibility and the caster's "twin").

IRON DEFENDER

(Travel)

Element: Air
Casting Threshold: 87
Range: Touch
Target: Full plate armor, locked gauntlet, and longsword
Duration: 1 month
Saving Throw: None
Spell Resistance: Yes (object)

Used to animate a suit of full plate armor that must also be equipped with a locked gauntlet and a longsword. The armor must be fastened together properly and the sword put in place. If any detail is missed, the spell will fail and the casting is wasted. The spell creates a mindless but deadly servant that can protect the caster from his enemies. The spell ends after one month or upon the caster's death.

Iron Defender: CR 1; Medium Construct; HD 2d10 (11); Init +0; Spd 30 ft.; AC 20; Atk Longsword +3; Dmg 1d8+2 (19-20/x2); SQ Construct, ; SV Fort +0, Ref +0, Will +0; Str 14, Dex 10, Con —, Int —, Wis 10, Cha 10; Feat-Longsword Proficiency. Immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, death effects and necromancy. Not subject to critical hits, subdual damage, ability damage, ability drain or energy drain.

KEEP AWAY

(Elemental)

Element: Earth
Casting Threshold: 42
Range: Touch
Target: One creature (size M or smaller)
Duration: See text (D)
Saving Throw: None
Spell Resistance: Yes (harmless)

Pushes any earth-made object weighing 250 lbs. or lighter away from the target of the spell at the speed of a galloping horse. The spell may be cast on anything up to the size of a person. The spell causes a -10 circumstance modifier to any ranged attack made by an object made of or containing the essence of earth (wood, iron, stone, etc.) that enters the boundary of the spell. This effect is centered on the target and is a "force field" that exists just beyond the target's aura.

Everywhere the target travels during the duration of the spell, small objects go flying. Walking down a road sends up clouds of dust and showers of gravel. Reaching for any small object (such as food or drink) is difficult for the target while the spell is in effect, for the spell will push them away. The force also accelerates the target's own ranged attacks in random directions, causing a -10 modifier to the target's own ranged attack rolls. This spell lasts until the next sunrise or sunset.

KICK

(Elemental)

Element: Water
Casting Threshold: 13
Range: Close (25 ft. + 5 ft./2 levels)
Target: Tiny container of liquid
Duration: One hour
Saving Throw: None
Spell Resistance: Yes (object)

Changes half the liquid in a glass into alcohol or, alternatively, turns only the water in the glass into alcohol, allowing it to keep its full flavor while still adding a punch. Anyone drinking the liquid suffers the normal consequences of consuming alcohol. Use of the spell on boiled water makes an excellent disinfecting liquid commonly used by orken healers.

KILLING MIST

(Weather)

Element: Air/Water
Casting Threshold: 95
Range: Medium (100 ft. + 10 ft./level)
Effect: Poisonous mist spreads 40 ft. wide and 15 ft. high
Duration: 1 minute (D)
Saving Throw: Fort partial (DC 15 + caster level)
Spell Resistance: Yes

Creates a thick, yellow poisonous mist anywhere within range. The mist obscures vision in a manner identical to a fog bank of equal size. Any living creature of 2 HD or less must make a saving throw or instantly die. Those of 3 HD or more (or those who make their save) take 2d6 points of poison damage. The poison seeps in through a victim's pores and poisons his blood, so the spell functions even if the target does not breathe while in the spell's area.

The caster chooses an area within range to cast the mist. Note that since the caster or his allies can fall victim to the poison, he should take care to cast it far away from where he is standing. The cloud can be moved any round during its duration if the caster concentrates, traveling at his own normal walking speed. The mist always clings to the lowest portion of the ground and will sink into holes and burrows as it travels. It will not sink into liquid and is useless underwater. This spell was created by the Wyred and is one of the most feared in a Weather mage's arsenal.

LEGS OF THE CHEETAH

(Animal)

Element: Earth/Fire
Casting Threshold: 34
Range: Personal
Target: Caster
Duration: 1 hour
Saving Throw: None
Spell Resistance: Yes (harmless)

Grants the caster the ability to run with incredible bursts of speed. His normal walking speed does not increase, but his base speed when running counts as 40 and he gains the advantages of the Run feat—allowing him to sprint 5 times 40 feet each round (modified for equipment carried and armor worn). This speed increases the distance the caster can jump, but not the height. If the caster already has the Run feat, his base movement increases to 40, but he may not run any faster than 5 times this new rate.

LIGHTER THAN AIR

(Travel)

Element: Air
Casting Threshold: 19
Range: Touch
Target: Large inanimate object
Duration: 1 day (D)
Saving Throw: None
Spell Resistance: No

Uses air to lift an object and make it lighter to carry. The object does not count against the character's carrying capacity, so long as the caster does not exceed running speed. The object is surrounded by noticeable breezes, which may be welcome on a hot day, but can be a bother if there are loose papers or other delicate objects lying about. The effect lasts for up to a day. If cast on a very small or light object, that object may simply float away.

LIGHTNING BITE

(Electricity)

Element: Air/Fire
Casting Threshold: 30
Range: Touch
Target: Touched melee weapon
Duration: 1 hour
Saving Throw: None
Spell Resistance: Yes

Causes blue electric energy to crackle and arc over a weapon without harming its wielder in any way. This spell can be cast on any metallic melee weapon of any size. When used in combat, the enchanted weapon inflicts an extra 2d4 points of electric damage on a successful hit (not modified or increased by a critical hit) for the duration of the spell. The spell will end early if the weapon is completely immersed in water.

LIGHTNING BUGS

(Electricity)

Element: Air/Fire
Casting Threshold: 33
Range: Personal
Effect: See text
Duration: 1 hour
Saving Throw: None
Spell Resistance: Yes (for attack function only)

This spell creates 1d12 tiny points of electric energy that fly and whirl around the caster in a 20 foot radius, crackling and sparkling as they dance in the air. These "lightning bugs" dimly light the area they occupy. If the caster wants, he may direct the "bugs" to attack as a free action. They will immediately and unerringly strike the targeted creature, destroying themselves, as each inflicts 1 point of electrical damage. The spell will end prematurely if the caster enters a brightly illuminated area.

LIGHTNING ROD

(Electricity)

Element: Air/Fire
Casting Threshold: 64
Range: Touch
Area: 50 ft. radius around touched object
Duration: 1 hour
Saving Throw: None
Spell Resistance: Yes (object)

While the spell is in effect, all electrical effects (both natural and magical) within the spell's area are grounded on the enchanted object. The electricity is dissipated through the object and does not harm the object. Some mages of Air and Fire prepare a special rod to be used for this spell, while others improvise with a sword. Once enchanted, the object must be thrust into the earth and cannot moved or the spell will end early. *Lightning rod* can be cast on any medium-sized iron or steel object.

Mages make use of the spell to stay safe during intense thunderstorms or as a protective measure against enemy mages who utilize lightning magic. The mage should make certain he is not touching the metal object when lightning strikes!

MAGNETIZE

(Electricity)

Element: Air/Fire
Casting Threshold: 24
Range: Close (25 ft. + 5 ft./2 levels)
Target: Steel or iron object
Duration: 1 hour
Saving Throw: None
Spell Resistance: Yes (object)

Allows the caster to magnetize a steel or iron object up to Medium size. The target will instantly attach itself to any other iron or steel object with a force appropriate to its size (Strength 12 for man size, 8 for small objects and 4 for objects such as daggers). Removal of the object requires opposed Strength rolls against the approximate Strength of the magnetized object. If both objects are magnetized, both Strength bonuses are combined when trying to remove them. The spell lasts for an hour or until the object is struck with force against a larger iron or steel object.

MAGNIFY

(Communication)

Element: Water
Casting Threshold: 15
Range: Personal
Target: Caster
Duration: 1 minute
Saving Throw: None
Spell Resistance: Yes (harmless)

Allows the caster to gain a magnified view of anything he can see. Distant objects will become as clear to him as if they were right in front of him. The ability to actually see what is present in the area is limited by the natural visual capabilities of the caster (i.e. if the area in question is in shadow, he may not be able to see the details). This spell allows for Spot and Search checks for locations far out of the caster's natural ability to see.

MAZE OF SHADOWS

(Shadow)

Element: Void
Casting Threshold: 125
Range: Touch
Area: 400 ft. radius emanation from touched object
Duration: 1 day (D)
Saving Throw: None
Spell Resistance: No

Causes impenetrable darkness to radiate 400 feet in all directions. The caster must touch the object on which this spell is centered. In addition, this spell allows the caster to grant six humanoid targets immunity to the darkness. (The six humanoid targets see within this spell's area as if they possess the *darkvision* special quality.) Creatures with low-light vision and *darkvision* (other than the six designated targets) cannot see anything in this Void-created darkness. Normal light sources do not work within the spell's area, although any other aspects of the light source (heat from a torch, for example) are unaffected. Taan elite work havoc in this darkness. Due to the high casting cost, Taan shamans usually work cooperatively to cast this spell.

MELT

(Conversion)

Element: Fire
Casting Threshold: 48
Range: Medium (100 ft. + 10 ft./level)
Area: 5 ft. radius
Duration: 1 round
Saving Throw: See text
Spell Resistance: Yes (object)

Causes heat to build up within metal objects over the course of one round, at the end of which all objects within the spell's area suffer 3d10 points of

heat damage. The spell works automatically on unattended, nonmagical objects. A character or creature can make a saving throw (Will negates, DC 13 + caster level) to protect their objects or move them out of the spell's area. Melt is ineffective against objects held by characters or creatures and is generally used to destroy machinery or other metal objects that are not within a person's aura.

THE MENDACITY OF AIR

(Illusion)

Element: Air
Casting Threshold: 65
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Full sensory illusion contained in 5 ft. radius
Duration: 1 hour
Saving Throw: Will disbelief (DC 20 + caster level)
Spell Resistance: No

Creates a full sensory illusion of an object or creature inside an area with a 5 foot radius. The illusion can move within its predefined area and possesses an Intelligence of 3, enough to mimic simple changes in its environment (e.g. rain) and make occasionally intelligible noises in response to outside stimulus.

MINDLINK

(Communication)

Element: Water
Casting Threshold: 35
Range: Unlimited
Target: See text
Duration: 10 minutes + Concentration (D)
Saving Throw: None
Spell Resistance: Yes (harmless)

Allows the caster to speak and listen to one individual known intimately (a spouse, sibling, parent, mentor, or friend). Range is effectively unlimited. Either party can terminate the link, and the target can elect to not "accept the link." The link can be received as long as the target is awake. The link normally lasts ten minutes but can be maintained as long as the caster can maintain concentration. The communication creates and receives sounds (not thoughts), thus a conversation using this spell can be overheard.

MY FRIEND, THE STRANGER

(Charm)

Element: Air
Casting Threshold: 38
Range: Close (25 ft. + 5 ft./2 levels)
Target: Small inanimate object (10 lbs. or less)
Duration: 1 hour
Saving Throw: Will negates (DC 15 + caster level)
Spell Resistance: Yes

Causes the target to overcome any racial prejudice or learned antipathy towards the caster, provided

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the caster has not done anything to alter that opinion. For example, "I hate all elves, but you are the exception," or "I heard you were a thief, but that must have been a lie." A hostile stranger will find himself intrigued by the caster, and will not resort to violence unless threatened or some natural character trait (such as greed) is triggered.

NECROTIC GRASP

(Necromancy)

Element: Void

Casting Threshold: 46

Range: Touch

Target: One Creature

Duration: Instantaneous

Saving Throw: Fortitude half (DC 12 + Caster's Level)

Spell Resistance: Yes

Kills some of the target's living tissue, inflicting 4d8 points of damage. In addition, this spell reduces the victim's Constitution by 1 for a period of one week. The caster must make a melee touch attack on the target once the spell is cast. A successful Fortitude save by the target reduces this damage by one-half and he suffers no Constitution loss. Used by executioners as a means of obtaining information from reluctant sources.

NIGHT VISION

(Communication)

Element: Water

Casting Threshold: 34

Range: Personal

Target: Caster

Duration: 1 day (D)

Saving Throw: None

Spell Resistance: Yes (harmless)

Enables the caster to see as well in darkness as he could on an overcast day. The spell does not grant any ability to see hidden or concealed creatures, nor does it allow the creature to view spectrums not normally visible. This spell does not function in magically-conjured darkness.

NOT HERE

(Divination - present)

Element: Water

Casting Threshold: 57

Range: Personal

Target: Caster

Duration: 1 hour

Saving Throw: None

Spell Resistance: No

This spell nullifies any and all attempts for another mage to scry upon the caster and any object or creature within a 50 ft. radius of the caster for the spell's duration. The magic is one of misdirection, so that the scrying magic is not thwarted, but is merely repelled. The creature attempting to scry in

the spell's area will see a random image from somewhere far away. Depending on circumstance, he may or may not realize his spell has been misdirected.

OBSESSION

(Charm)

Element: Air
Casting Threshold: 44
Range: Close (25 ft. + 5 ft./2 levels)
Target: Humanoid creature
Duration: 1 minute
Saving Throw: Will negates (DC 15 + caster level)
Spell Resistance: Yes

Compels a humanoid target to focus exclusively on a specific task which he is either in the act of performing or preparing to perform. The target will concentrate on that task to the exclusion of everything else going on around him. The target gains a +4 focus bonus to the action being performed. The caster may not choose the action the target will take. Any threats of force against the target or any other important to the target will result in another saving throw to negate the spell.

PASS AS SHADOW

(Shadow)

Element: Void
Casting Threshold: 33
Range: Personal
Target: Caster
Duration: 1 hour
Saving Throw: None
Spell Resistance: Yes (harmless)

Allows the caster to become one with the shadows. This is not an illusion, so it may not be disbelieved. The spell subtracts substance from the caster, giving him the power to move as silently and invisibly as his own shadow so long as he remains in shadow or darkness. If the caster moves into the light, he looks like a shadow that has come to life (attracting considerable attention).

PATHWAY OF DECEIT

(Illusion)

Element: Air
Casting Threshold: 22
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Illusionary door
Duration: 10 minutes (D)
Saving Throw: Will disbelief (DC 10 + caster level)
Spell Resistance: No

Creates the visual illusion of a door. The door cannot be opened, although the illusion may be that of an open door. If the door appears to be open in the illusion, no detail can be perceived within. The viewer sees only darkness. The illusion is visual only, but may serve as a distraction.

PERSONAL RAINCLOUD

(Weather)

Element: Air/Water
Casting Threshold: 39
Range: Long (400 ft. + 40 ft./level)
Target: Object or creature
Duration: 1 hour
Saving Throw: None
Spell Resistance: No

Allows the caster to cause rain to fall on a particular Medium-sized object (or smaller) within range for up to an hour. The annoying effect follows the target wherever he goes (even indoors), so long as he stays within sight of the caster.

PILLAR OF EARTH

(Elemental)

Element: Earth
Casting Threshold: 6
Range: 5 feet
Effect: Raised earthen pillar (5 ft. high)
Duration: 10 Rounds (D)
Saving Throw: None
Spell Resistance: No

Allows the caster to raise a pillar of earth 5 feet high and 2 feet wide. The pillar is held in place magically for the duration of the spell or until the mage travels more than 10 feet away from the pillar. This spell is useful for blocking an enemy's line of sight, providing cover against ranged attacks or in covering a flank.

PLAGUE

(Necromancy)

Element: Void
Casting Threshold: 67
Range: Medium
Effect: 3 humanoid creatures
Duration: See text
Saving Throw: See text
Spell Resistance: Yes

Creates a plague-like sickness within the targets, which spreads to others as would a natural disease. This spell afflicts up to three people within range of the caster. Those affected must make a Fortitude save each day (DC 20) or suffer 3 points of Constitution damage. Anyone who has more than passing contact with the target must make an identical saving throw to avoid catching the disease. The spell lasts for a week or until all initial victims have died, at which point all infected people are miraculously cured.

POWER OF THE SPOKEN WORD

(Elemental)

Element: Air

Casting Threshold: 22

Range: Close (25 ft. + 5 ft./2 levels)

Target: Creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

The caster shrieks in a high, shrill manner that magically harms both living beings and inanimate objects. The shriek does 2d10 hit points of damage to the target. Loud and piercing, the shriek will attract the attention of anyone who hears it. The caster may not be gagged, suffering from a cold, sore throat or any condition that would prevent him from shouting loudly.

THE PUPPET

(Travel)

Element: Air

Casting Threshold: 97

Range: Touch

Target: One creature (size M or smaller)

Duration: 1 day

Saving Throw: None

Spell Resistance: Yes (harmless)

Allows the caster to animate an articulated, wooden puppet the size of an adult man. The puppet is capable of performing simple duties such as opening doors or carrying burdens (with 10 Strength) as directed by the caster, obeying the caster within the limits of its Intelligence of 8. The effect lasts one day, at the end of which the puppet again becomes a lifeless doll. Rich mages often have artisans make finely carved and painted puppets for use with this spell. Movement is limited, based on the puppet's construction. Puppets are generally noncombatants and have an AC 5 and a Base Attack bonus of -10 if ordered to attack, striking for 1d4 points of damage on a successful hit.

PURIFY WATER

(Elemental)

Element: Water

Casting Threshold: 26

Range: Touch

Target: Container of water (up to 100 gallons)

Duration: 1 week

Saving Throw: None

Spell Resistance: No

Purifies foul water in a container (up to one hundred gallons) touched by the caster. This water can be used for any purpose—though it may not be used as an elemental component for spellcasting. The water remains pure only for a day unless con-

sumed. Consumed water will not revert to its original state.

PUSH AWAY

(Elemental)

Element: Earth

Casting Threshold: 61

Range: Touch

Target: One creature (size M or smaller)

Duration: 1 day (D)

Saving Throw: None

Spell Resistance: Yes (harmless)

As keep away, but this spell lasts for a full 24 hours.

QUENCH

(Conversion)

Element: Fire

Casting Threshold: 20

Range: Touch

Target: Large object (for smaller)

Duration: Concentration + 10 minutes (D)

Saving Throw: None

Spell Resistance: Yes (object)

Removes the element of Fire from an object, instantly cooling it down to near freezing. A good smith knows how long to hold quench to cool the natural or magically induced heat in the metal. The spell inflicts no damage, but may shatter an extremely hot object.

RAISE DEAD

(Necromancy)

Element: Void

Casting Threshold: 114

Range: Touch

Target: Humanoid corpse

Duration: 1 month

Saving Throw: None

Spell Resistance: Yes (object)

Raises a humanoid target that has been dead for less than one day. The target will retain its most vivid memories and behaviors as it did in life—though not to the same level of ability. The target will continue to “live” without the need for food or water until the body has decayed to the point that the target can no longer move (after one month). This spell cannot raise a corpse if it has been decapitated or sliced in half. The animated corpse is able to think and act on its own, but is under the complete control of the caster and must obey without question or hesitation. The animated corpse looks like an animated corpse, with no semblance of life and becomes more horrific in appearance every passing day.

Raised Dead, Humanoid: CR 1; Size M or S (As in Life); HD 2d12+3 (Medium) or

1d12+3 (Small); Init 0 + Dex bonus; Spd ? (As in Life); AC ? (As in life); Atk ? (+1 + Str bonus) melee, slam; SQ undead; SV Fort +0, Ref ? (Dex bonus), Will +0

Abilities: Str (as in life), Dex (as in life), Con —, Int (as in life, max 10), Wis (as in life), Cha (as in life)

Skills: As in life, all skills at rank 1.

Feats: Toughness

REMORSE

(Charm)

Element: Air

Casting Threshold: 37

Range: Medium (100 ft. + 10 ft./level)

Target: One Creature (Size M or smaller)

Duration: 1 Hour (D)

Saving Throw: Will negates (DC 15)

Spell Resistance: Yes

If the target fails his save, he finds himself overwhelmed by feelings of guilt and regret—so much so that memories of past mistakes seem more real than the present. The target is unable to perform any constructive action, often sinking to his knees and weeping. Companions attempting to speak to their affected friend find he is unable to do anything except babble incoherently about wrongs he has committed in the past. Only immediate, physical danger will illicit a response from the target, who may attempt a Will save at DC 15 to act to protect himself, although as soon as the danger has passed he will again suffer pangs of guilt until the caster ends the spell or the duration has expired. Although this is an Air spell, many scholars doubt that this spell was developed by the Wyred, as elves find such emotional displays distasteful, even from their enemies.

REMOVE BLIGHT

(Plant)

Element: Earth/Water

Casting Threshold: 50

Range: Close (25 ft. + 5 ft./2 levels)

Target: All plants within 200 ft. radius

Duration: Instantaneous

Saving Throw: No

Spell Resistance: Yes (harmless)

Heals any plant sickness within the spell's area. This spell does not cure insect-related damage nor will it remove vermin from affected fields.

REPEL THE LIVING

(Necromancy)

Element: Void

Casting Threshold: 18

Range: Personal

Area: 10 ft. radius centered on caster, Immobile

Duration: 10 Minutes (D)

Saving Throw: None

Spell Resistance: Yes

Creates a non-visible, spherical barrier that no living creature may cross. Missile weapons, magical effects, non-living objects and undead may cross normally, while living creatures find themselves turned aside by an unseen force. Void mages have used this spell for centuries to hold their enemies at bay while their own undead servants remain unaffected. The spell ends early if the caster leaves the area of effect. The spell may be ended at any time by an action on the part of the caster.

SAFE LANDING

(Travel)

Element: Air

Casting Threshold: 6

Range: Personal

Target: Caster

Duration: 1 round

Saving Throw: None

Spell Resistance: Yes (harmless)

Suspends gravity for a combat turn. A mage can usually cast this spell with sufficient speed to abort a fall from any height. The spell conveys an ability to actually move, but gives the mage time to either grab onto something to halt his fall or allow inertia to continue to carry him in the direction he was going (usually down), providing for a gentle landing.

SCRYING TOOL

(Divination – past)

Element: Fire

Casting Threshold: 74

Range: Touch

Target: Tiny object

Duration: See text

Saving Throw: None

Spell Resistance: No

Transforms a small object into a scrying device for the caster. The caster must touch the object while casting the spell, but once enchanted, the object can be moved and separated from the caster. The caster cannot see the present (the province of Water magic) in the object, but, by placing the object in a certain area (such as a room or a pathway), the caster can record impressions of events that take place in the area for up to one month. Even if the caster is not around, the object will con-

time to record impressions of what it "sees" and "hears" in its immediate vicinity (within a 10 foot radius) for up to a month. If the caster recovers the object before the spell expires, he can burn the object and see and hear the information in the flames.

This spell is commonly used by mages who sneak the object into a place where private conversations take place and allow the object to record impressions. *Scrying tool* has the ability to bypass most wards surrounding the area that might interfere with a long-range scrying attempt.

SEDATE ANIMAL

(Animal)

Element: Earth/Fire

Casting Threshold: 20

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (DC 15 + caster level)

Spell Resistance: Yes

Allows the caster to put a Small animal within range to sleep. If the target fails its saving throw, it will curl up and fall asleep. The target can be awoken by any condition that would normally waken it.



SEE NO MORE

(Necromancy)

Element: Void

Casting Threshold: 108

Range: Close (25 ft. + 5 ft./2 levels)

Target: Humanoid creature

Duration: Permanent

Saving Throw: Fort partial (DC 16 + caster level)

Spell Resistance: Yes

The target must succeed a Fortitude save or the living tissue of his eyes becomes rotten and gangrenous within seconds—forever blinding him. This spell targets one humanoid target within the spell's range. If the target succeeds at his saving throw, the target is blinded only for 24 hours and can be cured earlier than that with a *touch of the divine spell*.

SEE WHAT CAN BEEN SEEN

(Divination – present)

Element: Water

Casting Threshold: 60

Range: Unlimited

Target: See text

Duration: 1 minute

Saving Throw: None

Spell Resistance: Yes (object)

Provides the caster with a visual image of a small area (5 foot radius), centered around a nonliving object the spellcaster has previously touched—such as a candle, a mug or a coin. The vision allows the caster to see people and objects within the specified range of the target object. This object can be located anywhere when the spell is cast, but the caster must touch the object prior to the casting. The spell is visual only, so the caster cannot hear what the people are saying (though appropriate use of the Read Lips skill might allow the caster to learn what they are saying). The vision ends if the item is moved outside the spell's area.

SEE YOU

(Divination – present)

Element: Water

Casting Threshold: 65

Range: Unlimited

Area: 20 ft. radius

Duration: 1 hour

Saving Throw: None

Spell Resistance: Yes (object)

As *hear you*, except this spell grants sight instead of hearing to the scryed area.

SEEING IS BELIEVING

(Illusion)

Element: Air
Casting Threshold: 70
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Tiny illusion
Duration: 1 day (D)
Saving Throw: Will disbelief (DC 15 + caster level)
Spell Resistance: No

Creates a complete sensory illusion of an inanimate object no larger than a breadbox. This may be anything—a gold bar, a sizzling steak or a dagger. The illusion affects any creature perceiving it and is quite convincing. A saving throw is allowed to a creature that interacts with the illusory object. If the target fails, he is still convinced that the object is there and becomes quite frustrated when he can't make use of it.

SENSE AIR MAGIC

(Elemental)

Element: Air
Casting Threshold: 24
Range: 50 ft.
Area: Circle emanating from caster
Duration: 10 minutes
Saving Throw: None
Spell Resistance: No

Allows the caster to sense the presence of any active Air magic spell (including Air dual-element spells) or item enchanted with Air magic within range in plain sight. Use of the Spellcraft skill might reveal more specific information about the spell detected—including aspect, spell difficulty (based on CT), possible damage or general effect.

SENSE EARTH MAGIC

(Elemental)

Element: Earth
Casting Threshold: 24
Range: 50 ft.
Area: Circle emanating from caster
Duration: 10 minutes
Saving Throw: None
Spell Resistance: No

Allows the caster to sense the presence of any active Earth magic spell (including Earth dual-element spells) or item enchanted with Earth magic within range in plain sight. Use of the Spellcraft skill might reveal more specific information about the spell detected—including aspect, spell difficulty (based on CT), possible damage or general effect.

SENSE FIRE MAGIC

(Elemental)

Element: Fire
Casting Threshold: 24
Range: 50 ft.
Area: Circle emanating from caster
Duration: 10 minutes
Saving Throw: None
Spell Resistance: No

Allows the caster to sense the presence of any active Fire magic spell (including Fire dual-element spells) or item enchanted with Fire magic within range in plain sight. Use of the Spellcraft skill might reveal more specific information about the spell detected—including aspect, spell difficulty (based on CT), possible damage or general effect.

SENSE VOID MAGIC

(Elemental)

Element: Void
Casting Threshold: 24
Range: 50 ft.
Area: Circle emanating from caster
Duration: 10 minutes
Saving Throw: None
Spell Resistance: No

Allows the caster to sense the presence of any active Void magic spell or item enchanted with Void magic within range in plain sight. Use of the Spellcraft skill might reveal more specific information about the spell detected—including aspect, spell difficulty (based on CT), possible damage or general effect.

SENSE WATER MAGIC

(Elemental)

Element: Fire
Casting Threshold: 16
Range: 50 ft.
Area: Circle emanating from caster
Duration: 10 minutes
Saving Throw: None
Spell Resistance: No

Allows the caster to sense the presence of any active Water magic spell (including Water dual-element spells) or item enchanted with Water magic within range in plain sight. Use of the Spellcraft skill might reveal more specific information about the spell detected—including aspect, spell difficulty (based on CT), possible damage or general effect.

SHADOW WALK

(Shadow)

Element: Void
Casting Threshold: 16
Range: Personal
Target: Caster
Duration: See text
Saving Throw: None
Spell Resistance: Yes (harmless)

Allows the caster to meld with any shadow large enough to hold him and to move from that shadow to any other shadow at no more than double his base movement rate. The target must begin and end each round in shadow or the spell ends. The Shadow Walker cannot be detected when he is within shadows or moving between shadows. The Shadow Walker can see and hear everything that is going on around him as he moves between shadows, but cannot interact with the corporeal world. The Shadow Walker may move from his current shadow into another within his line of sight. If he cannot see the shadow, he may not move into it. The spell lasts for one minute. If the shadow disappears (someone lights a torch, the sun comes out), the spell ends and the caster reverts to normal form.

SHADOW'D VISAGE

(Shadow)

Element: Void
Casting Threshold: 22
Range: Personal
Target: Caster
Duration: 1 day
Saving Throw: None
Spell Resistance: Yes (harmless)

Hides the face of the caster in deep shadow, making him virtually unrecognizable even in broad daylight. Most Void practitioners who use this spell wear a hooded cloak to make the effect of the spell look more natural. The spell produces a menacing presence, granting a +2 situation bonus to intimidate skill rolls.

SHADOWS OF TRUTH

(Mentalism)

Element: Air
Casting Threshold: 34
Range: Touch
Target: Humanoid creature
Duration: 10 minutes
Saving Throw: None
Spell Resistance: Yes (harmless)

Permits the caster to know if the target is speaking the truth as the target perceives it. (A person who has been told a lie, but who believes that lie to be the truth, will appear to be speaking the truth.) The

caster receives a +5 competence bonus to Sense Motive skill checks in order to tell if the target is lying. This spell affects only willing targets.

SHARPEN

(Construction)

Element: Earth
Casting Threshold: 22
Range: Touch
Target: Weapon touched
Duration: 10 minutes
Saving Throw: None
Spell Resistance: Yes (object)

Gives a touched slashing or piercing type weapon a supernaturally sharp edge or point. The affected weapon gains a +2 enhancement bonus to damage until the duration expires.

SHATTER

(Destruction)

Element: Void
Casting Threshold: 21
Range: Touch
Target: Inanimate object
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (object)

Weakens any solid, inanimate object so that it cracks. The caster must touch the object on which the spell is cast. This spell causes 4d6 points of damage to an object, but has no effect on living or undead creatures.

SHEET LIGHTNING

(Electricity)

Element: Air/Fire
Casting Threshold: 109
Range: Medium (100 ft. + 10 ft./level)
Area: 50 ft. radius
Duration: 1 minute
Saving Throw: None
Spell Resistance: Yes

Generates a sheet of lightning in a 50 foot radius. Once per round, lightning bolts will strike all steel or iron targets in the spell's area. The tallest target in the spell's area will also be struck each round, each bolt inflicting 3d10 points of electric damage. Note that humanoid creatures wearing armor made of iron or steel in the spell's area will be struck each round.

SHOUT

(Communication)

Element: Water
Casting Threshold: 12
Range: Medium (100 ft. + 10 ft./level)
Target: Living creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (harmless)

Amplifies the caster's natural voice so that the target may hear the caster, regardless of conditions. The spell lasts only an instant, long enough to shout a few words. Shout is often used on ships during storms or during the noise and confusion of battle.

SHOWERS

(Weather)

Element: Air/Water
Casting Threshold: 65
Range: Medium (100 ft. + 10 ft./level)
Area: 50 ft. radius
Duration: 1 hour (D)
Saving Throw: None
Spell Resistance: No

Allows the caster to create a mild rain shower in the spell's area. The rain lasts for an hour and cannot be moved, nor does it have violent weather associated with it. Rain absorbed into the ground is retained, but standing water or water stored in containers vanishes at the end of the spell's duration.

SIEGE BREAKER

(Construction)

Element: Earth
Casting Threshold: 38
Range: Touch
Effect: 5 ft. radius opening, 20 feet deep
Duration: One Hour (D)
Saving Throw: None
Spell Resistance: No

Creates a wide tunnel by turning solid rock into a smaller volume of powdery dust. The spellcaster must touch the wall to cast the spell and remain within 500 feet for the duration. The dust flows like water once the transmutation takes place. The spell creates a half-cylindrical tunnel which is 10 feet wide and 20 feet deep. When the spell expires, any dust still present changes back to rock, trapping anyone standing in it. The main commercial use of the spell is in mining, where skilled task mages replace conventional digging teams.

SINKHOLE

(Construction)

Element: Earth
Casting Threshold: 16
Range: Close (25 ft. + 5 ft./2 levels)
Area: 10 ft. square
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Changes hard ground into a pit of mud 4 feet deep. Any creature larger than Tiny will sink immediately. Some Small creatures may be in danger of drowning. Huge or larger creatures are not even slowed down by the spell. Medium and Large creatures find themselves stuck in the mud, requiring 1d4 full round actions (roll individually for each trapped creature) to free themselves. While they are stuck, they suffer -2 penalties attack rolls and AC.

The mud will dry and return to dirt as normal, based on the environment or special conditions (such as extreme heat). This spell is used by task mages for construction, while others have found it useful in more desperate situations.

SIZZLE

(Electricity)

Element: Air/Fire
Casting Threshold: 17
Range: 100 ft.
Area: Fixed line from caster for 100 ft.
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

Shoots a straight bolt of electric energy from the caster's fingertip out to range. Sizzle inflicts 2d6 points of electricity damage to every creature in its area. If the damage is sufficient to destroy an imposing barrier, the spell will continue to its full range.

SKELETAL MINIONS

(Necromancy)

Element: Void
Casting Threshold: 157
Target: 10 (or less) humanoid corpses within 50 ft. radius of caster
Duration: 1 week
Saving Throw: None
Spell Resistance: No

Typically cast in a graveyard or on a battlefield, this spell calls upon the Void to animate the bones of up to 10 humanoid bodies within a 50 foot radius of the caster. If not fully decomposed, the flesh will fall away from the newly created skeletons. If buried, the skeletons tear themselves out of their graves the round following spellcasting and

act on their own rolled initiative. Skeletons have no intelligence of their own, and can only act on direct orders of the caster. They have no ability to interpret instructions or make independent decisions.

Skeleton: CR 1/3; Size M; HD 1d12 (6); Init +5; Spd 30 ft.; AC 13; Atk Claw 1d4; SQ undead, immunities, ; SV Fort +0, Ref +1, Will +2; Str 10, Dex 12, Con —, Int —, Wis 10, Cha 11; Feat-Improved Initiative. Skeletons suffer only half damage from piercing and slashing weapons.

SLINGER

(Construction)

Element: Earth
Casting Threshold: 8
Range: Touch
Target: Fist-sized rock
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Cast on a hand-sized or smaller rock just prior to throwing the rock or releasing it from a sling, the spell multiplies the rock's size and mass. The spell is activated upon impact. A *slinger* enchanted stone thrown (range increment 10 feet) or slung has a +1 enhancement bonus to attack rolls and has a base damage of 1d6+1. The enchanted stone threatens a critical on a natural 20 roll and does double normal damage on a critical hit.

The spell works only on unprocessed rocks. The magic ends if the mage either lets go of the rock (without hurling it) or casts another spell.

SOUL SHOUT

(Elemental)

Element: Air
Casting Threshold: 14
Range: Medium (100 ft. + 10 ft./level)
Target: Creature
Duration: Instantaneous
Saving Throw: Fort half (DC 11 + caster level)
Spell Resistance: Yes

Upon successful casting of this spell, the caster emits a scream that impacts for 2d8 hit points of damage (half on a successful save). The caster must have full use of his voice to cast the spell. He may not be gagged, suffering from a cold, sore throat or any condition that would prevent him from shouting loudly.

SPARROW WINGS

(Travel)

Element: Air
Casting Threshold: 44
Range: Personal
Target: Caster
Duration: See text
Saving Throw: None
Spell Resistance: Yes (harmless)

A more powerful version of *unseen wings*, this spell allows a caster and personal equipment (up to half of his total carrying capacity) to fly at six times his normal walking speed. The caster has a Perfect flight maneuverability for the duration of the spell, which normally lasts for one hour or until the caster's feet touch the ground or floor (if indoors).

SPEAK WITH DOLPHINS

(Communication)

Element: Water
Casting Threshold: 36
Range: Close (25 ft. + 5 ft./2 levels)
Target: Dolphin or porpoise
Duration: 1 hour
Saving Throw: None
Spell Resistance: Yes

Grants the caster the ability to communicate verbally with a single dolphin or porpoise. The enchanted creature may (at its choosing) relay information to others of its kind or collect information from its fellows and pass it along to the caster. Note that this spell does not compel or beguile the affected creature and relies on the goodwill of the dolphin or the persuasive abilities of the caster.

SPEAK WITH FISH

(Communication)

Element: Water
Casting Threshold: 38
Range: Close (25 ft. + 5 ft./2 levels)
Target: School of fish
Duration: 1 hour
Saving Throw: None
Spell Resistance: Yes

Grants the caster the ability to communicate verbally with a school of fish up to 20 feet across. Fish are not particularly intelligent, and understand only simple concepts or instructions. (For example: "Swarm around that ship over there and I'll feed you.") Complicated commands are doomed to failure. Note that this spell does not compel or beguile the fish and relies on the goodwill of the fish or the persuasive abilities of the caster.

SPEED GROWTH

(Plant)

Element: Earth/Water

Casting Threshold: 107

Range: Touch

Area: 5 ft. radius of touched plant

Duration: 1 minute

Saving Throw: No

Spell Resistance: Yes (harmless)

Accelerates the growth of all plants touched by the caster in the spell's area. Growth is accelerated by a factor of several thousand, compressing almost a week's worth of growth into a minute. The magical energy of the spell supplies some of the plant's needs, but the rapid growth will quickly deplete the soil of nutrients. Forcing more than a week's worth of growth may result in spindly plants and barren soil unless extra fertilizer is supplied. The spell conveys no ability to shape the plants, but they can be manually wrestled into position as they grow at a visible rate.

SPITBALL

(Elemental)

Element: Water

Casting Threshold: 8

Range: Close (25 ft. + 5 ft./2 levels)

Target: Creature or object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Amplifies the velocity and mass of a glob of the caster's own spit so that it inflicts 1d6 points of subdual damage on a successful ranged touch attack by the caster. *Spitball* is a staple of a favorite orken drinking game, using candle flames as the targets.



STEAL MEMORY

(Necromancy)

Element: Void
Casting Threshold: 78
Range: Touch
Target: Humanoid touched
Duration: Permanent
Saving Throw: Will negates (DC 14 + caster level)
Spell Resistance: Yes

If the target fails his saving throw, this spell permanently steals a day's worth of visual and audible memories from the target. The caster can choose to either keep the memories or dissipate them. The target may have vague reminiscences of taste, smell or touch but they have no context and serve only to confuse him.

STEAL SLEEP

(Necromancy)

Element: Void
Casting Threshold: 53
Range: Medium (100 ft. + 10 ft./level)
Target: Humanoid creature
Duration: 1 week
Saving Throw: Fort negates (DC 13 + caster level)
Spell Resistance: Yes

Allows the Void mage to steal the target creature's ability to sleep for one week. If the target fails his saving throw, he will not be able to relax enough to gain any benefits from rest (including natural healing) for the spell's duration. After the first night without sleep, the target is fatigued (effective -2 Strength and Dexterity, may no longer charge or run). Any strenuous action undertaken by the target causes him to become exhausted (effective -6 to Strength and Dexterity, only one-half normal movement rate). He must rest two hours (without sleep, of course) to become only fatigued.

Each day after the first, the target suffers 1d6 points of subdual damage that cannot be healed magically. If the target falls unconscious from damage (either from damage or the effects of this spell) he must sleep a full 12 hours to recover the effects of the fatigue. Subdual damage is healed normally from that point on. After a week without sleep, the target will become disoriented and may start to hallucinate.

STONE GUARDIAN

(Elemental)

Element: Earth
Casting Threshold: 85
Range: Touch
Target: Large pile of stones
Duration: 1 week
Saving Throw: None
Spell Resistance: Yes (object)

Used to transform a large pile of stones into a guardian elemental creature. Once instructed to guard an item or location, the guardian will do so tirelessly until it is either destroyed, the spell's duration expires, or the caster dies. Unless active, the guardian looks like a shapeless pile of stones. The moment someone trespasses, the guardian instantly assembles into a large, vaguely man-like shape. Though granted limited intelligence by the spell, the stone guardian will not negotiate or communicate with anyone who intrudes upon a guarded location. The guardian will obey only the caster's orders.

Stone Guardian: CR 2; Large Elemental (Earth); HD 4d8+12 (30); Init +0; Spd 20 ft.; AC 17; Atk Slam +7; Dmg 1d8+5; SQ Elementals; SV Fort +7, Ref +1, Will +1; Str 20, Dex 10, Con 16, Int 4, Wis 10, Cha 10. Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits and cannot be flanked. Darkvision 60 ft.

STOVE

(Elemental)

Element: Fire
Casting Threshold: 14
Range: Close (25 ft. + 5 ft./2 levels)
Target: Open flame
Duration: 10 minutes
Saving Throw: None
Spell Resistance: No

Causes a fire within range to increase to five times its original size. A candle flame becomes the size of a camp fire. Anyone or anything within range of the fire as it increases will suffer normal damage for the size of the fire. The spell lasts for ten minutes or until the flame is touched or moved, when it reverts back to normal intensity.

STRENGTH OF STONE

(Construction)

Element: Earth
Casting Threshold: 31
Range: Personal
Target: Caster
Duration: 10 minutes
Saving Throw: None
Spell Resistance: Yes (harmless)

Increases the density of the caster's muscle mass. The change is not apparent on sight. If the caster is a wimpy looking skinny fellow, he remains that way in appearance, astonishing onlookers with his incredible strength. The caster receives a +6 enhancement bonus to his Strength ability, which grants him a +3 for melee attack rolls, damage with melee weapons and Strength-related skills.

SUBSTANCE TO SHADOW

(Illusion)

Element: Air
Casting Threshold: 139
Range: Touch
Effect: Small illusion
Duration: 1 month
Saving Throw: Will disbelief (DC 20 + caster level)
Spell Resistance: No

Allows the caster to generate a small full-sensory illusion of an non-living object within arm's reach. The illusion has a limited Intelligence (5), which allows it to react appropriately to its environment. The spell is particularly useful for thieves, who may replace an object of real value with this illusion in order to keep their crimes undiscovered. A saving throw to disbelieve is allowed only if a character or creature has reason to suspect the illusory object.

SUMMON OCEAN WINDS

(Weather)

Element: Air/Water
Casting Threshold: 27
Range: Touch
Target: Ship or boat
Duration: 1 hour + Concentration
Saving Throw: None
Spell Resistance: Yes (object)

Allows the caster to call up a wind sufficient to move a sailing ship at normal speed. The spell affects only the target ship, allowing it to sail faster or sail against light but unfavorable winds. The caster must be standing on the ship targeted for the entire duration of the spell (or its effects will end). A wind blowing in any direction must be present for the spell to work. The spell lasts for up to an hour, but can be maintained through concentration.

SUMMON SHADELING

(Shadow)

Element: Void
Casting Threshold: 99
Range: Close (25 ft. + 5 ft./2 levels)
Target: Caster's shadow
Duration: See text
Saving Throw: None
Spell Resistance: No

Used to infuse the power of the Void into an ordinary shadow—creating a dark servant that can be useful both as spy and guardian. A shadeling is a shadowy form that looks vaguely humanoid, although exact details are blurred. The shadeling can speak the caster's native language and has the intelligence to follow his master's commands. The creature will vanish with the next sunrise.

Shadeling: CR 2; Medium Elemental (Void); HD 3d8+9 (23); Init +0; Spd 40 ft.; AC 15; Atk 2 claws +4; Dmg 1d4+1 and 1d4 cold; SQ Elemental, damaged by direct sunlight; SV Fort +4, Ref +3, Will +2; Str 12, Dex 14, Con 16, Int 8, Wis 8, Cha 5. Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits and cannot be flanked. Darkvision 80 ft. A shadeling suffers 1d4 points of burn damage every round it is exposed to direct sunlight (or a magically generated equivalent).

SUPPRESS

(Elemental)

Element: Void
Casting Threshold: 108
Range: Close (25 ft. + 5 ft./2 levels)
Area: 20 ft. radius emanation, centered on target object
Duration: 1 hour (D)
Saving Throw: None
Spell Resistance: No

Suppresses the effects of magic cast upon nonliving objects within its area. The caster must choose an object within range as the target of the spell. This spell suppresses the effects of enchantments and temporary spells cast upon nonliving targets. In all cases, the spell or enchantment is not cancelled, but resumes in power once leaving the area of effect.

For example, a dwarf carrying a glowstone loses his light while in the spell's area. A Karnuan warrior with a +3 long sword is shocked to find that his sword loses its magical bonuses while in the spell's area. Both glowstone and sword return to normal after they leave the affected area.

Objects created through direct divine intervention, such as Dominion Lord armor, the Portals or the Sovereign Stone are immune to this effect. Void

magic, including that of the spellcaster and his allies, is also immune to the effects of this spell.

THOUGHTWING

(Communication)

Element: Water
Casting Threshold: 8
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (harmless)

Sends a single-word mental message to a single, willing target. For example, "Run!" "Help!" or "Fire!" No two-way communication is possible with this spell. The receiver is not compelled to act on the information in any way.

THUNDER WITHOUT LIGHTNING

(Elemental)

Element: Air
Casting Threshold: 44
Range: 100 ft.
Area: Cone
Duration: Instantaneous
Saving Throw: Fort half (DC 12 + caster level)
Spell Resistance: Yes

Allows the caster to shout a single word which expands to create a shattering blast of air capable of splintering trees and cracking walls. The spell fills a narrow cone that measures 100 feet long. Everything in that area suffers 4d6 points of damage. Anyone outside the area hears a thunderclap, enough to startle animals and make the ground shake. The caster must have full use of his voice to cast this spell. He may not be gagged, suffering from a cold, sore throat or any condition that would prevent him from shouting loudly.

TORMENTOR

(Communication)

Element: Water
Casting Threshold: 56
Range: Medium (100 ft. + 10 ft./level)
Effect: Disembodied voice near targeted humanoid
Duration: 10 minutes
Saving Throw: None
Spell Resistance: Yes

Creates a disembodied voice that speaks insults into the ear of the targeted humanoid. The target can hear the voice quite clearly, even over other loud noises. Those around him must make a Hear Noise check (DC 20) to hear the voice.

The spell grants the voice (which sounds like the caster's, only very nasal and grating) an independent intelligence which exists only to mock, insult and offend the target. The resulting distraction

keeps the target from performing at his best. For each new action the target attempts, he must make a Wisdom check against the spell's Intelligence of 12. If the spell's check is higher, the target suffers a -2 confidence penalty for all related rolls.

The spell ends early if the target completely immerses himself in water.

TORNADIC SHIELD

(Weather)

Element: Air/Water
Casting Threshold: 137
Range: Personal
Effect: Icy cyclone in 20 ft. radius around caster, 1 ft. thick
Duration: 10 minutes (D)
Saving Throw: None
Spell Resistance: None

Creates a whirling circle of wind filled with thick hailstones that orbits 20 feet away from the caster. Those inside the wind feel only a chill breeze, while those passing through suffer 2d10 points of impact damage and 1d10 points of cold damage. If they are Large or smaller, they are knocked back 1d4 x 10 feet and sustain 1d4 points of subdual damage per 10 feet. Flying creatures that enter the boundary of this spell are blown back 2d6 x 10 feet and sustain 2d6 points of subdual damage. This spell moves with the caster at any speed and is always centered directly on him. (He is in the eye of the storm.)

TOUCH OF THE DIVINE

(Healing)

Element: Earth
Casting Threshold: 70
Range: Touch
Target: One creature
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: Yes (harmless)

As *chirurgeon's touch*, except *touch of the divine* restores 4d10 hit points to the humanoid creature touched. Like all healing spells, *touch of the divine* does not affect anyone who is tainted by Void. This spell will not grant hit points above the recipient's original total, nor will it affect undead.

UMBRELLA

(Elemental)

Element: Water
Casting Threshold: 8
Range: Personal
Area: 5 ft. radius around caster
Duration: 1 hour
Saving Throw: None
Spell Resistance: No

Creates an area directly above the caster that deflects rain, sleet, hail, and snow, as well as thrown or dropped liquids. The liquid is not destroyed, but simply diverted outside the spell's area. The spell normally lasts one hour but its effects end early if the caster goes indoors. (It is bad luck to cast *umbrella* indoors anyway.)

UNSEEN WINGS

(Travel)

Element: Air
Casting Threshold: 28
Range: Personal
Target: Caster
Duration: See text
Saving Throw: None
Spell Resistance: Yes (harmless)

Allows a caster and personal equipment (up to half of his total carrying capacity) to fly at three times his normal walking speed. The caster has an Average flight maneuverability for the duration of the spell, which normally lasts for one hour or until the caster's feet touch the ground or floor (if indoors).

UNTIE

(Travel)

Element: Air
Casting Threshold: 10
Range: Touch
Target: Any small object that is tied, buckled, or fastened
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (object)

Designed to be used for loosening knots on cords binding any portion of a target's anatomy, Untie is also the ideal spell for practical jokes. This spell will unfasten, untie or unbuckle any small object. The spell can be used on belts, backpacks, pouches, string, rope or even hair.

UNVEIL THE SPY

(Divination – present)

Element: Water
Casting Threshold: 37
Range: Personal
Area: 40 ft. radius, centered on caster
Duration: 1 Hour (D)
Saving Throw: None
Spell Resistance: No

For the duration of the spell, the caster is immediately aware of any scrying magic being used inside the spell's area of effect. The spell does not convey any information about the nature or whereabouts of the person or creature using the scrying magic. Orken shamans developed this spell to protect their secret rites, so that even magical spies could be detected.

VISIONS

(Illusion)

Element: Air
Casting Threshold: 46
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Full sensory illusion contained in 5 ft. radius
Duration: 10 minutes
Saving Throw: Will disbelief (DC 15 + caster level)
Spell Resistance: No

Creates a full sensory illusion of an object or creature within the area of effect. The illusion is defined by the caster is quite convincing, and can move within the radius of the spell, although it has no Intelligence to react to outside events.

VOICE MIMIC

(Communication)

Element: Water
Casting Threshold: 19
Range: Personal
Target: Caster
Duration: 1 hour (D)
Saving Throw: None
Spell Resistance: Yes (harmless)

Allows a Water mage to alter the sound of his voice to perfectly mimic any humanoid voice he has ever heard. This is sufficient to fool most who hear the voice, although if they have any reason to doubt, listeners may make a Sense Motive skill check versus a Bluff check made by the caster (who receives a +2 circumstance bonus while under the spell's effect). The caster may mimic only one voice during the duration of this spell, which may be dismissed at any time by the caster when he wants to regain his natural voice.

WALK WITHOUT SHADOW

(Illusion)

Element: Air
Casting Threshold: 17
Range: Personal
Target: Caster
Duration: 10 minutes
Saving Throw: Will disbelief (DC 10 + caster level)
Spell Resistance: No

Provides the caster the illusion of invisibility. This illusion affects any living creature capable of seeing the caster. Anyone who has a reason to suspect magic may make a saving throw to see the caster. Items dropped or put down by the caster become visible; items picked up vanish a moment later. Any part of an item that the caster carries but extends more than 10 feet becomes visible, such as a trailing rope.

WALLFLOWER

(Charm)

Element: Air
Casting Threshold: 10
Range: Close (25 ft. + 5 ft./2 levels)
Target: Humanoid creature
Duration: 1 minute
Saving Throw: Will disbelief (DC 5 + caster level)
Spell Resistance: Yes

When *wallflower* is cast, the target notices nothing interesting or unusual about the caster, which allows the caster to maintain a low profile. Targets who are alert or have reason to suspect the caster may immediately make a saving throw. If successful, they will realize that someone tried to cast a magical spell on them, although they will not necessarily know who cast it.

WARNING

(Elemental)

Element: Fire
Casting Threshold: 19
Range: See text
Target: 1 creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

Creates a diffuse ball of flame that is thrown like a ball. The caster may attack with this ball, using his base attack bonus plus his Dexterity bonus with a range increment of 15 feet. If the attack roll is successful, the spell inflicts 3d6 points of subdual damage. The flame generated by this spell feels hot, but will not set objects on fire. Dwarves often use this spell to herd animals.

WATER KNOWS ALL

(Divination - present)

Element: Water
Casting Threshold: 87
Range: Unlimited
Area: 50 ft. of target object
Duration: 10 minutes + Concentration
Saving Throw: None
Spell Resistance: Yes (object)

Allows the caster to see and hear everything occurring within the spell's area around a container filled with water (or liquid composed mostly of water). The water must be in a container. For example, water in a washbasin, fountain, or a goblet of wine are suitable candidates for the spell. Water in a pond, a stream or a cloud are not. The caster must know the exact location of the container. The caster must remain in one location, but he may shift his point of view (as fast as his normal walking speed) within the spell's area for the duration of the spell.

WATER SPEAK

(Communication)

Element: Water
Casting Threshold: 44
Range: Unlimited
Target: 1 willing humanoid creature
Duration: 1 minute + Concentration
Saving Throw: None
Spell Resistance: Yes (harmless)

Allows a mage to exchange visual images and sound over any range with another person who can be uniquely identified and who wants to listen. To cast the spell, both caster and target must prepare a container filled with water and gaze into it. Once the spell is cast, the caster can see and hear the recipient on the surface of the water. The spell normally lasts a minute, although both the caster and recipient can maintain concentration to extend the duration of the spell. This spell is designed for communication, not scrying, and therefore it must have a willing recipient for information to be sent or received. Mages who use this spell normally set a certain time of day when the recipient knows to be waiting for the contact.

WEAKEN

(Destruction)

Element: Void

Casting Threshold: 75

Range: Medium (100 ft. + 10 ft./level)

Area: 20 ft. radius

Duration: 1 hour

Saving Throw: Will negates (DC 14 + caster level)

Spell Resistance: Yes

Generates a wave of cold Void energy in the area targeted. All living creatures in the spell's area must save or suffer a temporary -6 penalty to their Strength ability that will cause -3 to attack rolls, melee damage and Strength-related skills. The effect of the spell ends immediately when the duration expires.

WHIRLWIND

(Elemental)

Element: Air

Casting Threshold: 94

Range: Long (400 ft. + 40 ft./level)

Effect: Intense wind within 50 ft. radius

Duration: 1 minute (D)

Saving Throw: Reflex negates (must roll each round)

Spell Resistance: No

Creates a blast of wind in a 50 foot radius that is capable of mass destruction. The wind picks up objects and hurls them through the air at high speed. All open flames are immediately extinguished and non-siege ranged attacks are impossible if they travel through the spell's effect. Due to the horrific noise made by the wind, Listen checks are impossible within the affected area. The wind does 2d20 damage to anything caught in the whirlwind each round for the duration of the spell. Creatures inside the whirlwind may make Reflex saves each round to dodge flying debris. Armies expect-



ing to encounter elven mages have very strict protocols regarding item storage and dig trenches to minimize damage from hostile Air magic.

WHISPER SPEECH

(Communication)

Element: Water
Casting Threshold: 52
Range: Touch
Target: Two humanoid creatures
Duration: 1 hour
Saving Throw: None
Spell Resistance: Yes (harmless)

Creates a verbal communication link between two people. This can be the caster and one other person or the spellcaster may cast the spell on two other people. The link is maintained even if the two people move out of sight of one another. The two recipients of this spell may speak with each other as if they were in close proximity. Both individuals must actually speak, although that speech can be as soft as a whisper. The name of the person to whom the person is speaking must be spoke both at the beginning and end of each statement. The person's name is the command word for the spell and the spell will fail instantly if the name is not spoken.

WHO'S THERE?

(Elemental)

Element: Air
Casting Threshold: 10
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Magically created sound
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Creates a real (not illusion) brief, sharp sound, like that of a branch snapping or a creaking stair. The sound can originate anywhere within range and can be made to mimic any brief, sharp sound that the caster wants.

WILT

(Necromancy)

Element: Void
Casting Threshold: 6
Range: Touch
Target: Tiny plant
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

Causes a hand-sized piece of vegetable or plant matter touched by the caster to rot and decay instantly. The spell can sour wine, as well. Items that are still alive (such as growing plants) will recover quickly, but those that are dead or processed will remain moldy or rotten.

ZAP

(Electricity)

Element: Air/Fire
Casting Threshold: 17
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

Causes an incredible amount of static electricity to build up in the caster's body. Any creature touched takes 2d10 points of electric subdual damage. The spell causes the caster's hair to stand on end while he is casting the spell and creates a loud popping sound when damage is inflicted.

ZOMBIE SERVANTS

(Necromancy)

Element: Void
Casting Threshold: 84
Range: Close (25 ft. + 5 ft./2 levels)
Target: 4 (or less) humanoid corpses within 10 ft. radius of targeted location
Duration: 1 week
Saving Throw: None
Spell Resistance: No

Typically cast on fresh battlefield corpses, this spell calls upon the Void to animate the bodies of up to 4 humanoids within a 10 foot radius of the targeted location. If buried, the zombies tear themselves out of their graves the round following spell-casting and act on their own initiative roll. Zombies possess no intelligence of their own and can act only on direct orders of the caster. Zombies have no ability to interpret instructions or make independent decisions.

Zombies: CR 1/3; Size M; HD 2d12+3 (16); Init -1; Spd 30 ft.; AC 11; Atk Slam +2 melee, 1d6+1 damage; SQ undead, partial actions only; SV Fort +0, Ref -1, Will +3; Str 13, Dex 8, Con —, Int —, Wis 10, Cha 1; Feat-Toughness. Zombies may only perform partial actions during a round.



Chapter 8



ADVENTURING IN LOEREM



THE VRYKYL

I am Shakur. Two hundred years ago, I was given the chance for immortality. All I had to do was let myself be killed. It seemed like a good deal at the time.

I knelt before Dagnarus, Lord of the Void, and pledged my allegiance to the Void. In his treachery, he took my life with the Dagger of the Vrykyl and gave me in return the unholy life of a Vrykyl. A creature of the Void, I am the dark counterpart of the Dominion Lords. My black armor, accursed and magical, disguises a body that is rotting and decaying. I maintain my cursed life by feeding off the souls of the living. I have left behind a trail of corpses—man, woman, elf, human, old, young. All of them die of a single puncture wound to the heart, a wound made by the dagger I carry, the Soulscaler.

The faces of my victims are contorted in terror.

Before they die, they see me for what I am.

ADVENTURING IN LOEREM

THE VINNENGAELEAN EMPIRE

Currently ruled by King Hallin I, the Vinnengaelean Empire is the largest of all the Human realms. The empire is comprised of many baronies and duchies, all owing allegiance to the king, who resides in the capital city of New Vinnengael.

Vinnengael maintains a standing army, paid for and trained by the monarchy. The army maintains a presence in every major city and in all but the smallest towns and villages throughout the empire. This presence may range from large barracks that house entire regiments to simple way-stops for the Imperial Cavalry. The Vinnengaelean army consists mainly of heavy cavalry, and longbowmen. The army has not had to fight a battle in many years and discipline has grown lax. Much of their equipment is outdated and old-fashioned. Knights train for jousts and parades, not for battle.

The Vinnengaelean Empire relies mainly on its strong defensive fortifications for protection, believing that the enemy does not exist who is powerful enough to penetrate the massive stone walls of its cities and fortresses. There are those who argue against such a policy, pointing out that the city of Old Vinnengael relied on its walls to protect it from Prince Dagnar, to no avail.

Merchant guilds control commerce throughout the empire, establishing prices and working conditions. The merchants wage a bloodless war with the nobility for the ear of the king. Many merchants are wealthier than a good number of nobles and are demanding similar recognition, regardless of birth. Some impoverished nobles, burdened with immense debts occurred in keeping up their massive estates, seek to marry their sons and daughters into wealthy merchant families, trading titles for tans, as the saying goes. The economic stability of the empire is slowly coming more and more under the sway of the rising middle-class.

Justice is meted out swiftly in the Vinnengaelean Empire. Most judges and magistrates are fair, for the Church watches over them. (Any irregularities should be reported to the nearest Temple.) Alleged criminals are given a fair hearing and the punishment usually fits the crime. Sentences are never waived, however, and must be served to their fullest extent.

Many holidays are celebrated in Vinnengael, but the most important days of the year are those that mark the arrival of the Imperial Faire. Each major city has its own Faire, sponsored by a wealthy baron or duke (or now by merchant guilds). People travel great distances to attend these fairs, where

one can find all manner of goods and merchandise for sale. The fairs also attract jugglers and minstrels, and players. Con artists trick the yokels out of their money and pick-pockets relieve the carelessness of their purses. One may even see a member of another race walking the grounds of the Imperial Faires, a rare occurrence outside of the capital city of New Vinnengael. Dwarves, elves and orks all come to sell their wares at the Faires.

Most of the buildings of the Vinnengaelean Empire are made of stone. The Vinnengaeleans use their Earth magic, combined with skill in stone cutting, to build fantastic structures. Their fortifications are impressive, but Vinnengael's reliance on stone walls as opposed to a strong military has cost them more than one battle, the latest being the devastating loss of their Portal in the southern part of the empire.

Several cities grace the Vinnengaelean Empire, as well as many smaller towns and villages. These following are the most prominent.

New Vinnengael: The seat of government for the Vinnengaelean Empire. The magnificent royal palace is located here. A marvel of architecture, the palace is inhabited year-round by the royal family. New Vinnengael is also the center of learning and culture for much of Loerem. The immense cathedral and university are the heart of the Temple of the Magi. The Temple maintains an extensive library of books, scrolls and treatises on spells and experiments pertaining to all types of magic (including the forbidden Void magic).

Mardurar: A mining city, Mardurar is known for its great quarries and metal mining facilities. Men and women here are hard-working, independent folk, who have no use for the intrigues and politics of the royal court and resent any interference in their lives. This often results in frequent clashes between the miners and soldiers in the taverns.

Forden: A trading city on the eastern border of the Empire, just across the Sea of Sagquanno from Dwarven lands. Most goods from the east come through this city. Forden has fallen several times to the dwarves in its colorful history, but has managed to fend off attacks for the past three hundred years.

Krammes: A western city located south of the ruins of Old Vinnengael. Those who survived the destruction of the ancient capital city moved to this former trading post, turning it into a large city overnight. Today, Krammes is a center of trade with the orks and Nimrans. Krammes also has a thriving black market, where anything can be purchased for the right price. The Imperial Cavalry School is located at Krammes, far from the inter-

ference of politicians. The best and brightest of Vinnengael's soldiers are chosen to come here to study to be officers. Innovations in military technique and training continue to be developed at the school, whose officers hope to one day regain the world's respect.

Tinnafah: The key defensive outpost in northern Vinnengael, the fort at Tinnafah keeps the elves from pushing their borders farther south. Some trade is carried on between the elves of Tromeke and the Nimoreans, but the city's main purpose is to serve as a check against elfen expansion.

Delak 'Vir: A small city was once called Romdemer. Delak 'Vir is located in the south-central plains. The city, once a farming community, is surrounded by rich, fertile lands. After the shattering of the Portals, the Karnuans found a rogue Portal inside their borders that led to within fifty miles of Romdemer. The Karnuans sent a force through the Portal to capture the city. Romdemer fell to a surprise attack and most of the population fled to the north. Karnu moved a sizeable population into the near-abandoned city and renamed it Delak 'Vir. King Hallin I has vowed to retake Romdemer, but has done nothing further since the proclamation to make good on his commitment.

THE KINGDOM OF DUNKARGA

The kingdom of Dunkarga is just now recovering from a civil war that began two hundred years ago, with the fall of Old Vinnengael. Although the Dunkargans won that war, the price was heavy, for their alliance with Prince Dagnarus, avowed Lord of the Void, proved costly.

Maintaining publicly that he was shocked to hear of any connection between the Dunkargan royal family and the Lord of the Void, a rebel military leader, Ebu ibn Emal, staged a coup attempt, in which he was aided by a large portion of the Kingdom's nobility and military. The attempt failed, but touched off decades of battles, betrayals and assassinations. When hostilities came to a close twenty years later, two bitter rival rulers stood in the ashes of the kingdom. Unable to come to peace terms, yet too exhausted and impoverished to continue the battle, they split the land into the Kingdoms of Karnu and Dunkarga. A formal cessation of hostilities has existed between the two kingdoms for nearly two centuries now, although border skirmishes and clashes are frequent and each confidently expects the other to attack in force any day.

Dunkarga is ruled from the Lord-City of Dunkar by a king, who inherits the throne from the previous ruler upon that person's death. Provinces are each governed by a Counselor, who is appointed by the king.

Religion in Dunkarga is an arm of the state. The King of Dunkarga is considered to be the Head of the Church. The king is not necessarily a priest, however, and in former days kept the Church in line with Dunkarga's political aspirations, a practice that has proven useful in maintaining unity since the civil war. The current king, Moross, is a devout man and is rumored to be under the Church's control, for the king is often seen in the company of the Revered High Magus of the Temple in Dunkar.

The Dunkargan military is under the control of the Seraskier. Due to years of corruption, the military is generally weak and ineffective, although the current Seraskier, an intelligent and honest officer, has worked hard for years to bring about change and is only now starting to have some success. He is probably the only person in Dunkarga who is concerned over reports coming out of the west of outposts being attacked and destroyed by strange and hideous monsters never before seen on Loeren. Everyone else in Dunkar, including King Moross, is far more concerned with the threat that lies to the east—Karnu. The majority of the army consists of lightly armored cavalry. Dunkarga makes extensive use of Trevenici mercenaries to provide capable manpower, particularly in keeping Karnu from raiding too far into Dunkargan lands.

Dunkarga is largely self-sufficient, although they do trade with other nearby realms, including the Trevenici. Goods from Nimra and the lands of the orks flow into Dunkargan ports, while Nimorean caravans arrive in Dunkarga from the north. Dunkarga rarely trades directly with either elves or Vinnengaeleans (at least not openly).

Dunkarga's most valuable export is knowledge. The Lord City of Dunkar contains the largest repository of historical knowledge on the continent, outside of the Monastery of the Order of the Keepers of Time. Dunkarga also possesses an unmatched collection of scientific, magical, and engineering knowledge. Most Dunkargans, particularly those who live in the towns and cities, are well-educated and can read and write, for the state runs schools, which all children must attend.

It may be said that merchant guilds rule Dunkar, for their power is immense and they feel no hesitation in dictating terms to the king himself. Every craftsman in the city almost certainly belongs to a guild, either that or he has a very difficult time finding work.

Dunkar: The capital city is both the cultural and military center of the kingdom. Once a great port, the city of Dunkar has found its sea trade considerably reduced since Karnu began raiding the high seas from its western shores.

Armrah 'Lin: Located to the north of Dunkar, Armrah 'Lin provides raw materials on which the rest of the kingdom survives. Much of the farming, fishing, logging and mining is done in this region and all of it is traded and transported from Armrah 'Lin.

Dullified: A small city based on trade, Dullified has done quite well for itself. Isolated and far from the front lines, Dullified and its people generally ignored the civil war and worked on trade relations with their ancient enemy—the Vinnengaeleans—and their current enemy—the Karnuans. People interested in magical supplies from Vinnengael or the fine quality weapons of Karnu do their shopping in the thriving markets of Dullified.

THE CALIPHATE OF KARNU

Karnu is a military dictatorship. Caliph Krana 'Dhur is supreme ruler of Karnu, continuing the tradition of centering Karnuan life around military strength. To serve in the Karnuan army is the greatest achievement any man or woman can attain. All major cities in Karnu are run by high ranking officers, while the military barracks are considered the heart of any Karnuan city. Consequently, the Karnuan army is the best trained, best equipped, largest and best disciplined fighting force that can be fielded anywhere in Loerem.

At the age of fifteen, all men and women are required to enter the military, where they serve until the age of twenty. At this age, only the best male and female warriors are chosen to remain in service. The rest are sent back to their homelands to enter into trade or farming.

Being chosen to remain in the army is not only a great honor, but assures a livelihood. Those who retire from duty at age thirty-five (if they live that long) are granted generous pensions and free land. Karnuan men who leave the army establish themselves in trade, or become farmers. Women also work at trades, bear children, and are given the task of defending their homes.

The Caliphate of Karnu has grown wealthy since the fall of Old Vinnengael. When the city was destroyed, the magical Portals that linked Old Vinnengael to the rest of Loerem were shattered and scattered throughout the land. The Karnuans were overjoyed to discover a Portal leading from their homeland into the Vinnengalean Empire, within close proximity of the empire's capital, New Vinnengael. The Karnuans sent an army through the Portal, claiming it for their own. They seized the surrounding Vinnengalean land and now hold it in the name of the Caliphate of Karnu, including the former Vinnengalean city of Romdemer, that has now been renamed it Delak 'Vir.

At the time of the Portal's conquest, the Vinnengalean Empire was involved in building their new capital. The complacent Vinnengaeleans decided that they would rather spend money to travel through the Portal than blood to try to recapture it. The Vinnengaeleans continue diplomatic attempts to release the Portal and Romdemer from Karnuan control, but their efforts have been in vain.

In recent times, the Caliphate of Karnu sent soldiers south to capture land held by the orks. To reach its objective, the army marched through Vinnengalean lands without permission and attacked several Vinnengalean towns on the coastline, stealing ships and whatever supplies they needed. Disguised as Vinnengaeleans, who have been long-time allies of the orks, the Karnuans were able to land thousands of soldiers in orken territory before the orks could react. The Karnuans now hold a large coastal area, including Mount Sa'Gra, the most holy site of all Orkdom. Hundreds of orks have been enslaved. The orks blame not only the Karnuans for this aggression, but the Vinnengaeleans for not doing anything to halt Karnu.

The Karnuan military is as diverse as it is large. Excellent cavalry regiments compliment large formations of infantry, supported by engineers, siege artillery units and magi specifically trained for war. Karnuan infantry has provided Karnu its greatest successes. Very little can stand before the mighty and well-trained legions of Karnu. It is rumored that a naval infantry arm has been formed and is secretly training for use by the Grand Karnuan Fleet.

Dalon 'Ren: The capital city of the Caliphate is a modern city that views history with disdain. Ancient buildings that stand in the way of the Caliph's grand plans for expansion are swept aside. In consequence, Dalon 'Ren is well-planned, but seems to be in a constant state of construction. No major building is over one hundred years old, and the palace is only thirty years old, having been built as both a fortress and a center for government.

Karfa 'Len: The sister city to Dalon 'Ren, Karfa 'Len shares the capital city's views on modernization. Karfa 'Len is the trading center of the Caliphate. Caravans travel here from Nimra, Nimorea and even Dunkarga, despite assurances from both Karnu and Dunkarga that neither ever trades with the other. Trevenici mercenaries in the service of both kingdoms ensure the safety of the commerce.

The Karnuan Portal: The Portal is a source of great pride and provides a vast amount of wealth for Karnu. The Caliph encourages commerce through the Portal, even insuring the protection of any foreign caravan passing through it. In return, the fees

charged are fair to those who use the "magic highway through rock." A garrison guards each end of the Portal to protect both the commerce and the ownership of the Portal itself, as well as to collect the fees for its use. The eastern end is garrisoned with 6,000 infantry, while the western end, located in Karnu territory, is guarded by 200. Portal guards are the elite of an already superb fighting force.

Delak 'Vir: Once a Vinnengaelan city known as Romdemer, Delak 'Vir is now a city under martial law. The Karnuans used Delak 'Vir as a staging area for the army that marched south and took the orken holy mountain, Mount Sa'Gra. However, it is used as a trade-city between Vinnengael (where the Karnuans get much of their money) and Karnu.

Mount Sa'Gra: An enormous volcano that rises up out of the Sea of Orkas, the mountain is sacred to the orks. Caliph Krana 'Dhur maintains that he was so angered over the barbaric custom of the orks to ritually strangle their victims, then throw their bodies into the volcano that he was forced to seize the mountain to stop their heinous practice. It is commonly known, however, that Mount Sa'Gra is a host to vast mineral wealth, and that money, not outrage, was the Caliph's main incentive for his conquest. Strip mines now flourish at the foot of the orken holy volcano. The island is also the base for the largest fleet of warships to be manned by humans. The Grand Fleet of Karnu has never yet been tested in battle.

NIMRA

Nimra was a powerful economic force even during the time of Old Vinnengael. The two kingdoms were friendly trading partners, and the Nimran Queen Ianna swore allegiance to the Vinnengaelan Empire. Relations between the two countries stagnated with the bestowal of the Sovereign Stone. King Tamaros of Vinnengael hoped that the Stone would unite the races and while it appeared to do so for a time, the Stone ended up causing a coolness between the kingdoms of Vinnengael and Nimra.

Queen Ianna was alarmed to learn that a portion of the Stone was to be given to the orks, traditional rivals of the seafaring Nimrans. She insisted that if her enemies were to receive such magical power, she should also have a portion of the Stone. King Tamaros was forced to deny Ianna's request, saying—quite rightly—that the Nimrans would have a share of the human portion of the Stone. Queen Ianna threatened to sever diplomatic ties and place an embargo on trade if her demands were not met. Since this would have been disastrous for the Nimran economy, the Queen allowed herself to be persuaded to soften her stance, but she received gen-

erous trade concessions in return. Relations were never quite as friendly between the nations after that.

The downfall of Old Vinnengael brought economic hardships to Nimra, forcing it to seek other trading partners. The nation formed an alliance with their rivals, the orks, both sides promising to stop their piratical raids on the other's ships. The Nimrans and the orks have since come to respect each other. The Nimrans have severed all ties with the Caliphate of Karnu in protest of their aggression against the orks.

Because they are located on the coast, Nimrans have long been sailors, with a high respect and regard for the sea. The sea is part of their culture, although they are not as well versed in sea-lore as orks. Unlike the orks, who mostly reside by the sea, a great number of Nimrans who have never even seen the ocean. Many Nimrans live in the interior of the nation, and specialize in the textiles and goods prized by people throughout the continent. The Nimrans are famous for their brightly dyed silks and fine woven cloth.

Over three hundred years ago, an assassination attempt was made by a dissident group of Nimrans against the visiting King Horthos of Vinnengael. Queen Adros' own daughter, Princess Hykael, was found to lead the dissident group. Since Nimrans do not believe in capital punishment, the princess and her followers were exiled. They traveled north to form the land of Nimorea. The split resulted in bitter feelings that lasted many centuries, but now the nations of Nimra and Nimorea have come to amicable terms.

Nimran buildings are constructed of wood poles thatched with palm fronds. Their coastal are busy and bustling places. Priests and priestesses are the government leaders, with the women occupying the more prominent positions. The monarch serves as the leader of the Nimran religion. Queen Adros III is the current ruler, and also serves as the High Priestess.

Laws tend to be few and easy-going, for the Nimrans are respectful of both people and property. Thievery is unheard-of in Nimra, except by outsiders. The only time the Nimrans react with swift severity is to protect their borders, their ships or their temples.

The Nimrans have an army, although it is small. They have not fought a war in nearly three hundred years, but remain vigilant to protect their nation's sovereignty. Light infantry specialized in jungle fighting are the mainstay of the Nimran force. Cavalry is nearly unheard of. The capital city

has a squadron of two hundred cavalry, but these are the only known horse soldiers in the nation.

The main arm of the military is the Royal Navy. A force of forty warships, with complements of naval infantry, ensure that trading lanes remain open. Sea battles are now nearly non-existent since the peace with the orks, although there have been a few minor clashes with Karnuan ships.

Neyshabur: The capital of the Kingdom of Nimra. Immense lodges built of wood grace the waterfront. These house the offices of both government and the Nimran church. The Queen's Lodge is the largest wooden structure on the face of Loerem, stretching nearly a quarter-mile in length and standing four stories in height. Due to the heat, many of the finest homes and most of the city's warehouses are located underground where it is cooler. The city's Earth mages are adept at carving out fantastic structures underground.

Kaltay: A trading and fishing city, Kaltay is located on the eastern shores of the Sea of Edam Nar. A small detachment of the Royal Navy and a seemingly innumerable number of fishing and shrimping vessels cram the shoreline and waterways

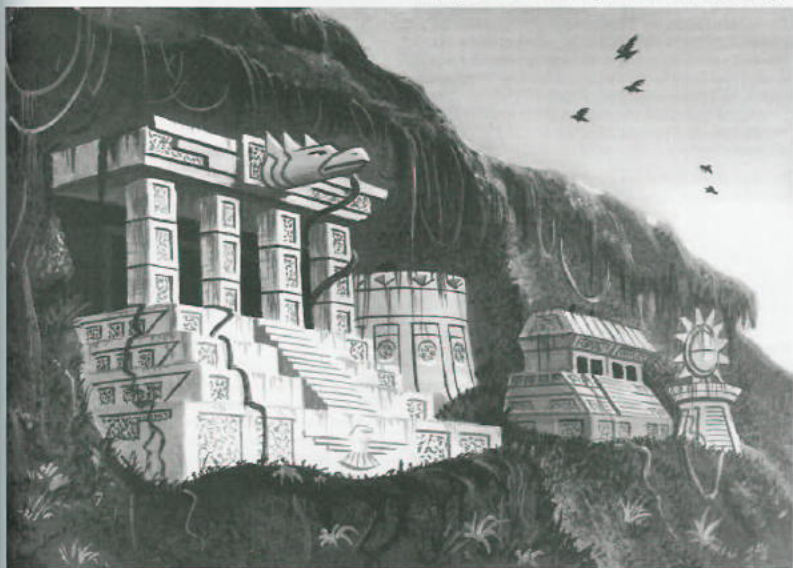
across the city. Only in Kaltay can you find Nimran temples built above-ground. The water table is too high to permit the building of underground temples, as is usually the custom.

Kalka: This agricultural city is located some two hundred miles inland from Kaltay. Rice and water buffalo meat are the main exports from Kalka, as is Earth magic knowledge. The Oden-Klidip Temple is the home of the Order of Klidip, a religious order devoted to study and experimentation with Earth magic and its interaction with other forms of magic. Half of all known Earth spells have originated from the Order of Klidip.

NIMOREA

Originally part of the Ancient Realm of Nimra, the Nimorean people broke away to form their own nation a century before the fall of Old Vinnengael.

The people of Nimra have always been ruled by a queen, who is also their high priestess. The rulership of Nimra passes from mother to eldest daughter (or closest female relative). Queen Adros was shocked to find that her eldest daughter, Princess Hykael, was the leader of a dissident group bent on holy purification through isolationism. To high-



light their cause, they attempted the assassination of the visiting King Horthos of Vinnengael.

Hykael was thwarted in her attempt, and the princess was brought before her mother. Queen Adros disowned her eldest daughter and named her second daughter her apparent. Princess Hykael was exiled and left Nimra, traveling north with her followers to search for a new homeland.

The Dunkargans allowed Hykael to lead her people through that nation's eastern provinces (that would one day become the Caliphate of Karnu) but, due to pressure from Nimra, refused the princess sanctuary. The Nimran dissidents traveled on and, after many perils and hardships, came to the border of the Divine Lands of the Tromeck.

The border was held by House Kinnoth, a house whose rulers tended to be more open-minded and free-thinking than other elves. It is said that he also knew a good bargain when they saw one. When the humans appeared on the border, the Head of the House sent his forces to detain them. They brought Princess Hykael to him for questioning. He was so impressed with her demeanor that he agreed to allow her and her people to make their homes in the western part of his holdings.

The elfen Head of House lost nothing by being generous. The land was rocky and barren, of little use to anyone. Northern winters are harsh, particularly for people accustomed to the everlasting summers of the southern climes. Princess Hykael consulted the gods, who gave their approval, saying that those Nimrans who settled there would be blessed.

At first, their blessings seemed sparse, for the Nimrans could not farm in the rocky soil. They could still make the wondrous silk cloth for which they were famous and they found that the elves would gladly pay dearly for their silk and numerous other skills. Nimran wood-carvers were brought into elfen lands to work on noble dwellings and shrines. The Nimrans with their woodland skills became scouts for the elfen army.

Over the years, a close alliance developed between the two races, with the Nimrans—or the Nimoreans, as they began to call themselves, meaning "Exiled of Nimra"—came to accept many elfen customs. Nimoreans believe that using magic during combat is not honorable—a tenet also shared by the elves. The Nimoreans favor elfen styles of clothing and armor, cut to fit their own bodies, and they are skilled in the use of elfen weapons.

The nation of Nimorea is small in number, yet boasts a military disproportionate to its country's size. Most are light infantry, working closely with the elfen forces loyal to the Shield of the Divine.

Queen Enushna maintains a sizeable contingent at Myanmin and ensures that they are kept at the highest level of readiness, should they be called upon to fight, for incursions from the uncontrolled western reaches by Trevenici bands and raiding parties of savage humanoids have more than once threatened the capital.

Myanmin: The capital city of the nation of Nimorea. The buildings of Myanmin are stone and wooden structures. The temples of magic are still below ground, but, unlike the simple temples of their southern brethren, the northern temples have elaborate tunnel systems with many underground chambers and rooms. Non-Nimoreans are barred access to the temples. Elite forces of Nimorean guards enforce this policy. Although the Nimoreans do not believe in capital punishment, the guards will not hesitate to kill anyone they catch violating the sanctity of a temple. The largest of these temples is located under the largest building in Myanmin, the House of Rulership.

The elves maintain a small military contingent and a sizeable community in Myanmin, the only race to do so. No other nation maintains an ambassador to the Nimoreans on a full-time basis.

Ainlannis: Located on the eastern border of Nimorea, Ainlannis is a city of canals, founded by elves, although it is now occupied by a sizeable population of Nimoreans. The city is a mix of stone houses and wooden public buildings built in the elfen style, with gardens and carefully constructed waterways.

Many smaller towns and villages have spread across Nimorea, securing the country in Nimorean hands. The Nimoreans believe that one must live in a place to claim it, and have founded communities in every corner of the nation. Most are trading, hunting and fishing communities. Life on these outposts can be harsh and Queen Enushna recruits many of her scouts and light infantry from these remote settlements. She reasons that if these people can survive there, they can survive anywhere.

TREVENICI LANDS

Once the Trevenici roamed at will throughout Loerem, but when the advent of civilization caused people to raise stone walls, the Trevenici fought to tear them down. This failing, the Trevenici withdrew to the seclusion of the forests and now most Trevenici call the region to the west of Nimorea and to the north of Dunkarga home. They are not nomadic, and once they have found an area they like, they will establish their tents and mud huts, plant their crops, herd their animals and live there for as long as the area will sustain their population.



When a Trevenici tribe becomes too large, young men and women set off to find a new area or the tribe will expand its holdings, often to the ire of their neighbors.

A Trevenici tribe is run by tribal elders, to whom the Trevenici are extremely loyal. Trevenici are also loyal to those who have earned their trust. They are swift to exact retribution on those who betray them or harm or insult their friends. Trevenici have a symbiotic relationship with the diminutive people known as the pecwae. Trevenici have no talent for magic, whereas the pecwae are extremely skilled in Earth magic, which they use to benefit the Trevenici. Conversely, the pecwae are known to be lazy and cowardly and rely on the hard-working, hard-fighting Trevenici for the necessities of life.

The Trevenici once fought each other, for they are born warriors and love nothing more than a good fight. Realizing that this tended to deplete their population, they decided to earn money by fighting other people. Two large regiments of Trevenici serve in the Dunkargan military and these make up the largest concentration of Trevenici warriors on the continent. Those that serve as mercenaries can usually send home enough pay to double the tribe's annual earnings from trade. In effect, the Trevenici are the Trevenici's best export.

In recent times, tribal elders, hearing reports of a strange army of monsters marching out of the west, have sent word that their soldiers are to return home. "After the last warrior is killed, who will defend the tribes?" they argue. The most northern tribes have started to follow this policy.

Vilda Harn: The largest city in Trevenici lands. The Trevenici claim it, although no Trevenici live there. Vilda Harn grew around a central trading grounds that the Trevenici had been using for centuries. Every year, tribes came together to trade with each other. Hearing of this, traders from other races began to congregate there and eventually built a community. Twenty different human households, two orken households and an unhorsed dwarf household claim to be the first to settle Vilda Harn.

Every year, each Trevenici village sends a trading contingent to Vilda Harn for the yearly gathering known as the Great Come-Together. This is a time of wild celebration, with the party lasting over three weeks. Traders who survive the parties leave Vilda Harn with wagons filled with fur pelts, hand woven rugs and baskets and pecwae jewelry.

Wild Town: A small town of ramshackle buildings and semi-permanent hovels. Like Vilda Harn, no Trevenici live in Wild Town, but it is a place where

merchants come to trade with the northern barbarians.

Yeskin: A ruined city that is shunned by the Trevenici, who claim that a powerful undead witch entices warriors to their deaths with her terrible charms. Rumors persist that great wealth lies in this city, one of the oldest known cities in Loerem, popularly believed to date back to the time of the Ancients. If any explorer has ever found such wealth, he has kept quiet about it. (Or else he has not lived to tell his tale.)

Pecwae Villages: Small villages of pecwae are located in remote locations throughout Trevenici lands. Although well hidden, pecwae villages are never far from Trevenici villages. Pecwae do not build houses, for they have better things to do—such as create beautiful jewelry, day-dream or snooze. Pecwae live as one with nature and are not particular about creature comforts. They can frequently be found living in exposed tree roots along riverbeds or in crude shelters thrown together from anything that comes to hand.

In many cases, the pecwae create dwellings by redirecting a river or stream using a combination of magic and a talent for engineering. Formerly, pecwae villages were commonly found everywhere in the continent. Three hundred years ago, many humans took to the notion to keep pecwae as pets, leading to the capture and sale of pecwae children. This practice is now officially outlawed, but the black market trade in pecwae is still lucrative, causing the pecwae to migrate farther into the safety of the northwest wilderness. Now, few people on the continent have ever seen a pecwae, let alone spoken with one.

THE DIVINE LANDS OF THE TROMEK

Elves have a legend that tells how the Father and Mother gave the land the elves now inhabit as a gift to their many children. Each child established one of what are now considered the major Houses of the Tromek. In order to keep the children united, the Father and Mother named the eldest child the Divine Child and gave to this child the responsibility for the spiritual leadership of all the children. They gave to the youngest child the Shield of the Divine. With this Shield, the youngest was to stand shoulder-to-shoulder with the eldest to protect all the children from their enemies. All the other children were to band together to swear loyalty to both the Divine and the Shield of the Divine.

While this legend is beautiful and touching, it bears very little resemblance to the true political situation in Tromek. All too often during their long history, the Divine and the Shield have fought each

other for power, both on the field of battle and in court intrigues. Outsiders—particularly Vinnengaeleans—viewing this discord, have often sought to take advantage of it by invading Tromeek. They find, to their chagrin, that although the elves may fight among themselves, they are swift to come together to battle a common foe.

Because much of the northern Tromeek land is uninhabitable, the elves are forced to reside in the southern portion. Being communal in nature, elves tend to congregate in cities and, because of their long lives and high birth rate, these cities have become increasingly crowded. Thus elves have developed a highly structured society in which each elf knows his exact place and is rarely allowed to alter or change that place.

Elven marriages are always arranged and are generally political in nature, especially among the upper classes. Elves live in extended families, with great-grandparents, grandparents, parents and children all sharing the same house.

Elves do not trust either magic or magic-users. Elves will not admit to using magic in warfare,

considering it dishonorable. Among the elves, magic is the province of the Wyred, a secret and mysterious organization of wizards. The Wyred are elves gifted in magic and are capable of casting spells from many different elements. The Wyred recruit wizards when they are young children, forcibly removing them from their homes and carrying them away to a secret fortress. The location of this fortress is unknown. Rumors of its location have surfaced over the centuries, some placing it in one place, some another. There are tales of elves who have gone searching for the fortress in order to rescue stolen children, but none have found it (or lived to tell of it). Some legends place the fortress among the clouds. Others say that the Wyred have the power to cause the fortress to rise up and float to another location and thus it never remains long in any one place.

Elves are loyal to their family, to the Divine and the Shield of the Divine. Sometimes these loyalties come into conflict. While each House has its own military, these are in turn beholden to the Shield or the Divine, depending on constantly shifting political alliances. In times of war against a common



for, the forces are commanded solely by the Shield of the Divine.

The elven military is composed of regiments and companies, each with a specific role. Elves are best known for their heavy infantry regiments and longbow companies. Elven cavalry is a small component of the military, but is well-trained. Its members come exclusively from the nobility. The three regiments of elven cavalry are the sole mounted forces in Loerem capable of fighting with spear, sword and bow while mounted.

Glymrae: The capital city of the elven nation. Each noble House maintains a holding inside the city. These holdings are small fortresses. There are no specific government buildings. If the Shield of the Divine comes from the Sithmara family, then the Sithmara family holdings become the government offices for the Shield of the Divine.

Ainlannis: This city on the western border trades heavily with the Nimoreans and has a large population of Nimoreans living within its walls. The elves and Nimoreans live together peacefully, but in separate districts within the city.

Seithmorae and Dainmorae: Twin cities, one is located at the north and the other at the south end of Lake MaLinnæ. Seithmorae is a center for mining and lumber, and Dainmorae is a center for manufacturing and export to the rest of elven lands, as well as the Vinnengaelean Empire.

Lored: Once a military outpost on the Kronif River six hundred years ago. Since then, Lored has grown to a center of commerce, specializing in trade with the Vinnengaelean Empire. Lored maintains a sizeable garrison to check any incursion from the human lands to the south.

MyrLineth: The ancestral home of the elven fishing fleet. As far back as elven records go, there has always been a fishing community at the site of MyrLineth. Today, the city continues this tradition, as well as being the entry point for any trade with the Caliphate of Karnu.

Cyrh: The northernmost elven city. Cyrh is both a fishing and trade center, and also serves as a defense against dwarven raiders. Located in a valley surrounded by mountains, the climate of Cyrh is considerably more temperate than the surrounding area, making it the only site in the region capable of supporting a population.

The Tromeek Portal: The only major Portal to lie within the borders of a single nation, its location makes it ideal for those in the west who want to trade with the dwarves or Vinnengaeleans in the east. Dwarves rarely use the Portal. Traders from New Vinnengael travel upriver to use the Portal,

after paying the modest fees charged by Baron Shadamehr, whose soldiers provide protection for those who travel the waterways. Both ends of the Portal are garrisoned with fortresses that are policed both by the military and the Wyred.

THE DWARVEN TERRITORIES (GRAK)

Legend has it that if a dwarf is forced to stay in one place longer than two sunsets, he will go mad. The legend is, of course, not true. Unhorsed dwarves—those who have been banished from their clans because of their inability to ride or because they have committed some crime—see the sun rise and fall on their cities many, many times and they do not go mad. The Unhorsed dwarves contribute a great deal to their society. They are blacksmiths and weaponsmiths, traders and scribes. But deep within their eyes, the observer can see an overwhelming sorrow, a longing for the prairies and grasslands that are their true home, a longing to ride into the wind, trampling cares beneath the hooves of their horses.

Dwarves do not have a name for their land, because they do not consider it a nation. The continent of Loerem is their nation and on the day they have conquered all the other races, they will claim it and name it. Until that day comes, they refer to their land as Grak, meaning "grassland." Needless to say, none of the other nations have taken this threat seriously. The dwarves are not unified. They spend much of their time fighting each other. When they do raid border cities of the humans and the elves, the dwarves ride in by broad daylight, whooping and shouting. They raid and loot (stealing mostly livestock, but also anything they can carry off) and then set fire to what remains. They never stay long enough to lay claim to the land. The humans and the elves return and rebuild and wait grimly for the next raid, which may come next month or in ten years.

Now, however, rumors are coming out of Grak that a new leader is arising among the dwarves. The son of an Unhorsed, he talks of a united dwarven nation and of a concerted effort to expand dwarven territory. Those few outsiders who have met him say that he is a threat to be reckoned with, not lightly dismissed. Few are heeding their warning, however.

This new leader has a difficult job ahead of him if he intends to try to unite the Clans. Each Clan has its own hunting territory. The boundary to the hunting land is based on natural landmarks, that may alter, disappear or be forgotten over time, causing all manner of border disputes. One Clan used a grove of cotton wood trees to mark their territory. When that grove burned down, they main-

tained that it was an act of the Wolf and they entered another Clan's territory, touching off a feud that has lasted for years.

Dwarves have a great distrust of anyone who has the misfortune to be born into some other race. Thus travel for outsiders is restricted in the Dwarven Territories, more for the protection of the outsiders than for the protection of the dwarves. Hapless travelers who find themselves deep in dwarven lands may find themselves relieved of all their supplies, wagons, goods, horses and perhaps even their lives. Despite the danger, intrepid travelers do enter dwarven lands. Dwarven ponies are highly valued as breeding stock, while dwarven-made weapons are considered among the finest in the world.

Clan dwarves are organized into major and minor Clans, each commanded by a chieftain. The Clans hold one Clan as the master Clan. Its chieftain is known as the Chieftain of Chieftains.

Gold Clan: The current master Clan, the Gold Clan lives in the area north of the Saumel, the City of the Unhorsed, and govern the Clans from a position of economic wealth.

White Clan: The White Clan roams east of the Dwarven Spine Mountains, near the city of Karkara. Because they are a newly formed Clan, they have not yet earned the right to move west of the Dwarven Spine Mountains, territory they are eager to enter.

Silver Clan: The Silver Clan rides the lands the northern borders of the Vinnengaelean Empire. These dwarves have learned that bartering for what they want is as effective as raiding and requires a lot less effort. They trade extensively with both the Vinnengaeleans and the elves.

Steel Clan: The members of the Steel Clan are experienced raiders, constantly riding into ork controlled lands to the south of Saumel to raid the cities of Enesh 'Sar and Goresch 'Sar. The orks have been effective in protecting Goresch 'Sar, but Enesh 'Sar has fallen many times to dwarven depredations. Despite this constant warfare (or perhaps because of it), orks and dwarves have a high respect for each other.

Jade Clan: This Clan qualifies as a major Clan only because the Chieftain of Chieftains has decreed it so. A small Clan, they have been assigned to learn the ways of ship building, in order that the conquest of Loerem may continue westward. The dwarves of the Jade Clan hate their task (many have drowned), but they have been promised the riches of the trading city of Rehn should they ever succeed. Their efforts have not been successful thus far.

Bear Clan: The Bear Clan controls the northern Dwarven Territories. Their chieftain is an enemy of the Chieftain of Chieftains, and there are rumors that the Bear are cooperating with the elves to overthrow the Gold Clan. Bear Clan dwarves are sly and very political.

Mountain Clan: The Mountain Clan dwarves keep to themselves. They roam the Dwarven Spine Mountains and rarely come down out of the hills. Little is known about them.

Sword Clan: Sword Clan earned its name by raiding Vinnengaelean border cities. The Sword Clan controls the lands to the southeast of New Vinnengael.

Red Clan: Roaming throughout the east, particularly around the Sea of Stiaga, the Red Clan produces the most skilled Fire mages in Loerem. Many mages from all races attempt the thousand mile journey in order to study with them.

Wolf Clan: The Wolf Clan is known as the Cradle of Dwarfdom. They live in the grasslands of the northeast, the ancestral home of the dwarves. The Clan is reputed to be so large that if all other dwarves were to perish, the Wolf Clan would renew the race and sweep Loerem themselves. Strangely, however, no dwarf has seen a member of the Wolf Clan in the last century. Some maintain that they are building their strength for a major assault. Others believe that something terrible has happened to wipe them all out.

All other Clan dwarves owe allegiance to lesser Clans. These Clans are small and are sometimes allied with the larger Clans. In this instance, the smaller Clan retains its chieftain and its own identity, but rides with the larger Clan for protection, generally giving the larger Clan a share of any loot they obtain in payment.

Clan dwarves do not like cities. If forced by circumstance to enter a city and remain there for some time (if they are waiting to pick up a shipment of weapons or having a horse reshod), they will move from one place to another within the city, never staying the same place for more than a day.

Clan dwarves who are imprisoned will sicken and die. Each day that a Clan dwarf is imprisoned, he must make a Fortitude saving throw against a DC 20. Failure means that the dwarf suffers 1d6 points of damage to his Constitution. Success means that only 1 Constitution point is lost that day. The dwarf does not gain back lost Constitution points while he is still imprisoned. Once the dwarf has a 0 Constitution, he is dead. If freed, the dwarf will regain lost Constitution points at a rate of 1 per day.

The Cities of the Unhorsed

The dwarves have four cities of significant size and many small trade and manufacturing towns scattered across Grak. Only one is referred to as the "City of the Unhorsed"—the seat of government for all the Dwarven Territories and that is Samuel. The Master Clan of Clan Dwarves controls the region around Saumel. Although the Chieftain of Chieftains is the nominal leader of all dwarves, the unhorsed of Saumel are the government. All ambassadors and record-keepers are unhorsed dwarves.

Saumel: The City of the Unhorsed is located in the southern reaches of Grak, seven hundred miles to the west of the orken city of Enesh 'Sar, their closest trading partner. The city is built into the sides of a long mountain gorge. Each building has a stone or wood facade, but the main structure of the building is carved out of the solid rock. The city was built a thousand years ago with the help of Earth mages sent by the Queen of Nimra as a payment of a debt of honor.

Saudamos: An Unhorsed city in the north, some eight hundred miles east of the Tromeck Portal, Saudamos is the greatest of the dwarven trading communities, and deals with everyone to the west. Through agreements with the elves, small contingents of unhorsed dwarves are allowed to cross through the Tromeck Portal and gain access to other nations. Clan dwarves who travel west are always escorted by unhorsed dwarves who have sworn to be responsible for the actions of their unruly horsed cousins—an uneasy bargain at best.

Saugran: This city lies far to the north, not far from the elven border, and also relies on trade with the elves. Many trade caravans travel between Saugran and Cyrr. The Unhorsed of Saugran are said to be more influenced by the Bear Clan than they are by the Chieftain of Chieftains. This divided loyalty continues to be a matter of contention among the unhorsed of Saugran.

Karkara: Lying far to the east, across the Dwarven Spine Mountains, the Unhorsed from the Wolf, Red and White Clans formed Karkara, developing it as a center of manufacturing for the eastern Clans. The five main forges of Karkara are the largest in Loerem, although very few people west of the Dwarven Spine Mountains have ever even heard of them. The goods manufactured by the smithies of Karkara are highly prized by all races, the fine weapons in particular. The Wolf Clan used to control the market for these goods, taking almost all for themselves. However, since members of the Wolf Clan haven't been seen for many decades, the Red and White Clans have been able to obtain these weapons for themselves. Occasionally a

Karkara weapon will find its way into other lands, where it always fetches a high price. Because of this, Vinnengaelean, elven, and even Dunkargan traders have dared make the perilous journey to Karkara to obtain these weapons. Those few who have returned are now quite wealthy.

Karkara houses the only barracks in all of Grak. Two thousand Unhorsed have formed one of the most unique infantry units in all of Loerem. Those few outsiders how have seen the Karkaran Guard in action have been impressed.

TERRITORIES OF THE ORKS

Orken sailing vessels venture into all parts of the known world. Orken traders, fishermen and pirates can be found in all coastal cities of all races, except the Karmuans. The orks call their realm Po'Gah, which means "risen from the water."

Because orks feel such a strong affinity for the water, orken cities and villages are invariably located along the coast or a large body of water such as a river or lake. Although orks do not mind traveling inland, an ork will always feel more comfortable if he is near water. No ork may be buried on land, but must return to the water from which he was born.

The ruler of the orks is known as The Captain. This title can be very confusing to other races, for the term "captain" refers to the commander of a ship, the commander of a squadron, the commander of the Fleet, the leader of an orken city and the grand leader of all orks. The orks speak their ruler's name with a subtle inflection which gives it a different sound and will often accompany the name with a gesture of respect. The Captains may be male or female. Every Captain pass rigorous tests to obtain that lofty rank and is now chosen from among the ranks of the orken Dominion Lords, a policy that began with the gifting of the Sovereign Stone to the orks by King Tamaros.

Orks are skilled in technology and all orken ships are heavily armed with siege engines of all types, including catapults and ballistae. Ork ships are fast and maneuverable and built for ramming. A favored orken technique is to ram an enemy ship, disable it, board it and overwhelm the crew. Every ship has a shaman and at least one apprentice. The larger ships have immense numbers of shamans on board, both to read the omens and practice magic. Smaller orken vessels may rely on sails to power their ships, but the larger warships have banks of oars, using ork muscle to plow through the water. Rowers are not slaves, but are honored and esteemed members of the crew. Because of their grueling job, rowers are big and brawny and immensely strong.

Orks are savage fighters, but their forces are not nearly as effective on land as they are on the sea. They have little knowledge of strategy or tactics on land and instead rely on brute strength to wear down an enemy.

The Fleet: More orks live in the Fleet than in all ork settlements on land combined. The Fleet is composed of squadrons of ships numbering from three (at least two trading ships and one warship) to one hundred. Ships range from large cargo haulers to mighty warships with fire throwers, catapults and carrying hundreds of orken warriors trained in boarding tactics.

Rash 'Qui: This city is located southwest of Dunkarga, on the shores of the Sea of Edam Nar. The orks trade with Dunkarga and Nimra and even the elves, sailing north across the Polar Sea to the river network leading to Glymrae.

Harkon: The northernmost city on the Ayrkis subcontinent, Harkon is the destination for goods coming from Nimra, the orks' major trade partner. Harkon was once a base for pirate ships that raided the Nimrans, but trade has proven to be far more profitable.

Quesh 'Gaat: This city, located at the crux of the Bay of Orkas on the Ayrkis subcontinent, is now the capital city of the orks, because The Captain calls Quesh 'Gaat her home port. Those from other races wanting to meet with The Captain must go to Quesh 'Gaat and wait for her ship to return. Many squadrons also call Quesh 'Gaat home. Here, the orks are making preparations to drive the Karnuans from their holy mountain.

Gatu 'Sar: Located to the southeast of the uncontrolled lands south of Vinnengael, Gatu 'Sar was once the largest city in Orkdum. Since the war with Karnu, the ork city has become a military outpost. Gatu 'Sar will be the main staging base for any attempt to take back Mount Sa 'Gra.

Goresh 'Sar and Enesh 'Sar: These are sister cities. Enesh 'Sar trades exclusively with the Unhorsed dwarves and wars exclusively with the Clan dwarves. All trade goods coming to or going from Enesh 'Sar go directly to Goresh 'Sar. Goresh 'Sar then trades with the rest of the world. The largest ork land army is stationed at Enesh 'Sar. The army garrisons the city and conducts offensive operations into dwarven territory in attempts to thwart dwarven raids upon the city. The captain of the army is fascinated with field artillery, such as onagers and mangonels, and has instituted many new designs for improved firepower. Fields littered with the dead horses and dwarves are testament to the effectiveness of orken ingenuity.

CURRENT AFFAIRS IN LOEREM

The Forces of Dagnarus

The Lord of the Void, Dagnarus, leads a mighty army that is sweeping from west to east across

Loerem, although few people in Loerem know this yet. The army is marching in several columns. The main shock troops of the army are taan warriors. Few people in Loerem have ever seen taan before and those that have do not want to see them again. The army's path is east, but no one, save Dagnarus himself, knows where the armies are headed.

Riding with the taan, though not yet ready to reveal themselves in battle, are the evil undead knights known as Vrykyl. These fearsome beings are men and women who have been murdered by Dagnarus, who uses the Dagger of the Vrykyl to steal their life essences, thus lengthening his

own life. Using the Dagger, an artifact of the Void, Dagnarus brings his victims back to the world of the living, creating undead warriors who must steal the souls of the living to extend their own unholy lives. Rumors are starting to spread of entire families found murdered, all dying by a single stab wound directly to the heart, the faces of the corpses frozen in horror.



The Vrykyl wear black armor to conceal the rotting corpses that lie beneath. They are powerful in Void magic and are loyal only to Dagnarus. He has planned for his return for more than two hundred years, training the forces of the taan and the Vrykyl to both serve him and revere him as a god. Now he is ready to make his move. His first goal is to recover the human portion of the Sovereign Stone, rumored to have been found after being lost for two hundred years. His Vrykyl are searching for it far and wide, but have thus far heard only rumors of it. Meanwhile, Dagnarus proceeds with his war of conquest.

The people of Loerem have no idea this threat hangs over them. Following is a brief overview of the current political situation on the continent.

Vinnengael

The humans of the Vinnengaelean Empire are prosperous, calm and complacent. The discovery of the Portal from Karnu to Romdemer and the subsequent campaign by the Karnuans to seize the Vinnengaelean end of the Portal has angered the Vinnengaeleans, but not enough for them to go to war. More recently, the Karnuans marched an army through Vinnengaelean lands without permission in order to attack the orks in the south, a move which Emperor Hallin I has strongly protested, but has done nothing about.

Dunkarga

The Kingdom of Dunkarga is a realm of family feuds, factions, rivalries and corruption. A civil war split the kingdom in two, forming Dunkarga to the north and Karnu to the south. The Dunkargan army is corrupt and in general disarray, although they have recently mobilized to take action against strikes made by the taan on their western outposts. No one knows where these creatures come from, but they are said to be fierce and ferocious warriors. Most Dunkargans believe it is all a Karnuan plot.

Karnu

The Karnuan Caliphate is very rich and powerful. A military dictatorship, Karnu controls both ends of the Karnuan Portal, allowing them to levy hefty taxes and tariffs for its use. The expansion into Vinnengaelean lands appears to be permanent. The Karnuans are heavily fortifying their holdings and it is unlikely that the Vinnengaeleans will exert the effort needed to regain what they have lost. The Karnuans have recently sent an army south to capture the coastal lands claimed by the orks. The gold and silver mines in the volcanoes are proving to be every bit as rich as the Karnuans anticipated. The Karnuans have heard reports of strange creatures

attacking Dunkarga, but they discount these reports as a ruse.

Nimra

The Nimrans are seafarers and traders, who have found their markets dwindling with the turmoil between the orks and the Karnuans. The Nimrans are allies of the orks and have broken off relations with Karnu. All Nimrans in ork lands at the time of the invasion have disappeared. Their fate is unknown and it is believed that they may have been taken as slaves. Operating out of stolen ships with slave crews, Karnuan forces have taken to attacking Nimran vessels, forcing the Nimrans to severely curtail their normal trading operations. Angered, the Nimrans are considering declaring war on Karnu.

Nimorea

The Nimoreans lead hard but rewarding lives in the northern climes. The Nimoreans and their elven neighbors are loyal friends and have treaties of mutual defense and non-aggression. The Nimoreans have come to greatly admire elven culture and even emulate it, particularly the elven military structure. Nimorean forces regularly train with the elves and although the units are kept separate, the two armies can fight in concert. The Nimoreans are the only race of humans the elves fully trust. Watchfulness has been heightened due to rumors of armies strange creatures seen in the west.

The Trevenici & The Pecwae

No government or personality unifies the scattered villages of the Trevenici and pecwae. Relations are good between the villages and word of danger spreads quickly from village to village. Many Trevenici warriors hire on as mercenaries to the Kingdoms of Dunkarga and the Caliphate of Karnu in order to gain glory for themselves and income for their tribes. Thus they have been among some of the first to encounter the taan in combat. The Trevenici and pecwae have secret caves and other hideouts where the people go for safety in times of war. Although the tribes have not yet taken to these havens, they are busy stocking and fortifying them.

Dwarven Territories

The dwarves believe that one day all of Loerem will be theirs. The dwarves control all the land from the eastern borders of Vinnengaelean and Tromeek lands to the eastern seas. The dwarves have sent raiding parties into both these nations, claiming the land as their own. Usually the dwarves ride on in the next day or two, leaving the people there to rebuild their lives. Lately, the raids have been carried out with much greater efficiency

and there are rumors of a new leader rising among the dwarves. Military contingents along the borders of Vinnengael and Tromeek have been enlarged as a result.

Orken Territories and the Sea

The orks are a people divided. Shocked by the Karnuan attack and dismayed by the loss of their most holy site, Mount Sa'Gra, many orks are urging their ruler, The Captain, to launch an immediate attack against the invaders. The Captain and her advisers believe that the orks are not yet strong enough to challenge the powerful Karnuan army. The orks rule the seas, but they are not an effective fighting force on land. The holy site must be recaptured by a land campaign and the orks are not yet ready to undertake such a daunting task.

The Divine Lands of the Tromeek

Elven and Nimorean scouting parties have sent back reports of large troops of strange creatures entering Dunkarga. The enemy poses no current threat to the elves, but their ruler, the Divine, does not like what he is hearing about these creatures and has moved to garner support for a military build-up. The Shield of the Divine has been able to diffuse such a move, however, maintaining that the enemy is obviously intent on attacking the humans, and that is no concern of the elves.

The Order of the Keepers of Time

The monks of the Order of the Keepers of Time continually roam the world, recording events on their own skin. When these monks die, their bodies are preserved and kept in a great vault in the monastery for future generations to study.

Held sacred by all races, the monks travel with their stalwart bodyguards, the Omarah. The monks are rarely in danger, however. Common knowledge has it that the five heads of the Order are, in reality, five powerful dragons, who have made it known that they will exact terrible retribution upon anyone who dares harm one of the monks.

Rumor has it that many more monks than usual have been sighted on the roads as of late. People fear this is an indication that some sort of great upheaval is imminent. Scholars who attempt to predict occurrences and events by studying the routes of the monks have reached an ominous conclusion. The entire continent will be involved, for the monks seem to be everywhere.

PORTRAYING THE SOVEREIGN STONE WORLD

For those referees running a Sovereign Stone campaign, you are the world of Sovereign Stone. You are every creature the heroes encounter. You are the sunshine during the day and the darkness that

closes upon them at night. You are the monsters who attack them, the thieves who rob them, the innkeeper who welcomes them. Without you, the players do not see, hear or feel anything. Without you, the world of Sovereign Stone does not exist for them.

We provide you with the skeleton of that world in this book and in the supplement books. We provide you and your players the flavor and details of the world in the Sovereign Stone novels. It is up to you to breathe life into the world during your adventures.

We have provided some ideas here to help you keep the world alive for you and your players.

Designing and Running Adventures

Role-playing is a form of storytelling. The best role-playing adventures bear similarities to adventure fiction, with some important differences. Most fiction centers upon only one or two protagonists, while role-playing games deal with an entire group of protagonists. Fiction writers have complete control over their heroes, whereas the game referee should allow the heroes a certain amount of freedom. Still, the referee can learn quite a bit by taking a moment to study how fiction provides the reader with a wonderfully exciting experience.

Adventures and Plot

Just as fiction involves a plot, so do the best role-playing adventures. Without a plot, an adventure is nothing more than a random collection of encounters. While that in itself can be entertaining for a while, it does not begin to compare with the fun of encounters that actually follow a plot line.

How do you develop a plot? For our purposes, let's break the plot down into five main aspects: Desire, Conflict, Rising Action, Climax, and Resolution.

Desire: At the outset of every story is desire—desire for power, for wealth, for love, for self-understanding. The greater the desire, the greater the potential for adventure. Characters will go to great lengths and gladly face impossible odds in order to achieve their hearts' desires.

What's the best way to determine desires? First, ask the players. Find out the nature of their heroes' hopes and dreams. Perhaps one wants to become the most skillful swordsman in all Vinnengael. Another might want to travel to the homelands of the dwarves, elves, and orks. Yet another might simply want to earn enough money to buy a fine quality suit of armor. Devise adventures based around these desires.

Next, consider the heroes' foes. Every villain has his, her, or its own desires and goals. These may be



as grand as conquering the world or as simple as eating the hero for lunch. Such desires set events into motion that will sweep the heroes up into adventure.

Conflict: Place obstacles in front of the characters' desires. The greater the difficulty involved in achieving the goal, the better the goal is appreciated. Usually, the most interesting conflicts involve people. Two people might have conflicting desires. Two people might desire the same thing, but only one can achieve it. While it is possible to have a story in which the obstacles are inanimate, these adventures are usually less exciting than those that involve living beings.

For example, a warrior wants to climb a mountain. Along the way, he might encounter an avalanche. That would certainly serve as an obstacle to his goal. The adventure becomes more interesting if the man encounters a dragon on the mountain who seeks to prevent anyone from scaling the peak. Along the way, the hero encounters the avalanche, but this time we see that the avalanche was created by the dragon. The story is already much more exciting. We want to know more about the dragon and why it wants to keep anyone from reaching the summit. In terms of a role-playing session, such conflicts are more satisfying to the players, who may get frustrated when their characters are thwarted by forces over which they have no control.

Very often a villain's desire sets the plot into motion. If the heroes hear rumors of the villain's desire, or if they stumble across it accidentally, they set themselves in opposition to it. Typically, much of the adventure's action may involve the heroes trying to discover not only how to stop the villain but who the villain is and where to find him. They are required to do some detective work, while, at the same time, the villain is actively working against discovery.

You can also use the heroes' desires to good effect. Place the hero on the road to accomplishing his or her goals, then begin to throw obstacles in the way, such as having a villain discover what the hero is trying to accomplish and setting out to thwart that goal.

Rising Action: Fiction plots consist of a series of events built around the central conflict, each one more interesting and challenging than the last. Design your adventures to follow this model. The first encounter introduces the basis for the conflict in this adventure. Each successive encounter should be bigger and more exciting, culminating in the climax.

Climax: The climax is the most important event of the story. It is the point at which the conflict is faced and resolved one way or the other. Plan your climactic encounters to suit that model.

Resolution: After the climax, the world begins to sort itself out. Typically, the hero wins, the villain is thwarted. But it takes time for the news to spread and for the heroes to be rewarded. This period of time gives the players a chance to enjoy the fruits of their labors.

Encounters, Adventures, and Campaigns

Role-playing scenarios frequently use these three terms.

Encounters: These are the building blocks of an adventure. Each encounter is one event in the action of a story. Each encounter should have a purpose in the story, possibly illustrating a villain's diabolical nature or revealing a clue. Encounters move the plot along.

When setting the scene for an encounter, take time to describe the locale. Humans rely upon sight more than any other sense, followed closely by hearing. Normally, you should describe first what the heroes see and hear, and then fill in with the other senses. But sometimes it can be dramatically appropriate to rearrange the order of sense impressions. A scene is always more tense if the heroes are robbed of sight. In a dark cavern, for instance, they hear the growling of some fierce beast long before they catch sight of it. Traveling through a seemingly peaceful countryside, the characters are brought up short by a horrible stench, as if something has just died.

The best way to prepare for describing a scene is to take a moment to imagine the scene in your mind. Put yourself and the heroes there. Immerse yourself in the imagery first, then share your experience with the heroes.

Adventure: As mentioned before, an adventure consists of several exciting encounters leading to a climax followed by a resolution. But keep in mind that role-playing isn't just fiction, it is also a game. Your players don't want to be forced through a rigidly organized series of encounters, each with a preordained resolution. They want to make decisions, roll dice, and have fun. Often, their decisions will catch you entirely off guard. You can't predict exactly how people will act. Nor can you predict how their dice rolls will turn out. Consequently, your plot has to be flexible enough to allow for some variation. You need to be able to adapt during the heat of play. You'll find that the spur-of-the-moment decisions you make are part of the fun of the game for you and the players.

When you start out designing and running adventures, the first ones are likely to be fairly linear. That is to say, the encounters will be strung together in sequence like the cars on a train. In order for the heroes to go from one end to the other, they will have to go through these encounters in order. Just make sure that once the heroes enter each "car" on that "train," you let them decide what they do. Let them decide how to solve the problems. If they manage to avoid an encounter altogether, let them. Give the players relative freedom within the encounter itself, and it won't matter to them that you've already established where they'll go next. With experience and practice, you'll become more flexible in handling plots.

To make a plotline more complex, you might have two linear plots running at the same time. The heroes will have to figure out which clues they discover apply to which plots, but they can pursue them as they wish. (It may actually take the players a while to determine that there is more than one plot.)

Later, your adventures may be more like a train yard, with multiple strings of cars going different directions, some of them related, and others not. Your heroes can wander at will through them all. It all depends on how much effort you and your players want to put into the game.



Campaigns: Just as an adventure is a series of related encounters, a campaign is a series of related adventures. At the campaign's start, the heroes are new and relatively unskilled. By its end, they have some experience under their belts. They know more about the world around them and they wield more power within that world.

Does the campaign ever have to end? Not necessarily. But the fact is that for most groups campaigns wind down eventually. This may be due to friends moving away. Or perhaps the players have explored their characters' personalities to their satisfaction, and are ready to start with new characters.

One way of handling this is to send the old characters to semi-retirement. Typically, by this point in their careers as heroes, the characters will have acquired wealth and properties. They might have taken on responsibilities as leaders in their communities.

Consequently, you can move them "off stage," keeping them alive by mentioning their names from time to time in reference to some public event. It can be fun to bring these old characters out again for a nostalgic adventure or two.

Another way of handling the end of a campaign is to have planned for it from the very beginning, weaving a grand plot through all the individual adventures, and holding a climactic adventure in reserve to resolve that plot when the time is right. This takes some work and inventiveness, but can make for a truly memorable campaign that your players will recall fondly for years to come.

Portraying Creatures

Stories are all about people. This is true for the plot of a role-playing adventure as well as for fiction. Conflict among people makes a story. There are heroes (protagonists) trying to accomplish goals, villains (antagonists) working at cross purposes to that goal, and all the secondary characters whose lives are affected by the conflicts. One secret to designing and running great adventures is to portray interesting characters. Your players have taken the roles of the heroes, so that leaves you with the villains and secondary characters.

Of course, not every character in every story is human, especially in fantasy fiction. There are creatures of various sorts, ranging from rabbits to dragons.

Humanoid Characters: Every person in the real world has desires, a self-image, and opinions about the world. The same holds true for characters in your role-playing campaign. If you can portray each character—even the most minor—as an indi-



visual with his or her own unique perspective, your players are more likely to immerse themselves in their own characters. They are also more likely to treat that character as a living, breathing person, rather than a disposable piece of stage dressing.

The trick to running interesting characters is give each one his or her own personality and goals. The range of personality and depth of goals should depend upon the importance of the character to the story in which the heroes are currently involved. A minor character, such as a shopkeeper in a foreign city, may have an immediate goal (getting the best price possible from these strangers) and a single distinctive characteristic (a tendency to stroke his moustache.) Characters the heroes will meet more often—such as their friends, neighbors, and relatives—should have a wider range of goals and personality traits. These goals and behaviors should change as time passes, reflecting the characters' growth. Major villains and other important characters should be driven by personalities and goals every bit as detailed as the heroes' own.

Striving to portray all characters as having their own personalities and goals can help your campaign in another way. This encourages your players to perceive those characters as real people and they will care about what happens to them. Thus, you can use these characters as hooks to draw the heroes into adventures. For example, you want to run an adventure about a vampire. If the vampire preys on strangers, the heroes have no emotional interest for becoming involved. They may still oppose the vampire, but their anger over his actions will be less powerful than if he attacks the sister of one of the heroes.

Animals and Beasts: When the heroes travel overland, they face a different set of hazards than when in a city. That's especially true when their travel must take them off the main trade routes and into the wilderness. Some of those hazards may involve dangerous animals or beasts. As referee, if you decide to include an animal encounter in an adventure, take care that it adds to the drama of the unfolding story, rather than distracting from it. The animal might become a character in its own right or perhaps it serves the villain.

As an example, a character pulls on his boots one morning and discovers a scorpion inside. That's a dangerous encounter, and one that happens not uncommonly in the real world. But it isn't really exciting in a story or adventure. The way to make it exciting is to intimate that someone put the scorpion there and is likely to continue planting deadly traps for the heroes.

A pack of wolves that follows the party for days is both dangerous and exciting. The wolves take on a personality of their own. In effect, they become villains, at least in a minor way.

Magical Beasts and Worse: In Sovereign Stone adventures, encounters with magical beasts and other monsters should be the exception rather than the rule. When the heroes do encounter powerful creatures of this sort, the event ought to be truly memorable.

Take special care in how you present the encounter. Pay attention to your description of the setting as you work to put the players in the proper mood. Describe the creature's appearance and movements with care, even during combat. Treat the game mechanics as a necessary evil. Whatever you do, don't reduce the exciting encounter to mere number crunching.

Magic

Magical spells and enchanted objects are an important part of both fantasy literature and role-playing. Magic allows characters and villains to break the normal laws of nature and perform spectacular feats. Enchanted objects and spells are so popular and rewarding that they can overshadow other aspects of the game. The best games contain a balance of the fantastic and the mundane.

Managing Magic In Your Campaign

Magic is an intriguing and exciting part of the game. Referees occasionally fall into the trap of rewarding their group with magical treasure, new spells, and enchanted devices after every encounter. While the players may initially enjoy the power their characters gain through an arsenal of magic, over a period of time this style of play tends to make magic seem ordinary.

The phrase "less is more" should be kept in mind when managing magic in your campaign. In a well-run Sovereign Stone campaign, magic is an important part of the setting but it remains mysterious and dangerous. Spellcasting is risky business. Enchanting powerful objects is both difficult and expensive. Powerful magical objects are not only rare, but they are often owned or coveted by dangerous individuals or creatures. Use logic in distributing magical treasure, and make the heroes work for it! Spellcasters are very secretive about their spells and will not give away their secrets willingly. When the archer is ready to fire a magical arrow, he should be recalling how difficult it was to come by these arrows and whether or not he should spend one on this target.

Use good judgment when creating original magical items. Objects are enchanted for a specific purpose

and usually have limitations on their use. Most enchanted items are capable of only minor feats or grant only limited bonuses. Truly powerful artifacts should probably be unattainable by novice heroes. Entire nations might be battling over these. (See the *Codex Mysterium* for more information.)

Parting Advice

Running your own campaign is sometimes difficult, but always rewarding. Like most endeavors, you'll find that you get out of it what you put into it. With work and preparation, your Sovereign Stone adventures will provide rewarding and enjoyable experiences for both you and your friends, experiences you'll talk about and remember for years.

Develop Your Own Style

Your style as referee should be original. Don't try to copy some other referee's style of play. Try different approaches and see what works best for you and your group. If you find yourself admiring another referee's style, look for specific elements that work for him and determine why these elements are successful. Adapt your style to fit specific situations, so that you can best reflect the tone and atmosphere of the game you are running.

Train Your Players, and Let Them Train You

It is important to remember that while each player controls his or her character, all other elements of the game are controlled by you. Find ways to grab the players' attention if it starts to wander, learn to give hints and clues if they are unsure how to proceed. The players will learn your "signals" and respond to them intuitively.

A game referee can also learn from his group. Each player has his own favorite aspects of play: some love combat, others enjoy problem-solving, while others enjoy conversational role-playing. Include all of these elements in your game, alternating them often enough to keep everyone's interest. Pay attention to how the group responds to different encounters and situations and use the most popular ones again. Note how the players react to your villains. Bring back those the group loves to hate. However, keep up the variety. Don't run the same scenario over and over, assuming you can make it different just by changing a few of the monsters.

Act Versus Tell

Third person narration is always less interesting than live action. Don't just describe a conversation or encounter—act it out! Your creatures and characters will be more memorable and engaging if you role-play them in the first person. A referee is as much performer as he is referee, so don't be afraid

to ham it up. You may have to let go of some initial inhibitions, but your game will be much better if you throw yourself into the roles you play. Use different voices, accents, and gestures for different characters. If done properly, your players will recognize even a minor character from a previous encounter.

Make sure all the players have an equal share in the glory. Feature different heroes in different adventures.

If you've watched television shows with ensemble casts, you may have noticed that each episode focuses on one or two of the characters, while the rest play minor roles. You can do this in role-playing as well. Allow one or two of the players' characters to be the "star" of an adventure. This can be accomplished in one of two ways. The simplest is to design an adventure that allows a particular character class to shine. For example, one adventure may focus heavily on combat, thereby putting the players with archers, fighters, soldiers, etc., center stage. Another might rely on problem solving and magical ingenuity, calling upon rogues, stalkers, and elemental mages. A more challenging method is to design adventures that incorporate elements of a character's history or personality. These types of adventures develop characters more fully and can bring out memorable role-playing from the "star" player.

How To Deal With Disruptive Players

Presumably everyone has come to the gaming table to have a good time. Jokes, player antics, and rule disputes are all part of any role-playing game session. It is important that the game itself remain the focus. Too much game time spent arguing over the rules or listening to someone's description of last night's party can ruin the game for everyone. If you've lost the attention of the group, give them some quick action to snap their attention back to the game. If one player is causing problems for the rest of the group, take time to talk with that player privately. If he continually causes problems that make the game less enjoyable for everyone else, you may have to ask that player not to return.

Sometimes players will cause trouble inside the context of the game—having their characters engage in disruptive behavior and possibly sabotaging the efforts of other players' characters. If this happens, try to find reasonable punishments for the character inside the context of the game. Some players don't work well with others, however, and if a disruptive player does not change his ways, you might have to ask him to leave.

Handling Debates Over Decisions During Play

Even the most thorough set of role-playing rules cannot hope to cover every possible situation which will arise during play. Occasionally, a player will disagree with you about your use of the rules. It is important not to let these issues bog down play, so if a rules debate looks like it will take a few minutes you should tell the player that you will address his concerns at the end of the session. Your interpretation of the rules is final, though be fair enough to hear out players who are concerned, as long as everyone remembers that the smooth flow of the game is the highest priority.

Tricks For Keeping Heroes Alive

The heroes of heroic fiction are rarely killed, especially before the climax of the plot. You should be careful not to make incidental encounters so difficult that a hero might die too easily. Losing a character in a trivial way disappoints the player and adds nothing to the game. If a character appears to

be near death after a minor encounter, ease up on the party. The foe may decide to retreat. The villain may not notice that a character has fallen unconscious. Reward intelligent decisions and try to never arbitrarily kill a character.

Hero Death

Heroes would not be heroes if they weren't risking their lives in pursuit of their goals. While you should avoid killing characters, you should not be afraid to do so at the right time. Characters can be killed fighting a dangerous adversary, for taking on overwhelming odds, or for doing something incredibly foolish. The fear of death should always be present in a Sovereign Stone campaign. The group should feel pleased that their characters managed to avoid death by the skin of their teeth.

If a hero dies, play it up. Have a large funeral. Have the Mayor or local lord make a speech lauding the hero's actions. Erect a statue in the hero's honor.





Chapter 9



CREATURES OF LOEREM



HAL, RETIRED MERCENARY

Did I'er tell you about how ol' Weismuller died?

W'il tadpole feller got into his mouth and sewed it right up. Took over his mind it did. Awful bugger it was, too. Terrible, seeing Weismuller that way, his lips all stitched together uneven like, his eyes all glassy and empty. Gives me the shivers jus' thinkin' about it.

Well, Weismuller tries to up and leave on us. Not him mind, the tadpole thing was runnin' the show now. Tom said that he'd thought he'd heard of these nasty critters afore, and said that all we needed to do was cut it out of ol' Weismuller's mouth.

Ugly business that was, very ugly.
And that's how ol' Weismuller died.

Description

Arbragers are six-legged creatures, often mistaken for enormous furry spiders. The head is wide and appears to be all teeth and jaws. The jaws act like a saw blade and are shaped for cutting down the trees that are the arbrager's food.

Arbragers feed on the older trees of the forests in which they live. They have an affinity for wood that has been developed, and have been known to devour houses, barns, and fortresses—anything to satiate their appetite for wood. Arbragers are extremely fond of the manner in which elves cut and treat wood, and will go out of their way to consume wooden objects of elven manufacture.

Arbragers live in family groups, consisting of as many as five to ten family members. Arbragers prefer family-style dining, which means that anyone coming upon arbragers during dinner time will always find the entire family unit together. Arbragers are very loyal to each other and if one is attacked, the rest will rush to its defense.

Arbragers are burrowers, sleeping in shallow holes that they dig beneath the roots of larger trees. Since arbragers do only two things in life—eat and sleep—they may be found in these holes when they are not feeding. Arbrager holes are very difficult to locate, for they are cunningly hidden.

Combat

Arbragers will attack anything or anyone who comes between it and a meal. They are interested mainly in eating, and will fight only if disturbed while dining. Otherwise, they will always attempt to scare off those who are bothering them. Once an arbrager has concluded its meal it will depart, searching for another tasty morsel.

Normally an arbrager will rear up on its hind legs in battle, thrashing at its enemies with its other legs and tearing with its vicious bite.

Leap (Ex): An arbrager's spring-like leap can propel it 20 ft. in any direction. The leap is physically draining for the arbrager to perform and requires 1 minute of inactivity before it may be attempted again.

ARBRAGER



Medium-size Aberration

Hit Dice: 4d8+4 (21 hp)

Initiative: 0

Speed: 30 ft.

AC: 14

Attacks: Bite +8 melee, 2 rakes +3 melee, 2 slaps +3 melee

Damage: Bite 1d10+4 (19-20 crit/x2), rake 1d8+2, slap 1d6+2

Face/Reach: 5 ft. x 5 ft./ 5 ft.

Special Attacks: None

Special Qualities: Darkvision 60 ft., Leap

Saves: Fort +0, Ref +4, Will +4

Abilities: Str 14, Dex 9, Con 12, Int 2, Wis 7, Cha 3

Skills: Intimidate +4, Listen +3, Spot +3

Feats: Improved Critical (bite)

Climate/Terrain: Temperate and warm forest

Organization: Solitary, pair, or family (1-4)

Challenge Rating: 3

Treasure: None

Advancement: 5-7 HD (Medium-size); 8-10 HD (Large)

BLUEROOT



Description

Blueroots are enormous worms that inhabit muddy land near ponds and swamps. The body of a blueroot is pink and purple, bulging and distended. It has a gaping maw and twelve bright blue feelers that sprout from its head and back.

The blueroot burrows deep in the wet ground, sending its feelers up to the surface. These feelers allow the blueroot to breathe and to sense the approach of creatures on the surface. The feelers resemble blue roots, which is how the blueroot comes by its name. An old folk rhyme warns, "Where the ground is damp and the roots are blue, run for you life or it will eat you too."

Solitary carnivores, blueroots prefer to dine on deer and similar fare, but have been known to attack humanoids.

Combat

The blueroot rises out of the ground to eat prey or render them unconscious with poison to be devoured later.

Improved Grab (Ex): In order to use this ability, the blueroot must successfully hit with its bite attack. If it is able to take hold of its prey, it automatically inflicts bite damage and can attempt to swallow the opponent.

Swallow Whole (Ex): A blueroot can attempt to swallow an enemy that is Medium-size or smaller

by making a successful grapple check. If swallowed, the victim suffers 2d6+6 points of constriction damage plus 1d10 points of acid damage per round from the blueroot's digestive track. With a successful grapple check, a swallowed creature can fight its way out of the blueroot's stomach, but must make another successful grapple check to escape its horrendous maw. A swallowed creature may hack its way free of the blueroot's innards by using a Small or Tiny slashing weapon to inflict 7 points of damage (AC 19).

A blueroot can hold in its belly one Medium-size, two Small, four Tiny, eight Diminutive, or sixteen Fine or smaller creatures.

Poison Gas (Ex): When fighting more than one opponent or if losing a fight, the blueroot will emit an orange gas from its tendrils in a 10-ft. radius centered on itself. The gas lingers only 1 round, but any creature caught in its area is forced to make a Fortitude save (DC 18); initial damage 1d6 Constitution, secondary damage 1d6 Constitution.

Swampsense: A blueroot can automatically sense the location of anything within 30 feet that is in contact with the ground or swimming.

Huge Beast

Hit Dice: 6d10+24 (57 hp)

Initiative: -2 (Dex)

Speed: 20 ft., burrow 20 ft., swim 30 ft.

AC: 16 (-2 size, -2 Dex, +10 natural)

Attacks: Bite +10 melee

Damage: Bite 2d6+6

Face/Reach: 10 ft. x 20 ft./10 ft.

Special Attacks: Improved grab, swallow whole, poison

Special Qualities: Swampsense

Saves: Fort +10, Ref +5, Will +2

Abilities: Str 22, Dex 7, Con 18, Int 1, Wis 10, Cha 4

Skills: Hide +5

Climate/Terrain: Temperate and warm marsh

Organization: Solitary

Challenge Rating: 4

Treasure: None

Advancement: 7-10 HD (Huge); 11-14 HD (Gargantuan)

Description

Cousin to the surface dwelling ogre, a bonecrusher is an enormously strong creature that lives deep underground. A bonecrusher stands over 8 feet tall and its frame is thickly muscled. Its hands are unusually long, and can be curled into massive fists. A bonecrusher's eyes are large and black. The hairless body is grayish yellow in color and is usually clothed in skins or ponchos of tattered cloth.

Bonecrushers enjoy inflicting pain. They wander caves, dungeons, old tombs, and other subterranean locations in search of victims, setting ambushes for their prey. Their exceptional eyesight allows them to see victims in the dark, long before their victims see them.

Bonecrushers never go above the surface if they can help it. Bonecrushers speak Ogrish.

Combat

Bonecrushers kill slowly, snapping bones, while laughing at their victims' pain-filled screams.

Bonesnap (Ex): To use this ability, the bonecrusher must grab a Huge or smaller creature with its slap attack. After a successful grab, the bonecrusher can try to break one of its victim's limbs (determine randomly).

The bonecrusher makes a Strength check (1d20 + Strength modifier). The victim must make a Fortitude save against a DC equal to the bonecrusher's Strength check. Success means that the bonecrusher is unable to break its opponent's bones, but can attempt to do so again for as long as it successfully maintains its grapple. Failure means that the bonecrusher's opponent suffers 2d10+18 points of damage as its limb is pulverized.

Broken limbs are useless and cannot be used until healed. Spellcasters suffer a -4 casting penalty if either of their arms are broken, since they are limited in their ability to form the somatic component to spells.

Sunblind (Ex): Bonecrushers are completely blinded by direct sunlight. In such conditions they have a 50% chance to miss in combat, lose positive Dexterity bonus to AC, move at half speed, and suffer a -4 penalty on most Strength and Dexterity-based skills. A bonecrusher in direct sunlight cannot make Spot checks or perform other activities that require vision. Opponents are granted a +2 bonus on attack rolls against a bonecrusher who is sunblind.

Bonecrusher Society

Bonecrushers do not eat their maimed and slain victims. They thrive on dirt and stone. Worms and grubs are considered a delicacy.

Bonecrushers hate every being that lives in sunlight, but they are extremely loyal to each other. A bonecrusher in a losing battle has only to give out

BONECRUSHER



a single yell to bring the entire community down upon the attackers.

Bonecrushers have no use for treasure and leave it on the bodies of their victims.

Large Monstrous Humanoid

Hit Dice: 8d8+32 (68 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 30 ft.

AC: 15 (+1 Dex, -1 size, +5 natural)

Attacks: Slam +17

Damage: Slam 1d10+9

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Bonesnap

Special Qualities: Darkvision 120 ft., Sunblind

Saves: Fort +8, Ref +5, Will +4

Abilities: Str 29, Dex 12, Con 18, Int 4, Wis 8, Cha 9

Skills: Hide +4, Listen +5, Move Silently +7, Spot +4

Feats: Improved Initiative, Power Attack

Climate/Terrain: Any underground

Organization: Solitary, pack (2-6), or meet (3-12)

Challenge Rating: 5

Treasure: None

Advancement: By character class



CESSRAT

Description

Cessrats live in the sewers of large cities or in the holds of ships. These foul-smelling members of the rat family can be nearly as big as a cat and are covered with black fur. They have thick whiskers and beady black eyes.

Cessrats live in swarms in sewers or garbage dumps. They are vicious killers, with a hunger for flesh, particularly canine. Cessrats are swift runners and fast swimmers. They can flatten their bodies to squeeze through holes no larger than a man's fist. The smell of blood or the scent of freshly killed meat will draw them immediately. Woe betide anyone left wounded and unconscious in an alley after a tavern brawl.

Cats are exceptionally adept at hunting cessrats, who will usually flee at the sight of a cat. Orks train cats to hunt cessrats on their ships. Recently, the Nimrans have been having problems with cessrats invading their underground temples. Nimran priests will pay dearly for an ork-trained cat. Since

orks revere cats, considering them lucky, an ork ship's captain will not often part with his cats. If he does, the price will be extremely high. Cessrat skin is used as clothing in poorer sections of large cities. To say "He's covered in cess fur," is to say someone is very poor indeed.

Combat

Cessrats will always try to fight in swarms. If cornered, a single cessrat is a vicious fighter, attacking with its razor-sharp teeth.

Swarming (Ex): Cessrats can swarm an opponent. After one cessrat attacks an individual, each cessrat attacking the same victim receives a swarming bonus. The second cessrat receives a +1 bonus to attack and damage; the third receives a +2 bonus to attack and damage; each cessrat after the third receives a +3 bonus to attack and damage.

Disease (Ex): Cess blight—bite, Fortitude save (DC 18), incubation 1d4 days; damage 1d6 temporary Strength and 1d4 temporary Constitution.

Small Animal

Hit Dice: 1d8+2 (7 hp)

Initiative: +3 (Dex)

Speed: 40 ft., climb 20 ft., swim 20 ft.

AC: 16 (+1 size, +3 Dex, +1 natural)

Attacks: Bite -1 melee

Damage: Bite 1d6-2

Face/Reach: 5 ft. × 5 ft./5 ft.

Special Attacks: Swarming, disease

Special Qualities: Scent

Saves: Fort +3, Ref +4, Will +0

Abilities: Str 6, Dex 16, Con 14, Int 2, Wis 10, Cha 2

Skills: Climb +11, Hide +11, Move Silently +8

Climate/Terrain: Any land or underground

Organization: Solitary or swarm (3-12)

Challenge Rating: 1/2

Treasure: None

Advancement: 2-4 HD (Small)

Description

The deadly chompfly resembles its cousin, the housefly, but is much larger. Its body is about 12 inches long and is covered with thick black hair. The swollen abdomen is bright orange or deep red. It has green multifaceted eyes. Their wings make a loud buzzing sound that can be heard for miles if a swarm of chompflyes have gathered.

Chompflyes can be found throughout Loerom. They eat the decayed flesh of fallen animals. They do not disdain fresh meat, however, and if they are hungry, will swarm to feed off a living victim.

Chomp-or-chomp: To play this orken drinking game, the person who is "it" takes a mouthful of ale, holds it, and then must do battle with a chompfly. The object is to smash the chompfly before it takes out an eye, with extra points earned for not spilling, spitting or swallowing the ale.

Combat

Chompflyes attack by biting their victims.

Swarming (Ex): Chompflyes can swarm an opponent. After one chompfly attacks an individual, each chompfly attacking the same victim receives a swarming bonus. The second chompfly receives a +1 bonus to attack and damage; the third receives a +2 bonus to attack and damage; each chompfly after the third receives a +3 bonus to attack and damage.

Eyebite (Ex): If a chompfly hits with a bite attack, the victim must make a Reflex save (DC 10) or the chompfly bites the victim's eye for an additional 1d4 points of damage. The victim suffers a -2 penalty to attack, as well as Spot and Search checks for 1d3 rounds afterward. Should a victim suffer two or more eye-bite attacks he is completely blind until healed either normally or by magic.

Choke (Ex): On a successful attack, a chompfly can attempt to force itself into its victim's mouth and crawl into the creature's throat. The victim must make a Strength check (DC 15) to avoid. Failure means that the chompfly works its way into the creature's throat and is able to cause 1d4 points of suffocation damage plus 1d6-4 points of bite damage per round. Once the chompfly is lodged in its victim's throat, only a successful Strength check (DC 20) or the death of the chompfly will dislodge it.



Tiny Vermin

Hit Dice: 1d8 (4 hp)

Initiative: +4 (Dex)

Speed: 10 ft., fly 40 ft. (average)

AC: 16 (+2 size, +4 Dex)

Attacks: Bite +6

Damage: Bite 1d6-4

Face/Reach: 2-1/2 ft. x 2-1/2 ft./0 ft.

Special Attacks: Swarming, eyebite, choke

Saves: Fort +2, Ref +6, Will +0

Abilities: Str 4, Dex 18, Con 12, Int —, Wis 9, Cha 5

Skills: Spot +5, Search +5

Feats: Weapon Finesse (bite)

Climate/Terrain: Temperate and warm forest and marsh

Organization: Swarm (2-8), murder (3-30)

Challenge Rating: 1/2

Treasure: None

Advancement: —

GIANT



Huge Giant

Hit Dice: 18d8+144 (216 hp)

Initiative: +2 (Dex)

Speed: 40 ft., 30 ft. swim (hide); base 50 ft., swim 40 ft.

AC: 23 (-2 size, +2 Dex, +10 natural, +3 hide)

Attacks: 2 slams +12 melee; or Gargantuan longsword +25/+20/+15 melee

Damage: Slam 1d6+14; or Gargantuan longsword 2d10+14

Face/Reach: 10 ft. x 10 ft./15 ft.

Special Attacks: Sweep kick

Special Quality: Primal rage

Saves: Fort +19, Ref +8, Will +7

Abilities: Str 38, Dex 14, Con 26, Int 11, Wis 12, Cha 10

Skills: Climb +18, Jump +20, Listen +5, Spot +5, Swim +19

Feats: Alertness, Cleave, Combat Reflexes, Great Cleave, Power Attack

Climate/Terrain: Cold and temperate hill and mountains

Organization: Solitary, gang (2-5), family (6-10 plus 30% noncombatants plus 1 Fire or Earth elemental mage of 1st or 2nd level)

Challenge Rating: 16

Treasure: Standard coins; double goods

Advancement: By character class

Description

The largest humanoid species, giants stand about 20 feet tall and weigh roughly 7,000 pounds. Giants are immensely strong and powerful. They have human-like facial features, eyes of dark green or brown, and long dark hair that they never cut. The skin tone of a giant is a light yellow or tan, but this is hard to discern, since they coat their bodies with thick mud, bark, leaves and bits of cloth or leather. This coating serves not only as protection from the elements, but as armor against attack. Giants will wash this outer covering off, only to replace it with a similar one.

Combat

Giants love a good fight, especially if they can pummel an adversary with their bare hands. They aren't fools, however, and will always carry weapons into battle.

Sweep Kick (Ex): A giant can sweep his leg around and make a trip attack against every opponent with whom he is currently engaged in melee combat. A sweeping kick in a 180-degree arc forces all attackers to make a Hard Agility Check or be driven back 5 yards. To perform a sweep kick the giant must sacrifice one of his attacks that round.

Primal Rage (Ex): If a giant loses more than half his hit points during combat, he goes berserk, gaining +6 to Strength, +6 to Constitution, +4 to Willpower saves, but suffers a -4 penalty to AC. The Constitution increase will increase the giant's hit points by +3 per hit die. A giant in a primal rage is caught up in a dangerous bloodlust and can use no skills or feats that would require any sort of concentration. Primal rage will last until the giant or all opponents are dead.

Giant Society

Giants have no skill in farming and must hunt and gather their food. This often leads to raiding small villages near their lairs or ambushing travelers. Although giants can be found across Loerem, it is believed that they originated in the mountains of the dwarven territories. Giants speak a form of Fringrese called Isgnief. Giants hate dwarves and will go out of their way to cause them harm.

Giants tend to live in caves high in the mountains, but are known to build massive wooden longhouses in lower elevations. Most giants cannot read or write, but they love music. Travelers who have been accosted by hostile giants have escaped with their lives simply because they offered to sing or play a few tunes.

Giants covet coins and jewels, hoarding them in piles in their lairs. Giants have been known to hold villages hostage until they have turned over all their valuables.

Learned Ones

Some giants actually become literate and master a smattering of magical spells. Known as Learned Ones, these giants are shunned by their people. Learned Ones are considered neutral to all elemental magic, but prefer to cast spells that are born of Fire or Earth.

Learned Ones are known to have a written form of Isgnief, but it is kept strictly secret. Learned Ones prefer the company of humans and elves to that of their own people. They will often approach villages and try to establish contact with the inhabitants, offering to perform services in return for food. They will not stay long, however, for they are driven to restlessly roam the world.

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Description

Glyblin are flesh eaters, scavenging what riches their victims may carry and then eating the rest.

Glyblin are seven foot tall humanoids with bright, white eyes; mottled, slimy green skin; sharp yellowing nails and graying teeth. Their hair hangs in long lanky strands colored blue- or green-black. They wear pieces of armor they have scavenged from the dead, but have a very limited knowledge of its use, so it does not protect them as well as it would those who are more knowledgeable.

Glyblin collect the treasures of their victims, taking only what they can carry in a small bag. They have a good sense of value. A glyblin who is the veteran of many battles may have only one bag of treasure, but that bag will be valuable.

Glyblin live in groups for the sake of greater numbers, not because they have any loyalty to each other. They have no leaders and may cannibalize each other if there is no other prey on hand.

Combat

Glyblin crave battle and scour the countryside in search of combat. They are fearless combatants and capable swordsmen. Glyblin surround more powerful opponents to bring them down, concentrating first on spellcasters. Glyblin prefer to attack with swords, but revert to their long, strong nails if they are disarmed.

Glyblin Embrace (Ex): To use this ability, the glyblin must hit a Medium-size or larger creature with both its claw attacks. If both attacks are successful, the glyblin locks its opponent in an deadly embrace. The victim can escape the embrace with a single grapple check or successful Escape Artist check. The glyblin receives a +4 circumstance bonus to the opposed roll.

If the victim is unable to escape, globs of the glyblin's green skin stick to the victim on the next round. The flesh cannot be removed and begins to corrode the victim's flesh. The glyblin then enters the victim's body. This process takes only one round. Since the two are now hideously joined, any attacks on the glyblin count as attacks upon the victim.

Once inside its victim, the glyblin splits in two, with both feeding off of their living host. They both emerge from their still-living victim after 1 minute, both at full strength and full hit dice. The victim is automatically reduced to -1 hit points (regardless of the number of hit points previous to the merging) and will die without immediate attention.

Mitosis (Ex): Glyblin can divide themselves in two, but only during combat and then only after taking damage. The process takes 3 rounds, during which time the glyblin is considered prone. Once the time has elapsed, the two new glyblin are half the total hit dice of the original. Each has only half of the original glyblin's hit points.

GLYBLIN



Medium-size Humanoid

Hit Dice: 2d8+4 (13 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 30 ft.

AC: 15 (+3 Dex, +2 leather)

Attacks: 2 claws +4; or longsword +4

Damage: Claw 1d4+3; Longsword 1d8+3

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Attacks: Glyblin embrace, Mitosis

Saves: Fort +5, Ref +1, Will +0

Abilities: Str 16, Dex 13, Con 14, Int 7, Wis 11, Cha 6

Skills: Appraise +3

Feats: Multiattack

Climate/Terrain: Any land or underground

Organization: Band (3-6), mob (11-20), enclave (21-60)

Challenge Rating: 3

Treasure: Double standard coin; standard goods

Advancement: 3-7 HD (Medium-sized)

GURGER



Description

Gurgers are an ancient race of large, worm-like creatures who dwell in the desert. Lying hidden beneath the sand, they ambush their victims.

The gurger's worm-like body is sand-colored, 6 feet in diameter and 30 feet long. Its flesh is tough and dry, due to the harsh conditions of its environment.

A gurger has no recognizable head, but a great many protuberances at the end of which are fine-toothed mouths. The gurger extends these protuberances to the surface of the sand, keeping these mouths open just beneath the surface, hoping for dinner to walk by.

Gurgers regurgitate the sand they ingest, forming large rust-colored mounds in the desert. At the sight of these mounds, those who know the desert will head in the opposite direction.

Combat

A gurger prefers to lie in wait for prey, allowing the victim to draw close to one of its mouths. The gurger then extends the protuberance and attacks, pulling its victim beneath the sands. The gurger can cause its mouth to widen to attack multiple creatures or seize a single creature more quickly.

A gurger can be slain by cutting off all its mouths or killing its body. The mouth must be hit with a slashing weapon and suffer damage equal to the gurger's original hit point total, divided by the original number of mouths, in a single blow. If seriously threatened, a gurger will burrow into the sand to find another hunting ground.

Enticing Musk (Ex): A hungry gurger may not wait for prey to come to it, but will emit a scent that draws prey. All creatures within 500 feet of a gurger must succeed at a Will save (DC 20) or become enticed by the wonderful smells emanating from

the mouths that are concealed by the sand. If the save is successful, the victim finds the smell repulsive and will not be attracted to it again for one week. Those who fail continue to be drawn. They may receive a second saving throw if they sense that they are in danger.

An enticed victim moves toward the closest mouth to investigate it. Once successfully attacked by a gurger, an enticed creature is treated as if he made the save versus the musk and comes to his senses.

Improved Grab (Ex): In order to use this ability, a gurger must hit with one of its bite attacks. If it gets a hold, it automatically deals bite damage and can try to swallow its prey.

Swallow Whole (Ex): A gurger can try to swallow a grabbed opponent of Medium-size or smaller by making a successful grapple check. Once swallowed, a creature is constricted and ground in the gurger's sand-filled craw, suffering 2d4+8 points of damage every round. The mouth retracts seals shut. There is no way to pry the mouth open.

The constriction is so tight that the victim must make an opposed Strength check versus the gurger to attempt any sort of movement. The victim may try to cut its way free of the gurger by using a Tiny weapon and inflicting 16 points of damage the craw (AC 16). Once free of the gurger, the creature will be 15 to 20 feet below the surface of the sand and will begin to suffer the effects of suffocation (see *Core Rulebook II*, page 88) unless freed.

Tremorsense: A gurger can automatically sense the location of anything within 60 feet in contact with the ground.

Huge Aberration

Hit Dice: 13d8+65 (123 hp)

Initiative: +4 (Improved initiative)

Speed: Burrow 10 ft.

AC: 32 (-2 size, -2 Dex, +10 cover, +16 natural)

Attacks: 8 Bites +10 melee

Damage: Bite 2d8+8

Face/Reach: 15 ft. x 15 ft./10 ft.

Special Attacks: Enticing musk, improved grab, swallow whole

Special Qualities: Tremorsense

Saves: Fort +15, Ref +2, Will +8

Abilities: Str 26, Dex 6, Con 20, Int 9, Wis 11, Cha 5

Skills: Hide +3

Feats: Improved Initiative, Great Fortitude, Power Attack

Climate/Terrain: Warm desert

Organization: Solitary

Challenge Rating: 10

Treasure: None

Advancement: 14–20 HD (Huge); 21–35 HD (Gargantuan)

Description

Hobgoblins grow from large, maggot-like larvae that incubate inside unburied corpses. Most believe that Void magic was involved in the creation of the first hobgoblins.

A hobgoblin is a shambling humanoid, 6 feet tall, with long, muscular arms and legs that support a bloated torso. The hobgoblin's face is vaguely human, with deep-set, black eyes and long, sharp yellow teeth. The hobgoblin's gray flesh is constantly sloughing off its body, leaving exposed bones and muscles. Only by feeding on the flesh of humans can a hobgoblin replenish its own.

Hobgoblin larvae grow rapidly in unburied corpses. Within two days, the larva reaches the size of a melon, bursting through the corpse's skin as a white ball. The ball grows rapidly to the length of a man, and the new, young hobgoblin rips itself free. An untended battlefield can be expected to be crawling with hobgoblins after just a week.

Hobgoblins will not disturb a corpse that has been buried at least six feet below ground (for digging it up requires too much effort). They will not bother an unburied corpse that has any type of blessed artifact on it. Hobgoblins are drawn to the corpses of those who died tainted by Void or who carry Void artifacts and will always devour them first. Elves have a particular loathing of hobgoblins and every elf who goes into battle takes special care to wear some piece of jewelry that has been blessed by the Father and Mother.

Hobgoblins have no interest in material wealth, but, because of their appetite, often become unwitting conveyors of treasure. Hobgoblins devour every part of their victims, including clothing and jewelry. Insubstantial bits such as cloth and leather do not survive ingestion, but metal often does.

Young hobgoblins newly emerged from corpses may have gems, rings, coins, even necklaces and other jewelry that has not been blessed or is not magical lodged in their flesh. These will eventually fall off, as their flesh falls off. Orks have a superstition against wearing jewelry taken from a hobgoblin, believing it to be unlucky in the extreme.

Combat

Hobgoblins possess a kill or be killed mentality. They have only the most basic notions of strategy and tactics. Hobgoblins who outnumber their opponents will pair off against individual warriors. Hobgoblins will attempt to hobble or otherwise disable an enemy to keep the flesh ripe, while they go on to other victims. When able to bring down a surplus of victims, hobgoblins will dine on some and hang the remainder—still living—from trees.



Medium-Size Monstrous Humanoid

Hit Dice: 1d8+2 (6 hp)

Initiative: +0

Speed: 30 ft.

AC: 10

Attacks: 2 claws +2 melee, bite -3 melee

Damage: Claw 1d6+1, bite 1d4+1

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Qualities: Darkvision 60 ft.

Saves: Fort +2, Ref +2, Will +0

Abilities: Str 12, Dex 11, Con 15, Int 4, Wis 8, Cha 3

Skills: Hide +4, Spot +3

Climate/Terrain: Warm hill and plains

Organization: Band (2-12), mob (14-24)

Challenge Rating: 1/2

Treasure: Standard coins; standard goods (gems only)

Advancement: By character class

IX

HYRACHOR



Small Beast

Hit Dice: 1d10 (5 hp)

Initiative: +3 (Dex)

Speed: 10 ft., fly 80 ft. (average)

AC: 16 (+1 size, +3 Dex, +2 natural)

Attacks: 3 claws melee, bite -5 melee

Damage: Claw 1d3, bite 1d4

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Attacks: Pounce, rake

Special Qualities: Scent

Saves: Fort +2, Ref +6, Will +0

Abilities: Str 10, Dex 17, Con 10, Int 12, Wis 11, Cha 9

Skills: Climb +4, Jump +8, Listen +6, Spot +6

Climate/Terrain: Cold hill and mountains

Organization: Solitary, pair, family (2-5), flight (6-20)

Challenge Rating: 1/2

Treasure: None

Advancement: 3-4 HD (Medium-size)

Description

Hyrachor are large, eagle-like avians with slick black feathers, four legs and four yellow feet, with three talons each. Hyrachor have two black eyes above a hooked yellow beak, and have excellent vision.

Hyrachor are intelligent birds and speak a complex chirping language among themselves. They have been known to speak Tomagai. Hyrachor have little interest in humanoids, but will deign to answer questions and provide information if approached in the proper manner. They must be offered a gift of food (preferably a sheep or goat) and treated politely and with respect. Hyrachor have a particular affinity for elves and will always respond more favorably to an elf than to members of other races.

A hyrachor's major concern is hunting for food. They are fond of sheep and goats and are a constant threat to flocks and herds.

Hyrachor live in small clusters of family nests located on the tops of cliffs and the snowy summits of mountains. The young are nurtured for three years before they leave the nest and then they will usually nest nearby.

Combat

Hyrachor will not attack humanoids unless they are attacked first. A hyrachor will fight to the death to protect its young. Hyrachor attack in pairs or individually.

Pounce (Ex): If a hyrachor dives or leaps on an opponent in the first round of combat, it can make a full attack even if it has already taken a move action.

Rake (Ex): A hyrachor that pounces on a foe can make rake attacks with its hind legs for 1d4 slashing damage each.

Training A Hyrachor

Training a hyrachor as a companion and hunter requires a successful Handle Animal check (DC 21 for a young hyrachor, or DC 26 for an adult) and the hyrachor be a willing participant.

Hyrachor eggs are worth 1,000 argents each on the open market, while hatchlings are worth 2,500 argents each. Professional animal trainers usually charge about 750 argents to train a hyrachor.

Description

Kitespiders are crafty predators who drop on their unsuspecting prey from above.

Kitespiders are small—only 12 inches across—and are transparent, unless they have recently fed, when they appear a red-black. Kitespiders deploy their beautiful webs to catch the wind. Anchored to the ground by a 12-foot line of web, the deadly spider soars aloft on its “kite”, where it watches for prey. Even when a kitespider’s 3-foot diameter web is deployed, the spider and its kite are difficult to see.

Kitespiders prefer to live in open fields and grasslands. They may be found in the clefts of rocks or in forests, provided there is a strong breeze. Kitespiders will attack only creatures who are Medium-size or smaller, unless threatened.

Kitespider web is sometimes used by orks in courtship rituals for “snaring” a mate. Orks will pay or trade dearly for a kitespider web.

Combat

A kitespider hang on the breezes until it spots a victim within 30 feet of its anchor-web. The spider then severs the anchor-web and drops down on top of the prey, wrapping the victim’s head and shoulders in the sticky webbing of the kite and biting them viciously.

Glide (Ex): Once the anchor-web has been severed, a kitespider uses its sophisticated web to glide down upon its prey from above. While gliding, a kitespider maintains a movement of 30 ft. (good). With a successful melee touch attack, the kitespider is able to drop the “kite” over its victim’s head and shoulders. The victim must succeed at a Reflex save (DC 17) or become ensnared in the web.

Web (Ex): The kitespider’s web is very strong. If an ensnared creature attempts to cast a spell, it must succeed at a Concentration check (DC 17) or be unable to cast.

An ensnared victim can escape the web with an Escape Artist check (DC 22) that is a full-round action. The web has 2 hit points and can be burst with a Strength check (DC 17, also a full-round action).

The kitespider’s web is useful only against creatures of Medium-size or smaller.

Poison (Ex): The kitespider’s virulent poison is administered with its bite. The victim must succeed at a Fortitude save (DC 11) or suffer 3d6 points of damage to Constitution initially, then must save again or suffer a further 1d6 points of Constitution secondary damage.

KITESPIDER



Tiny Vermin

Hit Dice: 1/2d8+1 (3 hp)

Initiative: +3 (Dex)

Speed: 20 ft., climb 10 ft.

AC: 15 (+2 size, +3 Dex)

Attacks: Bite +5 melee

Damage: Bite 1d3+4

Face/Reach: 2-1/2 ft. x 2-1/2 ft./0 ft.

Special Attacks: Glide, poison, web

Special Qualities: Vermin

Saves: Fort +2, Ref +3, Will +0

Abilities: Str 2, Dex 17, Con 12, Int —, Wis 11, Cha 2

Skills: Climb +8, Hide +22, Jump -4, Spot +10

Feats: Weapon Finesse (bite)

Climate/Terrain: Any warm land

Organization: Solitary

Challenge Rating: 1/2

Treasure: None

Advancement: 3/4–2 HD (Tiny)

KLOBBER



Description

Klobbers are a smaller, more aggressive cousin of the ogre. They have a hatred for all humanoids, most especially elves and dwarves.

Legend has it that klobbers were created by the Ancients to serve as their body guards. The legend is given credence by the fact that klobbers are found among the debris and detritus of ancient cities in the northern mountains of Loerem.

Another proof that klobbers may once have been created by the Ancients is that they are terrified of pecwae, who are believed by many to be descendants of the Ancients. Since the pecwae are usually terrified at the sight of klobbers, any encounter between the two generally ends with both parties rushing away shrieking in opposite directions. A klobber will think twice about attacking any group with a pecwae in it. If they do attack, they will try to avoid harming the pecwae.

Klobbers live in small groups, hunting and raiding for food and clothing. They never associate with other humanoid cultures, creature or monster, with

the exception of bonecrushers. Klobbers use bonecrushers as sentries, giving them prisoners to torture in return for service.

Klobbers have lumpish features, stand between 6 and 7 feet tall, and weigh in the vicinity of 200 to 250 pounds. Their skin ranges from dull light gray to black, and their eyes are small, deep-set, and beady. The klobbers' muscular arms end in massive hands that look and feel like stone and lend them their name. Klobbers wear leather armor of an ancient design which they craft themselves.

Klobbers speak Ogrish.

Combat

Klobbers rarely employ weapons, having long ago forgotten the art of combat. Instead, they attack wildly with their fists, without skill, bashing at their opponents, hoping to overpower them by strength alone. They know that they must eliminate spellcasters early on and will try to gang up on one opponent at a time.

Medium-Size Humanoid

Hit Dice: 2d8+2 (11 hp)

Initiative: +0

Speed: 30 ft.

AC: 12 (+2 leather)

Attacks: 2 slams +5 melee

Damage: Slam 1d4+4

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Qualities: Darkvision 60 ft.,

Saves: Fort +5, Ref +0, Will -2

Abilities: Str 18, Dex 10, Con 15, Int 9, Wis 7, Cha 10

Skills: Jump +7, Intimidate +4

Feats: Power Attack

Climate/Terrain: Cold mountains and underground

Organization: Gang (4-9), or war party (10-40 plus 50% noncombatants plus 1 4th level task master per 25 adults and one leader of 6th level-8th level)

Challenge Rating: 1/2

Treasure: Standard goods

Advancement: By character class

Description

Krikner are pranksters and practical jokers. Although their jokes tend prove injurious to their victims, they rarely prove fatal. Krikner tie shoelaces together, unhook straps on armor and shields to confound warriors or use eye-pokes and rib tickles to cause spellcasters to lose concentration.

Krikner are small, stout, winged fairies who dwell in the hill countries and mountains of Loerem. They are magical creatures, thriving on Air and Fire magic. Krikner have a jolly appearance, with sparkling eyes and long, pointed ears. They dress in ludicrous finery, with tall hats and satin coats for the males, silk and sequins for the females. Their wasp-like wings make a low thrumming sound that rises to a shrill whine the faster they fly. Krikner average about 1 foot tall and they are almost as big around as they are tall.

Dwarves believe that each krikner has a secret treasure stash and that if a practical joke is played successfully on a krikner, the creature must hand over its treasure.

Krikner speak Fae.

Combat

Krikner will not normally attack creatures with weapons. Instead, they engage in pranks and practical jokes, causing "accidents" which can injure a person but rarely prove fatal.

Natural Invisibility (Su): A krikner is able to become invisible or visible at will as a free action. Attacking does not cause an invisible krikner to become visible.

Spell-Like Abilities: As a partial action, 1/round—*dazzle*, *dumbfound*, *untie/unbuckle* (the krikner must touch the target). These abilities are as the spells casts by a 10th level Air elemental mage.

Skills: Krikner receive a +6 racial bonus to their Hide and Pick Pocket skills.

Krikner Society

Krikner live in tribes who travel through the hills and mountains of Loerem, preying on camps and small villages. The tribe is led by an elder, who, after a series of pranks and "accidents," will demand a ransom in return for the krikners' departure. The ransom demand may be for something of value or it may be ridiculous. For instance, the krikner might ask for a feather from a sparrow that once perched on a dragon's nose. Krikner take particular glee in tormenting dwarves and are often attracted to an adventuring party if dwarves are a part of the group.

KRIKNER



Tiny Fey

Hit Dice: 1/2d6+2 (3 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 20 ft., fly 30 ft. (average)

AC: 15 (+2 size, +3 Dex)

Attacks: Dagger +3 melee

Damage: Dagger 1d4-3

Face/Reach: 2-1/2 ft. x 2-1/2 ft./0 ft.

Special Attacks: Spell-like abilities.

Special Qualities: SR 14, naturally invisible

Saves: Fort +2, Ref +4, Will +3

Abilities: Str 5, Dex 17, Con 14, Int 10, Wis 12, Cha 13

Skills: Bluff +6, Escape Artist +6, Hide +14, Listen +4, Move Silently +8, Pick Pockets +13, Spot +4

Feats: Improved Initiative, Weapon Finesse (dagger)

Climate/Terrain: Cold and temperate mountains and hill

Organization: Gang (2-6), band (8-13), tribe (20-60)

Challenge Rating: 1

Treasure: 50% coin; 50% goods (gems only)

Advancement: 1-3 HD (Tiny)

MISTOR



Description

Known as "fog lurkers" and "cloud demons," mistors live by choking the life from their victims.

Mistors have a clear, gaseous body that is about 2 feet in diameter. They lurk in fog banks or "perch" in midair, waiting for prey to happen by. Mistors live in places that are mostly foggy or misty. They are the bane of sea coasts and of orks in particular. Several mistors may travel together, but will split up to hunt. It is a mystery as to how they communicate.

Practiced assassins have been known to capture mistors in magically prepared barrels or bottles, then plant them in a victim's home.

Combat

Mistors kill to survive, preying on all manner of air breathing creatures. Once the mistor locates its prey, it descends and attempts to wrap itself around its victim's head.

The mistor does not feed on a victim, but absorbs the life energy. Thus mistor attacks often go undetected, for the bodies of the victims provide few clues as to what killed them. Mistors will remain in an area until they have drained the energy from every living humanoid and animal.

Smother (Ex): A mistor can try to envelope a Medium-size or smaller creature's head as a standard action. The mistor attempts a grapple (use Dexterity modifier since the mistor does not have a Strength ability) that does not provoke an attack of opportunity. If it gets a hold, the mistor's body composition changes slightly and its victim begins to suffocate (see page 88 in *Core Rulebook II*). Once a mistor has attached itself to its prey, the only way to break the hold is to damage it with magic.

Blindsight (Ex): The mistor's entire body is a sensory organ designed to home in on the living. The mistor is able to detect individuals from as far away as 120 feet by interpreting slight changes in the air around it.

Electricity Vulnerability (Ex): A mistor takes double damage from electrical attacks unless a save is allowed for half damage. A successful save halves the damage and a failure doubles it.

Fire Immunity (Ex): Mistors are immune to all manner of natural and magical fire.

Transparent (Ex): Mistors are hard to see, even under the most ideal conditions, and a creature must make a successful Spot check (DC 26) to notice one. Creatures who do not notice the mistor are always surprised by its attack.

Silent (Ex): Mistors move silently. They cannot be heard with Listen checks.

Small Aberration (Air)

Hit Dice: 1d8+1 (5 hp)

Initiative: +1 (Dex)

Speed: Fly 30 ft. (perfect)

AC: 12 (+1 size, +1 Dex)

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Attacks: Smother

Special Qualities: Blindsight, electricity vulnerability, fire immunity, transparent, silent, damage reduction 10/1

Saves: Fort +2, Ref +1, Will +3

Abilities: Str —, Dex 12, Con 15, Int —, Wis 13, Cha 4

Climate/Terrain: Any temperate or warm land

Organization: Solitary, pack (2-5)

Challenge Rating: 2

Treasure: None

Advancement: 2-4 HD (Small)

Description

Ogres are mammoth humanoids who survive by raiding and pillaging. They are cowards, attacking only those whom they consider weak and defenseless.

Ogres are massive, standing more than 10 ft. tall, each weighing more than 600 pounds. The flesh of an ogre's face sags and droops. The nose hangs limp over the mouth. An ogre has large jaws, thick teeth in back and protruding fangs in front. Ogre bodies are covered in tufts of thick black or brown hair. They wear hides to protect their bodies from the cold and as protection in combat.

Farmers fear ogres, calling them "terrors of the harvest" or "harvest bane." Ogres hibernate during the winter and spring, emerging from their lairs in the summer to ravage crops and devour livestock. Farmers place ample bounties on ogres throughout the year. Ogres leave deep impressions in soft ground as they pass and are easy to track.

Ogres speak Ogrish, although the more intelligent (10 Intelligence or better) have been known to speak Isgniev.

Ogre



Combat

An ogre is a ferocious opponent, bashing with heavy fists or using uprooted trees as clubs. Ogres are extremely individualistic, so much so that they cannot band together to fight a common foe. They have no concept of tactics or strategy. Ogres are always hungry and, if given a choice, will cease fighting if they find something to eat.

Ogres have no use for treasure. Wealth to them is a sack of corn or a fat pig. Ogres will rarely attack treasure caravans, but will almost always raid caravans that are carrying foodstuffs. Ogres are always on the look-out for Trevenici villages, for they have come to know that the Trevenici store their food in caves. A well-stocked Trevenici cave is a treasure-trove for an ogre, who will not only feed in it, but may choose to hibernate in it, as well. Needless to say, Trevenici hate ogres and will go out of their way to kill one. Ogre teeth are highly prized trophies for Trevenici.

Ogre Society

Ogres are loners. They are encountered in groups only when the scent of fresh crops draws more than one to the same location, where they will grudgingly accept each others' company. They are drawn to mate once every few years. The offspring grow to adult stature in a single hibernation season. Ogres prefer deep holes and caves for hibernation.

Large Giant

Hit Dice: 5d8+20 (42 hp)

Initiative: -1 (Dex)

Speed: 30 ft.

AC: 14 (-1 size, -1 Dex, +3 natural, +3 hide)

Attacks: Huge club +9 melee

Damage: Huge club 2d6+6

Face/Reach: 5 ft. x 5 ft./10 ft.

Saves: Fort +8, Ref +0, Will +1

Abilities: Str 23, Dex 9, Con 18, Int 8, Wis 10, Cha 6

Skills: Listen +3, Spot +3, Jump +4

Feats: Power Attack, Weapon Focus (club)

Climate/Terrain: Temperate forest, hill, plains, or underground

Organization: Solitary

Challenge Rating: 3

Treasure: None

Advancement: By character class



PINK TAIL

Small Beast

Hit Dice: 1d10+3 (8 hp)

Initiative: +3 (Dex)

Speed: 40 ft., climb 20 ft., swim 20 ft.

AC: 16 (+1 size, +3 Dex, +1 natural)

Attacks: Bite -1 melee, 2 claws -6, slap -6

Damage: Bite 1d4-2, claw 1d3-2, slap 1d2-2

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Attacks: Swarming, disease

Special Qualities: Scent

Saves: Fort +5, Ref +5, Will +0

Abilities: Str 7, Dex 17, Con 16, Int 2, Wis 11, Cha 2

Skills: Balance +10, Climb +11, Hide +13, Move Silently +9, Spot +4

Climate/Terrain: Temperate and warm forest, hill, or plains

Organization: Swarm (3-12), pack (12-19), nest (20-100)

Challenge Rating: 1/2

Treasure: Double coins; standard goods (metal objects only)

Advancement: 2-4 HD (Small)

Description

Pinktails are large rats with long snouts filled with razor sharp teeth.

A pinktail's black eyes are surrounded by bright pink flesh. It is especially known for its 2-foot long fleshy, pink tail. The pinktail's fur is white or tan. They raid garbage piles and dwellings in search of food.

Whereas cesserats dwell exclusively in cities and ships, pinktails can be found almost anywhere. Pinktails are extremely adaptable to all sorts of climates and may live in desert areas, mountainous regions or heavily wooded areas, in cities or on farms. The only place they will not go is aboard a ship. There have been claims that pinktails have been seen running around inside the magical Fortals. Temple mages will always indignantly deny that this is possible.

A pack that has lived in the same area for more than a month will build burrows and tunnels beneath the ground. Pinktails are pack-rats. They scavenge everything from bones and rags to gold and jewels. Once they've established themselves pinktails are almost impossible to drive off. The only way to be rid of them is to clean out the nest.

Pinktails send out scouts in search of food. Once the scouts find food, several are sent back to bring the entire nest. If the scouts are killed before they can summon the nest, a pinktail infestation can be avoided.

Pinktails are not afraid of anything, including fire. Those who try to hold off a pack by the use of flaming torches will find that they are wasting their time.

Combat

Pinktails live and fight in colonies. One is never found alone. Several pinktails will join together to attack a Medium-size or smaller opponents, endeavoring to bring it to the ground by slapping its legs with their tails and tripping it. They will flee from larger adversaries.

Swarming (Ex): Pinktails can swarm over an opponent. After one pinktail attacks an individual, each pinktail attacking the same victim receives a swarming bonus. The second pinktail receives a +1 bonus to its attacks and damage; the third receives a +2 bonus to attacks and damage; each pinktail after the third receives a maximum +3 bonus to attacks and damage.

Disease (Ex): Night sweats—bite, Fortitude save (DC 15), incubation 1d4 days; damage 1d4 temporary Strength.

Description

Shnay are wolf-like animals who live in Loerem's northern climes. Deadly adversaries, they are the bane of elves, who offer bounties for their heads.

Shnay are four-legged canines with three-fingered paw-hands. Shnay will prey on any living creature, although they will typically hunt the sick and the weak. No single beast is dominant in shnay packs. They have no permanent lairs, but wander the frozen wastes hunting for food, using their hypnotic gaze to lure larger creatures away from their companions so that they can be attacked and devoured.

Shnay have deceptively attractive faces surrounded by manes of white fur. Their bodies are covered with long black, gray, or tawny brown hair. Shnay usually grow to about 5 feet in length and stand about 3 feet tall at the shoulder. Shnay have a language of their own that consists of yips and yowls.

The elven hatred for shnay is legendary. An elven tale often used to frighten children from straying too far from home tells of an elven brother and sister who ventured into the woods and were lured by



Medium-Size Magical Beast

Hit Dice: 3d10+6 (22 hp)

Initiative: +3 (Dex)

Speed: 60 ft.

AC: 16 (+3 Dex, +3 natural)

Attacks: Bite +6 melee

Damage: 1d6+3

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Attacks: Hypnotic gaze, trip

Special Qualities: Scent

Saves: Fort +5, Ref +6, Will +1

Abilities: Str 15, Dex 17, Con 14, Int 4, Wis 10, Cha 14

Skills: Hide +6, Listen +2, Move Silently +5, Spot +1, Wilderness Lore +1*

Feats: Mobility, Weapon Finesse

Climate/Terrain: Cold hill and plains

Organization: Solitary, pair, or pack (3-12)

Challenge Rating: 2

Treasure: None

Advancement: 4-6 HD (Medium-size); 7-9 HD (Large)

shnay to their deaths. Members of wealthy elven Houses often ride out on "shnay hunts," taking with them specially bred shnay-dogs. Some elven nobles claim that their shnay-dogs are immune to the shnay's hypnotic gaze, but this has never been proven.

The eyes of a shnay are extremely valuable to alchemists and mages. Many potions of hypnosis name shnay eyes as a main ingredient. A pair is reportedly worth 10 orgents to an alchemist or wizard.

Combat

Packs of shnay will work together to bring down large prey, while lone shnay will only hunt Medium-size creatures or smaller.

Hypnotic Gaze (Su): A victim within 40 feet becomes overpowered by the shnay's beauty and is compelled to follow it, in lieu of a successful Will save (DC 13).

Trip (Ex): A shnay that hits with a bite attack can attempt to trip its opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the shnay.

Skills: *Shnay receive a +4 racial bonus to Wilderness Lore checks when tracking by scent.

SKIG



Large Undead

Hit Dice: 5d12 (32 hp)

Initiative: +0

Speed: 30 ft.

AC: 14 (+4 natural)

Attacks: 2 claws +5

Damage: Claw 1d6+6

Face/Reach: 5 ft. x 5 ft./10 ft.

Special Qualities: Undead, indestructible

Saves: Fort +1, Ref +3, Will +6

Abilities: Str 18, Dex 10, Con —, Int 10, Wis 14, Cha 17

Skills: Balance +5, Climb +9, Hide +4, Listen +6, Move Silently +6, Search +6, Spot +8

Feats: Lightning Reflexes, Blind-Fight

Climate/Terrain: Any forest

Organization: Solitary, body (3–12)

Challenge Rating: 3

Treasure: None

Advancement: 6–9 HD [Large]

Description

Creations of a failed Void experiment, these hideous undead creatures hate all who live.

Skigs are gaunt and skeletal-looking, standing a little over 8 feet tall. Their pale white parchment-like skin is stretched so tightly over their skeletal frames that they make eerie creaking noises when they move. Skigs wear the rags of the clothes that they wore when given life by the Void wizard who created them.

The Temple mages have done a great deal of research into the creation of the skig, hoping to find some way of destroying them for good. The Temple of New Vinnengael is said to be in possession of the notes of the Void wizard who created them, but—for fear that some other Void mage may try to perform the same experiment—these notes are available only to a select few. Those who have read them tell that the wizard wanted an army of invincible warriors. He planned to take over Dunkarga, and proclaim himself king.

The Void wizard was careless in providing instructions to his creations, however. His command as he brought them to life was to kill all living beings, the wizard unfortunately forgot to qualify this order. The skigs proved to be extremely obedient, they immediately killed the wizard. Now they roam aimlessly about the continent, seeking to obey the wizard's orders.

Although few in number, skigs have been encountered throughout Loerem. They haunt the densest forests, where civilized races dread to go. Skigs appear to be driven only by their hatred for the living and will mindlessly attack any living being, no matter how powerful or well-armed.

Combat

Skig are formidable warriors. Skig hate and detest users of all magic, including Void magic. Skig will attack magic-users mercilessly once they are revealed as such.

Indestructible (Ex): Skig are immortal. If "killed" they will disintegrate into dust, only to reform within 1 day's time. The only method that may be used to end a skig's unnatural existences is to carry six equal portions of the dust of the skig's corpse in six different directions, so that all six portions are no closer than 10 miles to each other. Should any two be closer than 10 miles, the reforming will occur.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Description

Slurkers are enormous slimes that dwell in subterranean regions. They prefer to feast upon carrion, but will stalk living prey and will attempt to devour any living creature, no matter how large. They can often be found at the site of a recent underground battle, where wounded and dead are left behind untended.

A slurker is clear and looks like pooled water until it moves. Slurkers will often coalesce near the bottom of a depression to ambush their prey. Slurkers are surprisingly good climbers and will sometimes hang suspended from ceilings and will drop down on unwary passers-by. The slurker can easily shape itself around pillars and corners, and can flow up walls and cliffs. Slurkers can grow to about 50 feet in diameter and up to 1 foot thick.

Slurkers may sometimes come together to communities. When they are not feeding, the slurkers flow together to form one enormous blob. When one needs to feed, it will leave the blob and glide off in different directions. Communities of slurkers are rare.

Combat

Slurkers attack by enveloping their prey, pounding their enemies and subjecting them to a sedative and a crushing hold until they succumb.

Improved Grab (Ex): The slurker must hit with its slam attack to use this ability. If it is able to get a hold, it can constrict.

Acid (Ex): A slurker's digestive acids quickly dissolve both organic material and metal. A melee hit always deals acid damage. A slurker's acidic touch deals 60 points of damage per round to wood or metal objects. Armor or clothing dissolves and becomes useless immediately unless it succeeds at a Reflex save (DC 24). The acid does not harm stone. A metal or wooden weapon that strikes a slurker also dissolves immediately unless it succeeds at a Reflex save (DC 24).

Constrict (Ex): A slurker deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor suffer a -4 penalty to Reflex saves against the acid.

Paralysis (Ex): Slurkers are capable of creating tiny electrical impulses that render opponents helpless. A victim that is hit by a slurker's melee attack or constricted must succeed at a Fortitude save (DC 20) or be paralyzed of 2d8 rounds. Paralyzed opponents may be automatically constricted.

Camouflage (Ex): Requires a successful Spot check (DC 25) to recognize a slurker for what it really is.

Blindsight (Ex): A slurker's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Ooze: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and polymorphing. Not subject to critical hits.

SLURKER



Gargantuan Ooze

Hit Dice: 16d10+126 (214 hp)

Initiative: -5 (Dex)

Speed: 15 ft., climb 5 ft.

AC: 1 (-4 size, -5 Dex)

Attacks: Slam +8

Damage: Slam 2d8+12 and 1d8 acid

Face/Reach: 30 ft. × 30 ft./ 15 ft.

Special Attacks: Improved grab, acid, constrict, paralysis, corrosion

Special Qualities: Blindsight, ooze, camouflage

Saves: Fort +5, Ref +0, Will +0

Abilities: Str 34, Dex 1, Con 23, Int —, Wis 1, Cha 1

Climate/Terrain: Any underground

Organization: Solitary, pair, amalgam (3-6)

Challenge Rating: 14

Treasure: None

Advancement: 17-40 HD (Gargantuan); 41-64 HD (Colossal)



THERMRIDER

Description

A thermrider is predatory killer that will attack and eat anything that doesn't eat it first.

Thermriders have huge bat-like wings that extend from their shoulders. Their feet and hands end in sharp claws and their bodies are covered with tough leathery hide that is light blue, yellow or white in color. A thermrider's bony head has a square jaw lined with pointed, needle-sharp teeth and two fangs for tearing the flesh from the bones of their prey. Their eyes are clear, protected by a crystalline coating secreted from glands located behind the eye sockets. (A thermrider's crystal eyes are extremely valuable, fetching as much as 10 orgents.)

Thermrider bones are hollow and extremely light. This allows thermriders to sail on the hot air rising off the desert, without expending precious energy. They nest in gorges or dry riverbeds. They carry felled prey back to the lair, where parents and young dine on the fresh kill.

Thermriders speak a low-pitched, primitive hunting language. Those who have established communication with thermriders have found that the creatures are more than happy to cooperate with other races to make a kill, but they have no concept of loyalty.

Combat

Thermriders prefer to hunt in packs, ranging over many square miles every day. A thermrider who has just eaten will usually try to flee a fight or scare off its foe. A hungry thermrider will attack anything that moves. Thermriders are not scavengers. They eat only the flesh of new kills. If at all possible, thermriders will swoop in on prey from above, attempting to gain surprise.

Rend (Ex): If a thermrider hits with both claw attacks, it grabs hold of its opponent and viciously slashes its flesh. This attack automatically deals an additional 2d4+3 points of damage.

Fragile (Ex): Thermriders' bones are fragile. A thermrider who sustains a single blow that inflicts damage of more than half of the thermrider's remaining hit points suffers a fracture and suffers a -2 penalty to all subsequent attack rolls.

Skill: Thermriders receive a +6 racial bonus to Hide checks when flying in the open air and a +6 racial bonus to Move Silently checks whenever flying.

Medium-Size Magical Beast

Hit Dice: 3d10+9 (26 hp)

Initiative: +2 (Dex)

Speed: 40 ft., fly 80 ft. (average)

AC: 15 (+2 Dex, +3 natural)

Attacks: 2 claws +5 melee, bite +3 melee

Damage: Claw 1d4+2, bite 1d6+2

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Attacks: Rend 2d4+3

Special Qualities: Fragile

Saves: Fort +6, Ref +5, Will +1

Abilities: Str 14, Dex 15, Con 16, Int 8, Wis 10, Cha 12

Skills: Hide +10*, Listen +3, Move Silently +6*, Spot +1

Feats: Multiattack

Climate/Terrain: Warm desert

Organization: Solitary, pair, or pack (3-9)

Challenge Rating: 2

Treasure: Standard

Advancement: 4-6 HD (Medium-size); 7-9 HD (Large)

Description

Known as one of the Ancient Races, trolls are two-headed, ham-fisted, brutish humanoids.

Trolls stand between 6 and 8 feet tall with green, brown or black blotchy skin. Their coloration varies according to their surroundings. A troll living in a forest will tend toward the green, whereas a troll encountered in the plains or desert will be more brown. Their coloration will change with a change in their surroundings. Their long arms end in three fingers and sharp, two-inch-long black claws.

It is presumed that there are both male and female trolls, but, if so, there is no visible difference between the sexes. No one knows how they breed. Trolls wear no clothing, other than a belt from which to hang a stolen weapon, preferring battleaxes over swords.

Trolls are omnivorous, but prefer the taste of meat, especially human flesh, but they will not hesitate to dine on elf or any other creature.

Trolls live beneath bridges and around fords. Trolls lurk in hiding until someone endeavors to pass, then they will come out of their hiding places and demand tribute. This may take the form of gold and jewels or they may demand that any women or children in the party be turned over to them to serve them as their slaves.

Combat

Trolls prefer to ambush their victims, one reason they live near difficult or perilous crossings. A favorite tactic is to wait until the victim is on the bridge, then block both entrance and exit and demand ransom. If refused, the trolls attack with ferocity, intent on killing and eating or enslaving any who deny paying tribute. Trolls have a rudimentary knowledge of tactics and will always have many different plans for dealing with noncompliant travelers, using the surrounding area to their advantage.

Troll Society

Trolls do not congregate in large populations, but in small family groups known as "gangs." In general, trolls from one gang do not get on well with trolls from another, although sometimes troll gangs will come together to form a larger family unit, accepting each other as brethren. The largest and fiercest troll is always the leader of any troll community.

The troll leader keeps and buries tribute in a secret place marked by clues that can be read easily by other trolls, but not so easily to anyone else. Slaves do not last long among trolls, since trolls are fond of late-night snacks.



Medium-Size Monstrous Humanoid

Hit Dice: 2d8+6 (15 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 15 (+5 natural)

Attacks: 2 claws +5 melee (or battleaxe +5 melee), bite +3 melee

Damage: Claw 1d4+3, battleaxe 1d8+3, bite 1d4

Face/Reach: 5 ft. x 5 ft./5 ft.

Saves: Fort +3, Ref +4, Will +2

Abilities: Str 16, Dex 12, Con 17, Int 8, Wis 7, Cha 10

Skills: Hide +6, Intimidate +4, Listen +2, Spot +3

Feats: Multiattack

Climate/Terrain: Temperate and warm land

Organization: Solitary, pair, gang (2-3), band (6-10)

Challenge Rating: 1

Treasure: Double coins; standard goods; standard items

Advancement: By character class

VULCWORM



Description

Vulcworms are about 2 feet long, with thirty or more segments. Their bodies usually match the color of the rock in which they live, ranging from a sandy red to a glistening black.

Vulcworms have large mouths that secrete acid used to digest gems and precious minerals upon which they feed. Above the mouth are six tiny, black eyes. Vulcworms can smell gems and precious metals from a great distance.

Vulcworms burrow in mountains, particularly those with rich veins of gold or silver. Miners will often employ warriors or mages to capture vulcworms alive, since they can be used as guides to veins of ore. Vulcworms are also attracted to tombs, particularly if the dead are buried with jewels or precious metals. They are attracted to any lair containing hoards of treasure, including the lairs of dragons.

With the arrival of the taan on the continent of Loerem, the vulcworm has found new prey. Since the taan regularly embed precious gems under their hide for use in their Void magic spells, the taan have become targets of the vulcworms. They care nothing about taan flesh, but seek only to devour the gems hidden beneath the hide. Since vulcworms can be trained for use in the mines,

some who have fought the taan suggest that vulcworms might be trained for use against taan warriors, although no one is quite certain how this could be achieved.

Vulcworms metabolize the metals and other stones and gems that they eat. Some of the metals recently digested can be retrieved if the body is smelted, but the gems are worthless.

Combat

Vulcworms attack using the same acids that allow them to eat solid rock.

Improved Grab (Ex): For the vulcworm to use this ability, it must hit with its bite attack. If it gets hold, it can use its acid.

Acid (Ex): A vulcworm secretes a digestive acid from its mouth that can quickly dissolve organic material, metal and stone. The acid deals 1d6 points of damage to everything it touches. For each round that a vulcworm is able to remain attached to an opponent, the acid damage is automatic. The acid will destroy armor or clothing (if any) before it begins to eat through flesh.

Skills: Vulcworms receive a +6 racial bonus to Spot checks for precious minerals and ore.

Small Beast

Hit Dice: 1/2d10 (2 hp)

Initiative: +1 (Dex)

Speed: 15 ft., burrow 10 ft.

AC: 16 (+1 size, +1 Dex, +4 natural)

Attacks: Bite +0 melee

Damage: 1d4

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Attacks: Improved grab, acid

Saves: Fort +0, Ref +1, Will +0

Abilities: Str 6, Dex 12, Con 10, Int 1, Wis 10, Cha 6

Skills: Spot +2*

Climate/Terrain: Any underground

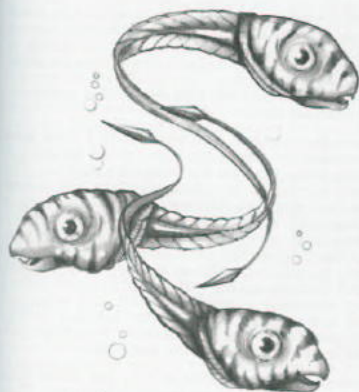
Organization: Solitary, school (2-6)

Challenge Rating: 1/2

Treasure: None

Advancement: 3/4-2 HD (Small)

ZOMBITE



Description

Zombites are small, tadpole-like creatures with needle-sharp tails. They live in the wild, swimming in fresh water lakes, ponds and streams.

Zombites shine with an eerie green glow when in the water and thus can be detected if one is paying attention. Zombites lurk near the shore where creatures come to drink, in the hope of swimming into the creature's mouth, thus allowing the zombite to possess the creature.

Prior to inhabiting a victim, a zombite is a non-combatant, easily smashed beneath a heel. Once a zombite has taken over a victim, however, the zombite will force its victim to head for the nearest body of water and there drown himself. The zombite then lays a clutch of eggs in its victim's brain. The eggs will hatch within two weeks.

Combat

When consumed by an animal, the zombite remains in the mouth, using its sharp tail to sew the victim's mouth shut. Antennae grow rapidly, penetrating the brain and taking over the victim's mind.

Possession (Ex): Once a zombite is inside a victim's mouth, the victim must make a Fortitude save (DC 15) in order to spit out the zombite before it can sew his mouth shut with its tail. Failure means that the zombite has sewn the mouth shut and has penetrated its victim's brain with its antennae. The victim must succeed at a Will save (DC 20) every turn in order to retain control of his body. Failure means the victim succumbs to the zombite and is under its complete control.

Once in control of its victim, the zombite can force the creature to fight, although the victim will do so awkwardly and clumsily (-6 to all attacks and skill checks).

The victim of a zombite may be saved by only one means—use of the Fire magic spell, *destroy zombite*. Unfortunately, removing a zombite causes 1d4 points of temporary ability damage to the victim's Intelligence and Wisdom.

Victims of a zombite's possession may be restrained or incapacitated, but the zombite will not allow the creature to feed or drink, slowly killing its victim, all the while feeding on the victim from the inside.

Trying to remove a zombite without using the *destroy zombite* spell always proves fatal for the victim and the zombite.

Skills: Zombites have a +10 racial bonus for jump checks.

Fine Aberration (Aquatic)

Hit Dice: 1/8d8 (1 hp)

Initiative: +6 (Dex)

Speed: Swim 30 ft.

AC: 16 (+6 Dex)

Face/Reach: 1/2 ft. x 1/2 ft./0 ft.

Special Attacks: Possession

Saves: Fort +0, Ref +6, Will +2

Abilities: Str 1, Dex 23, Con 11, Int 8, Wis 10, Cha 11

Skills: Hide +14, Jump +10*, Spot +8

Climate/Terrain: Temperate aquatic

Organization: Solitary, school (2-5), or pack (6-11)

Challenge Rating: 2

Treasure: None

Advancement: 1/4d8-1/2d8 (Fine)

Bahk

Bahk are among the most feared and misunderstood creatures that walk Loerem. They are not native to the continent, but appeared shortly after the fall of Old Vinnengael. Their origin is unknown, but scholars surmise that when the magical Portals were sundered and scattered during the fall, a Portal opened that led from their land to ours. Since bahk are attracted to magic, they would be drawn into the Portal and thus find their way to Loerem.

Although rarely encountered in the wild, the bahk have become the subject of myth and legend throughout Loerem. Most people of all races believe that bahk are vicious, unintelligent monsters, who detest all other living beings and will kill on sight. Many scholars are now beginning to dispute such theories, but they admit that the formidable appearance of the bahk work against them.

Bahk are enormous, making even giants appear small by comparison. Young bahk stand twice the height of a tall human. An elder bahk can grow up to thirty-five feet in height. (Rumors persist of a larger bahk roaming the ruins of Old Vinnengael, but these have never been verified.) Bahk walk upright on two enormous legs. Their massive shoulders are hunched, their backs are rounded. This causes their horned heads to jut forward, giving them a threatening, leering appearance. They have a protruding snout and a gaping mouth filled

with razor sharp teeth. Bahk have large bones and are well-muscled and extremely strong and tough. Even young bahk are strong enough to uproot small trees or fell an ogre with a single blow of a mighty fist. A bahk's thick, tough hide varies between tan and gray color. The bahk's spine and shoulders are protected by a bony carapace.

A bahk's level of intelligence is subject to much debate among scholars. The uninformed assume that all bahk are dim-witted and incapable of thought or feeling. The bahk themselves are largely responsible for this view, for if they are crossed in any desire, they will lash out in what appears to be irrational fury.

Those few scholars who have studied bahk have discovered the young bahk are indeed ignorant. A young bahk relies on his elders for survival. The elders must find food for the young and defend him from enemies. Although immensely strong, a young bahk has no idea how or when to fight. Young bahk are slow learners, and must stay with an elder bahk for ten years before considered truly ready to enter the world on their own. Young bahk bereft of their elders will starve to death unless they encounter a surrogate adult, one who will feed and care for them. Certain scholars believe that given this, young bahk taken from their parents at an early age might be trainable.

Bahk gain in intelligence as they age. Elder bahk have been known to make crude weapons. They build shelters and wear clothing to protect them from the elements. Some adventurers claim that



bahk have a language of their own. A roving elf reported encountering two bahk who appeared to be engaged in a conversation, exchanging guttural words and grunts, all with varying inflections. The elf did not linger to figure out what they were discussing. Elder bahk appear to have a strong instinct for survival. They have learned to fear warriors with their bright swords, spears and arrows and if they smell people, will go out of their way to avoid an encounter with one exception—if the person possesses a magical artifact or enchanted object, the bahk will seek him out.

All bahk, young and old, are addicted to magic. Bahk have a nose for magic, much as orken have a nose for frying fish or humans a nose for a sizzling beef-steak. The presence of a magical artifact will draw Bahk like iron to a lodestone. Bahk are incapable of using magic. They cannot cast spells. If they come into possession of an artifact or an enchanted object, they will not be able to use it. They will keep the magical item with them always, never relinquishing it, even when they sleep, but hold it fast in their enormous hands. They will often gaze lovingly at the artifact, stroking it and rubbing it, as if delighting in the very feel of the magic.

This desire for magical objects will always overcome the bahk's instinct for survival. If an artifact is guarded by an army of a thousand orks, the bahk will smash into their lines in an effort to seize it. Bahk will not kill wantonly. Once they have what they want, they will go away to enjoy their prize in peace. Many an adventurer has saved himself from pursuing bahk by tossing his magical artifacts on the ground as he flees.

If a bahk has more magical objects than even he can carry, he will store them up in his lair. Such stashes are treasure troves for the lucky adventurer, but one should be aware that a bahk will never range far from his lair and will fight to the death to defend it against all intruders, including other bahk.

A bahk's love for magic is equaled by only one other strong emotion—a hatred for dragons. Bahk will avoid encounters with people, if at all possible, but the bahk who scents a dragon will pursue and attack the dragon with unrelenting fury. This enmity appears to be inherent to all bahk. Scholars think that perhaps in their native land, young bahk are a dragon's natural prey and that this might account for such a strong negative reaction.

Dragons on Loerem have learned to fear and respect the bahk, for the bahk are very effective dragon-slayers, using trees like clubs to knock them out of the sky and then tearing at their wings with their strong hands in order to cripple them. The bahk will then attempt to seize the dragon by the throat in order to break its neck. Dragon teeth and scales are as highly valued as the most powerful magical amulet among a bahk's treasures.

BAHK (AVERAGE ADULT)

Huge Giant

Hit Dice: 25d8+125 (237 hp)

Initiative: +4 (Improved Initiative)

Speed: 40 ft.

AC: 21 (-2 size, +13 natural)

Attacks: 2 claws +35 (crit 19-20/x2), bite +33

Damage: Claw 2d4+10, bite 1d8+10

Face/Reach: 10 ft. x 5 ft./15 ft.

Special Attacks: Primal presence, dragon fighting

Special Qualities: Darkvision 100 ft., scent, smell magic (400 ft. radius), fast healing 1/rnd, sharp senses, fire resistance 50, cold resistance 30, electrical resistance 20, SR 15

Saves: Fort +19, Ref +8, Will +8

Abilities: Str 31, Dex 10, Con 21, Int 7, Wis 11, Cha 12

Skills: Climb +15, Intimidate +7, Jump +13, Listen +11, Search +3, Spot +8, Swim +13

Feats: Alertness, improved critical (claws), improved initiative, iron will, multiattack, power attack

Climate/Terrain: Any land

Organization: Solitary, pair

Challenge Rating: 18

Treasure: Double items (medium and major only)

Advancement: 26-28 HD (Huge)

Combat

A bahk uses its massive claws and bite and occasionally crude weapons to kill its foe.

Frightful Presence (Ex): The very sight of a bahk is unnerving. If a bahk performs a dramatic action (such as attacking, charging, or even growling) all creatures viewing the action who have fewer hit dice than the bahk must succeed at a Will save (DC 23) to become immune to its presence for 24 hours. Failure means that the witnesses to the bahk's actions become *shaken* (-2 morale penalty to attack rolls, weapon damage rolls, and saving throws). If *shaken* creatures witness a second dramatic action, they become *frightened* (same as *shaken*, except the affected must flee if at all possible). Duration for both effects is 5d6 rounds.

Dragon Fighting (Ex): When fighting dragons, bahk receive a +4 bonus to grappling and trip attacks.

Smell Magic (Ex): Bahk are extremely sensitive to magic. Any magical "scent" within 400 feet of a bahk will be noticed. If the source of the scent is not present, the bahk will follow the scent relentlessly until it finds the source or encounters another magical scent that is stronger, in which case it may either a moment, but will eventually follow the strongest scent.

Sharp Senses (Ex): Bestows a +3 bonus to Spot and Listen checks.

DRAGONS

The elves say that when the gods first discovered Loerem and walked in admiration through its forests, the dragons were there to welcome them and pledge their allegiance.

The dwarves are firmly convinced that the blazing fires which wreck such havoc on their grasslands are started by dragons.

The orken believe that the scale of a Water dragon is one of the luckiest charms in all the world. The scale of a Void dragon is cursed and the unfortunate being who comes into possession of such a scale must throw it into the fires of Mount Sa'Gra to free himself of the curse.

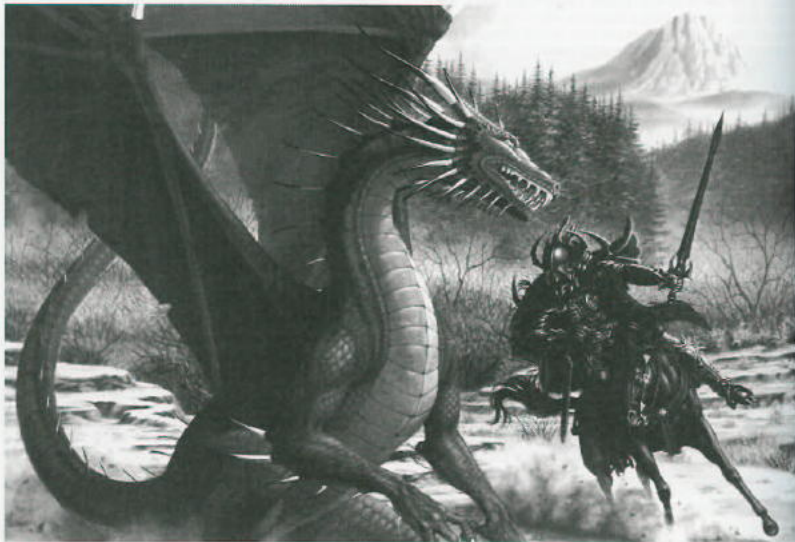
Humans have varied beliefs about dragons, depending on their heritage. Everyone on Loerem has heard myths, legends, stories about dragons. Many noted scholars have written great tomes on the subject, not one of which agrees with any other.

Modern scientific thought in New Vinnengael holds that dragons are the product of myth and legend and are, in fact, nothing but over-large, semi-intelligent lizards. The Nimrans and Nimoreans have many lovely legends about dragons. One in particular relates that if a person wins the trust of

a dragon, the dragon will grant the person his heart's desire. Karnuans and Dunkargans, for all their differences, are united in their fear and hatred of dragons. If a dragon is spotted in their territory, the Karnuans and Dunkargans will go to great lengths to either destroy the dragon or drive it out.

Those people who possess the most knowledge on the subject of dragons are those who are most circumspect regarding that knowledge. The Monks of Dragon Mountain live with five of the most powerful dragons in all the world. Out of the five dragons, four are aligned to each of the four natural elements. The fifth is aligned to the Void. These dragons have taken it upon themselves to act as guardians to the monks and to the monastery. Woe betide the person who kills one of the traveling monks, for the dragons have sworn swift retribution to any who do harm to the monks. Thus it is that the monastery has never been attacked in its long history.

Dragons are reptiles, the largest upon Loerem. Small dragons average about thirty feet from tip of the snout to the end of the tail. Others have been sighted who are reckoned to be near twice that size. Dragons have strong, powerful wings. They can fly long distances swiftly and without tiring, although most dragons prefer to remain within a





KULGROTH

Huge Dragon (Fire/Air)

Hit Dice: 8d10+64 plus 15d12 +120 (334 hp)

Initiative: +1 (+1 Dex)

Speed: 60 ft., fly 150 ft. (poor)

AC: 29 (+1 Dex, -2 size, +20 natural)

Attacks: Bite +35, 2 claws +33

Damage: Bite 2d8+9, Claws 2d6+9

Face/Reach: 10 ft. by 20 ft./10 ft.

Special Attacks: Flame breath (16d10), frightful presence, temperature control, repel metal 50 ft. radius

Special Qualities: SR 20, damage reduction 5/+1, immune to electricity, immune to fire (elemental) magic, keen senses, lore mastery, low-light vision, shapeshift, spellcasting

Saves: Fort +26, Ref +15, Will +17

Abilities: Str 28, Dex 13, Con 26, Int 18, Wis 13, Cha 16

Skills: Climb +17, Jump +5, Listen +8, Ride +5 (humanoid form only), Search +12, Spot +9

Feats: Alertness, Blind-fight, Improved Critical (Battle Axe - humanoid form only), Iron Will, Multi-attack, Power Attack, Quick Draw (humanoid form only), Weapon Focus (Battle Axe - humanoid form only), Weapon Specialization (Battle Axe - humanoid form only)

Climate/Terrain: Temperate/Mountain

Organization: Solitary

Challenge Rating: 18

Treasure: Double standard

Description

Tale-spinners say that Kulgroth was a Dunkargan mercenary who discovered his draconic nature a hundred years before the fall of Old Vinnengael. He retreated into the mountains of Dainmorae, where he sleeps in his lair, raiding caravans or towns to increase his immense wealth.

Kulgroth normally appears as a 30-foot long dragon, with deep red scales that fade to gray near his snout and claws. He sometimes uses his shapeshifting ability to appear as a middle-aged Dunkargan warrior.

Kulgroth is mean-tempered and cruel, intelligent and crafty. He has spent years planning and con-

structing defenses for his mountain lair. His cave is decorated with the bones of thieves.

Kulgroth speaks Karna and Elder Speak (with a distinctly Dunkargan accent). He is literate in both languages.

Combat

Kulgroth is a cold and calculating combatant, fighting without passion or mercy. He sometimes feigns stupidity in order to lure enemies into a false sense of security. He constructs traps and uses magic to his tactical advantage.

When he is confident that he is superior to an opponent, he will char them with his flaming breath or rip them apart with his claws.

Breath Weapon (Su): Kulgroth can breathe a cone of fire up to 50 ft. (Reflex half DC 30).

Sharp Senses (Ex): The dragons gains a +3 modifier to all Spot and Listen checks.

Lore Mastery (Su): If the dragon touches an object for one minute, he will learn its history (up to 5,000 years), use, and any special qualities.

Repel Metal (Su): Generates a repelling magnetic field that affects all creatures wearing metal armor (one-half movement) or metal weapons (-2 circumstance penalty to attack rolls).

Shapeshift (Su): Dragons may magically alter their shape to assume the form of any humanoid or animal creature of Medium size up to their natural size.

Spellcasting (Su): Kulgroth has the ability to cast Fire spells with a +15 spellcasting bonus, Air/Fire spells with a +15 spellcasting bonus, and Air spells with a +10 spellcasting bonus. He knows the following spells, all at intimate knowledge: air becomes fist (41), the color of rage (47), empty handed (23), fire bolt (17), fire wall (42), power of the spoken word (22), sheet lightning (109), sizzle (17), soul shout (14), thunder without lightning (44), warning (19), who's there? (10). As a dragon, Kulgroth does not have to roll a Constitution check during spellcasting, nor does a botch cause Constitution check failure.

Temperature Control (Su): Can control the temperature in a 100 ft. radius at will, going up to extremes of heat and cold that will cause 1 hit point of heat or cold damage to creatures each round.

day's journey of their lairs. Dragons are extremely territorial. Dragons are respectful of another's territory, but fights among them have been known to occur. Dragons are long-lived, but they are not immortal and will eventually age and die. Dragons are few in the world and very rarely encountered.

Dragons are solitary creatures, who do not like even the companionship of their own kind. They come together to mate, but immediately separate and never see each other again. Mating time is the only time when one dragon will permit another to enter his territory. Dragons do not even bear or raise their own young. When a dragon's egg is fertilized, the dragon magically places that egg within the body of a human, elf, ork or dwarf. When the dragon-child is delivered, the child will appear to be a member of the particular race into which he is born, with one exception. The dragon-child will have a birthmark somewhere on its body that resembles the shape of a dragon.

Dragon-children grow up with the notion that they are different from their peers. This notion may be vaguely defined in some, who realize only that they do not fit in. Others feel their differences strongly and will roam the world to try to discover the truth about themselves. Only the truly strong dragon-children will come to realize who and what they are. When this epiphany occurs, they will discard their frail humanoid body, take on their true form and learn dragon magic. Dragon-children may have no magic or may have only those magical skills corresponding to average members of their race. Weak dragon-children will never discover their true natures and will die without ever knowing who and what they were. Thus the dragons ensure that only the strongest of their kind survive. This provides the added advantage that, having been raised by humanoids, the dragon-child comes to know their ways.

Dragons in their true form are the most powerful magic-wielders in all of Loerem. Most dragons are competent in at least two elements of magic, and may include Void magic. The rare dragon is born having power in only one of the elements. Such power is immense, however.

Dragons are individuals and unique. Some covet treasure and harbor a fortune in their lairs. Others detest clutter and refuse to keep so much as a pennig lying around. People who have actually encountered a dragon and lived to tell of it relate vastly different experiences. An elven Wyred reported meeting an unusually sociable dragon who liked to waylay startled travelers to hear the news of the world. Those who talked to the dragon were permitted to leave with rich reward. Those who attacked were considered rude and were

killed. Dwarves tell of a particularly vicious dragon who attacked caravans, burning and looting and carrying off hapless dwarves to be eaten at the dragon's leisure. Orks speak of a dragon who enjoyed terrorizing sailors by blowing ships off course. These sightings are rare. Most dragons avoid having anything to do with people, beyond keeping an eye on them if they venture into the dragon's territory.

Dragons are extremely intelligent and wise to the ways of the peoples of Loerem. A dragon will never be taken by surprise or unawares. A dragon will never be caught napping, nor will a dragon fall for a trap. If a person encounters a dragon, it is because the dragon has willed it so.



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Chapter 10

CHAMPIONS OF GOOD & EVIL



LORD SHADAMEHR

I was to become a Dominion Lord. I had been nominated for the honor. I had passed all the tests put to me. And I was finally affirmed by the Council of Dominion Lords.

But on the eve of my Transfiguration ceremony, I decided not to go through with it. The Dominion Lords were embroiled in political power struggles that had nothing to do with the original reason for their creation. King Tamaros would have denied the gifting of the power to create the holy paladins had he known what would become of their blessed order.

No, better to do what is needed when it is needed than become bogged down by countless rules and strictures. Better to be human and make a difference than super-human and impotent. A puppet of a government and a people who have grown complacent.

I will show them what a real champion of the people can do, and I have no need of god-granted armor or powers to do it.

CHAMPIONS OF GOOD AND EVIL

DOMINION LORDS

Dominion Lords are the champions of honor and truth on Loerem. In the days of Old Vinnengael, King Tamaros prayed to the gods to grant him the ability to bless those who were courageous and noble so that they would become champions of the people. The gods granted their blessing to the chosen knights, first to humans, and then to the elves, orks and dwarves through the Sovereign Stone.

Each Dominion Lord embodies an ideal, granted to them by the gods at the time of the knight's blessed Transfiguration.

The current human Dominion Lords are:

Sir Tarbrand Correndar, Lord of Change
Lord Gerald Elkstone, Lord of Strength
Vironique Cadwall, Lord of Duty
Lord Gaelin Stewick, Lord of Courage
Revered Magus Lorn Engrinham, Lord of Healing
Sir Michel Ardencoure, Lord of Freedom
Gustav Whoreson, Lord of Knowledge

Dominion Lords of other races represent different ideals. Elven Dominion Lords include the Green Lord, the White Lord, the Elk Lord and the Raven Lord. Ork Dominion Lords include the Lord of Calm, the Lord of the Shark, the Lord of Cunning and the Lord of the Test.

Dwarves have, as far as anyone knows, chosen only one Dominion Lord. He was Dunner, of the Unhorsed. Dunner was transformed in the time of King Tamaros and Old Vinnengael, but disappeared shortly after his ascension to Dominion Lord. The passage of over two hundred years ensures that Dunner is dead, but no one has ever found his body. From time to time, dwarves who serve the Sovereign Stone have vanished. According to dwarven legend, these dwarves have gone to join Dunner in a hidden location, where he trains them to become Dominion Lords in order to return to their people at the time of greatest need.

Candidates for Dominion Lords of all races are chosen from among the best educated, wisest, and most virtuous people. Candidates may be male or female, of high birth or low. They must pass tests of courage, virtue, honor, compassion, loyalty, wisdom and endurance. Only ten Dominion Lords are permitted for each race, and must be approved by both the Council of Dominion Lords and by the gods themselves. If a position as a Dominion Lord should become vacant, candidates are proposed to fill it. If none is deemed suitable, the opening remains vacant until someone of the requisite virtues is found.

When a Dominion Lord achieves the gods' blessing through the magical Transfiguration, he is granted magical armor. This armor is a magical extension of themselves and represents each lord's individual personality. (The Lord of Courage wears a helm that appears to be crafted in the image of a lion. The Lord of Freedom has the visage of an eagle emblazoned upon his breastplate.)

A Dominion Lord's armor is activated as a free action by means of an amulet worn by the Dominion Lord. If attacked or facing physical peril, a

Dominion Lord's armor will instantly activate to protect him (effectively giving the Dominion Lord a natural AC). A Dominion Lord's amulet may be in the form of a necklace, magical gauntlets, bracers, or whatever is chosen by the gods.

Dominion Lords do not live in their armor, but activate it only in times of need. In daily life, they wear a tunic emblazoned with the symbol of the Dominion Lords—two blue griffins holding a golden, radiating disk.

Dominion Lords are highly respected by members of all races. Even in times

of distrust between races, the bond between Dominion Lords remains firm. They work continually to bring about unity among the races.

Human Dominion Lords are usually given an enchanted sword. The sword is passed on at the time of the lord's death to a deserving younger member of the knight's own order. Each one of these magical weapons has a name. Stories associated with such swords and their warriors' brave deeds are the stuff of legend.



Gustav, Lord of Knowledge

Gustav was born to a street-walker in Krammes, who abandoned the baby in an alleyway. The infant was found by a member of the local thieves guild, who raised the child to be a pickpocket and to serve as a shill. Gustav proved quite adept at thieving and was well on his way down a path that must have led him to the gallows, when he made the mistake of robbing the wrong person. He stole the purse of a member of the Cavalry School. The officer chased down the twelve-year old boy and retrieved the purse. The officer was going to have the boy arrested, but, observing the boy to be on the verge of starvation, the officer took him home to dinner instead. Impressed with Gustav's intelligence and courage, the officer took the boy on as his servant.

Gustav had always loved to watch the soldiers. His secret dream was to join the military, a dream he thought he would never achieve. Now here was his chance. The officer made repeated tests of Gustav's loyalty and honesty. Gustav never failed one. Eventually, the officer adopted the boy as his son. Gustav entered the army at age sixteen, rising through the ranks to become an esteemed and respected officer. Gustav always honored the man who adopted him and, no matter where he is, always makes a yearly pilgrimage to the gravesite of his "father."

An act of heroism brought Gustav to the attention of the King of New Vinnengael, who rewarded Gustav by making him a knight and granting him a house and lands. Upon succeeding to this title, Gustav fell deeply in love with Adela, the daughter of a neighboring baron. Adela's father agreed to the marriage, for although Gustav was of low birth, he was high in the king's favor. The two were immensely happy, but their happiness was brief. Adela died only a few years after their marriage.

At her death, Gustav was plunged into grief. Life held nothing for him. He was about to commit suicide by drinking poison when Adela appeared to him and knocked the cup from his hand. She told him that he had an important mission to fulfill in life and he must not dishonor himself or her by ending his life before his mission was complete.

Gustav traveled to New Vinnengael. Coming before the king, Gustav asked for a chance to become a Dominion Lord. His request was granted. He passed the tests and endured the Transfiguration, becoming Lord of Knowledge. He was gifted with a blessed sword, that he named Bittersweet Memories.

Gustav had always been fascinated by stories of the missing portion of the Sovereign Stone. As a thief, he had imagined someday going in search of this valuable object. Now, as a Dominion Lord, he realized that the gods set to him this very task, except that he will not seek the Stone for his gain, but for that of his people. Gustav has quested for the Sovereign Stone for many years now. The Vinnengaeles laugh at him and tell stories of him in the taverns and sing comic songs about him. He pays little attention to any of this, except to chuckle at some of the songs.

Male Human Dominion Lord (Mounted Warrior 5/ Rogue 3/ Soldier 5): CR 7; Medium-size humanoid (human); HD 5d8-5 plus 3d6-3 plus 5d8-5; hp 51; Init +1 (Dex) Spd 30 ft.; AC 36 (+1 Dex, +25 Dominion Lord armor); Atk +16/+11/+6 melee (1d8+3/crit 18-20/x2, *Bittersweet Memory*); SA Sneak attack +2d6; SV Fort +9, Ref +5, Will +3 (+13 against illusions, charms, and mentalisms); Str 12, Dex 13, Con 8, Int 23, Wis 12, Cha 12. Height 5 ft. 9 in.

Special Qualities: Evasion, Uncanny Dodge (as rogue)

Blessings: Blessed Weapon, Disease Immunity, Mental Strength, Paralysis Immunity, Sense Magic.

Blessed Weapon (Su): Any weapon in which Gustav is proficient gains a temporary +2 enhancement bonus to attack and damage rolls while he wields it. This bonus does not stack with the bonuses of magical weapons.

Disease Immunity (Ex): Immune to all natural and supernatural diseases.

Mental Strength (Ex): Gustav may automatically save against mind-affecting magic, including *illusion*, *charm*, and *mentalism* spells—even if he is not aware that this magic is in use. He receives a +10 circumstance bonus to saving throws against these types of spells.

Paralysis Immunity (Su): Immune to paralysis effects.

Sense Magic (Su): Gustav has the ability to sense magic in a 50-foot radius and determine the general type of magic (i.e. magical element and spell aspect). This ability is always active, even when Gustav is not actively trying to make use of it.

Skills: Animal Empathy +6, Appraise +12, Balance +7, Bluff +5, Climb +8, Diplomacy +7, Escape Artist +7, Gather Information +12, Handle Animal +1, Hide +6, Intimidate +4, Intimidate +7, Jump +2, Knowledge (History of the Sovereign Stone) +17, Listen +8, Move Silently +7, Pick Pocket +2, Ride +6, Search +16, Spot +14, Swim +12, Use Rope +2.

Feats: Cleave, Close-Order Fighting, Combat Reflexes, Guide Mount, Lightning Reflexes, Mounted Combat, Power Attack, Ride-by Attack, Quick Action, Set Spear, Improved Critical (Longsword), Track, Weapon Focus (longsword).

Possessions: *Bittersweet Memory* (masterwork longsword)

Damra, Raven Lord

Damra was one of many children born to a noble elven family. The family did not have much money and could not afford servants. The mother was frail and ill much of the time. The father was away on business for the master of his noble House. The children raised themselves, with the eldest looking after the younger. One of the youngest, Damra was a rebellious child, defying her elder siblings and reducing her mother to tears. At a young age, Damra horrified the family by announcing that she wanted to be a wizard. Elves abhor magic of all kinds and only the mysterious Wyred are free to use magic in elven society, and they are shunned by all right-thinking elves. Damra knew that the Wyred came to the houses at night to steal children gifted in magic and she often slept out-of-doors, in order to make it easy for them when they came to take her. The Wyred did not come, however. Damra may not have been gifted in magic, but she was gifted in the ability to use a sword and excelled at her lessons in combat, which are given all elven children of noble birth. She decided to become a warrior.

Hoping to drive thoughts of magic out of her head, her father agreed and enrolled her in the martial school of the House, attended by sons and daughters of the nobility. Damra performed so well that she was accepted into the ranks of the House guard. During a battle, in which her House was fighting alongside the forces of the Divine, Damra saw the Divine surrounded by his enemies. His own guards fought valiantly, but they were losing the battle. Damra ran to aid them and fought side-by-side with the Divine. The day was saved and she and the Divine became firm friends. The Divine offered her anything her heart desired as a reward. Damra chose to become a Dominion Lord.

Damra's family was shocked, for Dominion Lords are gifted with magic and are considered among the elves to live outside of society, as do the Wyred. Damra was adamant, however, and the family dared not defy the will of the Divine. Damra passed the tests and endured the Transfiguration, becoming the Raven Lord. Her family now despaired of ever marrying her to a man of influence or wealth, and so, when the Wyred came to the family and offered a substantial dowry if one of their children would marry one of the Wyred, the family immediately thought of Damra.

As a Dominion Lord, Damra might have refused, but she loved her family and wanted to help them financially. Besides, if she could not be a wizard, she could at least marry one. She was introduced to her husband, Griffith, on their wedding day. The two fell in love on sight. Although the two are often separated by their duties, they remain deeply in love and are never happier than when in each other's company.

Female Elven Dominion Lord (Noble 8/ Fighter 6): CR 11; Medium-size humanoid (elf); HD 8d8+8 plus 6d10+6; hp 110; Init +8 (+4 Dex, +4 Improved Initiative) Spd 30 ft.; AC 39 (+4 Dex, +25 Dominion Lord armor); Atk: +18/+13/+8 melee (1d10+5/crit 19-20/x2, hirglaif); SA Deceptive melee; SV Fort +7, Ref +4, Will +8 (+18 against illusions, charms, and mentalisms); Str 13, Dex 19, Con 12, Int 13, Wis 9, Cha 15. Height 5 ft. 8 in.

Blessings: Blessed Vision (Ex), Blessed Weapon (Su), Blindness Immunity (Ex), Mental Strength (Ex), Night Vision (Ex), Sense Magic (Su), Spell-like Abilities (Su).

Blessed Vision (Ex): Enhanced visual capabilities. Damra receives a +3 to Spot and Search checks.

Blessed Weapon (Su): Any weapon Damra is proficient with gains a temporary +2 enhancement bonus to attack and damage rolls while she wields it. This bonus does not stack with the bonuses of magical weapons.

Blindness Immunity (Ex): Immune to attacks that cause blindness.

Mental Strength (Ex): Damra may automatically save against mind-affecting magic, including *illusion*, *charm*, and *mentalism* spells—even if she is not aware that this magic is in use. She receives a +10 circumstance bonus to saving throws against these types of spells.

Night Vision (Ex): Low-light vision.

Sense Magic (Su): Damra has the ability to sense magic in a 50-foot radius and determine the general type of magic (i.e. magical element and spell aspect). This ability is always active—even when Damra isn't actively trying to make use of it.

Spell-like Abilities (Su): At will, partial action—*illusory night*, *phantom warriors*, *reveal that which is hidden*, *upraise* (see *Codex Mysteriorum* for spell descriptions). These abilities are cast as a 5th level Air elemental mage (for purposes of figuring save DC and duration).

Skills: Bluff +14, Diplomacy +11, Gather Information +10, Handle Animal +10, Innuendo +13, Intimidate +10, Jump +4, Listen +8, Literacy (Tomagai, Naru, Elder Speak), Ride +11, Search +3, Sense Motive +9, Speak Language (Naru, Elder Speak), Spot +16.

Feats: Alertness, Combat Reflexes, Improved Initiative, Leadership, Subduing Strike, Weapon Finesse (hirglaif), Weapon Focus (hirglaif).

FORCES OF DAGNARUS

Rumors of a huge army made up of strange and fearsome creatures are spreading throughout Loerem. The army is reported to be somewhere around Dunkarga, moving slowly across the continent from west to east. Strange and unbelievable as this may seem, rumors have it that the leader of the army is Dagnarus, Lord of Void. This must be impossible, because Dagnarus has been dead for two hundred years!

The reason people believe that Dagnarus has returned from the dead is that the army is being led by a Vrykyl known as Shakur. Long ago, Shakur was a criminal murdered by Dagnarus with the Dagger of the Vrykyl. He became the first Vrykyl, and Dagnarus' senior general. Shakur is loyal to Dagnarus, the person who, by the power of the Void, gave him the magical powers of the Vrykyl. He will see his master's will done.

Other Vrykyl are known to exist. It is rumored that they serve as commanders under Shakur. Those mages who have studied Void magic warn that the Vrykyl must kill to remain alive, stealing the souls of their victims with their blood knives. Many mysterious murders committed throughout the last two hundred years now begin to make horrifying sense.

The army is composed of a race new to Loerem. These fearsome warriors are the taan. Lizard-like humanoids, the taan are skilled fighters, tenacious and courageous in battle. They have not yet been defeated, but have spread terror and havoc throughout the lands in which they march.

What is their ultimate goal? Do they intend to enslave and conquer all races of Loerem? Are they allied with the dwarves, as some humans believe? Are they allied with the humans, as some orks believe?

Does Dagnarus lead them? Has he returned from the dead? Has he returned to take revenge? Or does he have another motive?

At this moment, only Shakur knows. And those who meet him do not survive to ask the question.

Vrykyl

The Vrykyl are vampiric, undead creatures of immense power, created by Dagnarus, Lord of the Void. To become a Vrykyl, the subject agrees to willingly serve the Void. Once Dagnarus hears this vow, he murders the unsuspecting subject with the Dagger of the Vrykyl, a powerful Void artifact. The dagger draws out the life essence of the victim and grants that life to Dagnarus. In return, the victim is given a terrible "unlife" by the Void. The Vrykyl

must feed off souls of other living beings in order to maintain his existence.

Mage theologians argue over whether the Dagger of the Vrykyl is an ancient artifact or if it came into being at the time that King Tamaros was given the ability to create the paladins known as Dominion Lords, the antitheses of the evil Vrykyl. Whatever their origin, the Vrykyl are masters of the magic of the Void. A renegade mage named Rigsdwal, who is in the service of Baron Shadamehr, has been studying the old stories and legends surrounding the Dagger and the Vrykyl and has made some startling findings, which he is not yet ready to reveal. All he will say for the moment is that the number of Vrykyl in the world is mysteriously linked to the number of Dominion Lords. Because each of the four races may create ten Dominion Lords, the number of Vrykyl is limited to forty.

Like their counterparts, the Dominion Lords, Vrykyl have magical armor that both protects them and grants them special powers. The armor is as black as a starless night and can retract or raise as free action upon command. The armor is rarely retracted, for to so reveals the hideous rotting corpse beneath. The armor must be retracted in order for the Vrykyl to feed, permitting the victim one fleeting glimpse of the Vrykyl as it truly appears. Thus a victim of Vrykyl attack dies with a look of horror frozen on his face. Whenever a Vrykyl is attacked or in physical danger, its armor instantly reacts to protect the Vrykyl (effectively bestowing a natural AC to the creature).

Vrykyl have the ability to create an illusion of a victim in order to snare other unwary victims or to infiltrate enemy ranks or political circles. Vrykyl can appear to be extraordinarily beautiful or incredibly handsome, charming and winning. They can take on the aspect of an innocent child or a seductive woman. The illusion is very convincing.

Vrykyl have no need of food or water. They feed off the souls of living beings. A Vrykyl kills with its blood knife, a weapon it fashions from its own bone. The knife is then enchanted with Void magic. The blood knife drains the living essence of a person and grants that essence to the Vrykyl. Victims of a blood knife have two things in common: a small puncture wound directly to the heart and a look of horror frozen on their faces. Few have ever been known to survive a wound from a blood knife.

Heroes of Loerem are currently searching for Vrykyl. Rumors as to their whereabouts abound, but only another Vrykyl or his creator, Dagnarus, know exactly where a Vrykyl is stationed, his objectives and orders.

Jedash

Jedash was one of many children of an itinerant tinker, who drank away any money he managed to earn. Jedash ran away at an early age to escape abuse. He wandered from place to place, living by his wits (which weren't all that helpful to him). Clumsy and a coward at heart, he was thrown out of the thieves guild in Dunker. He became a beggar, but he lacked charm and never made much money. He enjoyed prison life, because they actually fed him, but he whined and sniveled so much that the guards invariably grew sick of him and threw him out.

Shakur literally stumbled upon Jedash in an alleyway. Shakur needed a living person to handle a matter for him and Jedash seemed perfect for the job. Jedash performed satisfactorily and Shakur kept him around. Eventually, when Dagnarus was in need of another Vrykyl, Shakur took Jedash to him. It is said that Jedash was the only one of Dagnarus's victims who died without a murmur of protest. Jedash had known so much horror in life, being undead held no terror for him.

Dunkargan Male Vrykyl (Stalker 7): CR 11; Medium-size Undead; HD 7d12+21; hp 82; Init +8 (+4 Dex, +4 improved initiative) Spd 30 ft.; AC 33 (+3 Dex, +20 Vrykyl armor); Atk: +20/+15 melee (1d8+8/crit 19-20/x2, longsword) or +20 melee (slap 1d8+8) or +22/+17 melee (1d4+10, +2 blood knife); SA Feeding; SQ Darkvision 90 ft., Undead, Sense Magic, Tainted by Void, Illusory Disguise, Frightful Presence, Void Spellcasting, Spell Resistance 15, Damage Reduction 23/+2; SV Fort +5, Ref +13, Will +8; Str 27, Dex 17, Con—, Int 14, Wis 15, Cha 14. Height 5 ft. 10 in.

Special Qualities

Undead (Ex): Undead are immune to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects, and they ignore mind-influencing effects (charm, illusion, and mentalism aspect spells). Undead are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They have no Constitution scores and are therefore immune to anything requiring a Fortitude saving throw (unless it affects objects). Undead spellcasters use their Charisma modifier when making Concentration checks.

Vrykyl are not at risk of death from massive damage, but when reduced to 0 hit points or less, they are immediately destroyed.

Sense Magic (Su): Vrykyl have the ability to sense magic in a 50-foot radius and determine the general type of magic (i.e. the magical element and the spell's aspect). This ability is always active, even when the Vrykyl is not actively trying to make use of it.

Tainted by Void (Ex): Vrykyl are considered permanently tainted by Void. They are considered advantaged in Void magic and disadvantaged in all other magical elements. The only way they can heal damage is through the use of Void magic and feeding.

Illusory Disguise (Su): Vrykyl may cloak themselves in illusion. They may appear in the form they once held while alive or anyone they have killed with the blood knife. This illusion has a Will disbelief of DC 30. Only Dominion Lords may automatically save against

a Vrykyl's illusion. All other creatures must have a reason to suspect a trick.

Frightful Presence (Ex): If the Jedash is not wearing an illusory disguise or if the disguise is penetrated, the sight of the Jedash in full armor is unnerving. If the Vrykyl performs a dramatic action (such as using Void magic or slaying someone in combat) all creatures viewing the action with fewer hit dice than Jedash must succeed at a Will save (DC 19), and become immune to his presence for 24 hours. Failure means that the witnesses to his actions become *shaken* (-2 morale penalty to attack rolls, weapon damage rolls, and saving throws). If *shaken* creatures witness a second dramatic action, they become *frightened* (same as *shaken*, except the affected must flee if at all possible). Duration for both effects is 5d6 rounds.

Void Spellcasting (Su): Jedash has the ability to cast Void spells with a +5 spellcasting bonus. He knows the following spells, all at intimate knowledge: *despair* (CT 14), *necrotic grasp* (CT 46), *pass as shadow* (CT 33). A botch during spellcasting does not precipitate a Constitution check, since Jedash, as a Vrykyl, is able to channel Void magic much more readily than living creatures. Jedash can voluntarily sacrifice life essence as normal, essentially using his own Void-life to cast the spell. This damages him in the same manner that it would drain other Void spellcasters.

Feeding (Su): Jedash must feed to maintain his existence and to heal damage. This is accomplished through use of the blood knife (see below). If the blood knife is used to perform a successful *coup de grace* on an opponent (indicating that the knife has stabbed into the victim's heart), Jedash has fed and gains 1d10 points of healing that may not exceed his maximum hit points. Every full week Jedash does not feed, he suffers 1d10 points of damage. Any Vrykyl who has not fed in over 1 month is considered fatigued. A Vrykyl that has not fed in six months is considered exhausted.

Skills: Gather Information +4, Hide +5, Intimidate +7, Listen +6, Ride +5, Search +4, Spot +5.

Feats: Improved Initiative, Improved Unarmed Strike, Power Attack, Subduing Strike, Track.

Svetlana

Svetlana was the only child of a wealthy, widowed landholder. Pampered and spoiled by her father, lacking a mother, she grew up to believe that all Loerem revolved about her. Stunningly beautiful, she had long red that fell in curls to her waist and a voluptuous figure.

Engaged to be married to another man, the teenage Svetlana was seduced by an itinerant Void mage, who used his magical arts to impress impressionable young women. He promised her marriage, all the while obtaining large sums of money from her. Enamored of her lover, Svetlana sold her jewels and eventually ended up stealing from her father to give her lover every luxury and comfort. When she found out she was pregnant, she begged her lover to marry her, as he had promised. When she woke the next morning, he was gone.

Svetlana's fiancé broke off their marriage and threatened to expose her shame publicly. Her father committed suicide, rather than face the disgrace. Svetlana left her home. The only aim she had in life was to avenge herself on the man who had brought ruin to her.

Svetlana found her way to New Vinnengael. She gave birth to her baby and took it to the Temple, saying she didn't want it. The Church gave the child a home and offered to help Svetlana find employment. Discovering that she was gifted in magic, they accepted her into the ranks of the Revered Magi.

Svetlana soon discovered that working with elemental magic was slow and laborious. Years would pass before she gained power enough to gain her revenge. She began to study Void magic in secret. Her studies led her to the story of Dagnarus, Lord of the Void. She became fascinated with him and, hearing rumors that he had returned to Loerem, she set out to find him. By now a powerful Void mage, she traveled nearly the length of the continent before she achieved her desire. She sought to seduce Dagnarus.

The Lord of the Void had no need for lovers, but he did have a need for Vrykyl. He murdered Svetlana with the Dagger of the Vrykyl, stealing her life essence and turning her into one of the undead knights who serve him. Svetlana has never forgotten the man who brought her to this state, however, and now she has the power to exact her revenge against him.



Vinnengealean Female Vrykyl (Fighter 4/ Noble 2/ Rogue 3/ Void Mage 3); CR 13; Medium-size Undead; HD 12d12+20; hp 110; Init +5 (+1 Dex, +4 improved initiative); Spd 30 ft.; AC 31 (+1 Dex, +20 Vrykyl armor); Atk: +19/+14 melee (1d8+7/crit 18-20/x2, longsword) or +18 melee (slap 1d8+5); SA Feeding, Sneak Attack +2d6; SQ Deceptive Melee, Evasion, Uncanny Dodge, Darkvision 90 ft., Undead, Sense Magic, Tainted by Void, Illusory Disguise, Frightful Presence, Void Spellcasting, Spell Resistance 15, Damage Reduction 25/+2; SV Fort +12, Ref +10, Will +18; Str 21, Dex 15, Con —, Int 18, Wis 15, Cha 19. Height 5 ft. 4 in.

Special Qualities

Deceptive Melee (Ex): (As Noble) This ability can be used only when Svetlana takes an illusory disguise.

Undead (Ex): Undead are immune to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects, and they ignore mind-influencing effects (charm, illusion, and mentalism aspect spells). Undead are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They have no Constitution scores and are therefore immune to anything requiring a Fortitude saving throw (unless it affects objects). Undead spellcasters use their Charisma modifier when making Concentration checks.

Vrykyl are not at risk of death from massive damage, but when reduced to 0 hit points or less, they are immediately destroyed.

Sense Magic (Su): Vrykyl have the ability to *sense magic* in a 50-foot radius and determine the general type of magic (i.e. the magical element and the spell's aspect). This ability is always active, even when the Vrykyl is not actively trying to make use of it.

Tainted by Void (Ex): Vrykyl are considered permanently tainted by Void. They are considered advantaged in Void magic and disadvantaged in all other magical elements. The only way they can heal damage is through the use of the Void magic and feeding.

Illusory Disguise (Su): Vrykyl may cloak themselves in illusion. They may appear in the form they once held while alive or anyone they have killed with the blood knife. This illusion has a Will disbelief of DC 30. Only Dominion Lords may automatically save against a Vrykyl's illusion. All other creatures must have a reason to suspect a trick.

Frightful Presence (Ex): If Svetlana is not wearing an illusory disguise or if the disguise is penetrated, the sight of the Svetlana in full armor is

unnerving. If the Vrykyl performs a dramatic action (such as using Void magic or slaying someone in combat) all creatures viewing the action with fewer hit dice than Svetlana must succeed at a Will save (DC 19), and become immune to his presence for 24 hours. Failure means that the witnesses to his actions become *shaken* (-2 morale penalty to attack rolls, weapon damage rolls, and saving throws). If *shaken* creatures witness a second dramatic action, they become *frightened* (same as *shaken*, except the affected must flee if at all possible). Duration for both effects is 5d6 rounds.

Void Spellcasting (Su): Svetlana has the ability to cast Void spells with a +8 spellcasting bonus. She knows the following spells, all at intimate knowledge: *death touch* (26), *despair* (14), *dissipate life* (16), *pass as shadow* (33), *repel the living* (18), *shadow walk* (16). She knows the following spells at Quick Reference and must have access to her scrolls: *necrotic grasp* (46), *wilt* (6). Svetlana does not have to roll a Constitution check during spellcasting, nor does a botch cause Constitution check failure, since Svetlana, as a Vrykyl, is able to channel Void magic much more readily than living creatures. Svetlana can voluntarily sacrifice life essence as normal, essentially using her own Void-life to cast the spell. This damages her in the same manner that it would drain other Void spellcasters.

Feeding (Su): Svetlana must feed to maintain her existence and to heal damage. This is accomplished through use of the blood knife (see below). If the blood knife is used to perform a successful *coup de grace* on an opponent (indicating that the knife has stabbed into the victim's heart), Svetlana has fed and gains 1d10 points of healing that may not exceed her maximum hit points. Every full week Svetlana does not feed, she suffers 1d10 points of damage. Any Vrykyl who has not fed in over a month is considered fatigued. A Vrykyl that has not fed in six months is considered exhausted.

Skills: Appraise +8, Balance +7, Bluff +8, Climb +13, Concentration +4, Diplomacy +8, Gather Information +9, Hide +7, Innuendo +6, Intimidate +14, Jump +13, Knowledge (Arcana) +10, Knowledge (History) +8, Listen +6, Literacy (Elder Speak, Karna), Move Silently +7, Perform (Dance) +7, Pick Pocket +7, Ride +5, Sense Motive +6, Speak Language (Elder Speak, Karna), Spellcraft +9, Spot +7, Swim +10, Tumble +7.

Feats: Cleave, Combat Casting, Combat Reflexes, Improved Critical (Longsword), Improved Initiative, Power Attack, Track, Weapon Focus (Longsword), Weapon Specialization (Longsword)

Taan

The taan are a race never seen before on Loerem. They appeared from nowhere to form the ranks of what is now being called the Army of Dagnarus. A few taan were first seen three years ago far in the west. Their numbers have increased dramatically since that time. Some speculate that they came here from another part of the world through one of the rogue Portals. Most scoff at this theory.

The taan's hide is thick and leathery and is generally brownish in color. White-skinned, albino taan have been observed, but they are rare. Eye coloration ranges from cinnamon to near black, except for the albinos, whose eyes have an eerie orange tint. The taan are exceptionally strong by human standards. They are savage warriors who delight in battle and killing.

Taan live in large, extended-family tribes led by a chieftain who embodies the ideal of taan wisdom, knowledge and fighting prowess.

Taan are adept in Void magic. They are advantaged in Void magic and disadvantaged in all other elements. Taan mages do not need to draw on their own life energy to wield Void magic, as do other Void mages. The taan embed crystals enchanted with Void magic beneath their hides. The energy in the crystals (the most basic is rock salt, the most potent is diamond) powers their magic.

As the taan draw on the Void crystals to power their spells, the magic of the crystals is depleted and must be renewed. A new set of crystals are then prepared and embedded in a different pattern beneath the hide. Taan are the only race known to be able to use Void magic to heal. Elderly taan warriors are covered with the ritual scarification made by years of embedding crystals beneath their hides.

Taan view all other races with disdain. Male and female taan alike live for battle. Showing courage in battle is a means of advancement in taan society. Dying in battle gains one entrance into the afterlife.

Taanic, the taan language, is guttural and highly inflected, interspersed with pops and whistles. The language can neither be understood nor spoken by those of other races. All taan speak Taanic.

Rumors have sprung up regarding half-taan, children of an unhallowed union between human and taan. Half-taan are shorter in stature than true taan. Their speech is softer and comprehensible to other races. Half-taan are usually enslaved by the taan, who treat them with extreme cruelty. Half-taan have the ability to speak Taanic and they also speak and understand the languages of Loerem's "soft" races. Half-taan now serve as the liaison between the taan and Dagnarus' human allies and the taan are being forced by Dagnarus to treat the half-taan with more care.

Typical Taan

Medium-Size Monstrous Humanoid

Hit Dice: 1d8+2 (6 hp)

Initiative: +3 (Dex)

Speed: 30 ft.

AC: 10

Attacks: Longspear +4 melee

Damage: Longspear 1d8+4/x3

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Qualities: Advantaged in Void magic

Saves: Fort +4, Ref +3, Will +1

Abilities: Str 17, Dex 10, Con 14, Int 11, Wis 13, Cha 11

Skills: As character class

Feats: As character class

Climate/Terrain: Any land

Organization: Company (2-4), squad (11-20 plus 2 3rd-level sergeants and 1 leader of 4th to 6th level), warparty (30-50 plus 15% noncombatants plus 1 3rd-level sergeant for every 10 adults, 3 6th-level lieutenants, and 1 8th-level captain)

Challenge Rating: 1/2

Treasure: Standard

Advancement: As character class



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CHAMPIONS OF GOOD & EVIL

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FLESH & BONE

AN INTRODUCTORY SOVEREIGN STONE ADVENTURE



FLESH AND BONE

An Introductory Sovereign Stone Adventure

INTRODUCTION

"Flesh and Bone" is a Sovereign Stone adventure designed for a party of 4 to 6 1st-level characters and can be used to start a new Sovereign Stone campaign. The group should have one or two characters who can make use of ranged weapons and magic in order to survive the scenario.

Do not let the players see the map for this adventure, as it reveals the location of key encounters and plot points.

BACKGROUND

The village of Ordent is located roughly three hundred miles east of the ruined city of Old Vinnengael. During the battle for Vinnengael, led by Dagnarus, Lord of the Void, a group of Dunkargan soldiers and battle mages became separated from their unit. Hard-pressed by Vinnengaelean troops, the Dunkargans fled the field. Some intrepid Vinnengaelean heroes chased them down, eventually meeting them in battle near this area. The Dunkargan party was wiped out to a man. Their bodies were entombed in a nearby cavern.

Some fifty years later, a group of pecwae discovered silver in the area of the cavern. Humans heard of the discovery and moved in, displacing the pecwae, who fled west. A mining town sprang up. The miners reported seeing ghostly figures wandering about the cavern. Rumors sprang up that the cavern was haunted and no miner would go near the place. Years later, the mine played out and the fortune-seekers left. Now, generations later, the village is a way-point for those traveling between the cities Tinnafah and New Vinnengael.

The villagers have lived in relative peace for over a hundred years. Recently, however, the villagers have become suspicious of a strange looking hermit who has shocked the villagers by moving into the haunted cavern. The old man, who dresses in tattered gray robes, comes into the village to purchase food and supplies. He never stays long. When the friendly villagers tried to engage him in conversation, he glowered at them and refused to speak. Seeing that the old man's hands and arms were wrapped in bandages, some in the village have jumped to the conclusion that he must be a practitioner of Void magic, while others (those who like his money) claim the poor man must have some sort of disease.

Two young boys decided to solve this mystery and followed the old hermit back to the cavern. The boys returned, pale and gasping with terror. They

claimed to have witnessed the man call forth a ghost from the cavern. Hearing this tale, two burly men, who serve as Ordent's village guard, set off to investigate. That was two days ago and they have still not returned.

Now more witnesses have come forward to say that they have seen the Void wizard wandering about the graveyard outside of Ordent. No one knows what dark arts are being practiced, but the villagers are terrified and looking for help.

REFeree INFORMATION

Kellis is an elderly Void mage, who has been persecuted for his practices. This ill-treatment has left him feeling bitter and at odds with the rest of the world. Although he is a Void practitioner, he has never sought to hurt anyone. He simply wants to be left alone to further his studies into the Void, to pursue magicks that people in "respectable" society cannot tolerate.

The old wizard has come to Ordent for a reason. He recently acquired a small quantity of *midnight incense*—a Void-enchanted substance that allows communion with the souls of the dead. His research into the fall of Old Vinnengael revealed that many of the Dunkargan Void wizards who died in the service of Prince Dagnarus—along with soldiers who guarded them—were entombed in a cavern close to the village. These Void wizards were some of the most powerful to have ever lived. They were wise in the secrets of Void magic and carried their knowledge to their graves. Kellis has been using the *midnight incense* to summon the spirits of the long-dead mages, and obtain their secrets to increase his personal knowledge of the Void.

When Kellis discovered that the boys had been spying on his cave, he knew that his research was in danger. Searching the rocky ravine, he found an ogre in full hibernation. He trapped the huge beast under a rock fall, drained its life, and created an undead ogre guardian.

The zombie ogre made short work of the two burly villagers, and these two were also drafted into the

For Higher-Level Characters

Although designed for a low-level party, "Flesh and Bone" can be adapted to provide challenges for more experienced adventurers. Modify Kellis's level and give him access to more spells. Adding skeletons, creating a zombie from a giant (or even a bahrk), increasing the danger of the rock fall, and adding levels of fighter or rogue in addition to Void mage will make Kellis a more formidable adversary.

rank of the Void mage's undead servants. Kellis is angered by the interference of the villagers. He spent money in their village, went out of his way to avoid hurting anyone, and now this. He is determined to continue his research. He can always flee Ordent, for he has discovered that within the cave is hidden a magical Portal...

SYNOPSIS

The party is caught up in the conflict between Ordent and the hermit Void wizard. At the outset, Kellis sends the two undead guardsmen back to the village. They have scrolls nailed to their chests. He does this to distract the people of Ordent from his activities in the graveyard, where he is creating more zombies to serve him. If the party finds him there, they will have to fight the zombies, but Kellis will flee back to his lair.

Once the party has defeated the graveyard zombies, they must track Kellis back to the cave, which is guarded by the zombie ogre. Once inside, the Void mage collapses the ceiling, hoping to kill the group under a mountain of rock. He then orders the animated skeletons of the ancient Dunkargan warriors to defend him. At this point, Kellis abandons his plans and attempts to flee through the Portal. Whether he is slain or simply driven away, the village of Ordent is grateful that the local dead will finally rest peacefully.

ADVENTURE START

This adventure can be used with any party who happens to be visiting or passing through the village of Ordent. During their first day in Ordent, conversation with locals (see below) will reveal much about local events as detailed in **Background**

above. In addition, they might hear any of the following:

The wizard is not truly alive, but he is one of the entombed Dunkargan wizards brought to life by the Void. (False)

Gaelin and Marcus, the two guardsmen, were killed trying to investigate what the young boys saw. (True)

The Void mage is seeking revenge upon the two young boys, Tolwyn and Cael, for spying upon his forbidden arts. (False)

The Void mage is preparing to raise an undead army that he is going to use to attack New Vinnengael. (False)

Vultures have been seen circling over the site of the old silver mine. (True: they are drawn by the rotting corpse of the zombie ogre.)

If the adventurers decide to leave town during the day, the events of this adventure take place in the afternoon rather than at night. (Modify the descriptions to reflect daytime. Time of day does not affect the events of the adventure.)

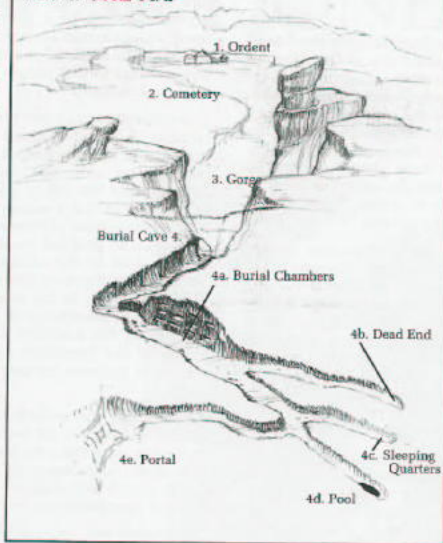
Alternate Adventure Hooks

If the party is not likely to act on its own to aid the village, they might hear of the town's troubles

in a neighboring community or from a passing trade caravan. They hear that a reward (determined by the referee) is being offered for anyone who can "slay or remove" a Void mage plaguing the community. Other possibilities include:

A Vinnengaelian member of the party is from the village of Ordent. He receives a message from a friend or family member who tells him of the Void mage, adding that the grave of a fondly-remembered

ADVENTURE MAP



bered relative has been disturbed. He is honor-bound to intervene.

The party encounters a messenger sent from Ordent to the city of Krammes. The scroll he carries details the recent events in the community. He begs for help and offers a reward.

While traveling through the wilderness, the group stumbles upon the zombie guardsmen on their way back to Ordent. The zombies have scrolls nailed to their chests (see **Event: The Guardsmen Return**, below).

LOCATIONS & EVENTS

The adventure takes place in four main locations that can be identified on the map: (1) the village of Ordent, (2) the community cemetery, (3) the gorge and (4) the cave. These locations and the events that take place there are described below.

1: Ordent

Ordent is a small community that is almost entirely self-sufficient. The villagers have struggled many years to simply survive. Now, with the increased traffic between New Vinnengael and Tinnafah, they are finally starting to see their village grow. They do not want to do anything that might discourage visitors and this Void mage is definitely bad for the tourist trade. The referee is encouraged to expand upon the description of the town and should note that all goods and services available to a village (see Chapter 5: Money & Equipment) should be available at standard prices. Besides the homes of the resident families, places of interest are noted below.

"The Fountain"—Ordent's only inn and tavern, the Fountain is someplace where the party could spend the night during their stay in Ordent. The inn is run by Otis and Vespa, a husband and wife team, who manage to swap duties of host, cook and barkeep, all the while keeping up a steady stream of local gossip. **Innkeepers** (2): Medium-size human (Vinnengaelean); hp 3.

Smithy—A bearded, middle-aged Vinnengaelean named Gerald runs the smithy, which sells old mining equipment, farm implements and a few daggers. He once worked for the army and is capable of producing all simple and martial weapons if given enough time. The smith is known for being overly talkative and will waste time chatting when he should be working. He is forever behind on his projects. **Gerald**: Medium-size human (Vinnengaelean); hp 6.

Bakery—A widow named Marissa and her unmarried twin daughters, Cleo and Chloe, run the local bakery. They sell the usual assortment of breads,

but are fast becoming known throughout this part of the country for their scrumptious candies and sweetmeats. Marissa's daughters are nearing the age of majority and she is constantly seeking wealthy husbands for them, while trying to keep the riffraff away from her girls. **Bakers** (3): Medium-size human (Vinnengaelean); hp 3.

Constabulary—This is where the chief guard, Gaelin, and his assistant Marcus had an office with a single jail cell. The office is currently locked (DC 20) and abandoned. Provides no useful information if searched.

Kellis, Void Mage

Dunkargan Male Void Mage 5: CR 2; Medium-size Humanoid; HD 5d6+10; hp 32; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Atk: +3 melee (1d6+1 crit x2, light mace) or +4 ranged (1d8 crit 19-20/x2); SA Spells; SB +5 (Void); SV Fort +3, Ref +2, Will +3; Str 12, Dex 13, Con 15, Int 13, Wis 9, Cha 10. Height 5 ft. 11 in.

Void Spells, Intimate Knowledge: *Sense void magic* (16), *shadow walk* (16), *repel the living* (18). **Quick Reference**: *corpselight* (24), *death touch* (26), *despair* (14), *shatter* (21), *wilt* (6). **Full Reference**: *dissipate life* (16), *skeletal minions* (157), *zombie servants* (84).

Skills: Concentration +6, Knowledge (Arcana) +5, Listen +1, Literacy (Elder Speak, Karna), Spellcraft +7, Spot +1.

Feats: Combat Casting, Enlarge Spell, Quicken Spell, Weapon Focus (Light Crossbow).

Possessions: Backpack, hooded lantern, spellbook, 12 silver argents, 2 gems (50 argents each).

Appearance: Kellis is a Vinnengaelean in his early 30s, though years of practicing Void magic make him appear much, much older. What hair is left on his balding head is iron gray, as is his full beard. His limbs bear scars from years of Void use. Recent spellcasting has created oozing sores and pustules on his arms and neck. Kellis wears plain gray robes and an old, worn-out boots.

Characteristics: Kellis is an embittered man, who blames the world for his problems. He has come to despise the living, feels that the dead are his only friends. He has convinced himself that he is in the right in this dispute with the villagers. He did not start this fight. The villagers started it. He wanted only to be left alone.

Event: The Guardsmen Return

This event occurs the first night the heroes are in the village of Ordent or occurs immediately if they decide to leave the town (either to investigate the rumors or to simply find someplace more interesting). Hoping to convince the villagers to mind their own business, Kellis sends the zombie guardsmen back into the village as a warning.

If the party is indoors, they hear a female (one of the baker's daughters) scream for help from outside near the village well. Once they are outside, describe the following:

The smell of rotting flesh makes you gag. Looking east, you see two figures slowly shambling towards the village. Their stiff and awkward movements indicate that something is horribly wrong with them.

The party should not have a difficult time guessing the true nature of the figures. The zombies have been instructed to walk to the well and to attack any who tries to hinder them. The zombies will permit people to come close enough to read the scroll, but will attack anyone who seems in the least threatening. If none of the heroes tries to kill the zombies, they will attack the baker's daughter and/or the heroes, whoever is closest.

Zombies (2): CR 1/2; Medium Undead; HD 2d12+3; hp 13, 21; Init -1; Spd 30 ft.; AC 15 (-1 Dex, +2 natural, +4 chain shirt); Atk Slam +2 melee, 1d6+1 damage; SQ undead, partial actions only; SV Fort +0, Ref -1, Will +3; Str 13, Dex 8, Con —, Int —, Wis 10, Cha 1; Feat-Toughness. Zombies may only perform partial actions during a round.

Kellis has nailed a scroll to the chests of both men. Though spattered with blood, both scrolls are identical and readable (written in Elder Speak):

Stay safe in your warm homes. Do not enter the gorge or you will join them.

After the battle has ended, anyone might be able to hear the faint sound of chanting in the distance

with a Listen check (DC 20). The sound they hear is Kellis, animating additional zombie corpses in the cemetery. If the heroes hurry quickly toward the sound, they will catch him in the act.

If no one in the party hears anything, they hear a woman (Marissa) screaming "He's in the graveyard! Gods help us...he's in the graveyard!" If the party does not venture into the cemetery, the zombies from Area 2 will enter the gorge and join with the ogre zombie in Area 3.

2: Cemetery

The cemetery for Ordent is an ancient one. The dates inscribed upon the markers go back nearly two hundred years. Some of the markers are elaborate, hand-carved headstones, while others are

crude wooden stakes shoved into the ground with the date branded on them. Family graves are clustered together and, for those interested, could reveal a good portion of the small town's history.

If the party immediately responds to Kellis' presence in the graveyard, they arrive at the cemetery's western edge. Five zombies are crawling out of the ground, responding to the powerful Void spell. Kellis has suffered 7 hit points of damage during spellcasting and is resting on a nearby tombstone.

Kellis' strategy: The Void mage hoped that the zombie guardsmen would distract the townspeople while he created additional guardians. He orders the

zombies to attack the group. He will then cast *shadow walk* to make a stealthy retreat back to the gorge.

Zombies (5): CR 1/2; Medium Undead; HD 2d12+3; hp 14, 15, 16, 19, 20; Init -1; Spd 30 ft.; AC 11; Atk Slam +2 melee, 1d6+1 damage; SQ undead, partial actions only; SV Fort +0, Ref -1, Will +3; Str 13, Dex 8, Con —, Int —, Wis 10, Cha 1; Feat-Toughness. Zombies may only perform partial actions during a round.

These zombies are not nearly as "fresh" as the guardsmen. The corpses are very rotten, with worms, centipedes and other vermin infesting



what's left of their bodies. They wear the tattered remnants of their burial clothes—the sight of which will cause the residents of Ordent to become immediately *shaken*.

3: The Gorge

The gorge lies within a mile of Ordent's cemetery. The party could visit the abandoned silver mine that in times long past had made the village wealthy. The mine is now infested by a pack of pinktails. The party will not find any silver.

If the heroes travel further south, they will see the hulking form of the zombie ogre standing in front of a cave entrance.

In the dim light, you can barely make out a huge shape standing in front of a cave on the floor of the gorge. The stench of decay and the buzzing of flies lead you to believe that this foe is another rotting corpse brought to life by the power of the Void.

Ogre Zombie (1): CR 1; Large Giant; HD 4d12+3; hp 38; Init -1; Spd 40 ft.; AC 11; Atk Slam +4 melee, 1d8+4 damage; SQ undead, partial actions only; SV Fort +1, Ref +0, Will +4; Str 17, Dex 8, Con —, Int —, Wis 10, Cha 1; Feat-Toughness. Zombies may only perform partial actions during a round.

The zombie's orders are simple: kill anyone who tries to enter the cave. The ogre zombie will battle the party but will not pursue them more than 20 feet from the cave entrance. During the fight, anyone can make a Listen check (DC 15) to hear chanting inside the cave.

Kellis's strategy: Kellis is casting *shatter*. He holds the spell while the party is battling the zombie ogre. (He takes 2 points of damage during the casting.) He is standing 50 feet down the cave passage, waiting to unleash the spell.

4: Burial Cave

The cave entrance reveals a tunnel so perfectly round it must have been shaped by magic rather than nature, though that must have happened long ago. The passage extends to the southwest at a slightly downhill angle. An unnatural cold seems to seep from out the passage way.

If anyone in the party can see 50 feet down in the corridor, they will see Kellis standing at the point where the passage way turns a 90-degree angle to the left. He is watching them. Those who can see him clearly might note a look of concentration on his face.

If any character studies the tunnel and makes a successful Knowledge (architecture or engineering) or Craft (stonemasonry) check (DC 20), they will notice that the ceiling above the cave entrance has only minimal support.

Kellis's strategy: Kellis cast *shatter* while the party battled the zombie ogre outside. Now he is holding the spell until they come halfway down the passage toward him. He then releases *shatter*, targeting an unstable area in the ceiling over the entrance (and the party's heads). The moment he releases the spell, he retreats past the burial chamber.

Event: Cave-In!

You have made it nearly 30 feet down the passageway when you hear the sound of stone grinding against stone and see dust start to trickle from the ceiling. You have little time to react as the top of the cavern begins to fall down around you!

The cave-in begins right at the entrance and spreads to the party almost immediately. Only those characters who are still at the entrance have the option of running outside of the cave. Those that do are trapped on the outside, as it will take several days of excavation to clear the tunnel. This is treated as a trap.

Ceiling Cave-In: CR 2; no attack roll required (2d6); Reflex save (DC 12) avoids, characters who take damage are also *pinned*; no ability to detect/disarm.

Pinned characters take 1d6 points of subdual damage per minute until freed. If the character falls unconscious, he must make a Constitution check (DC 15) or takes 1d6 points of normal damage until freed. (Please consult *Core Rulebook II*, page 114 for rules regarding cave-ins and collapses.)

4a: Burial Chamber

The narrow passage way turns a sharp angle to the left. Here, the passage way opens up, becoming much wider. On the left wall, a number of alcoves have been carved out of the rock. Each alcove contains the skeletal body of a long-dead warrior, his weapon lying across his chest. Above the warriors, other alcoves contain skeletons dressed in robes. These skeletons have no weapons. Words are carved into the stone, though the words are difficult to make out in the dim light.

This area has opened up to be 20 feet tall and about 25 feet wide. There are ten alcoves at the bottom of

the wall, six of which contain the bodies of warriors. The four at the top contain the remains of wizards.

Farther down the passage, the gray-robed figure of the Void mage glares at you. He is shouting something. A crossbow lies propped up against the wall beside him.

Kellis speaks Karna. Characters who understand Karna hear him say: "Faithful in life, faithful in death! Protect those in your trust!" If no one understands him, they have a pretty good idea that he is casting a spell. Kellis had cast *skeletal minions* nearly a week ago, and is now calling upon the skeletons to aid him in his battle against the party.

Instantly, the warrior-skeletons leap from their burial alcoves and land upright on the floor to face you. They drop their rusted weapons to the floor and attack you with their bony claws.

Skeleton (6): CR 1/3; Size M; HD 1d12; hp 3, 6, 7, 7, 8, 11; Init +5; Spd 30 ft.; AC 13; Atk 2 Claws +0 melee, 1d4 damage; SQ undead, immunities: ; SV Fort +0, Ref +1, Will +2; Str 10, Dex 12, Con —, Int —, Wis 10, Cha 11; Feat-Improved Initiative. Skeletons only suffer half damage from piercing and slashing weapons.

Kellis's Strategy: After ordering the skeletons to kill the party, he will immediately cast *repel living*—creating a 10-foot barrier that no living being can cross. He will then choose one party member, either a spellcaster or a strong warrior, and target them with *despair*. He will then use his crossbow to make ranged attacks, trusting in his *repel living* barrier to protect him. If the party makes use of spells or ranged attacks against Kellis and defeat becomes obvious, he will retreat toward the Portal in area 4E.

If the party takes the time to study this area in detail, they might be able to read the inscriptions (written in the Dunkargan language, Karna). The first, directly below the robed skeletons, reads:

These mages gave their lives and souls to the Void in service to the dark prince, the Lord of the Void.

Below the alcoves of the warrior-skeletons, another inscription reads:

Here are the chosen guards of the Void Lord's wizards. Faithful in life, faithful in death.

A successful Knowledge (History) check (DC 15) reveals that these were Void wizards and soldiers

who served Dagnarus in his attack on Old Vinnegael. The information given in the Referee Information can be revealed to the players. (More information about the fall of Old Vinnegael can be found in "The History of the Sovereign Stone" in Chapter One and in the novel *Well of Darkness* by Margaret Weis and Tracy Hickman.)

If the party searches the alcoves of the Dunkargan warriors, they find that three alcoves contain three large steel shields, each painted with a symbol of a sun rising over a mountain. A successful Knowledge (Nobility and Royalty) or Knowledge (History) check (DC 10) reveals this to be the Imperial Symbol of Dunkarga. These shields are worth up to 75 argents to a collector in a city. In addition, they find seven longswords in good condition and one longsword that is obviously superior to the others. It is made of an exceptionally strong alloy, has superior balance, and has held an edge for hundreds of years. A ruby is embedded in the hilt. This sword is a Masterwork longsword that grants a +1 (non-magical) enhancement bonus to attack rolls and is worth 400 argents on the open market.

4b: Dead End

A foul smell comes from this passage way. The passage way extends for 80 feet, then comes to a dead end. Judging from the smell, someone has been using this area as a privy and refuse dump.

If anyone chooses to search the refuse, they find nothing for their trouble. Kellis will not enter this area during the adventure.

4c: Sleeping Quarters

This passage extends for 50 feet, at the end of which is a dry and warm corner of the cave. A bedroll lies on a smooth portion of the cave floor next to an oil lamp. An old book lies open on the floor.

This is Kellis's sleeping area. The book is written in Elder Speak and contains hand-written margin notes in Karna. The book is titled *The Sovereign Stone: The Doom of Old Vinnegael* by Caedwal the Younger. (If read, this book speculates that the old empire would have never fallen if King Tamaros had not divided up the Sovereign Stone among the four races. The margin-notes were written by Kellis himself, focusing on the history of Prince Dagnarus's Void mages.) This book might fetch up to 20 argents from a collector in Dunkarga. Considered heresy by the Church, the book will fetch nothing anywhere in Vinnegael, except maybe a rap on the head for the person trying to sell it.

If anyone opens the book, a bit of parchment flutters to the floor. This parchment contains the instructions for the use of *midnight incense*. Only a mage will be able to read and understand the instructions. To all others, they make no sense.

4d: Pool

This passage slopes downward. You can hear the sound of dripping water. As you reach end, you see a dark pool of brackish water that fills the last ten feet of the corridor. You cannot tell from sight alone how deep the water might be.

Kellis has stored his cash (40 domargents and a black onyx worth 60 argents) and most of his prized possessions (a Void scroll containing *sense void magic* and *dissipate life* and two applications of *midnight incense*) in a small watertight chest at the bottom of the foul pool of water. To guard his

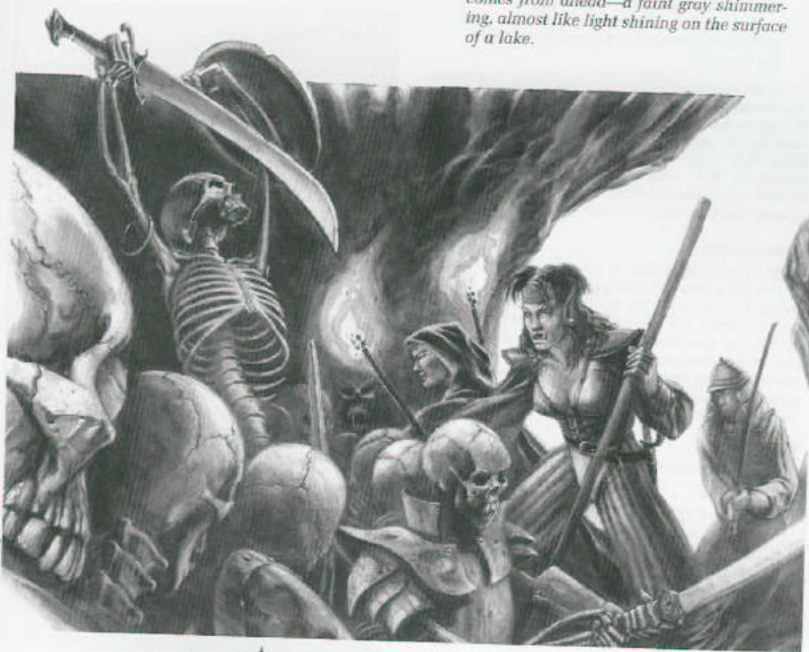
possession, he placed two skeletons in the pool. Their orders are to attack anyone who approaches.

Skeletons (2): CR 1/3; Size M; HD 1d12; hp 7, 8; Init +5; Spd 30 ft.; AC 13; Atk 2 Claws, +0 melee, 1d4 damage; SQ undead, immunities, ; SV Fort +0, Ref +1, Will +2; Str 10, Dex 12, Con —, Int —, Wis 10, Cha 11; Feat-Improved Initiative. Skeletons only suffer half damage from piercing and slashing weapons.

The skeletons will rise out to the water and immediately attack the characters closest to the pool. Unless the characters have any reason to suspect something is in the pool, they will be caught off-guard. The skeletons will attempt to grapple the characters and pull them into the water.

4e: The Portal

This passageway slopes gently upward for roughly 40 feet before leveling off and meandering to the south. A dim light comes from ahead—a faint gray shimmering, almost like light shining on the surface of a lake.



As you round a corner, you see two skeletal figures standing protectively in front of the Void mage. Behind him, you see a shimmering, gray-blue curtain of magical energy. Surely this is a magical Portal! Kellis raises his crossbow and shouts angrily, "You will rue the day you made an enemy of me."

Kellis's strategy: Kellis will use his next action to fire his crossbow and order his last two skeletons to attack. After that, he will abandon the fight and run for the Portal. The magical corridor is only 100 feet long. Once he reaches the other side, he will immediately cast *shadow walk* and seek a hiding place safe from any pursuers. If he lives, the party may indeed regret making an enemy of him.

Skeletons (2): CR 1/3; Size M; HD 1d12; hp 7, 8; Init +5; Spd 30 ft.; AC 13; Atk 2 Claws, +0 melee, 1d4 damage; SQ undead, immunities; SV Fort +0, Ref +1, Will +2; Str 10, Dex 12, Con —, Int —, Wis 10, Cha 11; Feat-Improved Initiative. Skeletons only suffer half damage from piercing and slashing weapons.

Once the skeletons have been destroyed and Kellis has either been killed or fled through the Portal, the group has to decide where to go next. They are now free to explore the rest of the cave (including areas they skipped before). To escape, they must either dig their way out of the blocked entrance (which could take several days without any tools) or they can take their chances through the Portal.

CONCLUSION

Kellis is no longer able to consult with the spirits of the long-dead Dunkargan Void mages and is unlikely to ever return to Ordent again. With the cave explored and the Void mage either defeated or routed, the adventurers have completed their mission and have earned the gratitude of the village—assuming they ever see the village again! Congratulate the group on finishing the adventure and ask them about their future plans.

The Portal

If the group decides to enter the portal, describe the following:

You have entered one of the famous magical Portals of Loerem. You appear to be standing in a short tunnel, about 100 feet in length. The walls of the tunnel are perfectly smooth, luminescent and gray. At the end of the tunnel, you see another magical curtain of energy.

Where does the Portal go? The referee is free to determine the location of the Portal at the other end. The Portal might lead to a location not far from the town of Ordent, allowing the party to quickly return and collect their reward for stopping Kellis. If another adventure is planned, the Portal could lead to a location that leads them straight toward its beginning!

Rewards

If a successful party finds its way back to the village of Ordent, the community will reward the heroes with any promised cash reward and they will gain the perks and benefits of having rescued a village. (Marissa will deem one of the characters "worthy" to court one of her daughters, they will receive discounts at shops, free rooms and drinks in inn, etc.)

In addition to coins and normal items gathered during the course of the adventure, they might also have discovered the *midnight incense*—a rare magical item!

Midnight Incense

A small unadorned wooden box contains two balls of charcoal-black incense. Each ball is enchanted with the power of the Void and gives off a strong, acrid odor when burned. Instructions for the use of the incense may be found in a book in Kellis's sleeping area. If the party did not find the book, they will probably have no idea how this works, although they might find a sage who can help them.

Instructions: For the enchantment to function, the *midnight incense* must be burned within an hour of midnight (either before or after) in the presence of a humanoid body that has not been dead for more than 500 years, accompanied by a simple ritual phrase in Elder Speak. If burned at any other time in any other environment, nothing will happen.

The spirit of the dead appears within smoke of the incense. The spirit is completely insubstantial and has no awareness of anyone except the individual who summoned it. The spirit may be questioned in any language the spirit understood in life, although the spirit is under no obligation to tell truth unless challenged. If the individual challenges the spirit to tell the truth, they must both make opposed Charisma rolls. If the individual's roll is higher, the spirit is wracked with pain and is obligated to tell the truth for that question. The spirit will remain for ten minutes (when the incense burns out), though this time can be extended by ten minutes by burning another *midnight incense*.

Future Adventure Hooks

The conclusion of "Flesh and Bone" can easily lead to further adventure. Some ideas include:

If Kellis escaped through the Portal, he can become a long-term adversary in the campaign. He will not forgive the party's assault on his person and for interrupting his research. He will guess that they have stolen his *midnight incense* and he wants it back. As the party improve in levels and advance, so should Kellis. He will try to expand his knowledge of the Void and locate its most powerful artifacts. Kellis should show up again when the party least expects him!

Because the cavern is now contaminated by Void magic, other foul creatures have begun emerging from the abandoned silver mine, endangering the village. The villagers beg the heroes, the "saviors of Ordent," to investigate the source of the scourge. (Either that, or the villagers might decide that this is the fault of the heroes and force them to return.)

If the heroes recover the *midnight incense* and use its powers on one of the corpses Kellis unearthed, they might learn of ancient secrets or the location of a hidden treasure.



SOVEREIGN STONE

NAME: _____

DESCRIPTION: _____

RACE: _____

CLASS: _____

LEVEL: _____

ABILITY SCORE MODIFIER

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WEAPON ATTACK DAMAGE CRITICAL RANGE SIZE TYPE

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WEAPON ATTACK DAMAGE CRITICAL RANGE SIZE TYPE

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SPECIAL PROPERTIES

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LIFE

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DAMAGE

SUBDUAL DAMAGE

TAINTED BY VOID

CHARACTER SHEET

RACIAL & CLASS FEATURES



TREASURE

EXPERIENCE

Next Page

Next Level

SKILLS

NAME _____ MOD. RANK _____

SKILLS

SKILLS	
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DAMAGE

SUBDUAL DAMAGE

TAINTED BY VOID

CHARACTER SHEET

RACIAL & CLASS FEATURES

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TREASURE



EXPERIENCE

Next Page

SKILLS

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SPELLS

INTIMATE KNOWLEDGE CT

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QUICK REFERENCE	CT
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SOVEREIGN STONE



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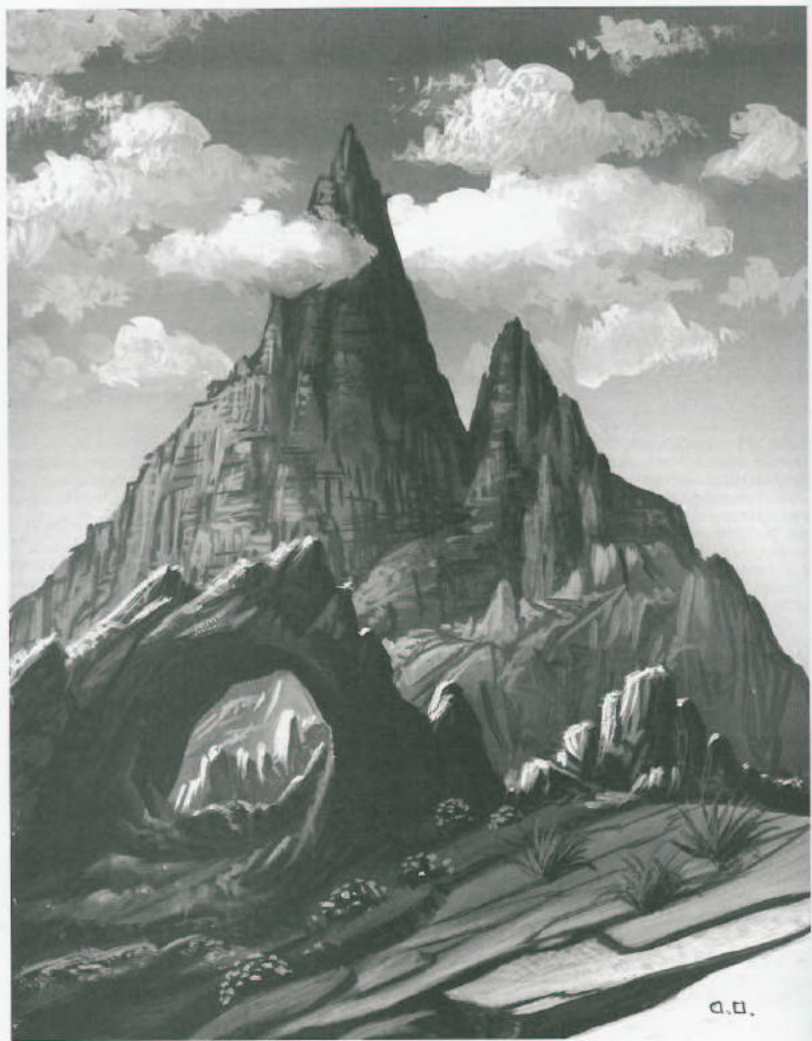
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a.d.



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WELL OF DARKNESS

By Margaret Weis & Tracy Hickman

The new Sovereign Stone trilogy is Weis and Hickman's first new fantasy series in five years. Based on ideas and themes created by well-known artist Larry Elmore, the Sovereign Stone novels are filled with adventure, political intrigue, dark magicks and war, as the noble Dominion Lords battle the forces of evil represented by their counterparts, the vampiric Vrykyl.

Dwarven nomads ride small shaggy ponies to a manifest destiny. Elven warriors live and die by a strict code of duty and honor. Orken pirates sail the seas, trading and raiding. Humans try to bring the disparate races together to live in peace by means of the magical artifact, the Sovereign Stone.

Well of Darkness

Sovereign Stone Trilogy, Volume One

A young boy, Gareth, is brought to the castle to serve as whipping boy to the king's youngest son, Prince Dagnarus. From the first moment Gareth sets foot inside the castle walls, he is drawn into the political intrigue and machinations of the members of the royal court, as the clever and charming Dagnarus pursues his ambition of usurping his older brother Helmos and gaining the throne.

Torn between his love for Dagnarus and his admiration for Crown Prince Helmos, Gareth pursues his goal of studying magic, planning on becoming one of the Revered Magi. But his loyalty to the prince leads Gareth down a path of darkness, tempts him to seek the knowledge and power of the outlawed practice of Void Magic, power which can gain Dagnarus all he seeks if he is strong and resolute enough to wield it.

Aided by the Elven chamberlain Silwyth, who is playing a dangerous game of his own, the prince moves with ruthless determination to fulfill what he believes is his destiny.



WELL OF DARKNESS
by Margaret Weis and Tracy Hickman
Volume One of the *Sovereign Stone* Trilogy
HarperCollins Publishers
ISBN 0-06105180-2

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- The world has Orks, Elves, Humans and Dwarves as player races, powerful Dominion Lords who fight for good against the evil undead knights of the Void.
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