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Crescent Lands' Calendar

	Fall			Winter				Spring			Summer		
	August	September	October	November	December	Thar	January	February	March	April	May	June	July
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The Completely Revised Edition of

**Gimpy's Guide To The Crescent Lands
And
Barbarous Hinterlands**

Ch'mrin "Gimpy" Lilmril

Published by the Temple of Thon, Aereolus.
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Preface to the Latest Edition

When first published thirty-two years ago (one year after the accession of the Bear to the Risen Throne of Aereolus), no one could have expected or foreseen the immense popularity of *Gimpy's Guide*. To date, this guide has sold more volumes than any other work published by the Temple of Thon (excluding, of course, the treatise *Laziness for Fun and Profit: The Holy Words and Anecdotes of Thon*).

With this, the fifty-eighth edition, we regret to announce the death of Gimpy at the ripe age of eighty-two. This work was originally submitted to the Temple's publishing concern as Gimpy's task of initiateship. Not only did he receive initiation into the truly sublime wonders of Thon, but the royalties of this guide kept him in a state that truly demonstrated his receipt of Thon's beneficence. He will be missed.

This is the first revision of the *Guide* in over four years, and we have attempted to keep the flavor of the original writings, while ensuring its accuracy in light of the recent, turbulent events. The Temple has expanded the sections on regions bordering the Crescent Lands. For the first time, as a special treat, an annotated version of K'Mrir's *Historie Humanum* is appended to the *Guide*.

Mro'm Throll
High Prelate of Thon.

Author's Introduction

The *Guide* was written to aid any being: whether he be the farm laborer fresh off the manure heap or the noble adventurer who may know fifty different uses for cat gut, but is unaware that moldy leather armor is not one of the three aphrodisiacs listed in the *Codice of Ineffable Truth*. I have attempted to describe all customs, no matter how barbarous or ludicrous, in as fair and unbiased manner as I can.

Much of the wisdom, within, was garnered during my own ill spent youth, which I spent traveling the length and breadth of the Lands. Fortunately, this wayward behavior enabled me to produce a work pleasing in Thon's eyes and thus had a benefit. Those following my intemperate footsteps should learn from my errors and simply devout themselves to Thon.

NOTE:

For those illiterates who purchased this volume thinking it was the *Pop-Up Guide to the Crescent Lands*, thank you for your unintentional donation to the Temple of Thon.

General

Geography:

The Crescent Lands is a long, coastal, plain bordered on the east by the Arlis River and the K'n Yan Swamp, on the west by the Tern River and the Bern Woods, on the south by the Great Sea and on the north by the GloomRim Mountains. The plain has an average width, between sea and mountains, of one hundred miles and a length, from swamp to woods, of over 1,700 miles.

The Crescent Lands get its name from the shape the plain makes between mountain and sea.

From its southern extremes, the GloomRim Mountains range over 1,600 miles north to the Range of Ice and then on to the uncivilized ice fields and tundra of Boreala. Large portions of the GloomRim are nearly impassible due to both geology, botany and large, sharp white teeth of the many denizens.

At the southern reaches of the GloomRim (at the apex of the great peninsula which makes the Lands), the mountains settle into the Myceum Hills, a 400 mile long, rough chain of foothills. The Myceum Hills are filthy with brigands, orcs, goblins, and revenue agents. The hills lie wholly within Ar'Ethmet.

At the western edge of the Crescent Lands is Bern Woods, of which little is known. Here abide elves. Soon after the Plague began reaping souls in the Crescent Lands, a magical barrier surrounding Bern Woods appeared that keeps all but elves from entering. Rumor has it that the elves instituted it as a quarantine against the Plague, since they seemed disproportionately affected. What has occurred with those elves in Bern Woods is unknown—whether it is truly a sanctuary or simply the largest open air mausoleum in the Lands.. However, for those outside of Bern Woods most died during the Plague. Now elves are as rare in the Crescent Lands as honest men in MaCab.

West of Bern woods are an unnamed plain and then, south and west, Dirth Woods (a elven, half-elven, human community) and, north, the Broken Lands and Mountains of Fire.

On the East, the Arlis River is navigable from Aereolus, in the south, 600 miles north to Ma Cab, creating the western border of the K'n Yan Swamp and the eastern edge of the Crescent Lands. Past MaCab, it continues north into the Range of Ice.

The K'n Yan swamp is a fetid area where mosquitoes, lizard men, ghosts, and wisps are as thick as thieves in MaCab. It stretches east from the Arlis River 400 miles, bordering the Great Sea, and north 600 miles to Ma Cab.

On the northeast border of the K'n Yan Swamp is the 300 square mile area of the Withered Woods. Legend has it that this is a place of fell and unnatural beasts and plants created from the aftermath a fierce magical battle in the war against the Wyrmes. Farther east of the K'n Yan, is the Eastern Plain and then the Wasted Lands. They Wasted Lands were a verdant landscape turned to a desert in the war against the Wyrmes. Travelers have told tales that magicks fall from the sky like rain in the SouthLands. South of the Wasted Lands are the SkyReach Mountains. South, far across the Great Sea, is the SouthLands.

The SouthLands are a great, humid continent of people who eat strangely spiced food, speak uncouth, unlettered tongues, and know naught of Thon--unrepentant barbarians.

The waters off the coast of the Crescent Lands are populated with scores of islands, some settled by colonists of the three countries, but most unknown. The two principle islands are Og and Ogel; piratical city states.

Climate:

The climate varies across the area of the Crescent Lands but, in general, it can be termed cool temperate. This is a polite manner of stating that the winters are cold, windy, and a good time to vacation south. Spring tends to be a rainy and windy season. Fall and Summer, though, are truly pleasant seasons. As I became a more experienced adventurer, I soon learned never to travel at any other times of year.

As mentioned, there is variation. The Serranthro-M'lethet Empire (on the west coast), by virtue of warm coastal currents, receives more rainfall in the spring and warmer winter weather. These ocean currents also have the unfortunate effect of creating humid summers. I never spent a colder winter than the summer I lived in Tekel.

Ma Cab, by virtue of its far Northerly position, has cold winters with heavy snowfalls of light powdery snow. Fall and Spring are delightfully crisp and, if you have to visit Ma Cab, these are the best times of years. Because of its close proximity to the K'n Yan Swamp, summers are moderately humid, but its ripe odor in summer is enough to stun a Borealan.

Both the countries of Aereolus and Ar'Ethmet have climates which fall in the median.

The GloomRim Mountains have ferocious, deadly winters. Few travelers who are foolish enough to attempt travel through this region in winter (off the major arteries) are seen again. Upwards of twenty feet of snow has been recorded deposited after one winter storm. Plus, the winter denizen are no more pleasant than their warm weather brethren. Except for your favorite mother-in-law, no one should attempt travel through here in winter.

Little is known about the climate of the K'n Yan swamp, except that it is a wet morass of rotting vegetable matter—Fall, Spring, and Summer. Allegedly, much of it is frozen over in Winter. Experts recommend visiting only during the winter when the terrain is, slightly, less treacherous. Travelers have claimed that weed wrapped ruins of Wyrnish cities can be found slowly sinking into the mire or the treacherous land.

Of areas east of the K'n Yan, little is know about the climate. Travelers have stated that these areas receive less rainfall.

The Bern Woods and areas West have a slightly cooler climate than the Crescent Lands, but are, in all other ways, similar.

Except for the two short summer months, far northern Boreala is covered in deep, heavy snows. Large slabs of impenetrable ice cloak much of the terrain. Winters are blisteringly cold, with storms often lasting the whole season. Further north, there are reports of storms of such fury that animals caught unprotected in their path have been found with flesh stripped from bone. Beyond Boreala's great Northern Sea and to the Death Pole (Antipole) little is known of the climate.

The SouthLands, by virtue of their close proximity to the sustaining heat of the Life Pole, are hot. The natives wear little clothing and their skins have been charred black by the sun. During winter and fall, great rain storms are reported to batter this area.

Heavenly Bodies:

Seen from any location in the Crescent Lands are the sun and the twin moons: the Big and Little Sister. The Big Sister has a twenty-eight day cycle which defines the length of our thirteen months and women's cycles. The Little Sister has a cycle lasting three months roughly following the seasons. Many odd people, who have little understanding of true religion, worship these bodies.

Residents of the GloomRim Mountains and surrounding foothills have the quaint notion that once a year (June, 11), when the Little Sister is new and the Big Sister is full, Lord T'llovin (Demon prince) hunts with his hounds for souls. Of course, these are the rankest of rumors and only the most ignorant peasant would believe it. Unfortunately, I never had the opportunity disprove these rumors due to my busy schedule.

December 25 is the only time of year when both moons are new.

In our part of the world, stars are different from those down South. As all well known, the heavens are a great bowl hung with lights. The only unchanging light is the Stepping Star, hanging above the Death Pole, which is the route souls traverse after death. It is the brightest star in the firmament.

Languages:

The Crescent Lands is a veritable menagerie of dialects, argots, and languages. Any creature who makes the slightest pretense of intelligence must have its own language as proof of its noble faculties. Fortunately, most of the languages are fit only for the gutter (after all who need know such uncouth tongues as Orcish, Borealan, Tekelan, Elvish, etc.) and most civilized people have followed the path taken by the Thon temple and chosen Aerine. Aerine is the language of Aereolus and is used as Trade Speak (the common language of merchants).

There are two dialects of Aerine: Common and Ancient. Common Aerine is spoken in Trade Speak and is the major language of discourse. It is often referred to as Aerine or Common or Trades'. If spoken in a suitably loud and authoritative voice, this elegant language is even understood by barbarous folk.

Ancient Aerine is a dead language spoken only by the aristocracy. It is most effectively spoken with a faint sneer.

While Aerine is the principle written and spoken language in the Crescent Lands, many areas use local languages. The Serranthro-M'llethet use T'Hoemit (which they claim was gifted them by their god [ably explaining the convoluted and illogical nature of the language]). Ar'Ethmet and Ma Cab uses a dialect of Aerine. The dwarves in Monarch of the Mines use Dwarvish (Ch'krunk). The elves speak Elvish. Following are a short list of other tongues gabbled or scrawled in the Crescent Lands and Barbarous Hinterlands:

Orcish, Wyrmish, SouthLander, Archaic Spirewall (Miriish), Draconian, Borealan, Archaic Ma Cab (Kr'Splt), Kobold, Tellurian, Plain Speak (Sh'sh'rit'lup'rumab), Centaurese, Darkling, Giantish (Huma, has four dialects: Sh'mu, Larn, Fro, Neme), Guild Cant, Temple Cant, Fisher Tongue, Goblisk, Sidhe, Dirthese, Aleut, Silent Speech, Gnollish, High Troll, Aerthmoour (an ancient, now rare unhuman tongue).

For those with a historical bent, the multitude of dead tongues far out spans the listing of those extent. Following are a small sample:

Wyrmish, El'Por (Ancient Dwarf), Hithrah (Tower Tongue), F'shra (UnderCity Runic), Tekelan, Numerian, Archaic Aereolan, Zotl (Ancient Ma Cab), GodScript, Fisher (Island Empire), K'lo Ah (Trade Talk circa 2500-3500 PBD), Farthii (Pan Aereolus-Minh Empire).

Countries, City-States, and Communities

Aereolus Country

To properly understand the Crescent Lands, one must understand the great forces which shape its destiny. No country has had more influence on the Crescent Lands than Aereolus. Not only is Aereolus the trade engine of the Crescent Lands (both within the Lands and to the SouthLands), but its founders were the triumphant armies in the Human-Wyrme wars.

Until the Plague, Aereolus had a population of at least 20 million. Its major cities are: Aereolus (the Capital), Benges, Ford, and Spirewall. Estimates of the present population for the country of Aereolus range from 14 to 18 million.

Aereolus is the wealthiest country in the Crescent Lands. It is the major builder of seagoing vessels, has large expanses of arable land, and mines lead, nickel, iron, silver, tin, copper, soapstone, marble, granite, limestone etc, and farms grains, vegetables, etc.. It is renowned for the quality of its horses (bred in the great farms between Benges and Spirewall).

By dint of a well maintained and patrolled system of roads, travel is safe and easy throughout the country of Aereolus. Recently, the dwarves of Monarch of the Mines have installed stone gullies which allow their Fire Chariots to race to the major cities in this country. At the present, only the truly wealthy can afford these demonic contrivances.

A recent, and major source of Aereolus wealth, is the discovery by Aereolan explorers of the teeming SouthLands. By virtue of capitalizing on its discovery, the experience of its deep water merchant fleets, and the supremacy of its navy, Aereolus has a virtual monopoly on all trade to the SouthLands, except for the occasional privateer. Its trade with the SouthLands gives Aereolus a stranglehold on the importation of spices (pepper, nutmeg, paprika, cinnamon, curries, black and white lotus), vegetable dyes for clothing, silks, precious woods, chocolate, silver, gold, song birds, and the beverages *cha* and *cafe*.

As might be gathered, Aereolus not only has the dominant merchant fleet in the known world (until the recent civil war, the Serranthro-M'lethet was beginning to challenge Aereolus' mercantile might), but its naval fleet is supreme, not only in numbers, but experience and training. Its shipyards are of similar high quality. In fact, many foreign merchant princes will not purchase a vessel unless it has the imprint of the city of Aereolus or Benges shipwrights guild on its hull.

Aereolus is also known for both the extreme mediocrity of its foot-soldiers and the quality of its light and medium cavalry.

The country of Aereolus is ruled by a hereditary monarchy from the Hexagon Castle, three miles east of the walled city Aereolus. Until last year, when the plague wrested the Bear from the Risen Throne, he had ruled for the past thirty-two years (since the death of his father). The Bear was fifty-eight when he perished. His daughter, Shiar'n Fahr, was recently crowned the fifty-second regent at the Hexagon Castle. At the time of her ascension to the Risen Throne, she was twenty-six. She is referred to, privately by her subjects as the Cub of Aereolus. Though the royal family worships the minor aspect of Clovis, Eheral Wyrme Bane (the deified general of the human forces in the war against the Wyrmes), the royal line does not impose its religious beliefs on the folk of Aereolus.

Aereolus City

Aereolus City (refounded by the troops of Eheral after the Battle of the Broken Bane in 2218 PBD) is a located at the efflux of the Arlis River, the longest navigable river in the Crescent Lands. This great walled city, until the recent plague (let Thon protect us), had a population approaching 100,000 souls. Present estimates state the city's population at 40,000-60,000. All the goods of the world flow into this metropolis.

It has the largest and most modern ship building facilities in the civilized world. Monoremes, biremes, triremes, even the floating castles, catremes, are built here. A good monoreme corsair takes only a week to

construct, from laying the keel to blessing. The harbor of Aereolus is guarded from storm by the largest system of breakwaters in the Crescent Lands and from invasion by T'ryl's Gauntlet, a powerful fortification planted on an artificial island in the mouth of Barr's Harbor. A maze of lead and bronze spikes has been seated in the bottom of the harbor as a further precaution against ocean-going raiders. Members of the Harbor Guild guide all vessels through this deadly garden.

The city proper is surrounded by an old line of fortifications raised after the rebuilding of Aereolus by Eheral's troops in 2218 PBD. The major gates to the city are open and guarded around the clock.

It is governed by an elected council comprising seven citizens who run for election every ten years. Any person owning over an acre of land or a business with an income of three crowns a year may vote or run for the Seven Council. The number of an individual's votes is dependant on the amount of property owned and income received (as is fitting). The Council is responsible for all civil affairs: laws, trade, maintaining public utilities, city guard and fire department, and collecting taxes, tariffs and fees etc. Some squads of Royal Aereolus Soldiers are also placed under the Councils auspices, for internal use only.

The city guard is constituted of constables and guards. Constables are usually unarmored or lightly armored and use nightsticks or saps to control situations. Guards wear heavy armor (often chain and shield), carry crossbows and use swords. It is illegal, without a permit, for a person not of the guards to wear or carry offensive weapons or armor in the city. This includes: all missile weapons, all armor heavier than leather, all swords greater than short swords, and the use of magic.

While the great city of Aereolus is no longer wholly contained within its fortified circuit of walls, the center of mercantile trade, worship, and the dwellings of the common folk lie within these protective walls. Those of greater means tend to have business residences within the city walls and greater or lesser estates within a half days ride of Aereolus. Since the Plague, a number of merchant barons have purchased large tracks of abandoned property within Aereolus, torn down tenements and built private, guarded estates around their dwellings.

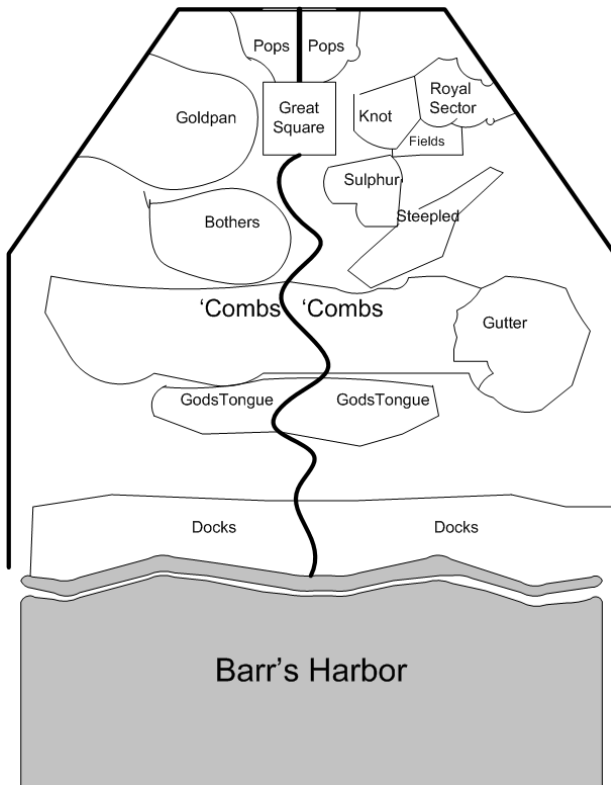
Aereolus is divided into a number of quarters (an unfortunate term since there are more than four such "quarters". Near the northern Main Gate and covering 3 blocks on either side of Eheral's Way (running South till the Great Square) is the Pops. The Pops is an area of modest shops, stores, inns. This a good area to purchase most non-perishable common tools of life: cloths, leathers, light weapons, armors, minor art and statuary, cosmetics, maps, farm implements, pots, tools etc. Also, there are a number of pleasant inns and taverns for those of modest means.

South of the Pops is the Great Square or (as it is colloquially referred to) the *Dancing Grounds*, since all executions (by ligature, of course) are held here--once a month. The Dancing Grounds is a large paved square approximately 50 yards across in which a large fountain is centered. Lining the Square are the finer inns and taverns, merchant houses, money-lenders, clothing stores, etc. Also, many small farmers, business folk, and merchants pitch stalls and sell varied and sundry goods here every day of the week. Each GodsDay, the Grand Market is held and the square is closed to any but foot traffic. Many unusual items are seen bought, bartered, and traded on this days.

East of the Square is the Knot. The Knot is a five square block area of government buildings. A place of slight interest. East of the Knot, to the wall, is the Royal Sector. South of the Knot and the Royal Sector are the Fields where a permanent contingent of Aereolus Guards and Cavalry reside.

The Goldpan is West of the Square and here are the fine homes, ornamental gardens, and private parks of the bless't elite of Aereolus. Carefully maintained gas lamps line the streets receiving their fuel from the sewers. At night, this area has a full complement of both City and private guard. Being stopped by guards (particularly private) late at night in this area is not conducive to a good health.

South of the Goldpan is the Bothers, where the City constabulary is housed and the Prison Donjon.



The Sulphur is south of the Square and east of the Bothers. Here most of the major smithing takes places. The large merchant foundries and weapons' forges, small, private smithies, armorers, fletchers etc. can be found here. In fact anything of metal or iron can be found made or sold here. Outside of Monarch of the Mines, some of the best smithies in the civilized world are found here.

Eheral's Way leaves the Square heading south to the docks. East of the Way (and south of the Knot) is the Steepled. Here the Mages and Apothecary Guilds reside.

Below the Sulfur and the Steepled is the 'Combs. The 'Combs is the twisted labyrinth of streets where most residents of Aereolus are born, live, and die. The eastern portion of the 'Combs is referred to as the Gutter. It is the residence of the poorest inhabitants of this jeweled city. Much of the strange architecture of this area results from the scavenging of the few remaining elder ruins in the City.

GodsTongue is the ten block area between the Docks and the 'Combs. The Gods' Way is the central street of this quarter and the larger and more powerful (and bless't in Thon's case) temples are situated here. There are upwards of one hundred temples in this small quarter.

Finally, the Docks are where the ship building facilities, warehouses, docks and seamen's inns and taverns are placed. It is a bustling, crowded area. The government of Aereolus has private facilities here.

Benges

Two hundred and fifty miles South-West of Aereolus, on the 20 mile square Sh'ra Peninsula, is Benges (the second most populous city in the Country of Aereolus). Benges is officially a Free Contracted City-State, and has been such for 133 years (for further information, and a guaranteed soporific read: "Sh'litza's Treatise for Initiate Status to Emirikel on the Contractual Agreement Between Benges and Aereolus.")

For all intent and purpose, though, Benges can be considered as just another city of Aereolus. The only major and notable difference is the red liveried guards of the city who are under the auspices of F'lithra (the granddaughter of the late Duke Shir, killed during Lethin's Revolt in the Plague).

Benges is a walled city resting on the Black'd Harbor. Its population, until recent years, had been quite capably contained within its fortified walls, and since the depletion of its population resulting from the Plague and Lethin's Revolt, all the inhabitants once again reside within these constraints. Its population is currently estimated as 20-25,000 souls, down from 40,000 before the Plague and Revolt.

Benges' location allows it fair access to the Western trade routes (both land and sea), the great fishing shoals three miles from its shore, and nearby salt mines. These factors give Benges its slightly unique trading characteristic. It has three major industries. Its primary is ship building, of a quality equaling the great dry docks of Aereolus. Secondly, it trades fresh and salted fish all over the Crescent Lands, and rare is the ship which does not carry in its hold provisions marked with the seal of Benges. Thirdly, Benges is the largest producer, exporter (and some say user) of their fine fish belly condoms.

Benges is also noted for its garment districts and Dyers' Guild, which produce some of the best fineries in the Crescent Lands. Further, great tracts of fine potters' clay are excavated from the banks of nearby coastal rivers contributing to Benges' booming export trade of fine pottery.

There is a small, well guarded and manned port for the Aereolus marines located in a small bay off the Black'd Harbor.

Until recent upheavals in the area (Plague and revolt), Benges was a fair city. With wide cobbled boulevards, a logical pattern of streets (allowed by the Great Fire of 5706), pleasant squares with public fountains, and a not too out-manned city guard; it shone as the jewel of Aereolus country. The citizens have been working with great diligence to restore its recently tarnished splendor.

Because of Benges' close proximity to the Aereolus–Ar'Ethmet border, it has suffered from the varied border skirmishes between the two countries over the centuries and the citizens of this Free-City harbor distrust and dislike for the citizens, temples, and culture of Ar'Ethmet. Not surprisingly, visitors from Ar'Ethmet are likely to discover a hostile and unpleasant populace.

SpireWall

SpireWall is located in the Country of Aereolus thirty miles north of the Aereolus-Ar'Ethmet Road. It lies in the shadow of the GloomRim Mountains and within twenty miles of the Ar'Ethmet border. The entirety of the city is set on an artificial mound raised two hundred feet above the surrounding plain.

Until three hundred years ago, and the Aereolus-Minh-Es'Arsh War, SpireWall was an independent city-state called Es'Arsh. Es'Arsh enjoyed a vantage on the (then) Aereolus-Minh road which allowed it to collect duties, tariffs, and taxes on merchant trade running along this East-West axis. Over the decades, Es'Arsh waxed wealthy. Many fine examples of this luxurious period are presently extent in the remaining buildings from this period. With the continued perennial hostility between the city-states of Aereolus and Minh, the rulers of Es'Arsh perceived no coherent threat to their practice of collecting revenues.

In 5531 PBD, this disunity of cause on the part of Aereolus and Minh against their common enemy came to an end when the ruler of Aereolus, Ma'Ra IV, sought and achieved the treaty of Ma'Ra's Point, which forged a joint armed command with Minh for the purposes of conquering Es'Arsh and halting its hold on trade between the two city-states. Part of the agreement also divided the city between the two conquering powers.

The siege lasted most of the summer of 5531, before Es'Arsh fell to the armed forces of Minh and Aereolus. Once victory was assured, Ma'Ra led the Aereolus forces in an attack against the Minh forces which forced them to relinquish their foothold and established the present day Aereolus-Ar'Ethmet border, twenty miles west of SpireWall.

The victorious forces then executed most of the nobility of the city, razed large tracts to the ground, removed large sections of the protective wall, forcibly relocated most of its inhabitants, and, by cannibalizing sections of Es'Arsh, built a large fortified citadel nearby. Ma'Ra's cousin, F'lithr, became the first Lord of the area and renamed the town and surrounding countryside "SpireWall", after the unique embellishments on the town's protective wall. SpireWall settled down as an unimportant backwater for the next two hundred years, except as a supply depot and watch post for the continual border skirmishes between the countries of Ar'Ethmet and Aereolus.

Until recent years, SpireWall has been a provincial village of approximately five hundred living in the ruined remains of the city and living off farming and the sales (at exorbitant prices) of goods to adventurers raiding the nearby Necropolis. The residents have also profited by selling old artifacts excavated from the ruins.

Before the Plague, SpireWall was governed from the remains of F'lithr's Castles and by a mayor elected at five year intervals.

SpireWall is one of the few areas which actually benefited from the Plague. Its post-Plague population has mushroomed to around thirty-five hundred, the walls of the city are being rebuilt, and trade and crafts are once again flowing through the city.

This Renaissance is the result of a revolt by Lord Morsby during the chaos within Aereolus caused by the Plague. Morsby successful invested a number of citadels in the vicinity, gaining control of the countryside before Shiar'n Fahr (the Cub of Aereolus) regained the reins of government of Aereolus and proceeded to war against Morsby. After two months of battle, with Shiar'n Fahr's forces retaking all but two of Morsby's captured fortresses, on September 4th, 5768, she forced Morsby to surrender.

In an unusual act of charity, she removed all Morsby's titles and then granted him the Lordship of SpireWall, with permission to rebuild F'lithr's Castle to garrison the Ar'Ethmet border. Many believe she did this as a matter of necessity; Aereolus was decimated by the Plague, greatly weakening the country's military strength, while its arch-rival Ar'Ethmet was harmed to a much lesser degree, thus the Cub did not have competent military leaders to spare.

SpireWall's reputation as being untouched by the Plague has attracted many settlers from blighted regions. Further, Morsby's granting of property within the SpireWall city walls to those willing to open a business has attracted the more entrepreneurial types. To lure more agriculture to the area, Morsby grants 60 acre of

farmland. Finally, the recent discovery of two large, rich iron and lead mines in the foot hills of the GloomRim Mountains, has attracted further migrations.

In fact, while much of the Crescent Lands is suffering from one of the blackest years in recent history, SpireWall is experiencing a rebirth.

As with many communities bordering on Ar'Ethmet, the residents of SpireWall harbor hard feelings towards that country, its gods, and people. SpireWall is on particular good terms with its neighbor, Benges, and much trade passes between the two cities.

Many gods are worshipped in SpireWall, but its most notable temple is to Crimson (which is actually located 3 miles outside the city). This Crimson temple is the preeminent in the Crescent Lands. Crimson worshippers from throughout the Crescent Lands make pilgrimages to this temple where, they believe, Sataki first saw Crimson in his dreams.

Finally, until its recent economic revival, the main attraction of visitors to SpireWall was the nearby Necropolis where the remains of Es'Arsh's royalty reside. This structure attracted adventurers the world-wide with dreams of plundering its lucre-filled depths. This feeding frenzy also financed the only burgeoning pre-Plague industry in SpireWall—mortuary services.

Recent rumors spell an end to this industry. Morsby is reputed to be considering posting guards at the Necropolis to keep out avaricious adventures. Sources claim Morsby feels these types lower property values.

Ford

Ford is located at the estuary where the M'nar River enters the bay of Erin's Folly. It is the only area within 100 miles where the bay is narrow enough and the river shallow enough for crossing without a ferry; thus its name. It is around 100 miles west of Aereolus City, at the foot of the Dwarven Hills region of the GloomRim Mountains.

Ford is the gateway to western half of the country Aereolus and the western Crescent Lands. It allows merchants and travelers to avoid the expensive and slow ferries at towns further south along Erin's Folly, like Ton.

This region of the country is part of the demesnes of Earl Kh'Arl Silun. The Silun family are second cousins to the rulers of the Risen Throne. While they pay taxes for military protection and receive judgment on high crimes from this lineage, Ford is ruled by a council of burghers elected by landowners at ten year intervals. All minor crimes, laws, duties, taxes and public works projects are the responsibility of the Council. In fact, other than his hosting of the Harvest Gathering, the Earl's presence is seldom seen or felt in the area.

Similar to SpireWall, the Plague has had the effect of increasing the population of Ford. During the height of the Plague, many souls fled the heavily afflicted Aereolus to live in the lightly affected Ford. While always a large and economically thriving town, Ford now is **city** with a population of five thousand.

Except for experiencing a brief depression during the Plague, Ford came through it mostly unscathed. It is thought to have lost only 5-10% of its population during that blight.

The primary source of income for the inhabitants of Ford is service, hostelry, and the sale of merchandise to travelers. For a city of its size, Ford has an unusually varied supply of goods and services for sale.

Further, much of the estuary has been drained in areas surrounding Ford allowing the planting of various SouthLand spices. While only producing small quantities at the present, it is expected that in the next ten years Ford's spice farms could supplant the sale of some of the more expensive SouthLand spices. The moors around Ford are also a great source of income from the harvesting and selling of peat. In the nearby Dwarven Hills, are the largest amber mines in the Crescent Lands. Ford is also noted for the fine quality woodwind and stringed instruments they make and sell. The Tongue Dancers Guild has its largest craft hall here.

Finally, because much of the city is built on the estuary, which floods annually, most of Ford's buildings are constructed on mammoth wooden platforms raised above the ground by large wooden pilings. Ford has passed very strict laws regulating the use of fire within the raised city.

North Aereolus

North Aereolus was founded two hundred and thirty-five years ago by the Crimson priest Zemphruss Almstone. It is located on a spit of land formed between the Arlis River and its tributary, the Aelowon River. Just upriver of North Aereolus are the Chirn Cataracts, which require all vessels navigating the river to be portaged past this point.

The GloomRim Mountains rise a bare twenty miles west of it, across the river, and North Aereolus is protected from the K'n Yan Swamp on the east by a low range of foothills stretching from Aereolus, four hundred and fifty miles to the south, to Ma Cab, six hundred miles to the north. The silt laid down by annual flooding of the Aelowon has produced rich farmland in the area.

North Aereolus is under the protection of Lord Sola and has a permanent border post of Aereolus light cavalry. As far as can be determined, North Aereolus has no visible government.

North Aereolus is a moderate sized town of five hundred to seven hundred souls who were mostly unaffected by the plague. The residents subsist mostly on farming and trade to those requiring portage. The great crane, designed by Celwicke Almstone in 5733, which lifts craft over the rapids, is the primary source of income for the town.

Large soap stone deposits are found in the nearby hills and North Aereolus has a thriving business in the sale of unworked and worked soap stone. North Aereolus artisans are well known for the quality of their soap stone statuettes. From the border of the Swamp, peat moss is gathered and sold to nearby villages.

Because North Aereolus is the town farthest north in Aereolus, it has a large, full-time contingent of 50 Aereolus light cavalry.

The residents speak Aerine, albeit with an accent, and the primary god of worship is Crimson.

Country of Ar'Ethmet

It is important to understand that the previously entertaining manner of the Guide will be difficult to maintain, because Ar'Ethmet is a country of such dullness that the author finds himself struggling to stay awake as he pens these pages on its customs, peoples, economy etc. In fact, many sufferers of insomnia make pilgrimages to Ar'Ethmet to cure themselves of said illness.

This major facet of Ar'Ethmet life and culture is not solely the result of the peoples' worship of such a strict, puritanical and unimaginative God (Clovis); nor alone is it the inhabitants lack of any discernible sense of humor; nor their eternally warlike nature, causing them to be interested in naught that does not relate to impaling, disemboweling, beheading and other such noble warlike pursuits; nor their firmly held belief in the evils of alcohol; nor the inability of any visiting national to differentiate between the men and women (due to both sexes having a similar over-development of muscle). Rather, it is peculiar and oppressive synergy of the above. A depressing interaction of different facets of a culture which, rather like dysentery, war, and famine, combine to dissolve the bounds of society.

Like the counter balance on the swing arm of a crane or the opposite face on a coin, this powerful country both tempers Aereolus' ambitions and is itself held close. Ruled with a tyrannical hand from the capitol city of Minh, this country is a militarized, religious state. The present Dynasty has been in power for the past 337 years, since the failure of the last heir of the previous, C'klet, Dynasty to pass Q'Ahrta's Fence. Fran, the Lord-General, is the forty-first member of the lineage of Cine

While having the smallest population of any country in the Crescent Lands, it has the largest standing army. Its heavily armored hoplites are respected and feared by its neighbors and its heavy horse regiments are among the best in the Lands. It is unofficially estimated that the population of Ar'Ethmet is between 7 and 10 million, but accurate figures are difficult to gather since the government has been known to hinder gathering of such statistics, even by minstrels.

Ar'Ethmet has two major cities: Minh and Tellura. Minh is the capitol city of Ar'Ethmet and Tellura, at time of publication, has an uncertain status.

The martial nature of Ar'Ethmet has been shaped by geography more than any other factor. Being centrally located in the Crescent Lands, it has been frequently beset by foes. The coastline of the country, except at Minh and Tellura is poorly suited for harbors and ship anchorage. Ell'ans current scours the coastline, leaving an expanse of sheer cliffs and mass wasting. This lack of potential harborage, continual harassment by the GloomRim Mountain hill tribes and the denizens of the Myceum Hills has shaped a land bound martial culture.

Along with the lack of natural harbors, the soil of Ar'Ethmet, except around Tellura and the F'Tlit Plain on Ar'Ethmet's northern border with the Serranthro-M'lethet, is both rocky and acidic. While this creates some of the most splendid (and unappreciated, at least by the citizenry) autumnal foliage displays in the Crescent Lands, it makes farming a harsh and unproductive affair. Over thirty percent of agricultural produce must be imported.

Ar'Ethmet does have the blessings, though, of having some of the largest and highest grade iron mines in the Crescent Lands. Both the southern faces of the GloomRim and the Myceum Hills have large, thriving iron mines. Lead, coal, and onyx mines are also plentiful. Also, because of the plenitude of rivers spanning the country, water power for mills, forges etc. is common.

The Imperium has universal conscription. A citizen is conscripted at 11 years of age and it lasts till the soldier reaches 16. After reaching this age of conclusion, only those soldiers showing superior aptitude in a range of both physical and mental tests are allowed to continue in the armed services. Ninety percent of all conscripts request the test (called Q'Ahrta's Fence). Only 10-15% pass. Unlike other armies in the Crescent Lands, nobility has no reflection on rank. In fact, a noble offspring who fails Q'Ahrtas' Fence loses his or her title and rights of inheritance.

With their fervently martial culture and the common held belief that might does make right, magic is frowned on. Except for the Mages' Guild at Tellura, magic is not practiced and practitioners or the mystic arts have

been beaten and lynched by the citizens and soldiers of Ar'Ethmet. In fact, much of the friction between Tellura and the rest of the country comes from Tellura's support of magic.

The **only** religion of Ar'Ethmet is Clovis. The pontiff of the religion resides in Minh and is called the *Arbat Mach* (The Right Hand [of Clovis]). He rules his worshippers with the same iron will as the Lord-General of Minh rules the Ar'Ethmet. Unlike many other branches of Clovis, that tolerate the less venal CHAOS worshippers, Ar'Ethmet Clovis worshippers are encouraged to attack CHAOS worshippers anywhere located, even in other countries. Not surprisingly, this has made these worshippers very unpopular outside of Minh.

Ar'Ethmet has a rather formalized and stratified social system which is best symbolized by the peculiar system of fortified roads which connect most areas of this country. Spanning the country are a networks of roads, called the Leopold Way. This system was name after Lord-General Leopold III, who commissioned there construction 331 years ago. This is the same Lord-General who also developed the countries unique system of currency.

The Leopold Ways are granite thoroughfares raised, at their greatest height, ten meters above the ground and having a similar width. They are built in peculiar stepped fashion. The lowest step is set flush to the ground and each succeeding step is raised three meter above the previous one, to make four landings in all. Thus, looking from one side of the Way, the road will appear to be a ten meter high crenellated wall and, looking from the other side, a half completed ziggurat. The ten meter wall-like side is so constructed as to face out toward hostile areas or regions, thus ensuring an expansive array of fortifications throughout the country. This segregation of the wall into four distinct smaller roads, by creating steps, also has the effect of reinforcing the social order.

The highest level is reserved (on pain of death) for use by nobility, ranking military officials, and couriers. The next highest step is used by soldiers and priests of Clovis. The road just three meters above the ground is reserved for citizen of the Imperium. Finally, the ground level road is reserved for foreigners and merchants. The drainage systems on the Way is a physical representation of the Ar'Ethmet social system, because it sluices all refuse from one level to its lower, level. This has the effect, especially during the rainy season, of making the lowest rung of the Way both hazardous and unpleasant.

Built at twenty-five mile intervals along these thoroughfares are fortified watchtowers (O'tk Lura [Knots of Clovis]) housing a small contingent of soldiers, usually 25. Every 125 miles, a particularly fortified watchtower rests with a much larger complement of soldiers, usually a 50-100.

Another peculiarity of the social system, further emphasizing one's place in the order of Ar'Ethmet, is the badge of identification every citizen and visitor must wear. This badge is a woven belt called a *DiObi* (Place Belt). Any visitor on entering the country is questioned about his or her profession and purpose for entering the country and then must purchase a *DiObi* that represents his status. This belt is woven with symbols and colors denoting a person's proper place in the social order. Giving false information when purchasing a *DiObi* is punishable by execution.

Anyone riding a war-horse is assumed to be a warrior and is thus given the *DiObi* of an alien warrior. Alien warriors are prone to challenge in Ar'Ethmet. If the owner agrees NOT to ride his or her war-horse, they can receive a merchant's *DiObi*, and thus not be subject to martial challenges.

As if a final peculiarity in Ar'Ethmet's social system were needed, the military has a unique manner of demonstrating hierarchy. This ranking is evidenced by the number of swords a soldier or officer is allowed to wield/own. A soldier of the greatest ability is allowed to wear three swords: *MiUrn* (Soul [of Clovis]) short sword, *Aki* (Touch [of Clovis]) longsword, and *Fan'Sut* (Wrath [of Clovis]) greatsword. Three Swords (as these warriors are called) are trained in fighting two-sword using the *MiUrn* and *Aki* (and in rare cases the *Aki* and *Fan'Sut*). If an Ar'Ethmet warrior disdains an opponent, he will fight using the least effective weapon. A truly insulting gesture, on the part of a Three Sword, would be to fight an opponent with the *MiUrn*.

Less able, but still extremely dangerous, are the Two Swords who fight with the *MiUrn* and *Aki*. Finally, the common foot soldier, One Swords, fight with just the *MiUrn*. While this may put the soldier at a disadvantage in some combat, the citizenry of Ar' Ethmet believe this creates more valiant and skilled warriors.

The loss or theft of any of these three weapons (particularly the *MiUrn*, which is believed to house the soul of the warrior owning it) is a matter of great loss of face. Ar'Ethmet warriors will track a thief with a peculiar tenacity

equaled only by Borealan blood feuds. When committing ritualistic suicide, warriors of Ar'Ethmet disembowel themselves using the *MiUrn*.

Unlike any other country in the Crescent Lands, Ar'Ethmet does not use specie (coinage) as medium of trade. Internally, only Script is used. Script is paper currency. The government of the country artificially values Script at some rate based on the Aereolan Copper. Citizens of the Imperium are not allowed to own specie and, while foreigners are welcome to spend it in the country, they will receive change or payments in Script. Since Script is almost worthless outside of the Ar'Ethmet, most traders try to either get payment in trade or use the Script to buy goods in Ar'Ethmet. The base note of currency, the Leopold, is valued by the Imperium at one Aereolan Copper.

Minh

Minh is located on the Taken Spur, the western arm of twin spits of land which form the Bit'n Bay. This Bay is relatively shallow and approximately three miles across. The influx of the Sh'LoRa and Mitr Rivers into the Bay continually deposit layers of silt onto the harbor floor. This silting of the Bit'n requires the Ar'Ethmet Core of Engineers to monthly dredge the harbor to maintain its depth for naval traffic.

The Taken Spur is a spit of land reaching three miles into the sea and faced with high walls of native stone. At its widest point, where Minh is situated, it is three-quarters mile across. It is mostly barren and devoid of all but the most tenacious eel grasses, brambles, and the occasional, stunted blackberry stand. Across the Bay, its sister (the Rest'd Spur) is a crumbling expanse of mass wasted rock falling in a broken curtain below the expanse of sea. Along the Rest'd can still be seen the salt sprayed remains of pre-human fortifications formed of great columnar basalt blocks.

Shra'Cor (or the Lonesome Door) is a small port, protected from winter storms and summer squalls in the elbow of the Taken Spur, about a quarter mile from Minh. All goods brought from the port must be laboriously hoisted up the cliffs of the Spur to be brought into Minh. Since many visitors come to Minh via the Lonesome Door, it effectively segregates aliens from the majority of the Minh population. There are small naval anchorages directly under Minh where war ships can load and unload, thus allowing maritime trade even if the Lonesome Door is besieged.

Because of the shallowness of the Bit'n and the fact that Minh's sewage flows directly into the basin, in summertime it is covered by great stinking masses of algae and fishing is forbidden.

The entirety of Minh is enclosed within three concentric curtain walls of granite. Unlike Aereolus, where the town has outgrown the city walls, the Lord-General of Minh strictly regulates population and building to ensure that the masses can remain within these girdles. The outermost wall (Ch'Arda's Charge) is the lowest, rising to a height of thirty-five feet. Its top is crenellated and set with large circular watch towers, which rise at intervals along its length. Only one gate pierces this wall and it is opened at sunrise and closed at sunset. The next wall (the Lean) is set twenty feet back and rises to a height of forty-five feet. The gate is staggered ninety degrees from the Ch'Arda's gate. It, too, has turrets along its length which are so located as to allow warriors firing from the inner and middle wall towers to overlap their fields of fire. The final wall (the Alliance) is set back twenty feet from the middle wall and its gate is staggered a further ninety degrees (causing it to be opposite from the outer gate). Its turreted expanse rises in a clean, white surface over sixty feet.

The estimated population of Minh is 35,000 souls. This population was not greatly effected by the Plague. In fact, by many estimates, the recent palace coup and brief guerilla war killed more citizens than did the Plague.

No foreigners are allowed to wear weapons or armor of any sort within the city walls. All a visitor is allowed to carry is an eating knife. On entering the city, all visitors, excluding visiting dignitaries, are relieved of weapons and escorted to the *Xenodochia*, a walled Alien's Quarters. From this area, a visitor may visit most other sections of the city, but must return at sunset for curfew.

The Military Sector is off limits to all foreigners save those with appropriate passes. This area contains garrisons for the city guards, practice grounds, stables, smithies, and military troops.

Access to the Government Sector is strictly controlled, and most visitors are only allowed to visit various historic buildings or sites. The Lord-General of Minh has residence here. Its present inhabitant is Fran of Cine, who is un-married and, as yet, without heir. The recent turbulence of Ar'Ethmet's defeat in its three year invasion of the Serranthro-M'lethet and Fran's coup to regain her throne have put the prospects of her producing an heir in the near future as slight.

The Holy Sector, unlike the Street of Gods in Aereolus or Gods' Way in Ma Cab, has only one religion and only one deity is worshipped. The Temple of Clovis looms over the area dwarfing all other buildings. In fact, except for the Royal Palace and the Military Headquarters this building is the tallest edifice in the city. The Church claims that there was a shrine to Clovis here before the city was built.

From this monument to spiritual and secular power, the *Arbat Mach* spiritual leader of the Clovis religion reigns. It is lifelong positions elected by convocation of bishops after the death of the previous Pontiff. The present *Arbat Mach*, Tlotu Mann, has over the past twenty years of his reign carefully gathered his power so that he is presently the most powerful Pontiff in the religion's history. He has doubled the size of the temples holy troops to over 3000 warriors and fighting priests. Approximately one quarter of these red cloaked troops are garrisoned at various temples throughout the Crescent Lands.

In the past two years, Tlotu Mann's authoritarian measures have caused temples outside Ar'Ethmet to rebel against recent church doctrine and law. The Temple and Archbishop of Clovis, in Aereolus, have declared themselves an independent church of Clovis and now refuse to obey any instructions from the Ar'Ethmet church. In response, the *Arbat Mach* excommunicated all worshippers who still gave obedience to the Church at Aereolus and declared heretics the clergy and hierarchy.

Any worshipper of a religion **other** than Clovis who openly displays her symbol in the city of Minh risks beatings.

For the visitor to Minh, there are truly few sights worth seeing except for the exits from this city, but, if one is desperate there are things to be seen and done. Visiting restaurants, though, is not one of them. Not only is Minh known for the poor quality of its cooking, but they even take a spartan pride in that fact; claiming that the extreme blandness of their cooking has led to the lowest rate of ulcers and gout in the Crescent Land.

Many consider visiting the great B'Art F'orta Iron Foundries a worthwhile tour, and, as long as one does not consider the uses for which the great gouts of red hot metal will be used, it is fascinating. In fact, it is an experience which may cause even the most hardened sinner to fear the more fiery half of the afterlife. The great museum of Arms and Weapons is thorough, exhaustive, and informative for those with a warlike bent. Finally, it can be enjoyable during a rain storm to watch the water flow down the only gutters in the Crescent Lands which intentionally (those in Ma Cab do not count) travel down the center of the street. This unfortunate construction feature is an example of their preoccupation with the arts (to use the term most loosely) of war. In time of invasion, they can pour burning oil down these depressions, effectively cordoning off areas of the city with walls of flame.

Tellura

This city is located high up the Facing Cliffs on the windward (western) side of the great peninsula which makes the Crescent Lands. The fertile plain surrounding Tellura rises up in a great wave till it crest high at the point where the city stands. From this vantage, the towers and black marble walls of the city climb skyward above the plain. Because of its many high reaching towers, spires, and steeples it is often referred to as the Climbing City. Within its forty-five feet high, glass-smooth, crenellated walls reside between seven and ten thousand people. This city is unlike any in the Crescent Lands for, while it rests within a country know for its rabid intolerance of magic, it is considered by many to be the heart of magic in the Crescent Lands.

Before the founding of Aereolus, the Mage Guilds of Aereolus, Ma'Cab, or SpireWall, even before the Isle of Wizardry, it stood. It is claimed that the black, marble walls surrounding Tellura were built and waiting empty when humans first migrated to the Crescent Lands from Boreala. Whether this is true or not, it can not be disputed that Tellura is the oldest extent city in the Lands. In the ancient non-human tongue Aerthmoour, Tellura means "earth".

Whatever it is about Tellura, it has historically attracted mages. Even with persecution by Minh, the Mage Guild of Tellura is considered to be the finest training center for mages in the Crescent Lands. Though its archive has recently been surpassed in size by that of the Guild in Aereolus, it still has the finest collection of pre-human manuscripts, early Crescent Land's magic and lore, and non-human histories anywhere.

Because of its extreme age, Tellura's architectures is unique in its juxtaposition of extremely primitive buildings in the Early Founders Period style, with the later ornate multi-spired SpireWall Revivalist, and the recent grand style of the Benges Affluence.

Tellura's main financial support is found in the training of mages, alchemists, and apothecaries. At any one time, as much as twenty percent of the population could be students of the various disciplines. It also exports the finest stained glass in the Crescent Lands, and antique stained glass, particularly the Red Glass Period, is greatly valued and sought after. Its stone mason are considered the finest outside of Monarch of the Mines. Further, it has a small but profitable trade in magic items. The fertile fields surrounding the city supply as much as one-third of the food grown and raised in Ar'Ethmet.

The city is putatively ruled by a mayor elected at five year intervals. In reality, the Mage Guild (referred to as the *Eminence*) controls the city and the mayor simply approves its decisions. The city guard and constables are paid by the Guild, as well as all city services, such as fire brigades, sewers, street cleaning, water etc. Ninety percent of taxes collected from the inhabitants of the city and the surrounding valley go into the coffers of the Guild.

Similar to Minh, Tellura has its harbor set at the base of the coastal bluff (the Facing Cliffs). This separation requires large cranes to move cargo and visitors up the cliff to the city. Four years ago, Tellura contracted the dwarves of Monarch of the Mines to design a motive engine to power the great cranes which haul cargo. Since the installation of the engines for these cranes, a small dwarven contingent has remained to maintain and guard them.

Unlike Minh, Tellura's harbor, Pos'arta, is deep and clear of silt, sewage, and shifting sand bars. While, Tellura has no military naval force to speak of, in recent years it has begun to build and maintain a quite respectable mercantile fleet. The civil war in the Serranthro-M'lethet and Ar'Ethmet's subsequent invasion have also contributed to the swelling of Tellura's fleet as fleeing expatriates from this once great mercantile power have brought their sea-faring expertise, equipment and ships into this city to buy citizenship.

In a break with the general rigid stratification of the rest of the country, Tellura does not demonstrate the ranks of its military by the number of swords they carry, nor is their universal conscription. All mages and skilled guild members are exempt from service.

Using the recent chaos created by the retreat of Ar'Ethmet forces from the Serranthro-M'lethet and the Lord-General Fran of Cine's coup to regain power, Tellura declared its independence from the rest of the country. With the support of Aereolus, Monarch of the Mines, the recently independent Serranthro- M'lethet, and other powers willing to undermine the power of Ar'Ethmet, Tellura managed to declare itself a free city-state. With this

declaration, it also annexed all lands in a one-hundred and seven mile radius. This action effectively makes Ar'Ethmet totally dependant on imported food. Most experts on the situation believe that Ar'Ethmet, and particularly Minh can and will not let this situation continue and thus endanger the independence of the Imperium. A military response is expected.

Serranthro-M'lethet

This twin captoled country stretches from the Tern River, in the north, over one hundred and fifty leagues south to the F'Tlit Plain and its shared border with the Ar'Ethmet Imperium. Of the countries affected by the recent turbulent events in the Crescent Lands, the Serranthro-M'lethet has suffered harshly. Not only did the Plague devastate its population, but its five year civil war, and Minh's failed invasion added to the suffering. Before its reversal of fortunes, it was peopled with over 60 million souls; 60% of whom lived in the southern half of the country, ruled from Numer, and the remainder in the wealthier northern half governed from the port city of Tekel.

Its population has been reduced by up to 50%, with the southern half bearing a disproportionate loss. Large tracts of rich farmland in the F'Tlit Plain have gone to seed, transportation systems have collapsed, and much social, political, and even religious order are in disorder. What disease, invasion, and civil war have spared, starvation, hoarding, lawlessness, and fear have wasted.

Most of the country's problems can be traced to the Serranthro-M'lethet's unique (and many would say foolhardy) system of government and the rigid hand the Church of Thoem. The Empire was formed one hundred and twenty-one years ago (3.28.5659 PBD) by the joining of the two ruling families of the city-states of Numer and Tekel. During these years, these two city-states found themselves increasingly beleaguered economically and militarily. Minh was putting pressure on Numer's southern border and trying to annex rich areas of the F'Tlit Plain, while Aereolus dry-docks were taking much of the shipbuilding trade from Tekel.

Under these external pressures and with the common bond of the Church of Thoem, the city-states were joined. Since, nobility is not know for their willingness to let slip the reins of power, the two royal families agreed that each lineage would retain authority over their respective halves of the country and only in matters of international import--trade, war, colonization, proselytizing--was it required that the heads of each dynasty come to a mutual agreement. Thus, the lineage of Halbros Serranthro retained control of the northern portion of the country with Tekel as capitol and the descendants of Arlo M'lethet reigned from Numer and had sway over the southern half. As might be gathered (by any whose wits have not become addled as a Tarimite's on New Years Day), this system of government by committee is an apothecary's potion for disaster. As any who have studied the theory of government know, only government by those of suitable blood and with absolute power can justly, effectively, and truly rule.

The one former unifying factor, worship of Thoem, was the cause behind the internecine warfare which drained the country for five long years. The violence has been primarily between two sects—the Dualist, and Monolithics. The Dualists believe that a minor deity, Ar Nar the Hand, is a minor aspect of Thoem, while the Monolithics deny this believing that, since Thoem encompasses all, He needs no separate aspects. Over such weighty matters is blood spilt.

The worship of Thoem rules all aspects of life in the Serranthro-M'lethet—law, social behavior, diet, art, music, literature and dress. Clothing is restricted to tones which the Church has defined as "obedient" colors—browns, black, grey, and tan. Further, since women are judged to be the source of all discontent, baser feelings, and unorthodoxy (savants of human nature suggest that Aerea worshippers who might be considering the Empire on their next vacation choose a more congenial local—the great whorehouse of Ma Cab, the Slipper, comes to mind). Women must demonstrate recognition of their sinful nature by clothing themselves in modesty. Thus they wear voluminous garments which cover the legs to the ankle, arms to the wrist, and the bodice in totality. Even in the warmest weather, woman must wear high collared dresses and a head covering with full veil (to obscure her features from any but her rightful male). Women keep their locks closely shorn and jewelry, except that which does praise to Thoem, can not be worn.

Until the recent problems, the merchant fleets of the Serranthro-M'lethet were beginning to challenge the ubiquity and supremacy of Aereolus'. It exports seafood, kelp biscuits (popular among sailors), pottery, coal, marble, parchment, copper, lead, elven products (of course, the death of **all** elves during the Plague has put a damper on this), and ships.

Minh and the Serranthro-M'lethet are historical enemies. Minh's recent invasion has not helped matters. On 1.2.5765 the forces of Ar'Ethmet invaded the Empire and, during the next three years of war, its forces swept north to the besiege the northern capitol, Tekel. After years of conflict, a combined elven, dwarven, and Serranthonian army managed to force the invaders out of the country. After the Ar'Ethmet forces retreated, the

unity shown by the citizens of the Empire quickly lapsed back to its natural condition with the Dualists and Monolithists eagerly slaughtering each other (and anyone else stumbling into their crossfire).

Along with its many other inviting features, citizens of the Empire (encouraged by the Church of Thoem) view all foreigners as bearers of the contagion of unorthodoxy. Interestingly, there seems to be an unusually high number of foreigners listed in the statistics of those who have accidentally been crossfired by the two conflicted sects.

Tekel

The city of Tekel rests at the mouth of the Tern River and sits above a wide, deep harbor well sheltered from winter storms. It is surrounded by a well built curtain wall of mortised granite which rises to a height of thirty. Beyond the city is a crescent of low hills topped by a series of fortifications connected by a line of battlements.

Tekel is ruled from the Reaching Palace by S'Aar Serranthro, great-great grandson of Halbros Serranthro. Next to the Palace, and the central edifice in the city, is *Tho'emeta Syn'Gog* (House of Thoem) from which the arch prelate Condar M'as wields power over the souls of his flock. This white marble edifice has a severe facade which dominates the surrounding plaza and nearby buildings. The great hall of worship is large enough to hold a significant portion of the city's population—which it must, since, by custom as stringent as law, a Thoemite must worship before his god daily.

The great docks set along the TernRiver Bay have facilities for up to ten vessels in dry-dock, and a further twenty under repair. Further, up to another fifty vessels can be docked here at any time and set back from the piers are blocks of warehouses, counting houses, nautical supply stores, provisioners etc. This great stage of mercantile splendor has fallen into disrepair due to all those factors which have crushed the Empire. Many of the docks are not only in disrepair but actually collapsing into the bay. The dry-docks are unused and rotting and only a few ships ride anchor in the harbor.

Armored troops of Thoem patrol the streets side by side with the grey clad city guard. While the latter keeps peace and ensures the abeyance of law, the former punish unorthodoxy. The *Cheo Tho'emeta* (Reach of Thoem) are authorized to publicly punish (by whip or brand) women who are not properly veiled or clothed and lock in stocks any who speak unorthodoxy.

The population of Tekel has seen only a slight decrease in the past years, with its present level being near 50,000. Of this number almost forty percent are children, since women are **encouraged** by the Church to bring as many new souls into Thoem's House as their physical shell can bear.

Finally, to further warm the cockles of anyone who chooses to visit this hospitable city, all alcohol, drugs, gambling, and non religious drama and music are strictly forbidden.

Numer

This sprawling, convoluted city lies on the bank of the Lerrin River and is surrounded on two sides by bogs and swamp. It was built here over 300 years ago to take advantage of the barges floated down the river carrying rich mineral wealth delved from the GloomRim Mountains. Because of its swampy location, summers in Numer tend to be an unhealthy period as the buildings sweat with humidity and bad air spreads illness and disease amongst the inhabitants. Also, because of the high water table, it is not infrequent for the sewers to flood after a moderate rainfall making the streets a brown wash of human waste and drowned vermin.

Numer is a squalid, crowded city which crawls over the flood plain. Only the city center (the Temple of Thoem, and the Palace of the Arla M'Lethet Dynasty) is surrounded by a low, poorly maintained wall. Five years ago, the population was over 100,000 souls. The best present day estimates reveal that the war, Plague, and crop failures have depopulated the city greatly; it now has around 40,000 inhabitants, but, because of the damage caused by war and internecine fighting, much of the town has been made uninhabitable, so the remaining residents still live in crowded hovels.

The city was occupied for over two years during the Minh invasion and suffered depredations by its troops. Not only was the Temple of Thoem looted and defaced, but the royal palace was occupied, and much of the town was razed to build military barracks, exercise grounds, and prisons.

The present ruler of the M'Lethet Dynasty is J'ngr M'Lethet, who also is the High Priest of Thoem.

Economically, the city is stagnant, with rampant poverty, starvation, and disease. At the harbor, piers rot in the water and the debris of rotted ships clog the bay. The Great Market is a shadow of its former self; where once hundreds of merchants bargained, argued, bickered, and bartered, now only a few score of merchants lackadaisically push wilted vegetables and sad products across the warped tops of market stalls.

As both High Priest of Thoem and Ruler of M'Lethet and Numer, J'ngr M'Lethet uses his secular and religious powers to try and re-awaken the spirits of his subjects. In the classic fashion of rulers throughout the ages, he is bringing his people together by 'revealing' both external threats to the country from sinister foreign powers, and the internal threats of the unrighteous (women, those not worshipping the true God, and those who walk the crooked way) which have brought the M'Lethet to the brink of ruin. ONLY by strict obedience to the Laws of the Church may the people, country, and the souls of the godly be brought back from the brink of the Crooked Path.

J'ngr's use of orthodox Thoem to strengthen and reestablish his power has caused the southern half of the country to be swept with the fires of religious furor lighting the embers of sectarian violence into a bonfire. Since the oldest archive of the Emirikel temple is situated in Numer, this has caused unpleasant conflicts between the two religions, their adherents, and the government of Numer. At the present time, the Emirikel temple is moving the archives to other temples in heavily armed caravans. Also, the Emirikel Temple has hired a number of litigators from the church of Emer to prosecute damage claims against the Southern Church of Thoem and the royal family of M'Lethet.

Ma Cab

Founded on the alluvial plain formed by the confluence of the Arlis River and its tributary, the WhinCharnen, Ma Cab is the last true remaining city-state in the Crescent Lands. Controlling and allied with most of the small cities, towns and hamlets north of the Aereolus border and continuing north up into the lower reaches of Boreala, Ma Cab is a classic frontier city with its general lawlessness, mixing of different cultures and races, and free and easy access to much of the barbarous hinterlands. It is a bustling hive of 30,000 souls.

It is located on the GreyMarsh Plain and rests at the lowest point on this expanse of land surrounded and gathered in the embrace of the Heath-Chain Hills. Its site is damp and the climate could not be referred to as medicinal.

As seen from the Heath-Chain hills (traveling along the Aereolus-Ma Cab road), this city has a unique skyline and profile which is immediately recognizable to anyone who has visited this city, even once. Even if one were to disregard such obvious clues to its identity as a generalized pall of smoke lacing the air above charred buildings, the merry scattering of fires, or the streets laid out in a pattern mimicking the wanderings of an inebriated spider, the wide, sewage-filled moat with blooming algal covering and the great curtain wall whose length gapes leprous with holes delved by Ma Cab's inhabitants in search of a convenient source of building materials would be a sure indication. Further, if one were lucky enough to be downwind of the city, one could experience the bouillabaisse of smells riding (or more accurately, being) the winds. The smell of Ma Cab on a good day can be likened to the odor of a large farmhand after a meal of garlic soup, curried goat cheese, and pickled cabbage. Sages point to the hereditary lack of olfactory discernment in its citizens as proof of evolution.

Ma Cab rests within its curtain wall in the same fashion an insomniac can be said to lie quietly in her pallet. It could be said that Ma Cab is divided into four quarters by major arteries radiating from the Great Market Square in city center (it also could be said that arsenic is palliative for indigestion). Rather, it might be more accurate to say that once, on a piece of parchment, clutched in the hands of a young and naive city planner, Ma Cab had four great roads quartering the city like some ludicrous minced meat pie; now, however, one would be more accurate in saying that there is one major street which runs from the main gate to the Great Market Square.

Lining the road (Cause Way Street) leading to the Great Market Square are shops, inns, provisioners, ale houses, curio dealers, weapons and armor shops, clothiers, mining supply stores etc. Cause Way Street, more than the Great Market, is the trade center of Ma Cab. Here most of the necessities of life can be purchased.

The Great Market Square is a large, irregular shaped open area of packed dirt in the heart of the city. On humid summer days, with dried sewage streaking the plain and the amiable company of flies and mosquitoes, even the hardiest merchant or buyer is forced to retreat indoors for the noon siesta. Surrounding the square are the large banking houses and mining companies which are creating the economic revival of Ma Cab through gold mining expeditions to Boreala; also, too, the Thieves' Guild is here. In the Square, a great open air market runs throughout most of the year selling foodstuffs and miscellany scrounged by expeditions into the Barbarous Hinterlands surrounding Ma Cab.

West of the Square is the area called M'At S Quarters which (with the citizens' larcenous bent) is colloquially referred to as the Target, since it is the home of the wealthy of Ma Cab. Here reside the merchant princes who reap the profits from the great gold mines in Boreala by selling equipment to miners or funding the expeditions. Because of Ma Cab's decidedly larcenous bent, small armies of private guards protect the area.

North of the Target is the Gods' Way, the religious heart of Ma Cab. Packed along the streets of this ten block area are all the religions of the Crescent Lands plus scores of shops selling religious "relics", icons, statuettes and any other imaginable item which can shake loose coinage burning a whole in the pouch of the devote. In this district, the sellers of religion *even* out number the more conventional thieves. During the war against the Maddings, much of the Gods' Way (most specifically the temples of LAW) were sacked and burned by these empty human shells. Much rebuilding is still taking place. The temple of Crimson is not located in the city but a days trip north.

East of the Great Market Square is the Red Lantern District, where both sexes practice the most gentle thievery in Ma Cab. Any kind of pleasure can be purchased in this area and the largest bawdy house in the Crescent Lands, the (in)famous Slipper, resides here. In this same district, gambling houses commonly practice

arts of teleportation—money disappears from a patron's pockets and reappears in a gambling house coffer. A major theft from a gambling casino, a year ago, is still the talk of the district.

The poorest section of Ma Cab is an area South and East of the Great Market Square referred to as the Fallen Wall District. This broken area of the city is partly surrounded by an ancient, collapsed curtain wall which the inhabitants use for building materials; and where blocks of buildings have not been razed to the ground by fire, flooding, vandalism, or the patient workings of time some of the oldest buildings (even founding buildings) can be found. While late night walks through Ma Cab streets could not be recommended as an aid in the digestion of a heavy meal, such a stroll in the Fallen Wall could be considered positively unhealthy. Even members of the Thieves Guild avoid this desperate area at night. Any sight of human misery can be found in this destitute area, and many citizens believe that a curse must reign over this area, for the district never benefits from the good fortunes of Ma Cab, but it always feels the effects of its ills. The Ma Cab guard is frequently the only way one born to the Fallen Wall may escape this misery.

South and west of the Market Square live most of the citizens of Ma Cab in an area called the Sprawl. In many ways, the Sprawl is the heart of Ma Cab.

Until recent years, Ma Cab was ruled in an anarchic fashion by two rival Thieves' Guilds referred to (from the colored arm bands their supporters wore) as the Reds and Blues. This governance began to disintegrate as rivalry between the two Guilds caused rampant attacks of thievery, mayhem, poaching in each others territory, and generally began to cut into the profit margins of local merchants and merchant princes (who previously considered most thieveries as a form of roulette taxation). At this point an alliance of merchants mandated that only one Guild be allowed in Ma Cab and the other be destroyed. With suitable agreement, a month later the war came to a conclusion with the Blue Guild having triumphed and the Red Guild members dead or fled. For the first time in recent Ma Cab history, the city has a single Thieves' Guild. Ma Cab is now loosely governed by a council of merchants.

Ma Cab because of its generally isolated location, large percentage of non-humans and non-elves, and good fortune was only modestly effected by the Plague. In fact, as the initial point of "infection" by the Maddings, it suffered more from their depredation. As the Madding Plague has spread throughout the human communities in the Crescent Lands, the problem has alleviated in the Ma Cab.

The gold rush in Boreala has shifted the traditional sources of revenue in this city-state. Service industries which have sprouted to supply the miners passing through the city are challenging the historical monetary profitability of thievery. Besides supplying miners, the city-state exports gold, glow stones, Borealan jewelry and weapons, animal hides, dyes collected from the nearby K'n Yan Swamp, Hinterland goods brought by barbarians, and wine. While Ma Cab wines are not of the quality they reached at their acme, some three hundred years ago, in the recent years the red wines have been improving in quality.

Barbarous Hinterlands

Dear reader, you have now finished the section of this manuscript which discusses the Crescent Lands and now I ask you to turn your gaze to those places where different races dwell, denizens of distant lands flourish, and the unusual is commonplace. I term this section "Barbarous Hinterlands" not as a negative appellation, but as a fitting means of denoting distance from civilization. It would be most unfair to criticize, let us say, Borealans just for the fact that they live in Boreala and not in some more sensible area close to the splendor of Thon temples. Of course, they could relocate, but, in their ignorance, they know naught what they miss. I can further state, from experience, that the Barbarous Hinterlands are not without some charm, despite the primitive and backwards conditions one may find. Peculiar customs may be found in the peoples (please understand that I use this word loosely) of the Hinterlands, but, once again, this may be ascribed to their ignorance of the agencies of civilization for which they must only reach, and the temple of Thon would gladly supply.

Dwarves

Of all those who are part of the Barbarous Hinterlands, this people are the most civilized. Many of their towns and cities have Thon temples and most dwarves speak Aerine with a tolerable accent.

The dwarves with whom I am concerned live in the GloomRim Mountains, bordering the Crescent Lands. They are a short, stocky race prone to drinking, gambling and fighting. They make doughty fighters, good traveling companions, and tolerable gamblers. I have always looked on them in an avuncular fashion as errant, if essentially good natured, children. They can be hardworking, industrious, and even efficient (which is a sign of Thon's blessings). People of this race are the preeminent miners and stonemasons. They are also clever in the workings of metals, making the finest iron and steel, fine-edged weapons, sturdy armor, and vigorous ornamentation.

The largest city of the dwarves is Monarch of the Mines. It is placed in a fortified valley at the intersection of the Eastern and Western passes. Both passes have dwarven watchtowers built along their lengths at one day intervals. The towers are usually garrisoned by a patrol of a dozen soldiers. Travelers may camp at the base of the watchtowers, and many inns are built under the protective shadows of these structures.

Two great sixty foot high curtain walls close off each end of the steep-walled *Qxur'Mar*¹ valley, in which Monarch of the Mines is situated. Built with great cunning, these walls are as smooth as an Emer priest's tongue. A pair of great steel doors cast with imaginative, if untutored, *bas reliefs* allow entrance.

Monarch of the Mines is a city of around 5,000, and, while this population is greatly decreased from the height of dwarven power, the populace still continues to expand the city's underground levels for the sheer joy of mining. There are two areas for living and trading in Monarch of the Mines: an above ground gathering of buildings, temples, guilds, shops etc. which are primarily for the benefit of claustrophobic foreigners (and has the effect of segregating aliens from the majority of the population), and underground level which stretch deep below the surface and hold whole cities of exquisite stone work, examples of delving, fungal gardens, statuary etc.

In the great sub-surface cities of Monarch of the Mines, the flame tongued smithies, armor shops, weapons and jewelry artisans of the dwarves reside. While the humans of the Crescent Lands have in recent years become quite adept at working in metals, including iron and steel, their craftsmanship and skill is but a pale shadow of the dwarves. For with this people of small stature, working in metal and stone seems to be a feeling which is born to them; a religion deep buried in the soul. It is amazing to see a brooch of silver, amethyst and gold born from the fire of a dwarven forge and take brilliant life, spun from the heavy fingers of a dwarf. I find it amazing that hands which seem more suited for holding a war hammer or gripping an ale mug can create with a magic (more special that it is a magic of skill and not the Arts) jewelry, filigree, wondrous mechanicals which surpass even the works of elves. Needless to say, there is no race who can craft items of metal (copper, bronze, silver, gold, iron, steel, mithril etc) with greater quality, grace and skill than dwarves hands.

Dwarves have the magical aptitude of turnips and would rather shovel a stable than befriend an elf. They are the oldest allies of man in the Crescent Lands.

The race is a long-lived people; tending to gain maturity in their 30's and live to the age of 150 years.

A peculiarity of the race is its imbalance of the sexual ratios. Female dwarves are born but rarely and then quite frail, so that by the age of maturity only one dwarven female survives for every three males. Because of this, dwarven females (who are supposed to be of exquisite beauty, unlike the males) are sequestered and more valued and guarded than even the finest tiaras of platinum, mithril, gems and rubies. There is no documented sighting of a dwarvish woman by non-dwarves. It is thought that the exquisite skill dwarves demonstrate in metal and stone working is a sublimation of sexual frustration experienced by a majority of male dwarves. It is rare that any dwarf other than one of nobility, power and wealth has such a prized possession, and dwarven females are often bought, bartered and traded as valuable chattel.

¹ Meaning Steep-walled Valley in Aerine. Dwarves are not renowned for their imagination.

Finally, dwarves are expert at making all sorts of mechanical contrivances which do marvels with no magic but skill. Their Fire Chariots are huge mechanicals: longer than a score of stage coaches and as high as the Counting Hall, in Ma Cab. The motive force of these things is unknown, but, though they move faster than a swift horse can run, they seem to be sustained by naught but water, and exhale smoke and steam. Great stone gullies have been built as runs for Fire Chariots and traverse both the Western and Eastern passes and a good portion of the country of Aereolus. Dwarvish engineers jealously guard the nature of these iron beasts.

Character Sheet Front

PLAYER NAME AND PHONE #:				
Name:	Deity:	Gender:	Age:	Handed:
Race:	Birthplace:	Eye:	Weight:	
Profession:	Birth Date:	Hair:	Height:	

Strength:

To hit: To damage:

Intelligence:

To spell pts: To skill learning:

Wisdom:

Charisma:

Dexterity:

To armor class: To missile fire:

Health:

Fitness:

Hit Points:

(Bonus: Strength-Health Av)

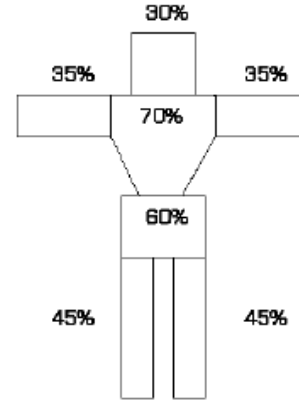
Evasion Points:

(Bonus: Dexterity-Fitness Av)

Evasion Die:

Blood Loss:

Force (Str)	Might (Ws or In)	Resistance (Ht)	Agility (2x DEX + FV/3)



Armor Type:
Armor Class:
 w/o shield: w/o Dex:

Weapon in Hand:

Run:
 Sleep:
 Voice:
 Alcohol:
 Drugs:
 Seasickness:

EXPERIENCE POINTS:

Spell Pts/Health Quota:
 S.P. or H.Q. Recovery Rate:
Experience Level:

Acrophobia:
 Claustrophobia:
 Phobia (unique):

SKETCH OR EMBLEM:

MONEY:

80 Quingue (Slug)	40 Tebit (Bit)	4 Quarbit (Quarter)	2 Copperbit	1 Copper	1/10 Silver (Mark)	1/200 Gold (Crown)
<u>Qq</u>	<u>Tb</u>	<u>Qb</u>	<u>Cb</u>	<u>CP</u>	<u>SP</u>	<u>GP</u>

Companions:

Racial Attribute Dice Rolls

Human:	St	3d6
	Int	3d6
	Wis	3d6
	Ch	3d6
	Dx	3d6
	Ht	3d6
	Ft	3d6

NOTE: Humans are the only race allowed to arrange their attribute scores.

Dwarf:	St	2d6+6
	Int	2d6
	Wis	3d6
	Ch	2d6+3
	Dx	3d6
	Ht	4d6 take the highest 3 dice
	Ft	3d6

Elf:	St	2d6+2
	Int	4d6 take the highest 3 dice
	Wis	3d6
	Ch	3d6
	Dx	2d6+6
	Ht	2d6+3
	Ft	3d6

Half Orc:	St	4d6 take the highest 3 dice
	Int	2d6+1
	Wis	3d6
	Ch	3d4
	Dx	3d6
	Ht	2d6+6
	Ft	3d6

Hobbit:	St	3d4+1
	Int	3d6
	Wis	3d6
	Ch	3d6
	Dx	2d6+6
	Ht	4d6 take the highest 3 dice
	Ft	3d4

Sidhe:	St	2d6
	Int	4d6+1 take the highest 3 dice
	Wis	3d6
	Ch	3d6
	Dx	5d6+1 take the highest 3 dice
	Ht	2d6
	Ft	3d4

Racial Attribute Dice Rolls (Continued)

Gnome:	St	3d6
	Int	3d6
	Wis	3d6
	Ch	2d6+3
	Dx	4d6 highest 3
	Ht	3d6
	Ft	3d6
Half Ogre:	St	4D6 highest three +3
	Int	2D4
	Wis	3D6
	Dex	2D4
	Ht	4D6 highest three +2
	Ft 3	D6
	Ch	2D4
Half Ogre:	St	4D6 highest three +3
	Int	3d6
	Wis	3D6
	Dex	2d6+2
	Ht	4D6 highest three +2
	Ft	2D6+1
	Ch	2d6+1

Sidhe

Sidhe are a branch of the elven racial group particularly adapted to life underground. They retreated many thousands of years ago from their brethren and other above ground races to fastness deep beneath the GloomRim Mountains. The reasons for this isolation is unknown. Until recently, Sidhe have been unseen and considered to have either died out or slipped into the shadow of legend. Seventy-five years ago the Sidhe reintroduced contact with the above ground world and its races. The reasons for this renewed contact is as mysterious as their initial retreat.

These elves have recently opened small above ground trading settlements near their subterranean empires (the entrances to which are a closely guarded secret). From these small trading posts and an increasing presence in merchant caravans, Sidhe trade spider-silk cloth and garments, exquisite cloisonné jewelry, rare dark-grown herbs, fungi, and plants, and fine ceremonial bronze and copper weapons.

Sidhe resemble their non-subterranean dwelling cousins in the same fashion as hobbits resemble humans. They are predominantly a grey haired, slight framed folk, significantly smaller than sylvan elves. With their slight, graceful frames, large, almond-shaped eyes with a slight epicanthic fold, and fine, sharp features, Sidhe are considered attractive if unusual.

More so than their sylvan relatives, Sidhe tend to be physically quite frail, and with their adaptation to life underground over the millennia, they have become photophobic to an astonishing degree. Only on overcast days are Sidhe comfortable with being above ground without wearing colored crystal eye coverings or visors with narrow vision slits to reduce the brightness. At noon, on a bright day without eye coverings, Sidhe are virtually blind. Further, the extreme pallor of their skin and a congenital lack of pigment makes this race prone to severe sunburn, heat exhaustion, and dehydration unless appropriately garbed. They do, though, excel in natural magical aptitude (even more than their surface dwelling cousins) and are naturally quite nimble and swift.

Because of their inextricably, almost physically bound, magical aptitude, iron (which disrupts magic) causes an uncomfortable, almost allergic response in Sidhe. While iron weapons do not cause additional damage against Sidhe, extended physical contact or close proximity to the metal will cause headaches of increasing severity, skin rash, heightened photophobia, and progressive debilitating nausea; also impairment of a Sidhe's magical aptitude will gradually result. Wearing an iron longsword for greater than twenty minutes, being imprisoned and in irons for ½ an hour, or sleeping within 3 feet of a mailed comrade would cause a severe reaction. If the source of the reaction is not removed from the proximity of the Sidhe, unconsciousness and death will follow.

With their adaptation to underground life has come superior infravision (out to 60') and a sense of smell (*ID Scent at a base 50%*) which has developed to the degree that they can perceive weak scents and determine their source and origin with the same faculty as ranger. They also able to detect toxic or explosive gases even in minute concentrations.

The society is matriarchal due to the sexual disparity; only one male Sidhe survives past the age of three years for every four females. Males (who are only two-thirds the height of females) are carefully guarded and cloistered. They are forbidden to participate in trade, go above ground or meet with foreigners. Males are married off in contract ceremonies to cement treaties between powerful families, shared as sires among consanguineous women, and are generally kept ignorant and bare foot. All property is transferred matrilineally and males are forbidden to own property.

Sidhe use bronze, copper, stone, chitin (from giant underground insects) and ceramic for weapons and implements. All Sidhe are tested at birth for magical aptitude and are given at least minimal training and taught a spell. Their magi guilds are superb centers for training magi--the masters having +2 on the Bonus Spell roll.

Dart throwers are the preferred missile weapons of Sidhe, and the tips of the darts are often coated with paralytic or sleep poison; Sidhe may purchase blade venom when equipping (1 mark/10 uses).

Sidhe tend to be predominantly left handed (same chance as other races have of right handedness).

Male Sidhe have -1 on Strength, Fitness, and Health rolls.

Attributes and Modifiers

Strength Table					
Score	To Hit (HtH)	To Damage	Score	To Hit (HtH)	To Damage
3	-2	-3	18(51-75)	+2	+4
4-5	-1	-2	18(76-95)	+2	+5
6	-1	-1	18(96-99)	+3	+5
7-8	0	-1	18(00)	+3	+6
9-12	0	0	19	+3	+7
13-14	0	+1	20-21	+4	+7
15	+1	+1	22	+4	+8
16-17	+1	+2	23-24	+4	+9
18(01-32)	+1	+3	25	+5	+10
18(33-50)	+2	+3			

Dexterity Table		
Score	To Hit (Missile)	To Armor Class
3*	-4	+4
4-5	-3	+3
6	-2	+2
7-8	-1	+1
9-12	0	0
13-14	+1	-1
15	+2	-2
16-17	+3	-3
18 ⁺	+4	-4
19 ⁺	+5	-5

*-1 to hit with HtH; ⁺+1 to hit with HtH

Modifier to Spell Points and Bonus to Casting Chance of Success		
Intelligence	Modifier	Bonus (%)
3	No S.P.	-10
4-5	No S.P.	-7
6	-1	-5
7-8	-.5	-2
9-12	0	0
13-14	+.5	+2
15	+1	+5
16-17	+1.5	+7
18	+2	+10
19	+3	+12

Modifier to **Evasion Point** due to Dexterity-Fitness Average or
to **Hit Points** due to Strength-Health Average

Average	Modifier	Average	Modifier
3	-4	12.5-14	+1
3.5-5	-3	14.5-15	+2
5.5-6	-2	15.5-17	+3
6.5-8	-1	17.5-18	+4
8.5-12	0	18.5-19	+5

Traits

Lithe

- +1 Agility, +1 Dexterity, +10% Jump, +10% Contort, +5% Ride
- -1 Strength, -1 Resistance, -1d3" Height, -5% Climb

Robust

- +2 Strength, +1 Resistance
- -1 Dexterity, -1 Agility, -1 Run, +1d2" Height, +1d6lbs/inch

Energetic

- +50% normal evasion point recovery, +25% magical-induced evasion point recovery. Faster poison and paralysis recovery.
- -2 Resistance, -2 Sleep, -10% Spot Hidden, -10% Listen

Finesse Attack

- +1 to hit, +10% critical
- -2 damage, 1-handed hand held weapons only

Berserk

- Increase multiple attacks to next level or +2 to hit.
- No Dexterity benefit to armor class.

Strong Arm

- Increase two strength levels, +1 Force, +10% Fist, Kick, and Grapple.
- -5% critical, -1 missile fire, -5% Slight of Hand and Pick Pocket, -10% Map

Fast

- +3 initiative, +1 Agility, +10% Jump
- -1 hit, -5% critical, -1 damage.

Studious

- +1 Intelligence, +1 Sleep, +10% Spot Hidden, +20% History, -25% time to learn any spells or knowledge based skills (with corresponding decrease in cost to learn).
- -2 Fitness, -1 Health, -1 Run, -10% Ride, -1 Strength, -10% Jump, -20% Climb.

Evasion and Hit Die

Evasion Die Per Level:

Fighter:	1d10
Monk:	1d10
Paladin:	1d10
Ranger:	2d8 (1 st)/1d8
Cleric/Bard/Druid/Witch:	1d8
Thief:	1d6
Mage:	1d4

Hit Point Gain After 1st Level:

Fighter:	3/5/7/9/11
Monk:	3/5/7/9/11
Paladin:	3/5/7/9/11
Ranger:	3/5/7/9/11
Cleric	4/8/12
Bard/Druid/Witch:	5/10
Thief:	5/10
Mage:	6/12

Base hit points per class:

Fighter/Monk/Paladin Ranger:	6
Cleric/Bard/Druid/Witch/Thief/Mage:	5

Percent Of Hit Points Per Body Location

Location:	% HP	Roll on a d20
Head	30	19-20
L. Arm *	35	16-18
R. Arm*35		13-15
Chest	70	12
Abdomen	60	9-11
L. Leg *	45	5-8
R. Leg *	45	1-4

* A reattached limb can not be used for 30 days – Health

Eye Color

Human/Hobbit: 3d8	Elf/Gnome: 3d8	Dwarf/Half Orc/Ogre: 2d4
green 3-6	brown 3-6	green 2
grey/green 7-9	brown/blue 7-9	brown/green 3-4
brown/green 10-11	brown/green 10-11	brown 5-8
brown 12-15	green 12-14	
blue/brown 16-17	grey/green 15-16	
blue 18	blue/green 17-18	
blue/green 19-20	blue 19-21	
grey/blue 21-22	grey/blue 22	
steel grey 23	grey 23	
violet 24	Gold or Silver 24	

Hair Color

Human/Hobbit: 3d6	Elf: 3d6	Dwarf/ 1/2 Orc/Gnome: 3d6
red 3-4	brown 3-6	red 3-7
auburn 5-8	dark blond 7-9	auburn 8-10
brown 9-12	blond 10-16	brown 11-16
dark blond 13-14	silver 17-18	black 17-18
black 15-16		
blond 17-18		

Height and Weight Tables

Height

Dice roll:	men	women	elves	dwarfs
3(01-10)	4'11	4'8	4'5	3'4
3(11-40)	5'0	4'9	4'6	3'5
3(41-00)	5'1	4'10	4'7	3'6
4	5'2	4'11	4'8	3'7
5	5'3	5'0	4'9	3'8
6	5'4	5'1	4'10	3'9
7	5'5	5'2	4'11	3'10
8	5'6	5'3	5'0	3'11
9	5'7	5'4	5'1	4'0
10	5'8	5'5	5'1	4'1
11	5'9	5'6	5'2	4'2
12	5'10	5'7	5'3	4'3
13	5'11	5'8	5'4	4'4
14	6'0	5'9	5'5	4'5
15	6'1	5'10	5'6	4'6
16	6'2	5'11	5'6	4'7
17	6'3	6'0	5'7	4'8
18	6'4	6'0	5'8	4'9
18(01-35)	6'5	6'1	5'9	4'10
18(36-50)	6'6	6'2	5'10	4'11
18(51-60)	6'7	6'3	5'11	5'0
18(61-70)	6'8	6'4	6'0	5'1
18(71-80)	6'9	6'5	---	5'2
18(81-90)	6'10	6'6	---	5'3
18(91-99)	6'11	6'7	---	5'4
18(00)	7'0	6'8	---	5'5

Note: Hobbits & Gnomes are one foot shorter than dwarves. Half orcs are 4" taller than humans. Half elves are 4" shorter than humans. Sidhe are 5" shorter than elves. Half ogres are 8" tall than humans.

Height and Weight Tables

Weight (in lbs)

When averaging Strength and Health round down.

Human (*male*)

Average of strength and health

Height	3-5	6-8	9-12	13-15	16-18
up to 5'4	95	100	120	130	140
5'5 to 5'8	105	125	135	145	155
5'9 to 5'10	125	135	150	160	175
5'11 to 6'2	135	150	165	185	200
6'3 to 6'8	150	170	195	205	220
□ 6'9	160	180	220	230	240

Note: For variance in weights, roll a d6. Odd rolls add 1d12 pound; even rolls subtract 1d12 pounds. Roll 50%: - 1d10lbs for ½ elves.

Human (*female*)

Average of strength and health

Height	3-5	6-8	9-12	13-15	16-18
up to 4'10	60	70	95	105	110
4'11 to 5'3	75	95	110	115	115
5'4 to 5'5	85	100	115	120	125
5'6 to 5'8	100	110	120	125	125
5'9 to 5'11	120	130	135	140	145
6'0 to 6'2	140	140	150	155	155
□ 6'3	150	155	165	175	175

Note: For variance in weights, roll a d6. Odd rolls add 1d10 pound; even rolls subtract 1d10 pounds.

Dwarf

Average of strength and health

Height	3-5	6-8	9-12	13-15	16-18
up to 3'6	---	60	85	105	115
3'7 to 3'8	---	80	100	115	125
3'9 to 3'11	---	85	115	125	135
4'0 to 4'1	---	100	120	130	140
4'2 to 4'4	---	100	135	145	165
4'5 to 4'7	---	120	145	160	180
4'8 to 5'0	---	145	165	180	195
5'1 to 5'3	---	160	180	195	210
□ 5'4	---	175	190	205	220

Note: For variance in weights, roll a d6. Rolls of 1 and 2 subtract 2d6 pounds; rolls of 3-6 add 2d6 pounds.

Elf

Height	3-5	6-8	9-12	13-15	16-18
up to 4'8	65	70	75	85	---
4'9 to 4'11	70	75	80	95	---
5'0 to 5'2	80	85	90	100	---
5'3 to 5'6	90	95	105	115	---
5'7 to 5'9	110	110	120	125	---
<input type="checkbox"/> 5'10	120	125	135	145	---

Note: For variance in weights, roll a d6. Rolls of 1 and 2 add 1d10 pounds; rolls of 3-6 subtract 1d4 pounds. Female subtract 1d10 lbs.

Hobbit

Height	3-5	6-8	9-12	13-15	16-18
up to 2'6	55	40	30	25	---
2'7 to 2'8	60	45	35	30	---
2'9 to 2'11	70	50	40	35	---
3'0 to 3'1	80	55	45	40	---
3'2 to 3'4	90	60	55	45	---
3'5 to 3'7	100	65	60	55	---
3'8 to 4'0	110	70	70	60	---
4'1 to 4'3	120	80	75	65	---
<input type="checkbox"/> 4'4	130	90	85	75	---

Note: For weight variance, roll a d6. 1 through 4 add 1d6 pounds, and 5 and 6 subtract 1d4 pounds.

- **Half orcs** use the human tables for weight but add 15 pounds to weight referenced.
- **Sidhe** use the elf table for weight but subtract 15 pounds from weight referenced.
- **Gnomes** use the hobbit table but subtract 15 pounds
- **Half Ogres** use the human table but add 5d30 lbs.

Birth Tables

DWARVES/Gnomes/Half Ogres (re-roll on 10-14)/Half Orcs (re-roll on 10-14)

		<i>3d6</i>
Foothills (Southern plains bordering the GR)	[r]	3-4
Greater than 100 miles south of MoM in GR	[m]	5-6
Greater than 100 miles north of MoM in GR	[m]	7-9
Monarch of the Mines	[u]	10-14
Within 100 miles of Mom in GR	[m]	15-17
GR in Boreala	[m]	18

ELVES

		<i>3d6</i>
K'n Yan Swamp	[f]	3
Dirth Woods	[f]	4-5
Ereth Cinlu	[u]	6-11
Bern Woods	[f]	12-17
Withered Woods	[f]	18

HOBBITS

		<i>3d6</i>
Crescent Lands	[r]	3-4
Islands	[c]	5-7
Cloud Top Shire	[f]	8-15
Dirth Woods	[f]	16-17
K'n Yan Swamp	[f]	18

HALF ELVES

		<i>3d6</i>
Bern Woods	[f]	3-5
Southern Aereolus	[r]	7-15
Dirth Woods	[f]	16-17
K'n Yan	[f]	18

Birth Tables (Continued)

HUMANS

d100

1-15 Ar'Ethmet

		<i>d20</i>
Minh	[u]	1-8
Eastern	[r]	9-12
Tellura	[u]	13-14
Western	[c]	15-18
Myceum Hills	[f]	19-20

16-35 Serranthro-M'lethet

		<i>d10</i>
Tekel	[u]	1
North	[r/c]	2-3
Numer	[u]	4-8
South	[r]	9-10

36-71 Aereolus

		<i>d100</i>
Aereolus City	[u]	1-15
Central	[r]	16-40
Benges	[u]	41-46
SpireWall	[u]	47-48
Ford	[u]	49
West	[r]	50-74
North Aereolus City	[u]	75-80
Oes	[r]	81
North	[r]	82-99
Aereolus Colonies	[c]	100

72-82 GloomRim Mountains

		<i>d10</i>
North	[m]	1
Central	[m]	2-5
Bordering CL	[m]	6-10

83-86 Ma Cab

[u]

87-88 K'Tay

[c]

89 S'syn

[c]

90 Dithril

[r]

91-92 Monarch of the Mines

[u]

93-99 West

		<i>d10</i>
Western Plain	[r]	1-3
Dirth Woods	[f]	4-6
Border of Bern Woods	[r/f]	7-8
Misc.	[r/f/u/m/c]	9-10

100 Boreala

[m]

Skills

<i>Base %</i>	<i>Rgr/Ftr</i>	<i>Mage</i>	<i>Cle/Wtch/Drd</i>	<i>Assassin/Thief</i>	
Animal Lore	10	90%: +3d10 30%: +1d10	90%: +1d10	30%: +1d10 //90%: +3d10	----- -----
Bargain Chr x 2		10%: -1d10 35%: +2d8	-----	----- //10%: -1d10	----- 65%: +2d20
Climb	20	----- -----	45%: -1d10	----- -----	----- -----
Camouflage	10	30%: +2d10 -----	-----	----- -----	70%: +3d8 35%: +2d6
Evaluate Treasure	5	----- 10%: +1d10	40%: +2d6	10%: +1d10 //10%: -1d10	50%: +5d6 65%: +6d6
First Aid	5	70%: +2d10 70%: +2d10	-----	80%: +3d8 //60%: +1d10	----- -----
Fishing	10	95%: +2d12 15%: +1d8	-----	10%: +1d8 //30%: +2d6	----- -----
Gamble:	10	----- -----	-----	----- -----	45%: +1d12 75%: +2d20
History	10	30%: -1d10 5%: -1d10	88%: +3d12	65%: +3d8 -----	30%: -1d10 30%: -1d10
Hunting	0	95%: +2d12 5%: +1d6	-----	----- //30%: +2d4	----- -----
Jump:	5	95%: +3d6 70%: +3d4	-----	----- -----	65%: 3d12 85%: 3d10
Listen*	5	10%: +1d10 -----	-----	----- -----	100%: +2d20 100%: +2d20
Map Making	5	65%: +3d10 -----	35%: +2d6	----- 10%: 2d6	65%: +2d12 30%: +2d6
Mineral Lore	0	----- -----	45%: +1d10	----- -----	10%: +1d6 10%: +1d6
Plant Lore	5	60%: +1d20 -----	45%: +2d8	20%: +2d6 //70%: +2d10	10: +1d6 -----
Ride:	20	90%: +2d10 70%: +3d6	10%: -2d10	70%: +2d6 //70%: +2d6	----- -----
Spot Hidden Int x 1.5		15%: +1d6 -----	25%: +2d6	----- -----	70%: +2d20 80%: +2d20
Swim	0	55%: +3d8 5%: +1d6	-----	----- //5%: +1d6	55%: +3d8 35%: +3d8
Tracking*	0	99%: +3d20 5%: +2d6	-----	----- //5%: +2d4	15%: +2d6 -----
Trap	5%	100%: +3d10 -----	-----	----- //15%: +1d8	----- -----
Write Own Language Int x 4		95%: -10d6 75%: -10d6	70%: +3d10	30%: +10d6 65%: +10d6	50%: -10d6 60%: -10d6
<p>Speak Other Language: Base percent to know the first foreign tongue is Int. x 4. Each language after the first foreign language will have its multiplier decrease by one. If the character makes the roll determining if they know a language, then she will know it at that percent. When the multiplier reaches 1, each subsequent multiplier is halved. At the point where the percent</p>					

ability to speak is <5%, no further languages may be chosen.

Write Other Language:

Base chance of being able to write a foreign is $(\text{Int} + \text{Speak})/4$ which must be rolled less than on a percentile die.

Base percent to WOL is $\text{Speak}/2$ but cannot be greater than two-thirds of the write native language

*These skills increases in increments of 1d2%. Thieves do not have this skill unless they choose not to have the thief skill *Hear Noise*.

Skills (Continued)
Racial effect on skills.

	<i>Elf</i>	<i>Dwarf</i>	<i>Hobbit*</i>	<i>Half Orc/Ogre</i>
Animal Lore	60%: +2d10	30%: -1d10	60%: +1d10	10%: +1d10
Bargain	70%: -3d10	45%: +4d6	60%: +2d12	-----
Climb	25%: -2d6	25%: +1d10	65%: -2d12	70%: +2d20
Camouflage	-----	-----	-----	55%: +3d8%
Evaluate Treasure	30%: +2d6	90%: +3d10	-----	-----
First Aid	35%: +1d10	40%: +2d8	-----	30%: -1d10
Fishing	-----	-----	65%: +3d6	-----
Gamble	75%: -2d6	65%: +2d6	-----	-----
History	60%: +2d10	30%: +1d10	30%: +1d10	60%: -3d6
Hunting	-----	-----	-----	65%: +3d6
Jump	20%: +2d10	35%: -2d8	-----	55%: +3d6
Listen	60%: +1d10	-----	75%: +2d6	60%: +1d10
Map Making	-----	60%: +3d4	-----	55%: -3d6
Mineral Lore	-----	95%: +3d12	-----	10%: +2d6
Plant Lore	60%: +1d20	-----	45%: +2d6	-----
Ride:	70%: +2d10	60%: -3d6	-----	60%: -3d6
Spot Hidden	-----	40%: +1d10	-----	70%: +3d10
Swim	60%: +2d10	85%: -3d10	-----	35%: +1d10
Tracking	-----	-----	65%: +2d6	75%: +3d8
Trap	-----	-----	40%: +1d10	55%: +1d10
Write Own Language	65%: +1d20	65%: +1d20	55%: +1d20	65%: -2d12

*Gnomes use hobbit except for evaluate treasure, mineral lore, gamble, map making (Dwarf)

Skills (continued)
Birth Location effect on skills.

	<i>Forest</i>	<i>Mountain</i>	<i>Coastal</i>	<i>Urban</i>	<i>Rural</i>
Animal Lore	60%: +2d8	-----	40%: +2d4	65%: -2d8	40%: +3d4
Bargain	40%: -2d6	45%: -3d4	-----	75% +4d4	40%: +2d4
Climb	30%: +2d4	70%: +3d8	60%: -2d4	70%: -4d6	55%: -2d4
Camouflage	20%: +3d4	20%: +1d10	-----	40%: -1d12	-----
Evaluate Treasure	30%: -2d8	40%: -3d4	20%: +1d6	40%: +4d4	15%: +1d8
First Aid	25%: +1d4	35%: +1d8	20%: +1d6	15%: -2d4	25%: +2d6
Fishing	-----	60%: -1d8	85%: +3d10	60%: -3d6	50%: +2d4
Gamble	30%: -1d8	25%: -2d4	20%: +1d6	45%: +2d6	40%: +2d6
History	-----	-----	-----	-----	-----
Hunting	70%: +3d6	30%: +1d10	-----	70%: -3d6	50%: +2d4
Jump	-----	10%: +2d4	-----	-----	-----
Listen	-----	-----	-----	-----	-----
Map Making	-----	-----	-----	-----	-----
Mineral Lore	30%: -1d10	60%: +3d4	20%: -2d6	30%: -2d10	30%: -1d8
Plant Lore	40%: +3d4	20%: +1d8	30%: +1d6	30%: -2d6	35%: +3d4
Ride:	-----	-----	20%: +1d6	25%: +2d6	40%: +3d4
Spot Hidden	-----	-----	-----	-----	-----
Swim	20%: +1d6	50%: -2d6	75%: +3d4	40%: -3d4	25%: +2d6
Tracking	40%: +2d4	25%: -2d6	20%: +1d4	45%: -1d10	15%: +1d6
Trap	35%: +1d12	25% +1d6	25%: +1d8	50%: -3d4	30%: +2d4
Write Own Language	35%: -2d6	25%: -2d6	-----	55%: +4d4	-----

Hit Location Charts

HUMANOID

<u>Location:</u>	<u>% HP</u>	<u>Roll on a d20</u>
Head	30	19-20
L. Arm *	35	16-18
R. Arm*	35	13-15
Chest	70	12
Abdomen	60	9-11
L. Leg*	45	5-8
R. Leg*	45	1-4

* A reattached limb can not be used for Health – 30 days

QUADRUPEDS

<u>Location:</u>	<u>% HP</u>	<u>Roll on a d20</u>
Head	35	17-20
L. Fore Leg	35	14-16
R. Fore Leg	35	11-13
Forequarters	70	8-10
Hindquarters	70	5-7
L. Hind Leg	45	3-4
R. Hind Leg	45	1-2

CENTAUR-TYPES

<u>Location:</u>	<u>% HP</u>	<u>Roll on a d20</u>
Head	30	19-20
L. Arm	35	17-18
R. Arm	35	15-16
Chest	70	14
L. Fore Leg	35	12-13
R. Fore Leg	35	10-11
Forequarters	70	7-9
Hindquarters	70	5-6
L. Hind Leg	45	3-4
R. Hind Leg	45	1-2

AVIAN

<u>Location:</u>	<u>% HP</u>	<u>Roll on a d20</u>
Head	30	18-20
L. Wing	45	15-17
R. Wing	45	12-14
Chest	70	10-11
Abdomen	60	7-9
L. Leg	35	4-6
R. Leg	35	1-3
L. Hind Leg	45	3-4
R. Hind Leg	45	1-2

WINGED QUADRUPEDS

<u>Location:</u>	<u>% HP</u>	<u>Roll on a d20</u>
Head	35	19-20
L. Fore Leg	35	17-18
R. Fore Leg	35	15-16
L. Wing	45	13-14
R. Wing	45	11-12
Forequarters	70	8-10
Hindquarters	70	5-7

NOTE:

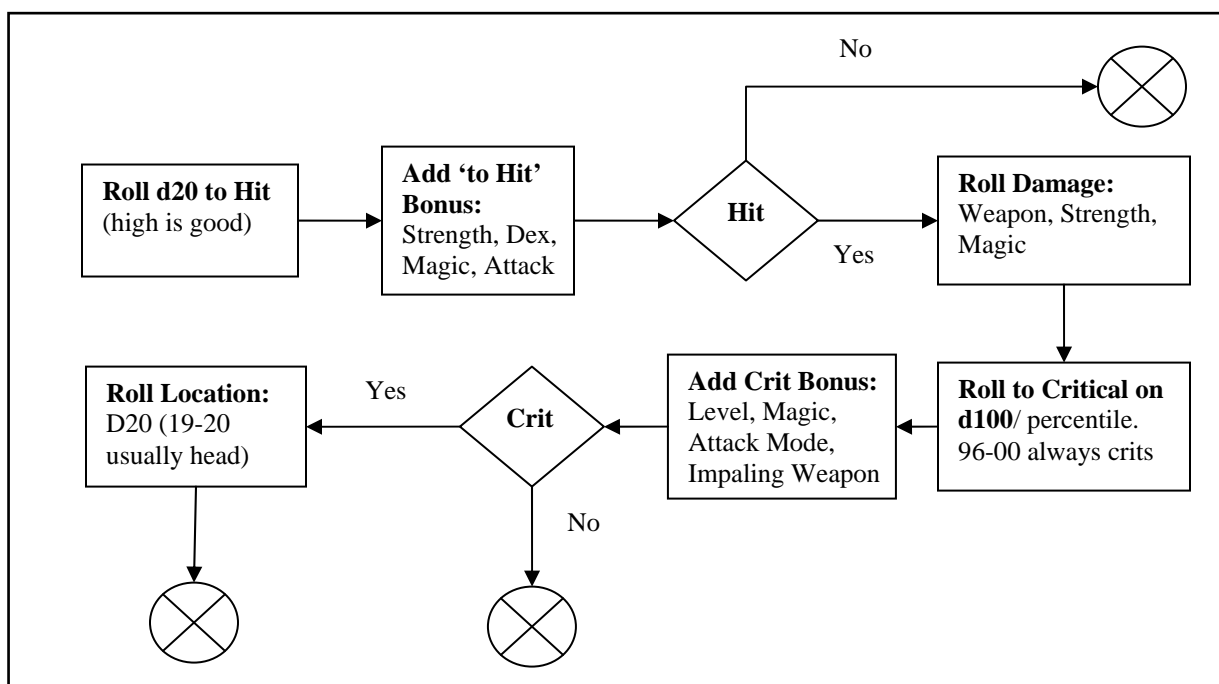
- Roll 3d6 versus Resistance to use a location if damage has brought it to 0.
- Roll 4d6 versus Resistance if damage has brought a location to negative AND roll 3d6 to avoid shock and stay conscious.

Key Rolls

Initiative:

- Roll a d10 (higher is better)
- Add (or subtract) Dexterity bonus, initiative bonus, level bonus
- If greater than 10, you get two attacks per melee. One at your total roll (e.g., 11) and the second attack at your roll minus 10 (e.g., 11-10=1)

Combat:



Saving Throw:

Saving throw rolls are made when an unfortunate event (fall, hostile magic, poison, exhaustion) occurs that the character needs to avoid or mitigate.

- Roll 4d6 LESS than an attribute (e.g., Dexterity, Strength, Resistance, Force). LOW rolls are good.
- Games Master will indicate which attribute the save is against and if a different number of dice is required.

e.g., Character is falling. To avoid damage and land safely, the character must roll less than the Agility score of 14 on 4d6. A roll of 15 is made, therefore the saving throw (save) fails and the character takes damage from the fall.

Taking Damage from a Hit:

1. If a character HAS EVASION POINTS, the damage points from a hit are first subtracted from the evasion points. If damage points remain, the rest is applied against hit points.
e.g., if a character has 7 evasion points and 6 hit point and takes 10 points of damage, 7 points of damage would go to evasion points (reducing them to 0) and three to hit points (reducing them to 3).

2. If a character has NO EVASION POINTS, the damage goes against hit points

If a character is hit by a CRITICAL or surprised, damage is applied against hit points even if evasion points are present.

Weapon Proficiencies

Effects of using a weapon where one is not proficient:

- | | |
|-----------------------------------|---------------------|
| 1. Changing within the same class | 1 weeks @ -4 to hit |
| 2. Changing to a related class | 3 weeks @ -4 to hit |
| 3. Changing to an unrelated class | 6 weeks @ -4 to hit |

- Fighters start with 6 weapon proficiencies
- All other fighter types start with 5 (except monks)
- Clerics, thieves and bards (except mage bards) start with 3 proficiencies
- Mages, mage bards and monks start with 2 proficiencies.

Single, Edged		Single, Weighted
Scimitar, Bastard Sword, Long Sword, Short Sword		Battle Axe, Hammer, Lucerne, Mace (all), Morning Star, Picks
Double, Edged		Double, Weighted
Great Sword, Bastard Sword		Great Mace, Great Axe
Pole, Impaling (2R)		Pole, Weighted (2R)
Military Fork, Pike, Trident, Great Spear		Glaive, Halberd, Partisan, Voulge
Hand Thrown		Aided Hand Thrown
Throwing Dagger, Dart, Throwing Axe		Atlatl, Sling
Momentum		Archery
Flail, Whip		Bows
Crossbow/Dart Thrower		Cestus
Garrote		Lance
Hand Impaling		
Dagger, short spear, sword cane		

Basic Equipment And Supply Costs

Starting Money

Cleric Type	3d6sp
Druid/Witch	2d4sp
Fighter Type	5d4sp
Mage Type	2d4sp
Thief Type	2d6sp

Currency

2 Quinke to 1 Tebit	10 Tebits (Tey) to 1 Quarbit (Bit)
2 Bits to 1 Copper Bit (Penny)	2 Pennies to 1 Copper (Copper)
10 Coppers to 1 Silver (Mark)	20 Marks to 1 Gold (Crown)
10 Crowns to 1 Platinum Piece	

Armor

Banded (AC3)	1.3gp	Scale (AC 5)	9sp
Chain (AC 4)	18sp	Shield, buckler (-1 AC)	1sp
Helmet, great (-1 HP)	4sp	Shield, large (-2 AC)	2sp
Helmet, small (-1 HP)	3sp	Shield, medium (-2 AC)	1.5sp
Leather (AC 8)	4cp	Shield, small (-2 AC)	1sp
Leather, studded (AC 7)	13cp	Shield, medium, wooden (-2 AC)	2cp
Padded (AC 9)	2cp	Shield, small, wooden (-2 AC)	1cp
Plate (AC 2)	4gp	Splinted (AC 3)	1.1gp
Ring (AC 6)	2sp		

Arms

Atlatl (2d3/½ Str/+5%C)	1cb	Hammer, Lucerne (1d6)	1sp
Arrow, normal, each	6tb	Halberd (2d6 2R)	4sp
Arrow, normal, score	2cp	Javelin (1d6/+5%C)	1qb
Arrow, silver, each	2cp	Lance, heavy (4d6/+20%C)	6sp
Axe, battle (1d8)	3.5sp	Lance, light (2d6/+20%C)	3sp
Axe, great (1d10)	9sp	Lance, medium (3d6/+20%C)	4sp
Axe, throwing (1d6)	6cp	Mace, footman (1d8)	16cp
*Bow, composite, short (1d6/+5%C)	15sp	Mace, great (2d6)	6sp
*Bow, composite, long (1d10/+5%C)	1gp	Mace, horseman (1d6+1)	1sp
*Bow, long (1d8/+5%C)	12sp	Morningstar (1d8+5%C)	3sp
*Bow, short (1d4/+5%C)	2sp	Partisan (1d6+1/2R)	2sp
Bow, string, short	1qb	Pick, footman (1d8/+5%C)	12cp
Bow, string, long/hair	1cb/3cp	Pick, horseman (1d6/+5%C)	8cp
Caltrops, dozen (1d8/+5%C)	2cp	Pike, awl (1d8 2R/+5%C)	4cp
Cestus (1d3)	1cp	Quarrel, score	2cp
Crossbow, heavy (arbalest)(3d6/+5%C)	6sp	Scimitar (1d8)	7cp
Crossbow, medium (2d6/+5%C)	4sp	Sling & bullets (12)(1d4+1)	1cp
Crossbow, light (1d10/+5%C)	2sp	Sling bullets, score	3qb
Crossbow, string, heavy	3qb	Sling stones, 2 score (1d4)	1qb
Crossbow, string, medium	1cb	Spear (1d6+5%C)	2cp
Crossbow, string, light	1qb	Spear, great (1d10/2R/+5%C)	1sp
Dagger & scabbard (1d4)	2cp	*Sword, bastard & scabbard (1d8+2 2H)	6sp
Dagger, throwing (1d3/+5%C/-1H)	4cp	Sword, cane (1d6/-1H AC>6)	2-5sp
Dart (1d3+5%C/-1H)	1qb	Sword, great & scabbard (2d6)	10sp
Flail, footman (1d10+5%C/+1F)	2sp	Sword, long & scabbard (1d8)	4sp
Flail, horseman (1d8+5%C/+1F)	1sp	Sword, short & scabbard (1d6)	6cp
Fork, military (1d8+5%C/2R)	16cp	Trident (1d8/+5%C)	7cp
Garrote (1d4)	1cp	Voulge (2d4 2R)	7cp
Glaive (1d10/2R)	16cp	Whip (1d6/+5% C)	1cp
Hammer (1d6)	2cp		

Arms/Armor Errata

Bronze -1H, +1AC	2x cost	Balanced Weapon +1H	2-3x cost
Steel +1H, -1AC	2-5x cost	Silenced Armor (½ Penalty)	2x cost
Mithril	40-100x cost	Steel x-bow string (+1/+1)	1sp
Steel bolts (+1/+1)	2cp	Steel bow x-bow (+2 damage)	2sp
Steel headed bolts (+1)	1cp		

HP—Hit Points of Damage; AC—Armor Class; C—Critical % Modifier; H—To-Hit Modifier; F—Fumble Modifier; 2R— Fight from Second Rank, No Shield, -1AC, -1 Hit in 1st Rank; *2-3x cost for bow tailored to strength, *1 handed 1d8 damage. <3'6" height lose max damage (e.g., 1d8 dam. is 1-7)

Equipment List (Continued)

Out Door

Backpack, leather	1cb	Net, large, fishing (15'x8')	4cp
Bedroll	1cb	Net, small fishing	1qb
Bedroll, excellent	3-5cp	Oil, standard (8hr	3cb
Blanket, heavyweight	1qb	Pole, 6'	1tb
Blanket, lightweight	5tb	Quiver, 12 arrows w/ cap	1qb
Canvas, yard	2tb	Quiver, 20 arrows w/ cap	1cb
Coal (2lbs)	1cb	Quiver, 20 bolts w/ cap	1cb
Fishing hooks (12)	5tb	Rope, 50'	6tb
Fishing line, 10 yards	5tb	Rope, silk, 10'	5cp
Lamp, hand warming	1cb	Snow Shoes	2cp
Lantern, bull's-eye	2sp	Tanning Kit	4cp
Lantern, hand	1cp	Tent	5cp
Lantern, hooded	5cp	Tinder box w/ flint & steel	3qb
Mess kit	1cb	Torch	4tb
Mosquito netting	5cp	Trapping Kit	2cp
Needle & thread	4tb		
Adventurers Kit (Cheap): 50' rope, backpack, bedroll, 1 weeks rations, tinderbox w/ flint & steel, 3 torches, 2 water skins, spade or crowbar, 1 pair pants & blouse, cloak, belt & small pouch			4cp
1st Aid Kit: Cat gut, bandages, needle, tweezers, 100% EtOH (+15% First Aid)			1cp

Containers

Box, iron, large	5sp	Jar, pottery 1/2 liter	3tb
Box, iron, small	17sp	Jar, pottery 1 liter	5tb
Brazier, clay, small	1qb	Jar, pottery 5 liter	1qb
Brazier, iron, large	1+sp	Pouch, belt, ingredient	1qq
Brazier, iron, small	2cp	Pouch, belt, large	1qb
Case, bone, map/scroll	5cp	Pouch, belt, small	5tb
Case, leather, map/scroll	1.5cp	Sack, large	4tb
Chest, wooden, large (5x3x3)	7qb	Sack, small	1tb
Chest, wooden, small (2x1x1)	1cp	Skin for water/wine	1qb
Jar, glass 1/4 liter	1qb	Vial, pottery, 1 dose	1tb
Jar, glass 1/2 liter	1cb	Vial, pottery, 5 dose	3tb
Jar, glass 1 liter	1cp	Vial, tin, 1 dose	5tb
Jar, glass 5 liter	5cp	Vial, tin, 5 dose	1qb
Jar, pottery 1/4 liter	2tb		

Tools & Misc

Adz	1qb	Ladder, rope	1cp
Armor Repair Kit	3cp	Lime wood strips, 5	1cp
Auger	1qb	Magnifying lens	8sp
Auger, bits (5)	1cp	Mallet	4tb
Candle, tallow (1hr)	1tb	Minute glass	1qb
Candle, wax (1hr)	3tb	Nails (40)	1qb
Chisel, wood	5tb	Pick	2cp
Chisel, stone	1qb	Pliers/tongs	1qb
Chisel, cold, iron	1cp	Ring, razor, copper	1cp
Crowbar	2cp	Saw, wood	5tb
Drill, rock	1cp	Sharkskin, 10cm X 4cm	1cp
Drill, bit	3qb	Spikes, iron, large (4)	1cp
Glass cutter	1sp	Spade	2cp
Hammer, carpentry	5tb	Spade, wood	2tb
Hatchet	5tb	Tar paper, 1/2 m2	1qb
Hourglass	1+cp	Thieves' picks	6cp
Glue, wood, 1/4 liter	5tb	Thieves' picks and tools	2sp
Grappling Hook	3cp	Wax, impression	1cp
Ladder, wood	1qb		

Equipment List (Continued)

Herbs & Spices

Garlic, bud	1 qq	Lerryn's leaf (1 h.p/damp)	1cp
Giant's Bones (white powder in water)	5 tb	Red Powder (coag)	1cb
Gahrs moss (10-30% ev.pts.)	2 cp	Salt, 50 gm	2cp
Ehestra's Gift (birth control, suppository)	4 tb	Sugar, lump, 50 gm	1cp
Honey, .5 liter	1 cp	Sugar, brown, 50 gm	1cb
Kor (stimulant)	1cp	Wolfsbane, sprig	1cp
Herbalist Kit (10x1pt poultice, 3 x cure poison (%=2x1st aid), 5x stim (10-30% ev.pt), 5 coagulant) Minimum to use 33% 1st Aid/15% for druid/witch			10 sp

Musical Instruments

Bell	4tb-2sp	Horn, iron, signal	5cp
Drum, large, signal	1sp	Lute	5cp-10sp
Drum, small	1cp	Recorder	1qb-3cp
Flute	3 sp	Shepherd's pipe	1qb-1cp
Harp	5sp-10gp	Tambourine	1cb
Horn	1qb-2cp	Violin/viola	1-3sp

Religious Items

Altar, portable, small	2cp	Sickle, small, silver	10sp
Beads, prayer	5tb-2cp	Sickle, small, gold	3gp
Incense, stick	1tb-2cp	Symbol, holy, iron	4cp
Phylactery	2cp	Symbol, holy, silver	10sp
Idol, portable	1cp-10sp	Symbol, holy, wooden	5tb-3cp
Sacrificial dagger	4cp-6sp	Water, holy, vial	2sp

Provisions

Ale, pint	1qq	Mead, pint	1tb
Beer, pint	1qq	Rations, 1 week	2cp
Bitter, pint	1qq	Stout	1tb
Brandy, pint	1qb	Wine, dwarven, pint	2cp
Cider	1tb	Wine, elven, pint	4cp-1sp
Food, merchant's, meal	8tb	Wine, pint, good	1qb
Food, rich, meal	1cp	Wine, pint, watered	5tb
Grain, horse meal, 1 day	4tb	Wine, winter, liter	1cb
Meal, standard	4tb	Whiskey, pint	1qb

Tack & Harness

Barding, chain	4gp	Saddle	3 cp
Barding, leather	15sp	Saddle, pony or mule	2 cp
Barding, plate	20gp	Saddle bag, large	1 qb
Bit & Bridle	1qb	Saddle bag, small	8 tb
Crop	1cb	Saddle blanket	4tb
Harness	1qb		

Transport

Barge/raft	4 sp	Galley, Large	250 g
Boat, rowing	5 cp	Galley, small	100 g
Boat, small	5 sp	Ship, merchant, large	150gp
Boat, long	10 sp	Ship, merchant, small	50gp
Cart	5 cp	Ship, war	200+gp
Collapsible leather boat, seats four	1sp	Wagon	1.5 s

Equipment List (Continued)

Clothing

Belt	5tb	Gloves, coarse	4tb
Boots, high, hard	2cp	Girdle, broad	1qb
Boots, high, soft	1cp	Girdle, regular	5tb
Boots, low, hard	1cp	Hat	3tb
Boots, low, soft	1cb	Jacket, down	5cp
Cap	2tb	Money belt	1cb
Cloak	1cb	Robe	10tb
Cloak, fur lined	1cp	Pant/skirt	5tb
Fine clothes-Pants, cloak, shirt, hat, boots etc.	4sp	Sandals	4tb
Gloves, fine	1cp	Shirt/blouse	3tb
Gloves, fire proof	1cp	Winter cloths/gloves	5cp
Gloves, fire proof	2cp		
		—Clothing Ornamentation—	
Cloth, black	+40%	Cloth, undyed	-20%
Cloth, bleached white	+35%	Cloth, yellow/gold	+30%
Cloth, blue	+100%	Embroidered	+50%
Cloth, brown	+0%	Embroidered, richly	+100%
Cloth, green	+25%	Fur lined	2x cost
Cloth, purple/violet	+150%	Silk	+200-1000%

Animals

Cat, hunting	2sp	Horse, war, heavy	9gp
Cat, war	2gp	Horse, war, light	3gp
Chicken	6tb	Horse, war, medium	6gp
Cow	1sp	Mule	8cp
Donkey	5cp	Ox	1sp
Falcon, hunting	6sp	Pig	2cp
Goat	2cp	Pigeon	1cp
Hawk, hunting, large	15sp	Piglet	1cp
Horse, cavalry	4sp	Pony	5cp
Horse, draft	4sp	Sheep	4cp
Horse, riding, light	12cp	Songbird	4cp
Horse with Trappings: Light riding horse, saddle, 2 large saddle bags, bit, bridle, blanket			1.5sp

Writing Materials

Book cover	2cp	Seal	1qb
Book, 100pp	1sp	Sealing wax	1cb
Chalk, stick (3)	1tb	Stylus, ink	1qb
Glue, bindery & pot	1qb	Stylus, wax	1tb
Ink, block	4tb	Wax, sealing	1cb
Ink well	1qb	Writing tablet, slate	2tb
Paper, 10 sheets	1cb	Writing tablet, wax	4tb
Quill pen	1tb		

Inn Rooms

Single (1)	1cb	Stables	2tb
Private (4)	36tb		
Common (10)	60tb		

Training Cost and Time

	Type:	Cost:	Duration:	Times per Year
ATTRIBUTE	<i>Can perform 2 months training in 1 month @ 8 hrs per day</i>			
	Strength	1 sp	1 Month	6
	Dexterity	4 sp	1 Month	6
	Fitness	1 sp	1 Month	6
	Charisma	4 sp	1 Month	6
SKILLS	<i>Can perform 4 months training in 1 month @ 8 hrs per day</i>			
	Animal Lore	3 cp	2 Weeks	12
	Bargain	1 cp	3 Weeks	10
	Climb	2 cp	2 Weeks	12
	Camouflage	2 cp	2 Weeks	10
	Eval. Treasure	4 cp	1 Month	12
	First Aid	4 cp	2 Weeks	12
	Fishing	1 cb	1 Week	12
	Gambling	1 qb	1 Week	12
	History	2 cp	2 Weeks	12
	Hunting	2 cp	1 Month	10
	Jump	2 cp	2 Weeks	10
	Listen	2 cp	3 Weeks	10
	Map Making	1 sp	2 Weeks	12
	Mineral Lore	2 cp	2 Weeks	12
	Plant Lore	2 cp	2 Weeks	12
	Ride	2 cp	2 Weeks	12
	Spot Hidden	6 cp	2 Weeks	12
	Swim	1 cp	2 Weeks	12
	Tracking	4 cp	1 Month	8
	Trap	2 cp	3 Weeks	8
	Write Own Lang.	4 cp	2 Weeks	12
	Write Other Lang.	6 cp	4 Weeks	8
	Speak Other Lang.	5 cp	3 Weeks	8
	Voice	3 sp	1 Month	8

Bonus to Success when Paying for Quality Instructors								
Base Cost			2x Cost			3x Cost		
Roll (d%)	Skill	Attribute	Roll (d%)	Skill	Attribute	Roll (d%)	Skill	Attribute
01-15	5%	1	01-15	20%	2	01-15	30%	3
			16-30	10%	1	16-30	20%	2
			31-45	5%	1	31-45	10%	1
						46-75	5%	1

Cost of Magic Items

No magic item (other than potions) will cost less 5 gp. NO MATTER WHAT.

The cost formulas for of a permanently magicked, magic item are:

- **Always on item**-->4x5xpts/Difficulty (whichever greater), e.g. a Heal 4 item with unlimited uses would be 80 gp (4x5x4 pts).
- **½ point activation** requirement-->.65x3x5xpts, e.g. using the same example would cost 37.5 gp.
- **Full point requirement**-->5 x pts, e.g. using the same example would cost 20 gp.
- **No cost item** that works **1-3 times per day**-->2x5xpts, e.g. using the same example would cost 40 gp.
- **½ point cost** item that works **1-3 times per day**-->.65x2x5xpts, e.g. using the same example would cost 25 gp.
- **Spell storing crystals** cost 3x5xpts. Casting from this crystal takes Difficulty 0. Failure burns ½ the points the spell requires. Casting spell in is at its level of difficulty.
- **Power storing crystals** cost 2x5xpts. Casting from this crystal takes Difficulty 0. Failure burns a ½ spell point. Putting points in is at 0 Difficulty.
- **Ingredient matrix** (a matrix enabling the casting of a spell without ingredient) is 5sp per point or level of Difficulty, whichever is greater. This sort of matrix is the least durable.

It costs 1.5 x cost to magic steel versus iron/wood/cloth and .8 cost for mithril.

Potion Costs:

- | | | |
|-------------------------|---------|------------------------------|
| • Healing | 10 s.p. | Translucent, light blue |
| • Fire/Cold Resistance | 10 s.p. | Milky red/milky grey |
| • Cure Medium Wounds | 15 s.p. | Opaque blue |
| • Rapid Movement | 15 s.p. | Grey particulate |
| • Fire/Cold Breathing | 15 s.p. | Black with red/blue floaters |
| • Cure Serious Wounds | 18 s.p. | Translucent red |
| • Water Breathing | 15 s.p. | Milky blue |
| • No Air | 1 g.p. | Clear |
| • Cure Poison | 1 g.p. | Black |
| • Levitation | 1 g.p. | Yellow |
| • Fly | 1.5g.p. | Blue and white swirls |
| • Invisibility (1 hour) | 2 g.p. | Clear |
| • Regeneration | 2 g.p. | Opaque red |
| • Ethereal | 5 g.p. | Translucent silver |
| • Raise Dead | 25 g.p. | Clear |

Damage & Skills Terminology

Damage

E.P. Loss	Description		H.P. Loss	Description
$< \frac{1}{4}$	Winded		$< \frac{1}{4}$	Injured
$< \frac{1}{2}$	Tired		$< \frac{1}{2}$	Wounded
$< \frac{3}{4}$	Very Tired		$< \frac{3}{4}$	Serious
$\geq \frac{3}{4}$	Exhausted		$\geq \frac{3}{4}$	Disabled

Skills

Skill Range (%)	Description
<5	Incompetent
<20	Poor
<40	Fair
<60	Good
<85	Excellent
>86	Expert

Attack Modes

Attack Mode	To Hit Modifier	Armor Class Modifier	Initiative Modifier
Full Attack	+4	6 worse	+2
Partial Attack	+2	3 worse	+1
Normal Attack	+0	0	+0
Partial Defense	-3	2 better	-1
Full Defense	No Attacks	4 better	-2

New Saving Throw System:

Easy—Roll 3d6 less than the type

Medium—Roll 4d6 less than the type

Hard—Roll 5d6 (or more) less than the type

NOTE: A roll of 3 sixes means the save always fails. Similarly, a roll of 3 ones always succeeds (no matter how many dice).

Types of Saving Throw:

Agility Used for dodging-type saving throws (FireBalls, pit traps, falling, swinging from a chandelier, etc.)

Calculated: $((2x \text{ Dexterity}) + \text{Fitness})/3$

- Thief/Monk +1 per even level
- Fighter-types, Cleric-types +1 per odd level after first
- Mage-types/Witch +1 3rd/6th/9th/etc. levels

Magic Used for resisting magical attacks (Hold, Sleep, Charm, etc.)

Calculated: Mage-types use Intelligence, everyone else uses Wisdom

- Thief +1 per odd level after first
- Fighter-types +1 3rd/6th/9th/etc. levels
- Mage-types/Cleric-types +1 per even level

Resistance Health

Calculated: Health

- Thief +1 per odd level after first
- Fighter-types +1 per even level
- Cleric-types +1 per even level
- Mage-types +1 per odd level after first

Force Strength.

Calculated: Strength

- Thief +1 per odd level after first
- Fighter-types +1 per even level
- Cleric-types +1 per odd level after first
- Mage-types/Witch +1 3rd/6th/9th/etc. levels

Combat, Initiative, Damage Errata

Effects of Attack Modes on Initiative

Full Attack:	+2 initiative
Partial Attack:	+1 initiative
Partial Defense:	-1 initiative
Full Defense:	-2 initiative

Initiative Effects By Level and Class (after 1st)

Fighter/Ranger/Paladin:	+1 initiative per level up to 10 th
Monk:	+1 initiative per even level; +2 initiative per odd level up to 10 th <ul style="list-style-type: none">• Monks can attack 3x melee if they roll greater than a 20
All others:	Initiative bonus at level breaks on the attack charts

Attack Speed

Slow:	Slow attacks for someone with two attacks comes off at the second attack.
Fast:	Goes off at initiative 15 minus any dexterity subtractions.

Unique Weapon Affects on Initiative

Bows:	Do not automatically get two shots per melee. Shots are calculated. First shot occurs at initiative (maximum 15). Each subsequent shot occurs at -5 initiative cumulative (e.g., 15, 10, 5). Therefore, a maximum of 3 shots.
Crossbows	Never get more shots per melee than the strength table will allow.
Two-Sword	If two attacks rolled due to initiative, the primary weapon is used on the second attack, e.g., initiative 13 two attacks; initiative 3 one attack with the primary weapon.

Loss of Hit Point Effects on Evasion Points

H.P. Loss	E.P. Loss
<25%	10% of full
<50%	25% of full
<75%	50% of full
>75%	All

Reattaching a Lost Limb

Unusable for 30 days - Health

Experience Points for Combat and Special Skills

Percent of Experience Per Class for Combat:

- Fighter 110%
- *Paladin, Ranger, Monk 100%
- †Everyone else 80%

*Paladins and Monks use the Ranger table for level increase.

† Witches and Druids use the Cleric table for level increase.

- Cleric-types get 25 experience points per spell they cast.
- Specialist classes get 25 experience points for the use of a class-unique skill.
- Assassins receive 50 experience points for a successful assassination.
- Clerics receive 50 experience points for a successful Turning.
- Mage bards receive experience points for the spells they cast (same as a Mage).
- Mages only get half normal experience points for spells cast from staves.

Level Increase Table

Experience Points	Experience Level
0 – 2,000	1
2,001 – 4,000	2
4,001 – 8,000	3
8,001 – 14,000	4
14,001 – 30,000	5
30,001 – 50,000	6
50,001 – 85,000	7
85,001 – 135,000	8
135,001 – 205,000	9
205,001 – 305,000	10
305,001 – 430,000	11
<i>+250,000 experience points/level after 11th</i>	

Fighter Specific Attack Modes (FSAM)

Fighters have four specialized attack: Shield Rush, Flurry, Disarm, Target.

Shield Rush:

With this technique, a fighter can force an opponent back 1d6 feet. If the ground is particularly rough, the opponent must make a save versus Agility on 4d6 or trip and fall. To Rush, a fighter must role a standard to-hit roll. A fighter can not rush someone who is greater than 200 pounds heavier or who has a Str-Hth average 5 points or more greater than the person rushing. On the second attempt to Rush, the opponent can try to resist. Chance to resist is 60% +/- 10% per every point different in average Str-Hth average. Every 20lbs difference in weight modifies success results by 5%. Shield Rush may only be performed when the fighter has a shield. It is his only attack, unless the fighter has more than one attack per melee.

Flurry:

This mode is used to force an opponent to attack the fighter rather than another appointment. With Flurry, a fighter throws lots of fast, light, quick blows to harry and distract an opponent. A normal to-hit roll must be made. While attacking with Flurry, the fighter is at -2 to-hit, -1 damage. If the opponent chooses not to attack the Flurrying fighter, he will be at -4 to-hit, -2 damage. Flurry may not be used on an opponent 2 foot or more taller than the fighter.

Disarm:

To disarm an opponent, a fighter has a base 40% with each differential in level modifying the chance by 5%. For each point of difference in Str-Dx average, the roll is modified by 5%. If the opponent is 200lbs heavier and 2 feet or more taller, Disarm can not be used. It may only be attempted once per combat with the same opponent.

Target:

By setting and aiming for 2 melees a fighter may make a called shot against an opponent. Targeting adds +2 to-hit and +20% to critical. If the critical fails, the damage will be doubled. Below are charts that determine the likelihood a specific location will be hit, based on the call.

Head	Arm	Chest	Abdomen	Leg
1-5 Head	1 Head	1 Head	1-2 Chest	1-6 Leg
6 Arm	2-7 Arm	2 Arm	3-7 Abdomen	7-8 Abdomen
7-8 Chest	8 Chest	3-8 Chest	8 Leg	

Rangers and Monks can select one FSAM to replace one of their specialized skills. Paladins get one FSAM.

Effects of Strength On Crossbow Firing Rates				
Strength	Types of Practice			Rate of Fire
	<i>Light</i>	<i>Medium</i>	<i>Heavy</i>	
3-4	—	—	—	
5-6	1/2	—	—	
7-12	1	1/2	1/3	
13-14	1	1/2	1/3	
15	3/2	1/2	1/3	
16-17	3/2	1	1/2	
18:01-18:24	2/1	1	1/2	
18:25-18:50	2/1	3/2	1/2	
18:51-18:75	2/1	3/2	1	
≥18:76	2/1	3/2	1	

— Strength insufficient to wield

1/2 = 1st round, no shot; 2nd round, medium shot

3/2 = 1st round medium shot; 2nd round, 1 Fast and 1 Slow Shot.

2/1 = 1 Medium and 1 Slow Shot

Note:

A dwarven cocking device on a crossbow will increase the rate of fire by one class.

Maximum rate of speed listed can not be exceeded by mechanical aids.

Fighting from Horseback

If the ride skill is <50%, a fighter must roll every melee to stay on the horse while fighting. First failure means they attack at -4 to hit and -1 on damage. Second failure in the same melee means they fall off. If the ride skill is >51%, the roll only needs to be made once every 5 melees. If the skill is greater than >74%, the roll only needs to be made once.

If riding a cavalry or war horse, 20% is effectively added to the rider's skill, and rolls only need to be made every 5 melees.

Attacking an opponent on foot from horseback adds +4 to hit and +1 on damage. The footman is -2 to hit and -1 on damage.

Effects of Differing Metals

Metal	To Hit	To Damage	To Critical	To Armor Class
Bronze*	-1		< 1/4	1 worse
Iron†				
Steel†	+1			1 better
Yglredi*	+1			1 better
Intersphere*				1 better
Skylron†‡	+2	+1		2 better
Mithril*	+2	+1	+5%	2 better

*Does not interfere with Mage spell casting

†Inhibits Mage spell casting

‡Disrupts spells, improving saving throws (e.g., large shield +2 S.T.; long sword +1 S.T.)

First Aid—Blood Loss

First Aid to halt blood loss may only be tried twice per location. Further, if the location is negative it requires sutures to stop blood loss.

If the First Aid attempts are unsuccessful, tourniquets can be applied to stop blood flow.

Chance of success: 1st Aid x4. Benefit: Blood loss slowed to 1 blood point per 30 minutes

Spell, Training, and Typical Potions

Spells in Memory: A mage may have a maximum number of spells in memory with a combined difficulty of his intelligence plus level-1.

Learning Spells from a Spell Book or Scroll:

Known spells: 1 hour per level of difficulty
Unknown spells: Three 4-hour days of study per level of difficulty

Learning an Unknown Spell from a Book:

Intelligence + (Level starting at 3rd -2) x4

Learning an Unknown Spell from a Scroll:

Intelligence + (Level starting at 3rd -2) x5

Cost to Learn Spells:

Mage: 2.5 s.p. per level of difficulty or spell points (whichever is greater)

- 15% discount if a guild member
- Chance to learn is automatic

Non-Mage: 5 s.p. per level of difficulty or spell points (whichever is greater)

- Chance to learn is Intelligence x 5 + Teacher level starting at 5th - 4

Spell Casting Chance Of Success And Experience Points

Mage Level	Percent Chance of Successfully Casting a Spell						
	Difficulty Level						
	0	1	2	3	4	5	6
½*	70	65	50	35	20	5	No
1	95	70	65	50	35	20	5
2	96	85	70	55	40	25	10
3	97	90	85	70	55	40	15
4	98	95	90	85	65	45	20
5	99	96	95	90	75	60	25
6	99	97	96	95	85	65	35
7	99	98	97	96	90	70	40
8	99	99	98	97	90	75	45
9	99	99	99	98	95	80	50
10	99	99	99	99	96	85	55

*Non mage casting spells

Mage Level	Experience for Mages Casting Spells						
	Difficulty Level						
	0	1	2	3	4	5	6
1	25	50	100	225	350	500	900
2	18	35	75	150	250	350	625
3	12	25	50	112	150	300	450
4	9	19	37	75	137	238	322
5	8	15	30	56	100	185	272
6	7	12	25	37	75	128	225
7	6	8	20	28	58	94	193
8	5	5	15	25	40	73	169
9	5	5	5	22	25	56	150
10	5	5	5	5	15	28	132

- Mages get 5 experience points for Pocket Spells

Mage Spells--Initial

<p>I Elemental (d8)</p> <ol style="list-style-type: none"> 1. Affect Normal Fire (1/1) 2. Burning Hands (½/1)* 3. Dancing Lights (½/1) 4. Darkness (½/0) 5. Fire/cold blade etc. (2/3) 6. Ignite (½/0) 7. Light (½/0) 8. Shocking Grasp (1/2)* 	<p>II Enhancement (d6)</p> <ol style="list-style-type: none"> 1. Accuracy (1/1)* 2. Dark Sight (1/2) 3. Iron Fist (1/1) 4. Juggle (½/1) 5. Mending (½/1) 6. Ventriloquism (½/0) 	<p>III Knowledge (d8)</p> <ol style="list-style-type: none"> 1. Detect Copper (½/1) 2. Detect Life (1/1) 3. Detect Magic (½/0) 4. Detect Motion (1/1) 5. Detect Steel/Iron (½/1) 6. Identify (1/1) 7. Tongues (1.5/1) 8. Write (1/1)
<p>IV Magnification (d8)</p> <ol style="list-style-type: none"> 1. BladeSharp/Bludgeon (1/1)* 2. DullBlade (1/1)* 3. Farsee (1/1)* 4. Friends (1/2) 5. Heal (1/1)* 6. Hold Portal (1/1) 7. Jump (1/2) 8. Night Sight (1/1) 	<p>V Manifestation (d8)</p> <ol style="list-style-type: none"> 1. Magic Missile (1/2)* 2. Magic Mouth (2/1) 3. Message (½/0) 4. Multimissile (1/1)* 5. Push (1/2) 6. Spider Climb (1/2) 7. Tenser's Disc (1/1) 8. Unseen Servant (1/0) 	<p>VI Protection (d4)</p> <ol style="list-style-type: none"> 1. Feather Fall (1/1) 2. Shield (½/1) 3. Protection (1/1)* 4. Protect Heat/Cold (1/0) <p style="text-align: right; margin-top: 10px;">*Stackable</p>

ROLLING AND CHOOSING SPELLS:

To find the number of base spells a mage can freely choose (versus being randomly assigned), a player rolls a d4; the number rolled is the number of freely chosen spells. For the remaining spells, a player would simply roll randomly, first for table and then for spell in the respective table. If a spell requires ingredients, the mage will receive ten doses of ingredients for that spell.

POCKET SPELLS:

A magus may trade one spell slot for three pocket spells (see pocket spells). This choice must be made before spell selection rolls.

BONUS SPELLS:

Depending on the quality of the teacher and apprentice's aptitude and diligence, a journeyman may start with more than four base spells. To determine if there are any bonus starting spells, the player rolls 3d6 for her aptitude and diligence and the DM rolls 3d6 for the master's teaching aptitude. An average of the two scores is made and bonus spells are gained dependent on how high the score is, as follows:

<u>Average:</u>	<u>Bonus # of Spell(s):</u>
10-12	1
13-14	2
15	3
16-17	4
18	5

A poor average does not mean the mage will receive fewer spells, rather that the apprenticeship took longer to complete. Bonus spells may be chosen freely from the Table and stacked for a maximum 1 point additional. Mages of Tehne, Emirikel, and Sarnethra automatically receive 1 bonus spell (total number can still not exceed 5).

Mage Spell Summary List

Spell Points and Difficulty

1/2 pt Spells:

Burning Hands (1)
Dancing Lights (1), Darkness (0)
DETECT: copper (1), gold (1), lead (1), magic (0), metal (0), metal[non ferrous] (1), silver (1), steel/iron (1)
Erase (1)
Frost Hands (1)
Ignite (0)
Juggle (1)
Light (0)
Mending (1), Message (0)
Shield (1)
Ventriloquism (0)

1 pt Spells:

Armor (1), *Accuracy* (1), Affect N. Fire (1),
Binding (3), *BladeSharp/Bludgeon* (1)
DETECT: detect (2), gems (2), life (1), mithril (2), motion (1), poison (3), water (1).
Dark Sight (2), *Dullblade* (1)
Farsee (1), Feather Fall (1), Friends (2), Float (1)
Heal (1), Hold Portal (1)
Identify (1), Iron Fist (1)
Jump (2)
Magic Missile (2), Market Place (2), *Multimissile* (1)
Night Sight (1)
Protection (1), Protect Heat/Cold (0), Push (2)
Shocking Grasp (2), Spider Climb (2), Stun (2)
Tenser's Floating Disc (1)
Unseen Servant (0)
Write (1)

1.5 pt Spells:

Comprehend Languages (1), *Cone of Cold* (1)
Fireball (1)
Lightning (1)
Tongues (1)

2 pt Spells:

Charm (4)
Dispel Magic (3)
Enlarge (2)
Fire[cold] Blade/Bludgeon/Arrow (3), *Flame/Cold Rope* (1)
Grass Blade (3), Gust of Wind (1)
Levitation (2)
Leomund's Hut (3), Market Man (3)
Magic Mouth (1), Mirror Image (2)
Protection L/C (2)
Strength (2)
T'Uley's Marvelous Mistake (2), T'Uley's Mystic Coordination (2),
Wall Fire/Cold/Ice (2), Weapon Dance (3)

2.5 pt Spells:

Darkwalk (2)
Knock (1)
Stinking Cloud (2)
Web (3)

3 pt Spells:

Audible Glamour (2)
Charm Plant (3)
Darkness 15'r (2)
DETECT: Illusion (2), Invisible (2), L/C (3)
Explosive Runes (2)
Feign Death (2), Fly (4)
Locate Object (1)
Pyrotechnics (2)
Ray of Enfeeblement (2) Reveal Owner (4)
Shatter (1)
True Sight (5)
Water Breathing (2), Wizard Eye (3), Wizard Lock (2)

3.5 pt Spells:

Find Familiar (3),
Galinthe's Beneficent Hand (3)

4 pt Spells:

Blink (3)
Charm Monster (4), Clairaudience (2)
Extension I (2)
Forget (3)
Librarian (4)
Plant Growth (2), Protection Normal Missile (2)
Scare (2)
Telekinesis (3)

5 pt Spells:

Airy Water (4)
Fear (5), Fire Shield (2), Fire Trap (2), Fumble (3)
Teleport Block (5)

6 pt Spells:

Animate Dead (4), Continual Light (4)
Dig (3)
Extension II (4)
Haste (4)
Ice Storm (4), Invisibility (4)
Slow (4),
Speak with Dead (6), Transmute Rock/Mud (6)
X-Ray Vision (3)

NOTE: All spells in *italics* are stackable.

Spell Name: Binding (Manifestation)

Binding manifests itself as a crimson, seemingly insubstantial band which settles over the victim entrapping her in its constricting embrace.

A band has a Strength of 15 and anyone who attempts to break it must make a Strength versus Strength saving throw. With equal Strengths, the person has a 40% chance to break the Binding. For each point of difference between the compared Strengths, +/- 5% is applied. There is a 70% chance that a band will pin both of the victim's arms.

More than one band can envelop a victim, and their strengths are cumulative.

Duration: One minute.
Saving Throw: Agility and see above.
Range: 100 feet plus 15 feet for each additional 1/2 spell point.
Speed: Medium
Ingredients: Dried strips of snake skin and a feather. Cost: 2 tebits and 1 qq, respectively.
POWER: 1
DIFFICULTY: 3

Spell Name: Cone of Cold (Elemental)

This spell is manifest as a frigid blast of cold which emanates from the mage's raised hand (with an initial diameter of two feet) and reaches out 100 feet with a final diameter of fifteen feet.

Each level of this STACKABLE spell costs 1.5 spell points and causes 1d6+2 points of damage (half if saved).

For each additional 1/2 spell point specifically cast to increase the range of the spell, the cone can extend 15 feet (no effect on diameter).

Duration: N/A.
Saving Throw: Agility for half damage.
Range: 100 feet. See above.
Speed: Medium.
Ingredients: One inch long cone of silver (20 uses) and some cotton. Cost: 1 mark and 1 stone, respectively.
POWER: STACKABLE:
1.5 (I) 3-4.5 (II-III) 6-7.5 (IV-V) 9-10.5(VI-VII)
DIFFICULTY: 1 2 3 4

Spell Name: Dark Sight (Augmentation)

This spell enables an individual to see infra-red for up to thirty feet.

Large sources of heat will temporarily blind the recipient for 1d4 melees.

Early cancellation of the spell cost a 1/2 spell point.

Duration: 3 hours plus 2 hours per additional 1/2 spell point.
Saving Throw: N/A or Magic.
Range: Touch.
Speed: Slow.
Ingredients: Powdered snake tongue. Cost: 1 tebit/dose.
POWER: 1
DIFFICULTY: 2

Spell Name: DarkWalk (Elemental)

By means of this spell, a mage may blend invisibly into shadows by drawing a cloak of Void elements about her shoulders and padding her feet with the substance of Void to silence her footfall.

If the mage steps into light, the spell no longer has effect, but upon stepping back into shadows the spell will regain influence. Time spent in the light will be counted against the total duration of the spell. A Continual Light miracle or full daylight will permanently disrupt the spell.

Creatures with infravision will have less difficulty seeing a person in DarkWalk, because they might still notice the warmth of the persons body where not covered by Void. If such a being passes within fifteen feet of a 'Walker, the creature has a 4% times Intelligence chance to notice her.

Duration: Ten minutes plus ten minutes per additional spell point.
 Saving Throw: N/A.
 Range: Touch.
 Speed: Slow.
 Ingredients: A figurine of slate cloaked and booted in black silk (ten uses) and a piece of charcoal. Cost: 2 copper and 1 quinque, respectively.
 POWER: 2.5
 DIFFICULTY: 2

Spell Name: Detect (Knowledge)

This class of spells enables the caster to detect a specified "thing" at a range of sixty feet.

TYPES:	DIFFICULTY:	POWER:
Metal	0	.5
Metal/non ferrous	1	.5
Iron/steel	1	.5
Gold	1	.5
Silver	1	.5
Copper	1	.5
Lead	1	.5
Mithril	2	1
Gems	2	1
Motion	1	1
Life	2	1
Detection	2	1
Poison	3	1
Magic	0	.5
Water	1	1
LAW/CHAOS	2	3
Invisibility	2	2
Illusion	2	3

Duration: Thirty minutes plus ten minutes per additional ½ spell point.
 Saving Throw: N/A.
 Range: Sixty feet.
 Speed: Slow.
 Ingredients: A copper washer threaded on a copper wire. The washer must be inscribed with symbols of association for the thing to be detected. Cost: 1 copper bit.
 POWER: See above.
 DIFFICULTY: See above.

Spell Name: Farsee (Augmentation)

A person's vision is enhanced for distance viewing by this spell. The magnification is 10x per Spell Point of this STACKABLE spell. While under the influence Farsee, vision within thirty feet is blurred and distorted.

To cancel this spell before the end of its duration costs a 1/2 Spell Point and is 0 level Difficulty.

Duration: Twenty minutes plus ten minutes per each additional 1/2 Spell Point.
Saving Throw: N/A and Magic.
Range: Touch.
Speed: Slow.
Ingredients: Dried avian eye (one use). Cost: 1 tebit.
POWER: STACKABLE by 1 up to a 4 Point maximum.
DIFFICULTY: 1

Spell Name: Fire/ColdBlade or Arrow (Elemental)

With the fire aspect, a blue-white flame will erupt along the working length of a weapon upon which this spell has been cast. The flame will burn without smoking, like the finest whale oil, with flames dripping thickly from the weapon. If the cold aspect is used, the weapon will steam and smoke in the air from the intensity of the cold and flakes of snow will fall from it. A person wielding a weapon thus bespelled must wear protective gauntlets to protect her hands from being damaged by frost or fire.

Any weapon bespelled will add 1d10 points to damage and add 10% chance to critical.

Further the weapon bonus will be doubled against any being of the opposite elemental type (i.e. FireBlade/Frost Giant). Lycanthropes are effected by weapons thus bespelled.

Wooden hafted weapons are automatically destroyed at the spell's conclusion. Metal weapons, except those of mithril and Skylron, must save versus fire/cold or be destroyed. Each time a weapon is enchanted with this spell, the save worsens by 1.

Duration: One minute.
Saving Throw: N/A.
Range: Three feet.
Speed: Medium.
Ingredients: Sulfur, dried, red rose petals and salamander tongue (one dose). Cost: quarbit.
POWER: 2
DIFFICULTY: 3

Spell Name: Fireball (Elemental)

Upon casting, a point of fire leaps from the mage's finger and flies to a designated point within sixty feet and erupts into a roaring ball of flame, thirty feet in diameter. Range can be increased by ten feet for each additional 1/2 Spell Point.

Anyone caught within the radius of the explosion takes 1d6+2 points of damage (unless saving) for each Level of the spell. If a person saves, damage is halved.

Duration: N/A.
Saving Throw: Agility.
Range: Sixty feet and see above.
Speed: Medium.
Ingredients: Charcoal, flint and steel filings (one use). Cost: 2 tebit.
POWER: STACKABLE:
1.5 (I) 3-4.5 (II-III) 6-7.5 (IV-V) 9-10.5(VI-VII)
DIFFICULTY: 1 2 3 4

Spell Name: Flame/Cold Rope (Elemental)

A roping column of flame/cold (depending on which one is memorized) will spring from the mage's hand and snake between figures to strike up to four individuals.

While this STACKABLE spell causes the same 1d6+2 damage as a *FireBall* (q.v.) spell and is more POWER intensive to cast, it's utility is its ability to target foes in massed combat and avoid allies. There must be some space for the rope to insinuate itself. It will not pass through solid surfaces to reach a target. Rap 2x around one opponent increases difficulty by 1. 2x around 2 opponents increases difficulty by 2. In both cases it reduces the ST success by 2.

Duration: N/A.
Saving Throw: Agility for half damage.
Range: 100 feet and see above.
Speed: Medium.
Ingredients: Charcoal, flint, steel filings, and silk thread (one use). Cost: 3 tebit.
For Cold Rope: cotton thread and mica. Cost: 2 tebits.
POWER: STACKABLE:
DIFFICULTY: 2(I) 4-6(II-III) 8-10(IV-V) 12-14(VI-VII)
1 2 3 4

Spell Name: Float (Augmentation)

This spell is the water equivalent of the mage spell *Feather Fall*. It will cause a person on whom it is cast to float in a fluid. It will float anything less than 250 pounds--heavier objects will just have their buoyancy improved.

When used offensively, an individual is allowed a saving throw versus Magic.

Duration: Ninety minutes plus thirty minutes per additional ½ spell points.
Saving Throw: N/A or Magic.
Range: Sixty feet.
Speed: Fast.
Ingredients: N/A.
POWER: 1
DIFFICULTY: 1

Spell Name: Frost Hands (Elemental)

This spell is similar to the STACKABLE mage spell *Burning Hands* (q.v.) in all respects, except that it causes its damage by cold instead of flame. It cause 1d3 points of damage per level.

Duration: N/A.
Saving Throw: N/A.
Range: Three foot, five foot arc.
Speed: Fast.
Ingredients: N/A.
POWER: STACKABLE:
DIFFICULTY: ½-1(I-II) 1½-2(III-IV) 2½-3(V-VI) 3½-4(VII-VIII)
1 2 3 4

Spell Name: Galinthe's Beneficent Hand (Protection/Manifestation)

This is a Galinthe cult spell. GBH is restricted to the worshippers of this religion, though it may be traded to non-initiates if the cult is offered suitable payment or aid.

A mage marks off a perimeter for the spell by setting four carved market poles, *Artach*, into the ground. Once set, the spell will instantly wake and warn the caster (or associated individual) of anyone/thing entering the area with hostile intent. Further, the mage can set the *Artach* to glow with the light of a Light Spell, when triggered. A mage must be within 300 yards of the perimeter to receiving warning of its breach. The mage can also trigger the light and it will last for four hours plus two hours per additional 1/2 Spell Point.

GBH covers an area defined by imaginary straight lines connecting the *Artach*, but not exceeding 900 square feet and ten feet into the air. The duration is eight hours, but it is automatically negated/triggered (except for the light aspect) by intrusion.

Duration: Eight hours plus two hours per additional 1/2 Spell Point.
Saving Throw: N/A.
Range: See above. Area can be increased 30 feet square per additional 1/2 Spell Point.
Speed: Slow.
Ingredients: Four market poles from the Galinthe temple. Cost: One silver piece per pole.
POWER: 3.5 (2.5 for Galinthe initiates).
DIFFICULTY: 3

Spell Name: Grass Blade (Manifestation)

A mage can turn a piece of grass (or similar plant material) into a temporary weapon. The weapon can only be a one-handed weapon and has the effectiveness of iron; however, it can effect creatures who are normally harmed by weapons with enchantments of +1.

Duration: Ten melees.
Saving Throw: N/A.
Range: Touch.
Speed: Medium.
Ingredients: A blade of grass or something similar.
POWER: 2
DIFFICULTY: 3

Spell Name: Heal (Augmentation)

This spell heals damage. For each Spell Point, one point of damage is healed. Heal II or better stops blood loss, and Heal IV will reattach or repair unusable limbs. The repaired area will requires 30 days minus the Health of the recipient to regain full use.

It is not possible to cast multiple mage Heals on one injured location. If a later heal is MORE powerful than an earlier one, the positive difference between the two Heals is the amount of additionally cured.

Duration: N/A.
Saving Throw: N/A.
Range: Touch.
Speed: Slow.
Ingredients: Small, wax, human simulacrum and herbs (garlic, parsley, mint). Cost: 1 quarbit for simulacrum (ten uses); 1 quinque per dose of herbs.
POWER: STACKABLE to 4: 1 2-3 4
DIFFICULTY: 1 2 3

Spell Name: Hold Portal (Enhancement)

This spell magically bars doors, gates, windows, etc. as if they were securely locked and bolted.

Duration: Twenty minutes plus ten minutes per additional ½ Spell Point.
Saving Throw: N/A.
Range: Thirty feet.
Speed: Fast.
Ingredients: None.
POWER: 1
DIFFICULTY: 1

Spell Name: Ignite (Elemental)

A mage uses this spell to kindle fires (even of damp wood), light torches (in strong breezes, etc. With a few moments of concentration, most flammable objects will start to smolder, spark, and finally flame. This is more potent than the Pocket Spell Start Fire, plus it is ranged.

Duration: N/A.
Saving Throw: N/A.
Range: Twenty feet plus twenty feet per additional ½ Spell Point.
Speed: Fast.
Ingredients: None.
POWER: ½
DIFFICULTY: 0

Spell Name: Iron Fist (Augmentation)

This spell augments the damage caused by fists and kicks, while protecting the member from damage during the enhanced state. A person could punch an armored opponent without injuring herself.

The fists and forearms of the recipient will glow with an ebon nimbus. A strike will do the damage of a dagger (1d4) plus full Strength bonus. It may also be cast on animals (horses hooves, bear claws, eagle talons) for damage additional to their standard damage.

Creatures who are only effect by +1 weapons or silver are effected by Iron Fist.

Duration: One minute.
Saving Throw: N/A.
Range: Touch.
Speed: Medium.
Ingredients: Iron icon of a fist (twenty uses) and powdered bear bone. Cost: One copper piece and 7 tebits.
POWER: 1
DIFFICULTY: 1

Spell Name: Juggle (Manipulation)

This spell enables a person to manipulate objects like a professional juggler; the items can be made to glow with illusory colors.

Juggle also makes thrown items more accurate--depending on use and object.

Duration: Ten minutes plus ten per additional ½ spell point.
Saving Throw: N/A.
Range: Touch.
Speed: Slow.
Ingredients: None.
POWER: ½
DIFFICULTY: 1

Spell Name: Levitation (Manifestation)

A mage can raise objects into the air with this spell. The objects raised may only move in one dimension, therefore it would require two Levitation spells to both raise an object on the y axis and move it along the x axis. Once cast this spell requires little concentration.

This spell will levitate the mage and fifty pounds or another object weighing less than 250 pounds. Additional ½ Spell Points will increase the weight which can be lifted by 75 pounds. Each additional 350 pounds increases the level of Difficulty by one.

A levitated object moves at a rate of 20 feet/six seconds.

Unwilling target receive a saving throw.

Duration: Ten minutes plus ten minutes per additional ½ Spell Point or 1 minute plus 1 when used offensively.
Saving Throw: Magic.
Range: One hundred feet.
Speed: Slow.
Ingredients: Crushed, red rose petals and a dandelion seed tied to a hummingbird feather.
Cost: 5 tebit
POWER: 2 + ½ per additional 75 pounds.
DIFFICULTY: 2 + 1 per additional 350 pounds.

Spell Name: Librarian (Manifestation)

This spell creates a servant to search for books and references for a mage. It can search for titles, specific references, or general subject matters. It finds books in the time it would take a good librarian.

While active, the wizard is free to perform other activities.

The Librarian can only read languages the mage knows or search for symbols the mage has shown it.

Duration: One search or one week (which ever is less).
Saving Throw: N/A.
Range: N/A.
Speed: Slow.
Ingredients: A Fire Pearl (magnifying lens) for ten uses. Cost: 1 silver piece.
POWER: 4
DIFFICULTY: 4

Spell Name: Marked Man (Manifestation)

Cast either on an object or a person, this spell lets a mage tag and track a person.

Duration: 3 days per point cast into the spell.
Saving Throw: Magic.
Range: Touch
Speed: Slow.
Ingredients: Ink, pitch and ground goose quill
POWER: 2
DIFFICULTY: 3

Spell Name: MultiMissile (Manifestation)

MultiMissile replicates most projectiles: spears, quarrels, arrows, throwing daggers (not rocks), etc. It can be used on any projectile less powerful than a ballista. For every Level of MultiMissile, one duplicate appears. Both the original and the each duplicate projectile is rolled separately to hit, damage, and critical. The duplicate causes the same damage type as the original.

Unless firing into a crowd, the projectile(s) will only hit one target.

Duration: One shot or 1/2 hour (which ever is less).
Saving Throw: N/A.
Range: Three feet.
Speed: Medium.
Ingredients: Rabbit fur and mirror powder. Cost: 1 quinque.
POWER: STACKABLE up to 4 Levels.
DIFFICULTY: 1(Level I) 2-3 (Level II-III) 4 (Level IV)
1 2 3

Spell Name: Night Sight (Augmentation)

Night Sight allows the recipient to see in the near absence of light (like a cat), but she loses the ability to see color.

Sudden bright lights may, temporarily blind the person for 1d2 melees.

Early termination of the spell requires the expenditure of 1/2 Spell Points at Level 0 Difficulty.

Duration: Forty minutes plus thirty minutes per additional 1/2 Spell Points.
Saving Throw: N/A.
Range: Touch.
Speed: Slow.
Ingredients: Dried cat eye. Cost: 3 tebits.
POWER: 1
DIFFICULTY: 1

Spell Name: Protection (Manifestation)

When cast, a luck field comes into affect.

In its most limit capacity, for every Level of the spell in this STACKABLE spell, one point of defense (armor class, saving throw) is improved .

However, if the mage manages to roll less than or equal to the Level of the Protection on a d6, the recipient receives special protections. The recipient will become less likely to slip on treacherous surfaces, fall into traps, be surprised, be the primary target of an attack, etc. Also, the person has an increased chance to note traps, hidden objects, and illusions.

Duration: 10 minute (1 hour if special effects are rolled) plus 10 minute per additional ½ Spell Point.

Saving Throw: N/A.

Range: Touch.

Speed: Medium.

Ingredients: A glass globe surrounding a needle (20 uses). Cost: 1.5 marks.

POWER: STACKABLE up to 4 Levels.

DIFFICULTY:	1(Level I)	2-3 (Level II-III)	4 (Level IV)
	1	2	3

Spell Name: Reveal Owner (Knowledge)

The caster of this spell receives a mental impression of the most recent owner or owners of an object. An "owner" is defined as an intelligent entity who was in direct physical contact (i.e., no gloves) with the object for one hour, or who had the object on her person for 24 hours.

Duration: N/A.

Saving Throw: N/A.

Range: Touch.

Speed: Slow.

Ingredients: N/A.

POWER: 3

DIFFICULTY: 4

Spell Name: Stun

On surprised opponents, this spell will cause those affected to be at -2 for everything for 1 minute. It can affect up to 3 opponents..

Duration: 1 minute

Saving Throw: Magic

Range: 60'

Speed: Fast.

Ingredients: Noise maker, sulfur, charcoal, saltpeter

POWER: 1

DIFFICULTY: 2

Spell Name: Teleport Block (Manifestation)

This spell prevents anyone from teleporting into or out of the area covered by this spell. It covers a 100 foot sphere which can be increased by 10 feet for each additional spell point.

Its chance to block is 60%, with a 5% modifier based on the difference between the levels of the one Blocking and trying to teleport.

Duration: Twenty minutes plus ten minutes per additional spell point.
Saving Throw: See above.
Range: Sixty feet. 100 foot area of effect which can be increased by ten feet for each additional spell point.
Speed: Slow.
Ingredients: A hollow sphere of lead (ten uses). Cost: 5 copper pieces.
POWER: 5
DIFFICULTY: 5

Spell Name: Tether (Manifestation)

This spell anchors an individual to an object, as if he were connected by a grapnel and line for the duration the spell. It can be used to cross gorges by Tethering the mage (or another individual) to the ceiling and swinging across, arrest falls by Tethering an individual to a nearby wall (all normal forces of physics apply, i.e. an individual would be subject to sudden deceleration, affected by pendulum motion, etc.).

The **range** of this is 30' and can be extended out to 90' at a cost of ½ spell point per 30'. It can be used against an opponent, but the person receives +2 on *Magic Saving Throw*.

Duration: Two minutes.
Saving Throw: See above.
Range: Thirty feet plus thirty feet for each additional ½ spell point to a maximum length of 90 feet.
Speed: Fast.
Ingredients: Silk thread and small bronze grapple (ten uses). Cost: 2 copper pieces.
POWER: 1
DIFFICULTY: 2

Spell Name: Trance

This **cult Crimson** magic can put an individual into a meditory state during which the she can concentrate with spectacular intensity on a task, because she excludes the distractions caused by external stimuli. For a mage, it adds 15% to the chance of casting a spell, and if the spell effect is determined by a roll, the bonus applies as well. For each additional minute Tranced (requires Magic saving throw at -1 save for each additional minute), the bonus increases by an additional 15%. For clerical types, the effect of Trance increases miracle effects, e.g., a Heal would be rolled twice with the better roll being used, for Hold, the negative for the saving throw would increase by 1, etc.

While under the effect of this, the mage is much less able to defend herself. If movement is required, the caster must be led, defense is decreased by 6, saving throw versus Magic would be made on 5d6, etc.

This can also be used to increase the effectiveness of missile fire, lasso attempts, etc

To cast on another individual add 1 to Difficulty.

Duration: 1 minute
Saving Throw: N/A
Range: Touch.
Speed: Slow
Ingredients: None.
POWER: 4
DIFFICULTY: 3

Spell Name: T'Uley's Marvelous Mistake (Augmentation)

This spell has a detrimental effect on Dexterity. If the recipient fails to save versus Magic, she will lose 1d8 points of Dexterity.

Duration: One minute plus one minute per additional Spell Point.
Saving Throw: Magic.
Range: Sixty feet.
Speed: Medium.
Ingredients: Ground, dried sheep pancreas in crystallized tree sap. Cost: 2 tebits.
POWER: 2
DIFFICULTY: 2

Spell Name: T'Uley's Mystical Coordination (Augmentation)

This spell has a improves Dexterity by 1d8 points.

Duration: One minute plus one minute per additional Spell Point.
Saving Throw: N/A.
Range: Sixty feet.
Speed: Medium.
Ingredients: Ground, hummingbird beak. Cost: 5 tebits.
POWER: 2
DIFFICULTY: 2

Spell Name: Weapon Dance (Manifestation)

When cast on a weapon, after the weapon has been wielded for *one* melees, the weapon will leave the hand of the wielder and fight as if still employed by the owner. It can fight up to 30 feet distant from the owner for 6 melees. During this time, the former wielder can fight with other weapons. After 6 melees of dancing, it will return to the wielder.

No more than one weapon per recipient of this spell.

Duration:	7 melees--6 of dancing.
Saving Throw:	N/A.
Range:	Three feet.
Speed:	Medium.
Ingredients:	Humming bird feather. Cost: 1 tebit.
POWER:	2
DIFFICULTY:	3

Mage Pocket Spells

Pocket Spells are the bread and butter of magi in the Crescent Lands. These little spells are how the typical low power, inexperienced magi earn their keep and make their money. Pocket Spells are spells which make life easier, simpler, and more pleasant. A mage can cast 5x their health-fitness average of Pocket Spells per day before tiring, and a 1st level mage receives 2 experience points per Pocket Spell up to 25 pt per day, at second level 1 pt per day up to 25 points, and at third level they receive no points for Pocket Spell. A Pocket Spell costs a mage .05 spell points, but even one Pocket Spell will lock .5 spell points from use by a "normal" spell because regular spells work in .5 and 1 spell point increments. Beginning magi can get 3 Pocket Spells for every 1 spell they are willing to forgo. Pocket Spells last for one month unless otherwise specified.

Magi who performs a Pocket Spell to earn money are considered to be inferior magi, Purse Magi as they are frequently called. No powerful, experienced Magi would ever be caught casting a Pocket Spell for money. Since many Pocket Spells would fall within the sphere of responsibilities of the Tinker's Guild, a Purse Magi performing such a Pocket Spell would have to give 10% of the payment to the Tinker's Guild. Any such Pocket Spells are marked with an asterisks.

A Pocket Spell is not *cast* it is *performed*.

Mages charge around 1qb for a Pocket Spell, and it cost 1 cp to learn and 2 days at 4 hours per day.

Pocket Spells List:

Caulk*: Prevents leakage from containers (e.g., barrels, flasks).

Keep Dry: Keeps an item dry in the rain.

Latch Gate: Gate always latches when closed.

Never Dull*: Keeps an edge sharp.

Waterproof: Keeps an object waterproof.

Chill or Warm Drink: Chills or warms a gallon of fluid from 40 to 180 degrees.

Delouse: Rids a host of vermin (ticks, fleas and lice).

Puppet Dance: Makes household objects dance and jig like crude puppets (entertainment).

Finder: Find an implement, cloth or piece of jewelry (known and possessed) within a 10 foot radius.

Never Lose: Specified object will echo (follow) owner's whistle.

Unknot: A rope will unknot at the owners word.

Call Animal: Domestic animals will come to a familiar person when called.

Dry Cloth: Dries an individual's clothing.

Humidify Pouch: Keeps pouch ingredients moist.

Dry Pouch: Keeps the contents of a pouch from getting stale.

Candle: Creates a light similar to a candle flame (no UV or IR) hovering above the hand of the mage.

Numbing: Dulls one person's pain for one hour.

Hair Color: Changes a person's hair color.

Umbrella: Keeps a person dry in the rain.

Froned Fan: Makes a large leaf, branch or fan blade wave upon command.

Stir: Cause a stick, spoon or similar object to stir or agitate (for stirring stews, agitating clothes in a wash pot, etc.)

Start flame: A small, grasped flammable object will catch fire on command. One use.

Careful Use: Will REDUCE (but not eliminate) the chance of injuring oneself by accident with a knife, axe, pick, shovel etc.

Quite Room: Noise from outside a room will not be disturb the occupants (sound proof). Will effect any 10x10' enclosure and may be overlapped with further Quiet Room Pocket Spells. Must be performed within the enclosure to be affected.

Raise Dough: Will cause dough left in the Pocket Spelled pan to rise twice as fast.

No Tarnish^{*}: Items will not rust or tarnish.

Repel Insect: Repels most normal pests (mosquitoes, tick, flees) who would land on the recipient (human or animal) of this Pocket Spell. Duration one week.

^{*}One year

Mage Spells in Memory and Staves

A mage may have in memory a number of spells whose cumulative levels of Spell Difficulty are less than his intelligence plus level after first. If he chooses a new spell which would increase that level past his Intelligence, the mage must first "unlearn" the spell(s) i.e., take it out of memory. This spell can easily be relearned from the mage's spell book at any later date, but it will take four hours of study per Difficulty point of the spell.

If a mage has a **Mage Staff**, he can store spells in it which, because of Intelligence limits, he could not normally remember. With a Mage Staff, a mage may use a spell kept in the staff as if it were held in his own memory. There are no penalties for using a spell stored in a Mage Staff except that a mage only has access to these spells if he is in physical contact with it. Mages may store spells in a Staff even if he could still hold the spell in memory.

A spell stored in a Staff will still require its normal ingredients, unless it has an Ingredient Matrix

A Mage Staff must be made of **yew** wood, and is linked to the mage using it. It cannot be used by any other person, unless the mage to whom it was linked is dead, possessed, etc. It then can be re-linked to another mage but at the loss of all stored spells. It costs 150% of the standard spell price to bind a spell in a Mage Staff. Ingredient Matrices as well as other matrices may be bound into the fabric of the Mage Staff. A Mage Staff must be a minimum of one foot in length. Since each spell in a Staff requires a symbolic representation carved into the yew surface, the smaller the Staff, the fewer spells can be held—this also applies to any matrices imbedded in the Staff. For each foot of the Staff, from 5-7 Difficulty points in spells may be stored. Not surprisingly, the size of a mage's Staff can be a symbol of status.

It costs 2 g.p. to attune a staff and requires 2 weeks.

Guilds:

Mage guilds, unlike typical guilds are loosely affiliated organizations. Guilds typically have small basic research labs, lecture halls, meeting room, apprentice search services, scriptoria, mages' inn, apprentice club, dining facilities, library, archives (magical, bestiaries, histories, etc.)

Guild membership is open to any mage who receives a recommendation from a member. Cost is 5sp/year (1st circle), 15sp (2nd & 3rd circle), 4gp (4th circle), 10 gp (5th circle).

Any mage, 2nd circle or higher and 4th level and higher may teach spells to non-mages, but only at guild rates. 20% of the fee is remitted to the guild in the area where the mage is practicing. Mage guilds deal harshly with free lance spell teachers.

Mage Status:

Mage status is indicated by the number of concentric circles tattooed on his cheek. Maximum is 5th circle. Circles tend to correlate less with magical power than with temporal guild influence, money, connections, etc.

All mages, once apprenticeship is complete, receive the tattoo on their face of the First Circle. All subsequent circles are received based on a petitioner's initiative.

Circles and Benefits:

1st Circle:

Automatically received on graduation from apprenticeship. Requires guild membership with concomitant dues.

Benefits: Provides access to inn, invitation to lectures, access to library and discounted spell learning cost.

2nd Circle:

Requires minimum level of 2nd. 10 sp payment and sponsorship from a 2nd Circle or higher mage (can often be had for 5 sp).

Benefits:

- Access to lower archives
- Inn
- Speaker halls
- Rentable lab space
- Some discount on materials spells and magicks

3rd Circle:

Requires minimum level of 2nd. 1 gp payment and sponsorship from a 3rd Circle or higher mage (can often be had for small donation to support sponsor's research).

Benefits:

- Access to upper archives
- Inn
- Speaker halls
- Rentable lab space
- Some discount on materials spells and magicks
- Symposia
- References & sponsorship assistance
- Discounted loans

4th Circle:

Requires minimum level of 4th. 2 gp payment and sponsorship from a 4th Circle or higher mage (can often be had for small donation to support sponsor's research).

Benefits:

- Access to private, guild archives
- Permanent lab space
- Apprentices
- Magic item, potion fabrication assistance
- 3rd Circle visitation rights at other Mage Guilds

5th Circle:

Requires minimum level of 5th. 5 gp payment and sponsorship from 5th Circle Council member.

Benefits:

- Voting rights in Guild
- May be elected to the Guild Council
- 4th Circle visitation rights at other Mage Guilds
- Access to all facilities, functions
- Personal lodging and storage
- Guild servant

Ranger Skills

A ranger starts with six unique skills, three of which may be chosen. All rangers start with the following skills: *Move Silently*, *Hide in Shadows*, and *Tracking*. At **First level**, rangers can divide 60 points to add among their skills. Rangers get to divide and **add 60 percentile points to their skills from second level to sixth, 42% from 7th level to 10th, and 30% per level thereafter**. For every skill added above a ranger's base number, 10% points of another skill must be debited to give the additional skill a base five percent. A ranger can debit points from a skill to raise the base percent of another skill. A total of ten points can be added to any skill; for every 1% point raised, 5% points must be deducted from a donor skill(s). *An added skill cannot exceed beginning base.*

Any skill which can receive a percent modification based on the ranger's dexterity is in italics.

<u>BASE SKILLS:</u>	<u>BASE %:</u>
<i>Hide in Shadows</i>	20
<i>Move Silently</i>	20
<i>Tracking</i>	25

A ranger can choose three **Personal Option Skills** from the following list of six skills.

<u>OPTIONAL SKILLS:</u>	<u>BASE %:</u>
<i>Find Snare</i>	15
<i>Identify Scent</i>	20
<i>Make</i>	40
<i>Obscure Path</i>	15
<i>Star Navigation</i>	20
<i>Weather Watch</i>	15

DEXTERITY SKILL MODIFICATION TABLE:

<u>DEXTERITY SCORE:</u>	<u>MODIFIER:</u>	<u>DEXTERITY SCORE:</u>	<u>MODIFIER:</u>
3	-14	13-14	+3
4-5	-10	15	+7
6	-7	16-17	+10
7-8	-3	18	+14
9-12	0		

DESCRIPTION OF SKILLS:

BASE SKILLS:

- Hide in Shadows:* Same as the thief skill, except the ranger skill is halved when used in a city.
- Move Silently:* Same as the thief skill, except the ranger skill is halved when used in a city.
- Tracking:* With this skill, a ranger is able to follow animal tracks, trail humans, and generally determine what has passed through the area being examined.

DESCRIPTION OF SKILLS:

PERSONAL OPTION SKILLS:

- Find Snare:* This skill allows a ranger to detect outdoor traps. Indoor traps can be found at half the skill percent. This skill does not allow traps on locks to be found.
- Identify Scent:* A ranger who chooses this skill has facility at identifying the source and type of smells, odors, and scents of nature and the possible distance of the source.

- Make:* It is important for rangers, who are frequently alone and isolated for months at a time, to be self-sufficient and reliant. With this skill, a ranger is proficient at making various survival tools, such as the following: crossbows, spears, bone implements, skin boats etc.
- Obscure Path:* Outdoors a ranger can hide or cover a trail, build a blind for observation, cache food so animals cannot find it etc.
- Star Navigation:* The fact that compasses are extremely expensive in the Crescent Lands means that anyone doing extensive travel must have some other means of guiding herself in the wilds. With this skill, a ranger can navigate using the position of the stars, moon and sun.
- Weather Watch:* By noting the migration and behavior of animals, cloud types, changes in atmospheric pressure etc., a ranger can determine future weather for up to one week.

Thief/Assassin Skills

A thief starts the game with seven skills at no penalty and an assassin five. For every skill above an assassin's or thief's base number, 10% points of another skill must be debited to give the additional skill a base five percent.

At **First level**, a thief adds 35% points to any skill, an assassin 25%. From Second to Sixth, thieves get 70% points and assassins 50%. Seventh through Tenth level thieves get 49% points and assassins 35%. After Tenth thieves and assassins get 35% and 25% points, respectively.

Thieves get to choose their base skills, assassins take *Disguise*, *Hide in Shadows*, *Move Silently*, *Open Locks* and *Climb Walls*.

DEXTERITY BONUS APPLICABLE SKILLS:

Pick Pocket, Move Silently, Open Locks, Climb Walls (for rock add 20% to base), Slight of Hand, Hide in Shadows, Remove Traps, and Set Trap.

Dex. Score:	Modifier:	Dex. Score:	Modifier:
3	-14	13-14	+3
4-5	-10	15	+7
6	-7	16-17	+10
7-8	-3	18	+14
9-12	0		

SKILLS NOT APPLICABLE FOR DEXTERITY BONUS:

Find Trap, Memorize, Hear Noise, Disguise, Ventriloquism, and Contort

<u>SKILLS:</u>	<u>BASE %:</u>	<u>SKILLS:</u>	<u>BASE %:</u>
Climb Wall	40	Move Silently	15
Contort	15	Open Lock	10
Disguise*	15	Pick Pocket	20
Find Trap	15	Remove Trap	10
Hear Noise	20	Set Trap	15
Hide in Shadow	15	Slight of Hand	30
Memorize	30	Ventriloquism	10

*Disguise Kit 2s.p.

Set Trap

As implied, this skill enables a character to build and set traps and reset someone else's trap. For every half hour spent on the trap after initial set up time, add five percent to chance of success

Memorize

A person trained in this skill can successfully remember conversations *ver batum*, documents idetically, paths through mazes perfectly etc.

Every time a character goes over the same route, document etc., his chance of success increases fifty percent.

Contort

This ability allows a thief to dislocate joints with no major damage, slip out of handcuffs, fit into tiny spaces, etc.

Paladins

Background

Paladins are the martial, fanatical arm of Crescent Land cults. Their purpose is to convince the uninitiated, the unbeliever, of the righteousness of the paladin's respective deity through suasion and, if necessary, force. Further, they fiercely defend their temple's interests, properties and peoples.

To perform these duties, paladins are selected and trained from a young age and taught the manifold skills, techniques, and abilities which would allow them to be successful in fulfilling their temple's commissions. They usually graduate into active duties for the church between their 15th and 21st year. During the subsequent years, Paladins are encouraged to adventure and wander so as to test their mettle and better understand the threats and lures which threaten both the physical and spiritual bodies of the church.

To accomplish the demanding tasks which their temples can require, they are trained in a diverse and demanding array of skills; much of the training selects abilities and techniques from across many disciplines. They are rigorously trained in martial arts skills, receive some training in petitioning their deity for unique miracles, tutelage from the Tongue Dancers Guild on oratory, the heroic lay, temple history, and instruction in skills useful for their adventurous and roaming lifestyle. Some skills and abilities a paladin will have after leaving the temple training halls, but others will only be gained after the paladin achieves access into the mysteries of the temple, which only initiate status allows.

Paladins who worship deities of the different Courts (Law, Chaos, and Neutrality) have slightly different skills and abilities.

Skills

It is recommended that a paladin have an above average Charisma (to better convert the unbelievers) and Strength and Health (to survive the rigors of their duties).

Paladins receive the same **Hit Points** and **Evasion Points** as a fighter and fight on the Fighter Table. Unless restricted by alignment or cult, they may wear any armor or fight with any weapon. Paladins receive **one FSAM** of their choice.

Paladins receive a bonus of 35% to ride horses, 15% to tracking, and +2 to voice. For most other skills (except Ride where they roll as a ranger), they roll on the fighter charts. Also, because of the central role of proselytizing, they receive special language training which enables them to have their Intelligence x 5 chance of learning languages (see skills).

Unique Miracles

Further, because of their unique connection with the deity (similar to that of a cleric), paladins receive certain **Unique Miracles** from the deity. Until a paladin is fully initiated in the splendor of her deity, he receives two **Lay Unique Miracles**:

- *Lay on Hands*—cures 2 points per level of the paladin per day (day starting at sunrise)
- *Detect LAW/CHAOS*—when concentrating, to detect alignments opposite the paladin within 30'.

When he receives **initiate status**, he gains further abilities of a miraculous nature:

- *Turn Undead*—turning level starts at **first** on the *Clerical Turning Chart* and progresses to subsequent levels as a paladin progresses in level, so it benefits a paladin to receive initiate status at the earliest opportunity.
- *Holy Splendor*— +2 on saving throws against magic based on an opposing Court. For NEUTRAL paladins +1 against spells of LAWful and CHAOS base.
- *Divine Confidence*— Level x Wisdom chance of having strength flow into a paladin from his deity, doubling evasion points for 1/2 hour, but then thoroughly exhausting evasion points until 8 hours of rest can be taken. Paladins will refuse magical healing of this exhaustion. Usable once per day.

- *Holy Weapon*—Once per day a paladin can make his weapon into a holy weapon. A holy weapon will be +1 to hit and damage and +5% to critical at level of starting initiateship. For each subsequent level add +1 to hit and damage and +5% to critical to a maximum of +5/+5 +25%. If the weapon is already magicked, the effects are not cumulative. Usable once per day.

The use of a Unique Miracle will give the Paladin *25 experience points* once per day.

A paladin CANNOT use any Unique Miracle without a holy symbol.

Tithing & Favors

Paladins tithe 25% of their earnings to the temple and once initiated 50%. The temple will give free lodgings to any initiate paladin, and most worshippers would be glad to host a paladin of their temple (for a limited duration). A temple will also sell a paladin initiate, for half the normal cost, a light or medium war-horse bred by the temple.

Monks

Monks are specially trained cult members who believe that the true path to fulfilling the dogma of their religion is by making themselves into a temporal representation of their belief system. Obviously, this has different meanings depending on whether the monk is a worshipper of a LAW, NEUTRAL or CHAOS deity.

Only the worshippers of the LAWful deities Tehne, Aerea or Cirin, the adherents of the NEUTRAL religions Gessar, Crimson, and the Amazon aspect of Ehestra, and cultist of Ver'l and Sarnethra may be monks.

For Monks skills, at first level a Monk may allocate 30% points among his skills; at 2-6, 30% points; >6th level 20%.

□All monks have the following restrictions in common:

- 1) May not wear any armor with a protective value better than standard leather armor.
- 2) May not use a shield of any type.
- 3) Will not ride a mount for standard mobility. In dire circumstances a monk may use a mount and, when injured, the monk can be transported on a mount.
- 4) Tithe 50% of earnings to the temple.

□All monks have the following benefits in common:

- 1) Using his bare hands or a hand held weapon, a monk can deflect non-siege missiles fired at the monk or someone within three feet of the monk. The monk must forgo any attack to do this, but the intention does not have to be stated in pre-melee declaration phase; it must be made before any attack by the monk has been made. To succeed in deflecting a projectile, the monk must roll less than Agility on 4d6.
 - i. Two missiles may be deflected at 1st Level with 1 additional for each subsequent level. When guarding another from missile fire, the monk may deflect half his normal number of missiles rounded down.
- 2) If the monk has multiple attacks per melee, he can deflect AND attack. But deflection always has to be the first action.
- 3) Against magical missiles or area of effect spells, a monk takes ½ damage if they fail to save and ¼ damage if they save and succeed in rolling less than their Agility on 3d6.
- 4) Monks get +3 to run and roll to improve their run each time they increase in level.
- 5) When fighting unarmed, a monk rolling 5 greater than the needed roll to hit will stun an opponent (no more than four feet taller) if the opponent fails to save versus Resistance.
- 6) If within 2 feet of a wall, a monk may break his fall safely from a height 20' + 10'/level after first. The monk must save versus Agility on 3d6 to succeed.
 - i. NOTE: A monk does not receive this skill if his Dex/Str average is less than 12.
- 7) Initiate monks get +1 to any roll to improve fitness.
- 8) A monk can hold his breath for 1 minute per level.
- 9) When attacking empty handed a Monk can have more than the normal number of multiple attacks. Monks calculate the number of attacks up to a 25 initiative roll (15 for all other characters) and at -5, not -10, e.g., if a monk rolls a 21 initiative, he can attack at 21, 16, 11, 6, and 1.

- 10) A monk does killing damage with an open-hand attack: 1st level 1d4, 2nd-3rd level 1d6, 4th level 1d8.
- 11) Monks use a d12 for surprise, like rangers.
- 12) When fighting unarmed, the monk's armor class decreases by one until 5th level.
- 14) May swap 1 specialized skill for 1 FSAM. Deduct points for increase of level.
- 15) Get skill Acrobatics at base 30%.

IMPORTANT NOTE: Unless a monk uses unarmed fighting at LEAST half the time in hand-to-hand combat, the monk DOES NOT receive the armor class improvement or multiple attacks bonus per melee.

LAWful Monks:

Restrictions:

- 1) No use poison or acid.
- 2) No spells or magic items of a chaotic nature (illusion, Darkwalk, FlameBlade, Multimissile, etc.)
- 3) No smoking, alcohol or mind altering substances.
- 4) May not travel with a monk of a CHAOS religion.

Benefits:

- 1) Three thief Skills--Climb Walls, Contort, Move Silently.
- 2) +1 on saving throws per 2 levels against attacks with a chaotic base (illusion, poison, fear, confusion).
- 3) At 3rd level or higher, a monk can ingest a poison and if he survives salivate small quantities of antidote.

NEUTRAL Monks:

Restrictions:

- 1) No smoking or alcohol.
- 2) Must carefully balance LAWful and chaotic influence in his personality.

Benefits:

- 1) Three thief Skills--Hear Noise, Remove Trap, and Ventriloquism.
- 2) +1 on saving throws per 3 levels against attacks with a chaotic base (illusion, poison, fear, and confusion) and a LAWful base (spiritual hammer, control).

CHAOS Monks:

Restrictions:

- 1) May use no spell or item with a LAWful based magic (spiritual hammer, control spells, BladeSharp, Accuracy, Protect)
- 2) May not travel with monks of a LAWful religion.

Benefits:

- 1) Three thief Skills--Slight of Hand, Disguise, Hide in Shadows.
- 2) +1 on saving throws per 2 levels against attacks with a LAWful base (spiritual hammer, control).

BARD

Background

A culture in which printed materials are expensive and difficult to produce will develop societies dedicated to the preservation of oral history, literature, and mythology. The Tongue Dancer's Guild is a loosely allied organization filling this need in the Crescent Lands.

The Dancers have two main groups specializing in this cause--minstrels and bards. Minstrels comprise approximately 95% of the Guild. They are the branch primarily engaged in the acquisition and dissemination of common stories, history, news, and current events. They can be found in any city, town, and hamlet in the Crescent Lands. *All* minstrels, unless engaged in activities considered heinous by all civilized men, are *sacrosanct*. They may be banished or expelled from an area, but not attacked or harmed. Any town or *country* failing to punish perpetrators of such actions may be proscribed by the Guild for various lengths of time. In effect, this will cut the area off from contact and news with most other areas. Many traders and civilized countries will refuse to deal with an area under proscription.

Bards are the elite arm of the Guild. They are rigorously trained and specially selected to gather information under potentially arduous, even hazardous, conditions.

After passing a battery of tests, applicants start Bardic training at the age of eight years. Only 20% of applicants are accepted; 10% of these graduate their training as bards. Bards are taught the standard minstrel skills—reading, writing, voice, music, foreign languages, memory training, swimming, and riding—along with special bard skills. The specialized Bardic training is in fighting, magical runes, spell casting, ancient human and non human history, thieving and Wyrding. Training is usually complete by a person's eighteenth year.

For the next 10 years, a bard is a journeyman. After the 10 years of travel, a bard may return for a review by the Bardic Council to see if he can gain Master status. If he does not receive Master status, he cannot petition for another 5 years. Few bards become Masters before their late 30's or early 40's.

Bards should have these minimum characteristic scores:

Strength	12
Intelligence	15
Charisma	15
Health	15

They increase in levels as a mage.

There are three types of bards: Warrior Bards, Mage Bards, and Thief Bards. All three types of bard know Wyrding and are trained in the thief skill *Memorize*. Fighting and Thief Bards gain spell points as any other non mage. Thief and Mage Bards fight on the Thieves' Combat Table and get the hit and evasion points of thieves.

Warrior Bards get the hit points of fighters and the evasion points of clerics and fight on the Fighter's Combat Table.

Thief Bards receive three thieving skills, besides *Memorize*, and all other thief skills and talents including increased back stab damage. Thief bards divide up 25% points among their Thief skills at first level. These three skills increase at 30 point per level till sixth, 21 points from sixth to tenth, and 15 points per level there after.

Mage Bard's spell training automatically gives them the spell points of a non mage, and they automatically increase in their points each time they increase in level. At 1st level, they automatically receive one spell. They cast spells at a **half** their experience level rounded down. They do not have spell books and therefore cannot know more spells than their intelligence would allow. If they can get a mage staff, they may use one as a mage. They can cast spells from a scroll, but they are unable to learn spells from a scroll.

Bardic Institutes are located in most of the major cities in the Crescent Lands (The primary one being in Aereolus and the oldest in SpireWall), and they will teach spells to bards deemed worthy. The Institutes choose the spells. Mage Guilds are less adverse to teaching spells to Mage Bards than to other non mages, and charge 3/4 the cost non-mages pay. Mage Bards learn spells automatically

For skill percents, they use the table of their bardic subclass and add 20% to ride and swim, +2 to voice, 30% to music, and 25% to history.

Bards increase morale saving throws for NPCs by 15% when playing. Bard singing can negate any song cast spell or glamour and soothe a Shrieker if she saves.

Finally, Bards have been trained to use the unique ability WyrdeSong. This talent enables a bard to channel Power through her instrument or voice and shape it by the manipulation of musical notes into a spell.

Wyrding

The WyrdeSong is a unique and closely guarded secret of the Tongue Dancers' Guild. Unlike clerics who draw upon an external source for their miracles or mages who channel the energy liberated by planar fault slippage through their mind, Wyrding is solely internal. This internalized shaping of power allows a bard to escape all planar or metal based limitations on spell casting. Clerics often lose their powers if they are too far removed from their deity, and mages find spells unusable in the presence of iron. Bards have no such difficulty.

A bard draws the power, which she channels through voice or instrument, directly from within. Wyrding physically exhausts a bard. A profligate or desperate over use of Wyrding can kill a bard. When using Wyrding, the points of a WyrdeSong are drawn against a bard's **Health Quota** (*which equals the Bard's Health plus any additional points for level acquisition*).

When a bard uses 50% or more of her Health Quota, she loses 25% of her evasion points until enough H.Q. points have recovered to bring her back to 75% of her H.Q., then she recovers evasion points as normal. Heal spells will return lost evasion points even if the Health Quota is below 75%, *but*, if a bard is re-injured, the last 25% cannot recover unless another heal is cast or the health is back to 75%. At 75%, and 100%, the system is the same.

If a bard uses more than 75% of her Health quota, besides losing evasion points, she can slip into unconsciousness. If 75% of the Health Quota is used, a bard must roll less than her **Resistance** on 3d6 to stay conscious, at 100%, 4d6, and at 150%, 5d6. **A bard who loses more evasion points than they have left would lose hit points.** The percent of excess points versus the total initial points lost must be computed, with a comparable percent of hit points lost, i.e. if a bard were to lose 10 evasion points, but could only lose seven, then the three excess points would be 30% of the total points to be lost and therefore the bard would lose 30% of her hit points. A save on 3d6 versus **Resistance** must be made to stay conscious. Location of the damage is rolled randomly on a point basis.

To determine the rate at which H.Q. points return, divide a bard's H.Q. into 48 hours.

A bard does not automatically cast WyrdeSong. To determine chance of success, divide the multiple of the bard's Int. and level by the WyrdeSong difficulty score, i.e., a first level bard with 15 Int. has a 50% of casting Tranquil 'Song (30)— $(15 \text{ Int} \times 1 \text{ lvl})/30 = 50\%$. Failure to cast a WyrdeSong costs a bard **half the H.Q. points** required to cast the 'Song.

The first time a bard tries to sing a WyrdeSong and is unsuccessful, she cannot attempt it again until achieving the next level, but, once successfully sung, she may then use it as frequently as she wishes regardless of future success. A bard at first level may choose one 'Song to which this rule does not apply (this assumes special training in this 'Song). A bard is limited to **1/2 his Int.** in 'Songs per level that she may attempt.

All bards, except those with an 18 Voice, require a musical instrument to cast a 'Song without penalty. If not using an instrument, the 'Song costs an additional 50% H.Q. and is at twice the difficulty score.

A good voice score will give a bonus to 'Song success by adding points to Int, as follows:

Voice of 15 **+1** Int, 16 - 17 **+2** Int, 18 **+3** Int.

At Second Level, a bard adds +1 to her H.Q. Every subsequent level, a bard adds, alternating, +2 and +1 to H.Q.

Most bard 'Songs activate at the end of a melee and are subject to the same disruption in case of attack as are mage spell.

WyrdeSong Descriptions

Bear Shirt 'Song: 3/60

This 'Song causes up to 2 beings to disregard pain or injury, effectively increasing evasion points by 50%. If at the end of the 'Song (when the recipient's evasion points are no longer augmented) a person has taken more evasion points of damage than she normally has, she must save versus Resistance on 4d6 or collapse in total exhaustion for 2-6 hours. Evasion points will recover at **half** the normal rate. Evasion points will recover at **half** the normal rate. It is **slow** the following melee, the effect will last 5 minutes. Range 60'.

Speed: Slow

Charm 'Song: 4/75

This 'Song is similar to the mage or cleric spell, but if the bard is unsuccessful, the intended recipient will have an unreasoning hatred for the bard. It is **slow**. Range is 60'. **Speed: Slow**

Danced 'Song: 1/20

In objects weighing five pounds or less, a bard can set up vibrations which may cause an item to leap, jump and vibrate. The direction of these mostly random motions is crudely controlled by the bard. Danced 'Song can be used to cause items to roll or leap off tables, pull keys from hooks, and even stir light, dry dust into briefly obscuring clouds. **Speed: Slow**

Dawn 'Song: 3/45

This 'song will increase the brilliance of a fire over 3 melees. The 'song will brighten a fire as large as a campfire, and larger fires can be brightened by overlapping 'songs. There is an opposite song called **Twilight 'Song**. It is **slow**, with a range of 100'.

Deafen 'Song: 3/45

All listeners who have no form of ear protection must **save vs. Resistance** on 4d6 or be deafened for one minutes per point the save was missed. The range is a 45' long cone whose apex emanates from the bard and reaches a final width of 20'.

Speed: Slow

Discrete 'Song: 2/30

This 'Song has the effect opposite of Limelight; it distracts people from the recipient, making them insignificant and *relatively* unnoticeable. It is not invisibility, though. The 'Song's recipient must move slowly and carefully, avoiding direct notice. Range of 30'. A further person can be affected for each +1/15. **Duration** is length of play up to level x Int x 5 minutes.

Speed: Slow

Disequilibrium 'Song: 3/100

If the target of this song fails a **save vs. Resistance** on 4d6, her balance is disrupted for the number of rounds equal to double the points she missed her save. This song disrupts the inner ear thereby effecting balance. Those who fail will feel a profound sense of vertigo and will be unable to walk or stand unassisted. Dexterity will be reduced by 6 for the length of the song. Spell casters will find their ability to cast spells reduced by 50%.

Enthrall: 4/45

Up to three targets of Enthrall must save versus magic or fall under the sway of this song and cease all activity as they listen to its melody. If only one person is the target of Enthrall, the target will be at -2 to save; for two targets the bard may choose which one will have a -1 to save. Range is 60'.

Speed: Slow

Everlast 'Song: 4/30

Recipients of this 'Song are imbued with great endurance, strength, and stamina. Food and water become unnecessary for the 'Song's duration, as does sleep. All this allows the recipients to withstand hardships, bear torture, tolerate starvation and thirst far longer than normal. Once the 'Song's effects are lifted, though, the recipient will receive all the effects previously held in abeyance (potentially resulting in sleep, unconsciousness or even death). It takes 3 melees to cast and lasts 24 hours/level of bard. Every time it is sung over someone without a 24 hour respite, there is a cumulative 5% chance that the target's system will reject the 'Song, causing it to fail.

Farspeak 'Song: 1/30

A bard can cast her voice out to a designated person with the tone and inflection of speech retained. Duration is 10 minutes of one-sided conversation. A bard can target another as a recipient of this 'Song. It is a **slow** 'Song. Range is 60' plus 20' additional for each additional H.Q.

Flame 'Song: 6/100 + 10 per 2 additional H.Q.

This 'Song will cause objects to combust. A bard must hold this 'Song for three melees to cause an object to flame. During the first melee, the material will be cool to the touch. It will become warm during the second melee and will become red hot during the third melee. At the beginning of the fourth melee, it will ignite. Flame 'Song affects a 4'x4'x1" area. To add an additional inch to depth or foot to width and length, it costs an additional 1 H.Q. Less flammable or damp objects require additional H.Q to burn. Each subsequent H.Q. adds one melee to the minimum time of casting the 'Song. Range is 60'.

Friend 'Song: 2/30

Same as a mage Friends with a duration of (after 3 melees of play) ten minutes. It is **slow**.

Harmonic 'Song: 2/40

Same as a mage Detect Magic with a duration of five minutes. It is **slow**.

Healing 'Song: 1/15

For every 1 H.Q. point used per melee, 1 point of damage will be healed in a location. The 'Song will return evasion points at a 1 H.Q. point per evasion point healed. Success must be rolled for each melee and at a cumulative 10% penalty. Separate heals cannot be cast on the same injured area. It is a **slow** song. Range is 20'.

Illumination 'Song: 3/45

When sung into a dense object, like a stone, metal or a gem, this 'song will cause the item to vibrate slightly in harmony, warm, and produce 30' illumination for 30 minutes/level. It is **slow** with a range of 30'.

Illusion Theater: 2/80

The bard is able to create an area of illusion in which scenes described in song can be viewed. Thus, if a bard were singing a ballad, the audience would be able to view the events described in the song as they unfold. The illusion is obviously not real and can be no larger than 6' x 6' in size. The images will continue so long as the bard's song lasts. **Speed: Slow**

Influence 'Song: 0/30

When a bard uses this song together with any **non** magical song, lay, story or drama, he can enhance the mood the audience presently feels. This intensifying of existing feelings must parallel what would normally be engendered by the piece. The bard does not need to be a participant in what the audience is witnessing. It is a **slow** 'Song. Range is hearing (60').

Legend 'Song: 6/90

This 'Song is similar in all respects to the mage spell Legend Lore, except that a bard must play the 'Song each hour for five minutes for two weeks before it takes effect.

Limelight 'Song: 2/45

By playing and singing this 'song, the bard draws attention from others and to himself. It can effect 4 individuals within a 100' line of sight and 4 other individuals for each additional +1/15. The opponent receives a save at +2 versus *Magic* in a situation where he feels threatened, after the 1st melee of 'singing. This 'song can be sung to distract guards from trespassers, draw attacks upon the bard, etc. Duration is the bard's singing. It is **Slow** and has a range of 100'. It can be sung in conjunction with Mute 'Song.

Lionheart 'Song: 3/50

Allies hearing this 'Song, will find their courage fortified. Up to four allies (roll) will be affected, gaining +1 on saving throws, adding 1 to damage and hit, and 5% to critical. Range is a 60' radius around the bard and it has a duration of 10 melees after an initial **1 melees** of playing.

Mute 'Song:

This not a 'Song, rather it is a manipulation of the Wyrding effect. A bard with this skill can pitch 'Songs so that they are outside the range of human hearing. **The first time the skill is used, it is at a difficulty of 60** and failure means it cannot be tried till the bard increases in level. Successive uses increase the difficulty of the accompanying song by 50%. Failure means Mute cannot be tried with that specific 'Song until a new level is reached. It is a **fast** song.

Pain 'Song: 5/75

The victim of this 'Song feels extreme, distracting pain if she does not save. A person will lose 50% of his evasion points and be at -2 to hit and damage. The bard must play this 'Song for 2 melees to be effective. Lost evasion points will recover through rest. Each additional H.Q. will add 1 melee to minimum time of play and will subtract one from saving throws. Range is 100'.

Pariah 'Song: 7/120

A bard uses this 'song to ostracize an individual from a community by singing discord into the individual's bones. This 'song will lodge deep in the marrow and radiate discomfort, upset, anguish and woe on those nearby causing animals and children to fear and rebel against the recipient and adults to react with antipathy, distrust, and revulsion. It will last for 6 months. For every +1/15, -1 to Saving Throw.

For every +1 HQ, the duration is extended 3 months. A bard found abusing this 'song is subject to the most severe punishment by the Guild. It is **slow**. Range, touch.

Path Finders 'Song: 2/40

After ten minutes of play, this 'Song will help a bard find a path to the nearest settlement and the proper direction along the path to take. The path must be within a range of 5 times the level of the bard, in miles, for him to have a chance of locating it. Range can be extended by an additional 5 miles per level for each additional H.Q. point.

Severed Thread 'Song: 15/250

This 'Song will kill a person who does not save versus magic. For each addition 2/15, one is subtracted from saving throws. It is **slow**. Range is 60'.

Shatter 'Song:

Using dissonance and focused frequencies, a bard can shatter ice, glass, pottery, stone, copper, bronze, iron, steel, and even mithril. The 'Song must be focused on an object for a minimum of 3 melees plus 1 melee per group after ice, glass, pottery. Range is 60' and area effected is 4 cubic feet/ 2 levels. One additional cubic foot of area can be added at a cost of **1/15**.

Ice, glass, pottery:	3/45
Stone, wood:	6/75
Copper, bronze:	8/100
Iron:	12/200
Steel:	13/200
Mithril:	20/250

Shield 'Song: 2/30

A bard singing this 'Song can deflect most missiles smaller than a light ballista bolt. It must be the exclusive action of the bard, and it can be sung on others. It also can disperse dust and poisonous clouds, scatter insects, and knock small birds to the ground. Items must hit AC 0 before being allowed to roll to strike the individual protected by this 'song. It covers a three by six foot area and is **slow**.

Shout 'Song: 2/30

By focusing vocal sounds in harmful frequencies, the bard can cause damage to an opponent. It causes 2d4+1 points of damage, if the target does not save versus magic. It is a **fast**. Mute cannot be used with this 'Song.

Silenced 'Song: 2/90

By manipulating harmonics, a bard can cancel any sound (including another bardic song). If the bard is attempting to cancel another bardic song or sound attack used by a living creature, both the bard and the opponent must roll percentile dice against their music aptitude. Whoever makes it by a greater amount each round has her sound take effect. **Slow**.

Sleep 'Song: 10/125

Anyone within the 20' by 10' area of effect and up to a 60' distance from the bard must save versus magic or sleep. One dimension may be increased by 5' for each additional H.Q. It is **slow**.

Sustain 'Song:

This song causes other 'songs sung by the bard to continue without concentration from the Bard. At a cost ½ the HQ of the target 'Song and a difficulty ½ the level of the 'Song being potentiated, this song will cause it to reverb for 1d3+1 rounds with no attention from the bard. During this time the bard may perform any normal actions.

Sword 'Song: 2/40

A metal bladed weapon (spear, sword, halberd, etc.) targeted by this 'song is caused to vibrate in sympathy with 'song—it will voice a song of its own in harmony with the bard's song. This "singing" of the weapon will continue for 6 melees after the bard discontinues singing. The vibrations created within the singing weapon cause it to do +2 to hit, +1d6 to damage, +5% to critical, but the vibrations also expose any flaws in the weapon destroying it 5% of the time (unless mithril). It is **slow**. Range 30 feet.

Syncopation 'Song:

Using this 'Song, a bard creates a song whose tempo matches a naturally occurring rhythm. Once successfully matched, the bard then changes the 'song, which will break the mimicked rhythm. The tempo being matched may be of varying kinds: dripping water, volitional movement (walking, running, swimming, gait of a horse, etc.), and autonomic movement (heartbeat sinus rhythm, spinning of a water wheel, or mechanical motion). The 'song requires one round to match the tempo, and activates in the following round at **Medium**.

If successful, the target rhythm is disrupted for 1d4 melees. There is no save against the disruption, however, saves versus the effects are allowed, e.g. if an individual might trip and fall off a cliff, she would be allowed an **Agility** saving throw.

For each melee spent before activation, the chance of success increases 10%. If the song is accompanied by a percussion instrument, the chance of success is improved by 10%.

Range 120 feet.

Volitional	1/30
Naturally occurring	2/60
Autonomic	2/120
Mechanical	3/180

Tranquil 'Song: **1/20**

This 'Song will calm and soothe unintelligent animals within a 60' radius of the bard. If the animals are hungry or angry, they are allowed a saving throw. It lasts for the duration of the bard's playing. It is **slow**.

Twilight 'Song: **4/60**

This 'song will drown or sap the light of a fire over 3 melees. The 'song will darken a fire as large as a campfire, and larger fires can be darkened by overlapping 'songs. There is an opposite song called **Dawn 'Song**. It is **slow**, with a range of 100'.

Unease 'Song: **1/25**

Unintelligent animals will become agitated and nervous, as if a predator is about, when a bard plays. See Tranquil 'Song for range, duration etc. It is **slow**.

Unlock 'Song: **2/30**

Causes all locks, knots, closures, etc. to burst within a 60' diameter sphere of the WyrdeSong. The bard has no control over which locks are burst. Chance of success is 35%/level with a subtraction or bonus depending on the complexity or difficulty of the lock. It is **slow**.

Voice 'Song: **2/45**

After singing this 'Song, a bard can amplify her voice to carry clearly over a mile, even during the pandemonium of large scale battle. Range can be increased by a half mile per additional 1 H.Q. A bard can also double the range of one WyrdeSong if Voice is sung successfully in conjunction with another 'Song (at 1.5x normal difficulty). Using Voice to increase the range of another 'Song's adds an additional melee to the total time of singing. It is **slow**.

Warn 'Song:**2/30**

Warn 'Song causes vibrations in an object which present imminent danger to the bard; the object(s) sing back a note of warning which can only be heard by the bard. Warn song affects only discrete, non-living objects imbued with the hostile or deadly intent of a sentient creature. A trap or a weapon held by an enemy or hostile individual would sing. A naturally occurring pit or a dangerous animal would not. The singing of the object lasts for three melees after cessation of the 'song. For each addition half hour after the first, the bard must expend an additional HQ. While singing this 'song, the bard is considered at *partial attack*. Its range is 60 feet range with 30 foot diameter.

Worm's Tongue 'Song:**7/135**

A bard can ask the dead three questions using this 'Song. It must be sung for thirty minutes before communication can begin. Range is touch.

Clerical Miracles

Miracle Name: Galinthe's Beneficent Hand

Level: 1

This is a Galinthe cult Miracle. GBH is restricted to the worshippers of this religion, though it may be traded to non-initiates if the cult is offered suitable payment or aid.

A cleric marks off a perimeter for the spell by setting four carved market poles, *Artach*, into the ground. Once set, the Miracle will instantly wake and warn the caster (or associated individual) of anyone/thing entering the area with hostile intent. Further, the cleric can set the *Artach* to glow with the light of a Light Miracle, when triggered. A cleric must be within 300 yards of the perimeter to receiving warning of its breach. The cleric can also trigger the light, and it will last for four hours plus two hours per additional Level after 1st.

GBH covers an area defined by imaginary straight lines connecting the *Artach*, but not exceeding 900 square feet and ten feet into the air. The duration is eight hours, but it is automatically negated/triggered (except for the light aspect) by intrusion.

Duration: Eight hours plus two hours per Level after 1st.
Saving Throw: N/A.
Range: See above. Area can be increased 30 feet square per additional Level after 2nd.
Speed: Slow.
Ingredients: Four market poles from the Galinthe temple. Cost: One silver piece per pole.

Miracle Name: Hand of God

Level: 1

Hand of God has beneficial and harmful effects. It can cause the alleviation of all pain or if reversed (Talon of God) treble present pain.

Talon of God will increase damage from blows effecting **evasion points** by 50%. The cleric must succeed in touching his opponent (opponent is treated as AC 10; Dexterity defensive modifications are applicable). For combat purposes, the cleric is considered at Partial Attack.

Duration: HoGC1 hour/lvl; ToGC10 melees.
Saving Throw: None; Standard.
Range: Touch.
Speed: Slow; Medium.

Miracle Name: Pyre

Level: 1

This miracle will combust the flesh and bones of the dead; consuming a corpse like an actual funeral pyre but without the need for kindling. This is a spectacular and very respectful way to give a compatriot to the flames. The flames can be manipulated in shape and color to present scenes, pictures and patterns.

Pyre can also be used offensively against corporeal undead. Non-sentient undead must save throw versus Magic or be consumed by flames in 1-3 melees. Sentient undead save at +4 and take 2-6 melees to completely kindle. If the Pyre fails, the cleric can not use that miracle against the undead until increasing a level. The undead can attempt to embrace a person in its flaming body before total consumption.

Non-corporeal undead are NOT affected.

When used in its non-offensive role, the caster gets 50 experience points.

Duration: See above.
Saving Throw: See above.
Range: Thirty feet.
Speed: Slow

Miracle Name: Calm

Level: 2

The recipient of this miracle falls into a soothing, meditory state. If not engaged or threatened by combat, she will not attack.

It effects one person plus one additional person for every level of the caster after Third.

On a willing recipient, this miracle has some beneficial side-effects: increases success with mage spells, Wyrdings, and percentage based skills by 25 percentile points.

Duration: One minute plus one melee per level of the caster after Third.
 Saving Throw: Standard. Or if more than one person can be affected, -1 on saving throws for each target unused.
 Range: Sixty feet.
 Speed: Medium.

Miracle Name: Heal Medium Wounds

Level: 2

Cure 1d10+1 points of damage

Duration: N/A.
 Saving Throw: N/A.
 Range: Touch.
 Speed: Slow.

Miracle Name: Healing Sleep

Level: 2

While sleeping, the recipient of this miracle will recover **1 hit point** per hour for a maximum of eight hours.

Duration: Maximum eight hours.
 Saving Throw: N/A.
 Range: Touch.
 Speed: Slow.

Miracle Name: Insight

Level: 2

This miracle heightens the perceptive faculties of the recipient, allowing her to notice minute flaws, abnormalities and subtle structural differences in a structure or local. This increases the person's chance to find traps, note secret doors, etc.

The base improvement (or base chance if the person does not have this skill) is 30%, plus 15% per level of the caster after Third.

Duration: 10 minutes plus 5 minutes per level of the caster after Third.
 Saving Throw: N/A.
 Range: Touch.
 Speed: Slow.

Miracle Name: Retribution

Level: 2

Sores and boils will occur over the extent of the victim's body causing extreme pain and discomfort.

The victim of this miracle is -2 to hit and damage and is 2 easier to hit. 10% of evasion points are lost.

Can cast multiple on the same victim.

Duration: One day plus one day per level of the caster after Third. After this time, the boils subside and sores heal through normal processes.

Saving Throw: Standard.

Range: Touch (see HoG/ToG).

Speed: Medium.

Miracle Name: Righteous Sword I

Level: 2

Any weapon on which this is cast will affect creatures who normally can only be damaged with weapons with enchantments of +1 or better. It adds 1d4 to the damage of the weapon.

Duration: One minute.

Saving Throw: N/A.

Range: 3 feet.

Speed: Fast.

Miracle Name: Wrath

Level: 2

This miracle cause the mind of the recipient to become a maelstrom of hostility, paranoia, and anger, which eliminate all ability for rational thought. The person will froth and growl like a rabid animal and attack the nearest person(s) with no regard for self-preservation (Full Attack).

One additional person may be affected per level of the caster after Third.

Duration: One minute plus one melee per level of the caster after Third.

Saving Throw: Standard. Or if more than one person can be affected, -1 on saving throws for each potential target unused.

Range: 60 feet.

Speed: Medium.

Miracle Name: Cleanse

Level: 3

This miracle **purifies/sanctifies** items for religious rituals, e.g. holy symbols, sacrificial daggers, altars, etc. No holy symbol can be used to aid in the casting of miracles unless it has been Cleansed.

Cleanse can also purify evil items and soothe wronged spirits.

If cast on a weapon, it will (for one minute plus one melee per level of the caster after Fifth) allow the weapon to damage creatures who normally could only be hit by weapons bearing enchantments of +3 or greater.

Duration: See Above.

Saving Throw: N/A. Special.

Range: 30 feet (on a location, 30 foot radius).

Speed: Slow.

Miracle Name: Earth Power

Level: 3

If barefoot, the cleric or recipient is immovable unless she chooses otherwise. A blow from a giant or dragon could not knock the cleric off her feet. If the cleric were struggling on the edge of a cliff, the priest could not be pulled over its edge unless the cliff, itself, collapsed.

This will not permit performance of actions normally impossible: walking up sheer walls or on ceilings, etc.

This miracle is a Second Level Wiccan Summoning and a First Level Druidic Invocation.

Duration: One minute plus one minute per level of the caster after Fifth. (Second level for Druids and Wicca.)
 Saving Throw: N/A.
 Range: Touch.
 Speed: Medium.

Miracle Name: Grand Pyre

Level: 3

This miracle will combust the flesh and bones of the dead; consuming a corpse like an actual funeral pyre but without the need for kindling. This is a spectacular and very respectful way to give compatriots to the flames. The flames can be manipulated in shape and color to present scenes, pictures and patterns.

Unlike the First level miracle, Pyre, Grand Pyre is an area of effect miracle. It will burn all bodies within a 30 foot diameter.

Grand Pyre can be used offensively against any corporeal undead within the miracle's 30 foot diameter area of effect. Non-sentient undead must save versus Magic or be consumed by flames in 1-3 melees. Sentient undead save at +4 and take 2-6 melees to completely kindle. If the Grand Pyre fails, the cleric can not use that miracle against the undead until increasing a level. The undead can attempt to embrace a person in its flaming body before total consumption.

Non-corporeal undead are NOT affected.

When used in its non-offensive role, the caster gets 50 experience points.

Duration: See above.
 Saving Throw: See above.
 Range: Thirty feet and thirty foot diameter area of effect.
 Speed: Slow

Miracle Name: HearthFind

Level: 3

The medium of this miracle is an eight inch tall candle of beeswax and aromatic herbs which has had the runes of Home, Cult, the elements (except Void) engraved on its surface.

After casting the miracle and lighting the candle, the beneficiary of the miracle is able to use the candle's light as a beacon to guide herself to the location of the candle, regardless of distance.

It burns, un-consuming, until the return or death of the linked person.

It requires one week to make the candle and costs 2 marks.

Duration: See above.
 Saving Throw: N/A.
 Range: See above.
 Speed: Slow.

Miracle Name: Preserve

Level: 3

This miracle halts deterioration, rotting, evaporation, oxidization, etc. on any object on which it has been cast. It has NO effect on living creatures or the undead.

An object up to 40 cubic feet may be affected.

Duration: Six months plus three months per level of the caster after Fifth.
 Saving Throw: N/A.
 Range: Touch.
 Speed: Slow.

Miracle Name: Righteous Sword II

Level: 3

As RS I, except it affects creatures who are only harmed by enchantments of +2 and adds 1d6 to damage.

Duration: One minute.
 Saving Throw: N/A.
 Range: Three feet.
 Speed: Fast.

Miracle Name: Sanctuary Cache

Level: 3

A specially constructed box is magicked so that pre-specified objects will appear in the box when summoned (only on the same plane). The item can not weight more than 12 pounds (plus two pounds per level of the caster after Fifth), and it will appear in 1 to 6 minutes. A summoned object MUST be able to fit within the box.

The Chest is made from yew and mahogany inlaid with griffin bone, copper wire, and inscribed with cult symbols--maximum dimensions are 6'x4'x3'.

There is no limit in the number of boxes a cleric may have.

A Cache can range in price from 1 to 10 g.p. depending on its size, and require 2 to 20 weeks to construct.

Duration: See above.
 Saving Throw: N/A.
 Range: See above.
 Speed: Slow.

Miracle Name: Spiritual Guardian

Level: 3

A spiritual cult essence is encased in a specially bred animal. The animals are of standard species intelligence and must be purchased from the cleric's cult (for 2-10 times the normal price).

The Guardian is under the complete control of its master. Further, the priest may bind a miracle (in the same fashion she would normally cast a miracle) to the beast, which can be activated by a preset condition or at the behest of the priest.

The cleric's control of his Guardian is so complete that she can instruct the animal to leap in front of an attack. The cleric must declare this in the pre-melee declaration phase.

If the Guardian is killed, the cleric must withdraw into seclusion for a month to pray and sacrifice to the disincorporated spirit or instead she can accept a quest from her temple. Within a months time, if the cleric has done neither of the above actions, the cleric will lose one level of spells per week (highest first).

A cleric may only have ONE Spiritual Guardian.

Duration: N/A.
 Saving Throw: N/A.
 Range: N/A.
 Speed: One day to cast.

Miracle Name: HealAll

Level: 4

This miracle heals 1d6+1 points of damage to animals, as well as human(oids).

Wicca get this as a Second Level Summoning and Druids as a First level Invocation.

Duration: N/A.
 Saving Throw: N/A.
 Range: Touch.
 Speed: Slow.

Miracle Name: Righteous Sword III

Level: 4

As RS II and I, except it affects creatures with defenses against +4 magicks. It adds 2d4 to damage of a weapon.

Duration: One minute.
 Saving Throw: N/A.
 Range: Three feet.
 Speed: Fast.

Druids

In 3345 PBM, a charismatic male witch named R'trenf attracted a sizeable band of followers advocating an activist, aggressive approach towards ensuring the sanctity of the natural world. R'trenf addressed the *Magnum Concillium* and called for the witches to adopt a new approach. He was rejected.

Refusing to accept the judgment of the *Concillium*, R'trenf and his followers broke with the Witches to propound a new a philosophy of militancy and direct action. In their exile wandering through the GloomRim, the witches encountered the being known as Lord T'lloluvín.

Universally feared, Demon Lord T'lloluvín is said to hunt the GloomRim Mountains on his moon preying upon all abroad. The truth is somewhat different. Lord T'lloluvín is no more a demon than any other Crescent Lands deity. Unlike other deities, T'lloluvín's home plane is located physically on *Loca Ottii* and his power derives from the energies generated by natural world forces. The trees and animals and the rock provide him with the energies for his existence. In return, Lord T'lloluvín's presence creates a stability in the planes surrounding *Loca Ottii*—preventing the planar denizen from intruding upon the world.

T'lloluvín's place of greatest power was *Tellura*; the place where *Loca Ottii* is the thickest—the “most itself”. Thousand of years ago a race known as the Builders invaded the Crescent Land, and by means of a ruse, the Builders lured Lord T'lloluvín from his place of power into the GloomRim. In his absence, the Builders constructed a device which from prevented his return. Subsequently, they fashioned *Tellura* to protect and disguise this device.

Cut off from the fount of his energies, Lord T'lloluvín's existence is maintained by the residual connection he maintains. In his weakened state he is unable to leave the GloomRim demesne to which he had been lured.

Two millennia ago the rebel faction of witches stumbled onto his waiting place, and instead of slaying them, he chose to co-opt them as emissaries in the lands beyond the GloomRim. For with every dwelling constructed and each forest logged, T'lloluvín's power is diminished. With Druids he has partisans to act in his defense by preventing the depredations visited on the land by the acts of man.

Lord T'lloluvín is not a benevolent god: his needs are in direct conflict with the activities of mankind. His anger and his tendency towards their destruction is primarily limited by his inability to act outside of his place of imprisonment. His only freedom occurs on Lord T'lloluvín's moon, when his fetters weaken and allow him greater range for one evening. Curiously, the corruption which affects those abroad in the GloomRim on this eve is not caused by T'lloluvín. In fact, it is the opposite. Lord T'lloluvín's existence in *Loca Ottii* has the salutary effect of stabilizing the dimension and preventing outside intrusion. The same weakening of the bonds holding T'lloluvín on this day coincides with the nadir of T'lloluvín's power (for which the inhabitants of the Crescent Lands should be grateful). With the diminishment of his power, comes the reduction of his ability to resist the outside intrusion of other planes upon *Loca Ottii*.

DRUIDIC STRUCTURE

Druids reject the hierarchical, centralized coven organization of witches, except in times of great danger, druids act independently. Druids concern themselves primarily with mitigating the negative impact of humanoids on the Crescent Lands. This can be expressed in a range of activities: as pacific as educating humanity about the harm they practice to waging guerilla campaigns against those who attack their tenets.

Because of the fear with which both witches and Lord T'lloluvín are regarded, Druids often choose to be lay members of the Ehestran temple and represent themselves as adherents of Ehestra to those who inquire.

Druids do not wear metal armor, for it represents a working of the virgin ore, and it generates no natural power. Moreover, encasing the druid in the material prevents his powers from functioning. Small amounts may be used, such as represented by weapons.

Experience and Level Chart

<u>Title:</u>	<u>LVL:</u>	<u>Experience:</u>
Aspirant	1	As cleric
Ovate	2	
Initiate of the 1st circle	3	
Initiate of the 2nd circle	4	
Initiate of the 3rd circle	5	
Initiate of the 4th circle	6	
Initiate of the 5th circle	7	
Initiate of the 6th circle	8	
Initiate of the 7th circle	9	
Initiate of the 8th circle	10	
Initiate of the 9th circle	11	
Druid	12	
Archdruid	13	
The Great Druid	14	
Avatar	15	

<u>Experience Level:</u>	<u>Invocation Level and # of Invocations per Level</u>								
	1	2	3	4	5	6	7	8	9
1	1								
2	2								
3	2	1							
4	3	2	1						
5	4	2	1	1					
6	5	3	2	1					
7	5	4	3	1					
8	6	5	4	2	1				
9	6	6	5	3	1				
10	6	6	6	3	2	1			
11	7	6	6	4	3	1			
12	7	6	6	5	4	2	1		
13	7	7	7	6	3	3	1		
14	7	7	7	7	4	4	2	1	
15	7	7	7	7	5	5	3	1	
16	7	7	7	7	7	5	4	1	
17	7	7	7	7	7	6	5	3	

INITIATESHIP

Druids become an initiate by performing acts that defend the land from sentient beings. A druid wishing consideration presents himself to the central temple in the GloomRim, and the aspirants is blindfolded and lead to T'lloluvín's Defile. Those who survive the night and return are granted initiateship. Failures never return. Needless to say, few present themselves for consideration until they truly feel themselves worthy.

Initiates receive the following benefits:

The ability to transform themselves into one animal form once per day. Upon receiving initiateship, Druids choose one animal form. Once per day they are able to transform into this aspect, gaining sense, mobility, instincts and attacks consistent with this form. Druids can remain in this form indefinitely but have a 5% cumulative chance per day of continuous transformation of having their intellect subsumed beneath the instincts of the animal form. Only protracted treatment by the Druidic temple can serve to reawaken the human mentality. Upon returning to human form, a druid will be exhausted having 0 evasion points.

Both lay and initiate druids gain certain special abilities as they increase in level. At Third level druids receive a 50% bonus to identify plants, animals, and can automatically identify pure water.

Druids do not actively proselytize.

Druid Invocations

Invocation Name: **Quench**
Level: 1

A druid invoking this power can extinguish natural flames. The area effected by this Invocation increases as the druid increases in level, as follows: 100 square feet at 1st level, 1000 square feet at 2nd, etc., up to 1,000,000 square feet at 5th level.

Duration: Instant.
Saving Throw: N/A .
Range: 60 feet.
Speed: Slow

Invocation Name: **Wood Shape**
Level: 1

This allows a druid to shape a piece of wood no larger than 1 cubic foot/ level of the caster. Weapons and crafts may be created, but quality and artistry are dependent upon the skills of the caster. When wood is *shaped*, moving, hinged, or rotating parts can be part of the thing created. The mass of wood does not need to be worked as a contiguous whole, rather it can be manipulated in parts, much like carving a toy from single block of wood.

Duration: Permanent.
Saving Throw: N/A.
Range: Touch.
Speed: Slow.

Invocation Name: **Hibernate**
Level: 1

Allows a caster to slow his or his targets metabolism for a period of time. This will reduce the need for sustenance and slow the effects of toxins.

Duration: 1 Hour at 1st level, 1 Day at 2nd, 1 Week at 3rd and 1 Month at 4th.
Saving Throw: N/A.
Range: Touch.
Speed: Slow.

Invocation Name: **Rejuvenate**
Level: 1

Improves the health and vitality of living plants.

Duration: Permanent.
Saving Throw: N/A.
Range: 30' range, 3600 square foot area.
Speed: Slow.

Invocation Name: **Camouflage**
Level: 2

When cast upon a person who is trying to hide in cover, it increases their natural chance to camouflage themselves by +50%, as long as the person remains motionless.

Duration: 2 minutes/level.
Saving Throw: N/A.
Range: Touch.
Speed: Slow.

Invocation Name: **Endure**
Level: 2

As per the Bard WyrdeSong Everlast.

Duration: See Bard.
Saving Throw: See Bard.
Range: See Bard.
Speed: Slow.

Invocation Name: **Animal Semblance**
Level: 2

The invocation allows the druid to take the shape of an animal no more than 75% larger or smaller than the himself. However, the druid receives *none* of the abilities or benefits of the creature—only the semblance. Someone observing the animal created by this invocations has a chance of noticing "odd" mannerisms or behaviors which might make the observer realize the animal is suspect.

Duration: 1 hour/level.
Saving Throw: Spot hidden -30%.
Range: Self.
Speed: Slow.

Invocation Name: **Earth Bind**
Level: 2

This invocation will cause small plants to hinder, trip, and entangle an opponent. All creatures man sized or smaller must save versus their Dexterity-Strength average on 4d6 or be hindered. If hindered, they attack at -2 To Hit, and their movements are slowed by 50%, for small opponents, and 25% for man sized ones.

Duration: 1 minute.
Saving Throw: See above.
Range: Thirty feet per 2 levels.
Speed: Medium.

Invocation Name: **Wind Wall**
Level: 2

A druid casting this invocation can deflect most missiles smaller than a light ballista bolt. It also can disperse dust and poisonous clouds, scatter insects, and knock small birds to the ground. Items must successfully save versus crushing blows or creatures versus *Magic* to hit a person protected by this invocation . It covers a three by six feet/level of the caster

Duration: 1 minute.
Saving Throw: 3x6 feet/level.
Range: 10' from caster.
Speed: Medium.

Invocation Name: **Succor**
Level: 3

Causes all *non* intelligent animals within 150 square yards per level to come to aid of the druid and protect him. However, if the animal is seriously injured while rescuing the druid it must save versus *Magic* or flee.

Duration: 5 minutes.
Saving Throw: See above.
Range: 150 square yards/level.
Speed: Medium.

Invocation Name: **Rebirth**
Level: 3

An item made from an once-living object (wood, leather, vellum, etc) will gruesomely return to a condition resembling its original animate state—wood would sprout leaves and roots and leak sap, leather would begin forming membranes, blood vessels and fat, and vellum would sprout wool, skin would creep across its surface, etc.

Duration: Permanent.
Saving Throw: N/A or save versus crushing blow if item is magicked.
Range: 1 cubic foot of material/level. One item only.
Speed: Medium.

Invocation Name: **Atavism**
Level: 3

This invocation strips away the veneer of domestication from animals and higher reasoning from humans, if they fail a save versus *Magic*. Target will act in a primal fashion.

Duration: Permanent with animals or 5 minutes for intelligent creatures..
Saving Throw: See above.
Range: 10 feet.
Speed: Medium.

Invocation Name: **Animal Bond**
Level: 3

See Mage spell **Find Familiar**, except the druid receives no special powers from the animal except the ability to use its senses when within 100 yards of the animal. The druid may choose the animal bonded (as long as it would be present in the region where the choice is being made [see Find Familiar location table]). The animal's intelligence will increase (giving it the intelligence equivalent of a retarded adult human) and its longevity will be extended to the druid's life span. The druid and the affected animal will have the equivalent of a permanent speak with animals spell.

Duration: Permanent.
Saving Throw: N/A.
Range: 100 square miles.
Speed: 1 week.

Invocation Name: **Protection from Natural Weaponry**
Level: 3

Recipients become virtually immune to natural weaponry—arrows will veer aside, wood hafted weapons will twist in the wielder's hands, stones will miss their target, etc. Any weapon which is wooden hafted but has a metal or non-natural head (arrows, quarrels, mace, axe, etc.) is at -4 to hit a person protected with this invocation.

Animals attacking the beneficiary of this protection, must save versus *Magic* or be unable to strike the person (though they can still attack). They may save again in one minute.

Duration: 1 minute/level.
Saving Throw: None and see above.
Range: Touch.
Speed: Medium.

Invocation Name: **Nature's Judgment**
Level: 3

A druid uses this invocation to sever an individual from nature by placing discord into the individual's bones. This invocation will lodge deep in the marrow and radiate discomfort, upset, anguish and woe to all animals nearby, causing them to fear and rebel against the recipient. It will last for 6 months.

Duration: 6 months.
Saving Throw: Normal.
Range: Touch
Speed: Slow.

Invocation Name: **Animal Form**
Level: 3

A Druid may take on the form, *with the abilities*, of a natural animal. The druid must choose a specific form which is unchanging for the rest of the druid's life. For every odd level after 3rd, the druid may choose one additional form.

Duration: 15 minutes/level.
Saving Throw: N/A.
Range: Self.
Speed: Slow.

The Witch Character Class

Witches worship and tap earth-nature forces, similar in basic nature to Druidic forces, but of greater antiquity. They worship a pair of gods in the pantheon of Ancient Ones, a circle of gods supposedly predating the gods of **Law**, **Chaos**, and **Neutrality** and absent in the conflict of the *Bellum Deorum* (Gods' War). Some scholars place the Ancient Ones in the courts of **Chaos**.

There are two groups of witches of opposing aims and aspect, both worshipping one of the Twin Gods collectively known as the **Horned One**. The *Domini*, or "Dark Witches" as they are colloquially referred, worship the more malignant or cruel aspect, Bashtet. These witches tend towards more bestial habits and behaviors; they partake of *Blood*, an enormously addictive, ultimately toxic hallucinogen (the only drug banned universally in the Crescent Lands), and sacrifice humans and demi-humans in their rituals and summonings (often innocents whom they have addicted to *Blood*).

In opposition are the *Magistri*, white witches, who worship the aspect Paces (Pah'Kees). Paces is a more benign, favorable aspect. Fluency in reading, writing and the mathematical sciences are important to the *Magistri*; for this reason, witches are often hired as tutors or teach in universities (they keep their religious preference secret). White witches use "sexual magic" in many of their rituals; sexual magic taps spiritual vitality which is available during the sex act. *Magistri* do require living sacrifices for many of their summonings and rituals, but, unlike the *Domini*, they use animal sacrifices.

Recently, a convocation of sages and mages meeting at Tellura, in Ar'Ethmet, formulated a theory about the nature of the Twin Gods. They postulated that the Twin Gods were actually aspects of the Horned One not individuals so related as to be termed one: dichotomic halves of the spirit of the god. This view caused a stir among the witch community, and the splintering-off of a small group of witches from both the *Magistri* and *Domini*, who formed a non-aligned, neutral, group attempting to form an unified theology. Little is known about the neutral witches.

The *Domini* and *Magistri* are in conflict with one another and the Neutral witches.

Witches are universally feared and hated throughout the Crescent Lands and, in many areas, they are attacked, banished, stoned, and even burnt at the stake. People do not differentiate between black witches and white witches.

Organization of Witches

All witches are members of a coven. A coven is a group of thirteen female and male witches with an elected leader (usually female). If a coven's membership expands to twenty, the coven splits into two separate, sister covens, and the coven with the group leader before the division is the Mother coven. The Mother coven has authority over sister covens. Once a Mother coven has three sister covens (a Family), if the Mother coven splits again, the eldest sister coven leaves to form an autonomous coven. Sister covens can grow and split, but they will be under the auspices of the Mother coven till they become a Mother coven. It is a matter of great pride to trace one's coven lineage to a great, mythical, Mother coven of the past.

Mother covens are autonomous from each other, but for the purpose of solidarity, coordination, transfer of information and knowledge, and cohesiveness during times of danger, there is a council of witches. The *Magnum Concilium* (Great Council) is held the first thirteen days of the year somewhere in the Widdershins Woods area of the GloomRim Mountains. Each Mother coven or four non-Mother covens (covens having no Mother coven) sends one representative to the council. The average size of the council ranges between thirty to forty representatives. In case of a grave emergency, the council will call a special council. The *Magistri* and *Domini* have separate councils.

Attributes and Characteristics

Witches should have a minimum Wisdom of 14, Intelligence of 13 and Charisma of 14. Witches are not the ugly, wart ridden hags of legend.

Witches gain hit and evasion points and fight as clerics.

They can not wear armor other than leather. They use weapons of copper, bronze, wood, bone, or stone. Iron (the metal of the New God—the gods of **Law**, **Chaos**, and **Neutrality**) is forbidden in any rituals, rites, summonings or possession. Copper and silver are the holy metal of witches. Witches are very partial to bows. Witches can use shields.

Witches get 2d6+2 silver pieces to start the game.

Experience and Level Chart

<u>Title:</u>	<u>Lvl:</u>	<u>Experience:</u>
Initiate (1st circle)	1	As cleric
Secundus	2	
Primus	3	
Rhymer-Student of Runes (2nd circle)		
Initiate	4	
Tertius	5	
Secundus	6	
Ogham-Student of Taboo (3rd circle)		
Initiate	7	
Tertius	8	
Secundus	9	
Primus	10	
Bergh'an-Student of Rites (4th circle)		
Initiate	11	
Tertius	12	
Secundus	13	
Primus	14	
Donjon-Student of Witchcraft (5th circle)		
Initiate	15	
Tertius	16	
Secundus	17	
Primus	18	
Witch Mother (6th circle)	19	

Experience Level:	Summoning Level and # of Summonings per level cast							
	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>
1	1							
2	2							
3	2	1						
4	3	2	1					
5	4	2	1	1				
6	5	3	2	1				
7	5	4	3	1				
8	6	5	4	2	1			
9	6	6	5	3	1			
10	6	6	6	3	2	1		
11	7	6	6	4	3	1		
12	7	6	6	5	4	2	1	
13	7	7	7	6	3	3	1	
14	7	7	7	7	4	4	2	1
15	7	7	7	7	5	5	3	1
16	7	7	7	7	7	5	4	1
17	7	7	7	7	7	6	5	3
18	7	7	7	7	7	7	6	4
19	7	7	7	7	7	7	7	5
20	7	7	7	7	7	7	7	7

Witches' Summoning Table

#	<i>1st Level</i>	<i>2nd Level</i>	<i>3rd Level</i>
1	Aerforce	Animal Tongue	Call Lightning
2	Affect Normal Fires	DarkSprite	Charm II
3	Charm Person	Darts of Wood	Clairaudience
4	Control Vapor	Detect Illusion	Clairvoyance
5	Cure Wounds	Detect Poison	Continual light
6	Dancing Light	Earth Power	Disguise
7	Darkness/Light	EarthSprite	Dissipate Vapor
8	Entangle	Find Snares	Entrapment
9	Faerie Fire	FireSprite	Flame Finger
10	Find Familiar	Gust of Wind	Heal Wounds
11	FireForce	Heal All	Influence
12	Forcebar	Hold Person	Insect Plague
13	Howl	Hold Portal	Mirror Sight
14	Mend	Knock	Nature Force
15	OerthForce	Magic Mouth	NatureSprite
16	Protection L/C	Minor Disguise	Neutralize Poison
17	Read Languages	Pacify Animal	Phantasmal Force
18	Resist Fire	Produce Flame	Protect N. Missiles
19	Spirit Birds	Purify	Savior II
20	Stealth	Pyrotechnics I	Wall of Fire
21	StormForce	Savior I	Water Breathing
22	Tongues	Trance	
23	Unseen Servant	WaterSprite	
24	WaterForce	WindSprite	
25	Windwatch	WindWall	

4th Level

1	Animate Dead
2	Charm III
3	Conjure Elemental
4	Continual Light/Dark
5	Control Liquid
6	Detect Enemy
7	Disguise II
8	Distant Speak
9	Divination
10	Icestorm
11	Lower Water
12	Major Disguise
13	Predict Weather
14	Protect LAW/CHAOS 10' r.
15	Protection From Lightning
16	Pyrotechnics II
17	Savior III
18	Summon Minor Servitor
19	Wizard Eye

Witch Summonings Description

Summoning Name: AerForce

Level: 1

Increases Evasion Point by 20-80% (2d4).

Duration: Five minutes per level.
Saving Throw: N/A.
Range: Touch.
Speed: Slow.

Summoning Name: Control Vapor

Level: 1

Using this summoning, a witch can control the movements of any mist, vapor, fog or smoke in calm or slightly windy environment within a range of thirty feet per level of the witch. She can control a 1000 cubic foot area of vapor and move it at a rate of ten feet per melee.

Intelligent mists or vapors receive a saving throw versus magic to not be controlled.

Duration: Five minutes per level.
Saving Throw: N/A. Standard if sentient or under another's control.
Range: Thirty feet per level.
Speed: Fast.

Summoning Name: Cure Wounds

Level: 1

By laying hands on an injured human (oid), a witch can cure 1d4+1 points of damage.

Duration: N/A.
Saving Throw: N/A.
Range: Touch.
Speed: Slow.

Summoning Name: Entangle

Level: 1

This summoning will cause small plants to hinder, trip, and entangle an opponent. All creatures man sized or smaller must save versus their Dexterity-Strength average on 3d6 or be hindered. If hindered, they attack at -2 To Hit, and their movements are slowed by 50%, for small opponents, and 25% for man sized ones.

Duration: Five minutes plus five minutes per odd level.
Saving Throw: See above.
Range: Thirty feet per level.
Speed: Fast.

Summoning Name: FireForce
Level: 1

This summoning draws upon the natural fascination of fire to increase Charisma by 1d6 points.

Duration: Ten minutes per level.
Saving Throw: N/A.
Range: Touch.
Speed: Slow.

Summoning Name: Forcebar
Level: 1

A simple summoning which increases natural forces (gravity, friction, inertia, etc.) in a very localized area to increase or decrease by 25% plus 5% per level after First. Forcebar can thus make a box easier to lift, a door more difficult to open, a large rock too heavy to throw or too light to do damage.

Duration: One minute plus 2 melee per level after First.
Saving Throw: N/A.
Range: Thirty feet plus 5 feet per level after First.
Speed: Fast.

Summoning Name: Howl
Level: 1

With this summoning, a person can vocalize all those primeval wilderness sounds which make nights so terrifying, thereby filling the listeners(s) with such mortal fear that the person will flee.

Since the summoning does not affect the person's visual appearance, the listener is allowed a saving throw at plus 2. If the saving throw fails, the person must flee for one minute before they may save again. Two persons may be affected per level. If the witch chooses to affect fewer, the difference can be applied as a negative to the saving throws (not to exceed -2).

Duration: See above.
Saving Throw: See above.
Range: One hundred feet.
Speed: Medium.

Summoning Name: OerthForce
Level: 1

The strength, solidity, and power of the earth is imparted to the recipient of this summoning, increasing Strength 1d4+1 points.

Duration: Five minutes per level.
Saving Throw: N/A.
Range: Touch.
Speed: Fast.

Summoning Name: **Read Language**
Level: 1

This spell will translate most non-magical scripts.

Duration: Forty minutes per level.
Saving Throw: N/A.
Range: Touch.
Speed: Slow.

Summoning Name: **Spirit Birds**
Level: 1

When a witch chants this summoning, an ethereal bird limned in light is summoned. Each summoned Bird sings so enchantingly that one person per Bird will become so involved in its song as to become oblivious to all else.

One Bird is summoned plus one per every two levels of the summoner after First.

Duration: One minute.
Saving Throw: Standard, unless the witch chooses to affect fewer opponents than her maximum. The difference can be applied as a negative modifier.
Range: One hundred feet.
Speed: Medium.

Summoning Name: **Stealth**
Level: 1

This allows an individual to Move Silently and Hide in Shadows as a thief of the **witch's** level.

Duration: Ten minutes per level.
Saving Throw: N/A.
Range: Touch.
Speed: Fast (self). Slow (others).

Summoning Name: **StormForce**
Level: 1

The fury of storm elements is channeled into the recipient causing her to fly into a berserker gang. The target either attacks twice per melee or gets +3 to hit and +2 on damage (in either case armor class drops by 3).

Since the body is filled with such turbulence, the violence may also leak into the mind, disorienting thoughts and views of reality. This confusion can be so strong as to make it impossible for the target to differentiate friend from foe. A person's chance to control her actions is determined by rolling 4d6 (3d6 for witches) less than the average of Intelligence-Wisdom or succumb to the mental storm. Each time an individual is exposed to this summoning the save improves by 1 (up to a maximum of 6).

Duration: One minute plus one minute per two levels after First.
Saving Throw: N/A.
Range: Touch.
Speed: Medium.

Summoning Name: **WaterForce**
Level: 1

By harnessing the vital, CHAOTIC nature of water, the witch can boost the Dexterity of the recipient by 1d4+1 points (with concomitant improvement in Evasion Point and Armor Class).

Duration: Ten minutes per level. One minute per level in combat.
Saving Throw: N/A.
Range: Touch.
Speed: Fast.

Summoning Name: **Wind Watch**
Level: 1

If successfully summoned, a witch can speak with Wind Spirits and ask them questions. She can get these Spirits to search for an item, person or thing within the Summoning's area of effect and report its location and disposition. This summoning does not work in doors (where Wind Spirits cannot enter) or in calm weather (when they drowse).

Certain magical creatures or beings who are versed in hiding can avoid discovery. Also, the subject of a Wind Watch may notice that they are being observed by hearing the faint whispers and titters of the Wind Spirits. All creatures have a 5% chance per two levels of noticing the Wind Spirits, with mages getting +3% every level, and druids and witches receiving +5% per level.

Wind Spirits tend to be craven and will thus refuse to go into areas of great magic or danger.

Duration: One request/quest, and the time it takes for the Spirits to cover the area of the spell.
Saving Throw: Special. See above.
Range: Square of the witch's level in miles plus two.
Speed: About twenty minutes to an hour.
Ingredients: Small portable brazier, aromatic herbs, coal, food scraps, and wine. Cost: Brazier—around 4 copper pieces; all else is variable.

Summoning Name: **Animal Tongue**
Level: 2

This summoning is the same as the mage spell *Speak with Animals*.

Duration: Thirty minutes.
Saving Throw: N/A.
Range: Voice.
Speed: Slow.

Summoning Name: **Darts of Wood**
Level: 2

This summoning is similar to the mage spell *Magic Missile*. A witch gets one 1d4+1 dart per level plus one additional per level after Third.

Duration: N/A.
Saving Throw: N/A.
Range: Sixty feet.
Speed: Fast.

Summoning Name: EarthSprite
Level: 2

A witch can call forth a minor earth spirit which appears as a short, humanoid conglomeration of rocks and soil. The 3½ foot tall creatures have 2d4 Hit Points and 1d4 Evasion Point, with an Armor Class of 8. The EarthSprites are totally unaffected by blunt or impaling weapons. The 'Sprites can lift up to 100 pounds.

Because of their slow speed, EarthSprites are not terribly effective in combat. They can only attack an opponent by surprise or if boxed in a corner; in these cases they attack as a Second Level fighter and do 1d10 points of damage.

These entities are more useful for their ability to extrude portions of themselves into small openings, crevices, and cracks and gradually fracture objects with applied pressure. This can weaken buttresses, jam doors, break bars from their housings, etc.

Duration: Thirty minutes.
Saving Throw: N/A.
Range: N/A.
Speed: Slow
Ingredient: Dirt.

Summoning Name: Minor Disguise
Level: 2

Minor Disguise can change the appearance of a person by making them seem as much as a foot taller/shorter, fifty pounds lighter/heavier, alter skin color, shift facial features, etc. Unfortunately, this summoning is relatively limited in its effect and is best used in dim surroundings, mist, or at a distance. Under good visual conditions, the disguise is easily penetrated.

Duration: Twenty minutes per level on others; 12 hours plus one hour per level of the witch.
Saving Throw: N/A.
Range: Touch.
Speed: Slow.

Summoning Name: Pacify
Level: 2

By summoning calming spirits which will soothe angry animals within a 50 foot vicinity. For the duration of this summoning the witch may perform no other activity, except walking slowly.

Duration: Ten minutes per level.
Saving Throw: -2.
Range: Fifty foot radius.
Speed: Medium.

Summoning Name: Savior I (Wilderness)
Level: 2

A witch in the wilderness can summon 2d6 small animals of helpful demeanor. These creatures tend to be common woodland animals, such as chipmunks, squirrels, and small birds. The animals arrive in 1d10 melees.

Duration: Thirty minutes.
Saving Throw: N/A.
Range: N/A.
Speed: Slow.

Summoning Name: Trance
Level: 2

With this summoning, a witch can control bodily functions—slow heart rate, reduce respiration, modulate temperature and pupil dilation, etc. With these abilities, a witch can appear dead or unconscious, slow metabolism to conserve oxygen, food or water, even regulate healing and blood loss.

When using the healing or blood flow controlling aspects, the witch is near comatose, but healing rate is tripled and blood loss can be reduced to one blood point every three *hours*. A more modest use doubles the normal length of time a witch may hold her breath. Poison can also be slowed with this summoning.

Duration: See above, and 1 day per level after Third for effects requiring a coma.
Saving Throw: N/A.
Range: Touch.
Speed: Slow.

Summoning Name: WaterSprite
Level: 2

A WaterSprite is a two foot tall, vaguely humanoid creature which leaves a trail of water behind it when it moves. They resemble the color of the water from which they are summoned; if called from sea water, they are clear green-blue in color and make the sound of waves climbing a beach.

WaterSprites have 2-3 Hit Points and 1d8 Evasion Point, with an Armor Class of 8. Edged weapons do only 1 point of damage and cannot critical, and impaling weapons do no damage. They attack with a blinding spray of water or a suffocating globe of water. Any opponent under six feet must save versus Dexterity on 4d6 or be blinded by spray 1-2 melees. If it blinds an opponent, it can suffocate. It suffocates an opponent by throwing a globe of “viscous” water about the head of its victim. It takes four successive To Hit rolls for the ‘Sprite to make an opponent go unconscious and by the sixth melee die. After the first melee, the ‘Sprite has a cumulative +1 bonus to hit, and the Dexterity of the victim is not counted.

During the suffocation attack, the victim is at -2 To Hit.

Duration: Ten minutes.
Saving Throw: See above.
Range: N/A.
Speed: Slow.
Ingredient: A source of water.

Summoning Name: Charm II
Level: 3

A witch needs a Charisma of 13 or better for this summoning. It will charm 1-3 human(oids). In all other respects, it is the same as the First Level summoning.

Duration: One minute plus one per level after Fourth.
Saving Throw: Standard.
Range: Sixty feet.
Speed: Medium.

Summoning Name: **Disguise**
Level: 3

In most respects, this summoning is similar to the First Level summoning, *Minor Disguise*. It is more effective, though, allowing not only the sex to be changed, but it is effective in all but the best viewing conditions and close inspection. See *Minor Disguise* for the specifics.

Duration: Twenty minutes per level on others; 12 hours plus one hour per level of the witch.
Saving Throw: N/A.
Range: Touch.
Speed: Slow.

Summoning Name: **Entrapment**
Level: 3

By controlling the *anima* of living plants, a witch can cause plants (up to the size of medium trees—twenty feet tall) to hinder, grab, and hold beings within a sixty foot area. Further, by summoning the residue of *anima* found in wooden objects, a witch can get carts to roll into the paths of pursuers, boxes to block exits, etc. This summoning is wholly defensive.

Duration: Ten minutes plus ten minutes per level after Fourth.
Saving Throw: N/A.
Range: Sixty foot range plus ten feet per level after Fourth, and a sixty foot area of effect.
Speed: Medium.

Summoning Name: **Flame Finger**
Level: 3

A shaft of coruscating flame will leap from the finger of the witch and automatically strike a target. A witch gets one Flame initially, with an additional one per level after Fourth. Each stream of flame does 7 points of damage.

When a witch has the ability to wield multiple Flames, she can either concentrate them on one target or aim them at multiple targets. Creatures with special magical resistance (demons, etc.) or creatures of flame receive saving throws versus this summoning, as do creatures with a Dexterity of 17 or greater (4d6 less than Dexterity).

Duration: N/A.
Saving Throw: None. See above.
Range: One hundred feet.
Speed: Medium.

Summoning Name: **Influence**
Level: 3

Requiring a Charisma of 14 or better, *Influence* can manipulate the mood and attitude of crowds. From 3d6 individuals can be affected per level.

Duration: Twenty minutes plus ten minutes per level.
Saving Throw: Standard.
Range: 100 foot distance with a sixty foot radius (increased ten feet per level after Fourth).
Speed: One minute per ten people.

Summoning Name: Mirror Sight
Level: 3

By gazing into any reflective surface (a calm pool of water, mirrors, polished silver, etc.), a witch can view distant places and persons known or experienced by the witch. It has a thirty mile radius which cumulatively doubles for each level after Fifth. A witch may tune the summoning so that the observed will be aware of the scrutiny.

Duration: Half hour plus ten minutes per doubling in area of effect.
Saving Throw: N/A.
Range: Sixty mile radius doubled for each level after Fifth.
Speed: Slow.

Summoning Name: NatureForce
Level: 3

This summoning allows the casting of any other of the *Force* summonings (OerthForce, AerForce, WaterForce, FireForce, StormForce).

Duration: N/A.
Saving Throw: N/A.
Range: N/A.
Speed: Fast.

Summoning Name: NatureSprite
Level: 3

With this summoning, a witch may summon any of the other five elemental Sprites (WaterSprite, EarthSprite, FireSprite, DarkSprite, WindSprite).

Duration: See 'Sprite spell relating to the summoned sprite.
Saving Throw: N/A.
Range: N/A.
Speed: Slow.
Ingredients: Element of the Sprite to be summoned.

Summoning Name: Savior II
Level: 3

A witch in the wilderness can summon 2d6 animals the size of wolves. These creatures tend to be common animals of the environment. It can be used in wilderness, cities, or underground. The animals arrive in 1d10 melees.

Duration: Thirty minutes.
Saving Throw: N/A.
Range: N/A.
Speed: Slow.

Summoning Name: Wound Healing
Level: 3

With this summoning, a witch can heal 2d6 points of damage.

Duration: N/A.
Saving Throw: N/A.
Range: Touch.
Speed: Slow.

Summoning Name: Charm III
Level: 4

Similar to the Second Level summoning *Charm II*, except that the witch must have a Charisma of 15 or greater and it will effect 2d3 human(oids) or 1d3 monsters.

Duration: One minute plus one minutes per level after Second.
Saving Throw: Standard.
Range: Sixty feet.
Speed: Medium.

Summoning Name: Conjure Elemental
Level: 4

This summoning allows one of four elemental types (Fire, Water, Earth, Air) to be brought to the Material plan. All elementals are of the 8th level variety i.e.,

	Earth	Air	Water	Fire
Attack:	8th level fighter			
	8d10 EP			
	15 HP			
	+5 initiative			
	AC 2			
	Affected by normal weapons			
Speed:	6"	36"	6"/18"	12"
Damage:	4d8	2d10	5d6	3d8

Every round there is a 5% (non cumulative) that the elemental will go rogue and attack the caster.

The witch must concentrate on the elemental to maintain control. Disruptions to the witch's concentration will have a 75% chance of causing the elemental to go rogue.

Large amounts of the element summoned must be present for the summoning to succeed.

Duration: One minute plus one minute per level after 5th.
Saving Throw: N/A
Range: 100 feet.
Speed: Slow.

Summoning Name: Control Liquid
Level: 4

This summoning will allow a witch to part water, dam rivers, super charge tides, etc.

Duration: One minute plus one minute per level after 5th.
Saving Throw: N/A.
Range: Sixty feet distant + 30' radius. +10 feet distance and 5' radius per level after 5th
Speed: Slow.

Summoning Name: Detect Enemy
Level: 4

Detect enemies (must be sentient) within a radius

Duration: One minute plus one minute per level after 5th.
Saving Throw: N/A.
Range: 30' radius +10 feet after 5th.
Speed: Medium.

Summoning Name: Distance Speak

Level: 4

This lets a Witch converse with someone at a great distance. The Witch does not have to see the person, but must at least know them vaguely. The recipient can choose not to answer and the Witch will not be aware whether the summoning failed to find the person or if it is a refusal of contact. This summoning may not be used to locate unwilling parties.

Duration: 30 minutes plus 30 minutes per level after 5th.
 Saving Throw: N/A.
 Range: 5 miles + 5 miles per level after 5th
 Speed: Medium.

Summoning Name: Major Disguise

Level: 4

This summoning encompasses all the attributes of the two lesser *Disguises*, as well as working in full light, and it can make an individual appear as a different race or a specific individual.

Duration: Twenty minutes plus ten minutes per level on others; 24 hours plus one hour per level of the caster.
 Saving Throw: N/A.
 Range: Touch.
 Speed: Slow.

Summoning Name: Pyrotechnics II

Level: 4

This powerful summoning lets a witch control fire elements, spirits, and sprites, thus giving her great control over conflagrations. With this summoning, a witch can whip a smoldering or dying flame into a roaring bonfire, cause it to wash across a landscape at her whim, and just as easily snuff it out. Twenty-five square feet of flame may be controlled by the witch per level after Third.

Further, a witch can use this summoning to control even sorcerous magicks. It takes two melees to rest control from the wielder, and on the following round she may manipulate it as she wishes (though the original caster may choose to cancel the spell). Chance of success is 40% plus 5% modifier per level of difference between the two opponents.

With any large fire source the witch controls, she can summon one FireSprite per melee up to her level, as long as she is concentrating.

Duration: Ten minutes plus five minutes per level after Second with non-magical fires and if not summoning FireSprites; otherwise one minute plus one minutes per level after Second.
 Saving Throw: See above.
 Range: Sixty feet.
 Speed: Slow.

Summoning Name: Savior III

Level: 4

A witch in the wilderness can summon 2d4 large (horse/bear sized) animals. These creatures tend to be common animals of the environment. It can be used in wilderness, cities, or underground. The animals arrive in 1d10 melees.

Duration: Thirty minutes.
 Saving Throw: N/A.
 Range: N/A.
 Speed: Slow.

Summoning Name: Summon Minor Servitor

Level: 4

This let's the Witch summon a minor daemon of nature. This creature, which will be most closely aligned with the elements found in the summoning area, will serve the Witch for up to 1 week. As a servitor, it will carry objects, climb walls (if applicable), sneak, clean gear and generally act as a servant. It will not participate in combat; though it can be forced to take a blow in place of its master (this will immediately disrupt the Servitor). The specific abilities of the Servitor will be affected by the environs from which it was summoned.

The creatures will often resemble the summoning environs, e.g., one summoned in a pine forest might resemble a short humanoid figure constructed of pine bows, moss, mushroom and leaf mold.

Duration: On week + one week per level after 5th.

Saving Throw: N/A.

Range: Must stay within 100' of the summoner.

Speed: Slow.

Deities List

LAW

Aerea:	Goddess of LAW through Domination of Bestial Instincts
Cirin:	Goddess of LAW through Doctrine
Clovis:	God of LAW through Forceful Intervention
Emer:	LAWful God of Status and Obedience to Man made Laws
Tehne:	God of LAW through Physical and Mental Perfection

NEUTRAL

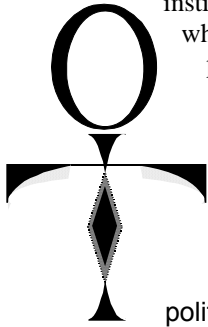
Boriam:	God of NEUTRALity through Interference
Crimson:	NEUTRAL God of the Ephemeral (Dreams)
Ehestra:	NEUTRAL Goddess of Woodlands and Fields (Fertility)
Emirikel:	NEUTRAL Goddess of Magic and Lore
Galinthe:	NEUTRAL God of Arbitration and Trade
Gessar:	God of NEUTRALity through Valor/Battle
Thon:	Deity of NEUTRALity through Sloth

CHAOS

Er'Aren:	CHAOS God of Misdirection and Dissemblance
Sarnethra:	CHAOS God of Channeling (Magic)
Tarim:	CHAOS God of Rogues, Drunks, and Thieves
Ver'l:	CHAOS Goddess of Battle

AEREA—Goddess of LAW Through the Domination of Bestial Instincts.

This religion promotes the belief that females, unlike males, are best able to control and harness their destructive and bestial instincts. Aerians believe that there was a Golden Age of Matriarchy (a peaceful, cultivated age of reason) where society was ruled by women, but which was later destroyed by the rise of patriarchy. This rise of patriarchy (or the Age of Iron, as Aerians refer to it) came about because the women rulers relaxed their vigilance; they let the more primal emotions be released un-channeled by their peoples. The rulers allowed themselves to be seduced by the short-term gratification of pleasures at the expense of hard-won more lasting understandings. Aerians believe that the fall of the Golden Age was a test from their Goddess. An opportunity for redemption. Worshippers strive to bring about the return of the Golden Age.



Both sexes worship Aerea, but only women are allowed into the church's religious and political hierarchy.

The cult colors are rust (representing iron—the metal of patriarchy) surmounted by bands of gold (symbolizing the Age of Gold). Male initiates wear torcs of iron which symbolize recognition of their responsibility for bringing about the Age of Iron. Females wear a golden *ankh* (the symbol of the *Magna Mater*). The cult weapons are longbows, flails, and two-sword fighting.

Worshippers believe in the tenet of absolute and uncompromising honesty and so are often used as arbiters. A worshipper will be loath to lie or dissemble and, if she swears in the name of Aerea, she will not lie even at the risk of death. If the truth would harm those she cares for or her temple, an Aerea worshipper will choose silence. Stories of the devout whom have suffered through torture or execution rather than lie or speak damaging truths are a major portion of the liturgical fables.

CHAOS, which exalts the uncontrolled aspects of man's nature, is antithetical to the cult. Lay members of Aerea deal with worshippers of CHAOS gods easily enough, but initiates (especially priests and holy fighters) will often refuse the company of those who are initiates of CHAOS. If necessity forces them to travel with adherents of CHAOS, they will work to persuade them to the cause of LAW.

A lay member is any who has been baptized and renamed in the Mother's holy waters and sight. Lay members tithe 10-20% of their income to the Church; initiates 20-50% of their income.

Both lay members and initiates can receive special training in combat-associated skills (Grapple, Punch, Head Butt, First Aid, Ride, Swim) at 50% of cost, +15% chance of success and 75% of cost and +1 to success for Strength, Dexterity, or Fitness training. Lay members save versus CHAOS spells (Wrath, illusion, etc.) at +1 and initiates at +2. Lay and initiate members both, free, the spell Detect Chaos.

To become an initiate, a lay member of good standing must demonstrate the ability to harness, control, and direct her animal instincts. This can be done in a number of fashions: mortification of the flesh and will, deep studies of the liturgy, challenging CHAOS etc. Often the Church requires a quest or undertaking from the supplicant.

Initiate worshippers (because of the rage felt regarding the fall of the Golden Age) can go into a **LAW Rage**, when fighting a forces of CHAOS. This rage is a manifestation of the control with which they can wield their darker side. When entering a **Rage**, an initiate can focus actions with near complete mastery, allowing an amazing precision of thought, movement, and action. A person in a **LAW Rage** feels a great exhilaration at the ability to control her bestial instincts—to prove her mastery of herself and become a vessel of the Golden Age. The effect is to add +2 to hit and damage on all attacks, +5% critical and +1 to initiative per level after when initiateship was received. The chance of initiating this **Rage** is 18% a level. After a **LAW Rage**, an Aerea worshipper risks exhaustion. The worshipper must save versus Resistance on 4d6 or lose 50% of her evasion points. Initiates also receive a +3 to saving throws against fear. When fighting two-sword, initiates reduce the negatives for the on and off hand by one. Spell casters casting LAWful (Hold, Wall of Ice, Wall of Stone, Spiritual Hammer, etc.) spells outside LAW Rage get +1 on initiative and damage or +25% for beneficial effects. If they cast CHAOS based spells (Wall of fire, Regenerate, Wrath) the spells are +1 for saving throw and -1 on damage or -25% for beneficial effects

Many cults, LAWful included, feel antipathy towards this religion as it threatens the male dominated order. Worshippers are sometimes forced into altercations to defend the honor of their religion.

There are numerous villages and fortifications controlled by Aerians throughout the Crescent Lands. The largest temple is in Aereolus, with a major training center in the Og'am Woods (about 200 miles east of Monarch of the Mines, in the GloomRim mountains).

Aerea Holy Days

MAJOR:

- Mother's Tears (baptismal day)—12th of each month.
- Mother's Wrath (end of the Golden Age, last day of the old calendar year)—April 20th.
- LAW's Challenge (day penultimate to CHAOS day)—October 27th.

MINOR:

- Sister Day (celebration of Big Sister at full phase, which represents the mid-point in a woman's menstrual cycle)—11th of each month.

Cirin—Goddess of LAW Through Doctrine.

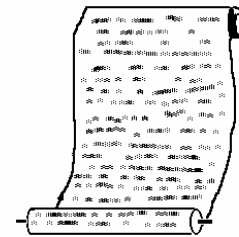
This Goddess is also referred to as the "Keeper of Records", for the *Sh'Irin Ach'Ar* (Book of Agreement) is in Cirin's charge. This tome contains all the written the treaties and bindings from the *Bellum Deorum* (Gods' War). The most significant agreement contained is the Gods' agreement to abide by the Bands of Time.

To worshippers of Cirin, only writing has value and should be minded. Unwritten laws, customs or agreements are meaningless; only that which is recorded has value and the power to enforce.

It is not surprising that the religion is fervently bureaucratic and rigid.

The Church of Cirin strives to collect all that is written, engraved, scribed etc. into its archives, regardless of its worth or merit. The religion has three huge warehouses filled with writings of all ages in Aereolus, Ford, and K'Tay. For a small fee, visitors are allowed access to these great repositories, but since all of the collection is valued equally, and the indices are strictly an accounting of storage with no description or interpretation of objects, treasures of knowledge may be buried in these warehouses, never to be found. (In fact, the Emirikel temple has over twenty initiates cataloging and analyzing each of the warehouses with the permission of the Cirinites.)

The purpose of this packrat approach to the collecting of written material comes from the belief that in text, regardless whether it is doggerel, philosophy, history, etc. there is a kernel of truth. If enough writing is gathered in one place, then from these small kernels of truth a Great Truth will be found, and if enough Great Truths are brought together, LAW will be manifest. With truth comes understanding and, if there is great enough understanding, CHAOS will be vanquished (just as a bright light will disperse darkness). When CHAOS is vanquished, all that remains behind in the encompassing light of knowledge is LAW.



Worshippers collect and transfer to the temple all writings they can find. To become an initiate, a worshipper must give a great volume of written material to the church; the quality of the material is irrelevant. While a worshipper's own writings do not contribute to the chance to become an initiate, each worshipper must keep a diary.

Both initiates and lay members can receive intensive training to either improve two existing read language skills by 50% or provide two new at 50% base (training takes 1 month). Additionally, all worshippers can buy at half price (1 s.p.) a traveling writing kit produced by the temple. This kit is the smallest and most compact of its kind (weighing less than one pound), but includes 30 sheets of fine paper, pencils, permanent ink, fountain pen, portable writing desk that may be strapped to the waist, etc. An initiate will be trained to read and write 100% in any language of choice. A cleric will receive as a 1st level miracle the spell **Copy**, while all other worshippers will be taught this 1/0 spell for free. All initiates will be trained in recognize language (a skill at 50%). All initiates (if they have spell points or are clerical-types) will receive the spell **Sky Writing**. **Sky Writing** lets the caster write notes, viewable from up to 10 feet away, 200' distant from the caster (clerical 2nd level or mage 1/2 spell). Up to 100 words can be included in the note. The caster can choose for it to be visible to only a single individual or any one. Initiates also get +33% to Spot Hidden.

Because worshippers of Cirin so value written materials, people will pay worshippers of the Temple to store valuable legal, contractual, and trading documents for safe keeping. The Emer temple keeps copies of many documents in the warehouse of Cirin as a safeguard against eventualities harming the originals. Numerous other temple have a similar arrangement.

Cirin Holy Days:

MAJOR:

- *Mithr Ampta* (creation of writing)—September 4th.
- LAW's Challenge (day penultimate to CHAOS Day.)—October 27th.
- Scribing of *Sh'Irin Ach'Ar* (End of *Bellum Deorum*)—December 31.

MINOR:

- New Year—January 1st.

Clovis—God of LAW Through Forceful Intervention.

During the *Bellum Deorum*, Clovis marshaled the Gods of LAW in their struggle against those of CHAOS.

In their dealings with worshippers of CHAOS, adherents of this religion tend to be fairly bellicose. For creatures whose flesh is imbued with CHAOS (e.g., undead, metamorphs, etc.), they will attack on sight.

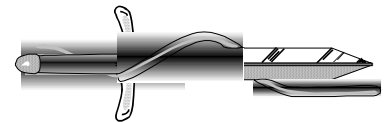
This religion proselytizes, thus priests and initiates are encouraged to travel widely carrying the word of Clovis to the ignorant. They are also encouraged to engage CHAOS when and where ever it threatens the established order of LAW. The Church has gained great wealth from its policy of encouraging adventuring. Lay members can travel with the more innocuous members of CHAOS (Tarim, etc.) with few problems. Initiates when traveling with worshippers of CHOAS work systematically to proselytize them, including challenging them to subdue duals to demonstrate the power of LAW over CHAOS.

Of all the various sects of Clovis, that worshipped in Ar'Ethmet and its capital city, Minh, (where it is the state religion) is most hard-line in its bellicose, vitriolic, and combative dealings with CHAOS. "Repent or die!" are the two possible alternatives offered by these Clovisites to worshippers of CHAOS. Currently there is a major schism between the Ar'Ethmet branch of Clovis, where the pontiff of all Clovis temples resides, and most other branches. Due to the liberality of the Aereolus branch, the pontiff recently excommunicated that temple and branded its adherents schismatics. Ar'Ethmet Clovis worshippers will attack Aereolus Clovis worshippers.

Most other branches have a greater tolerance for worshippers of CHAOS Gods, and, except for the more extreme CHAOS cults of Nihil and Er'Aren, will not attack them in nonaligned cities and may even travel with them. Clovisites have been known to have CHAOS worshippers as friends, even though these relationships tend to be strained.

Recently, a demi-god under Clovis, Eheral, became elevated to god status and has split off into its own religion. Most Clovis worshippers (other than those of Ar'Ethmet) look fondly on this new religion, as an older sibling looks on a younger one. Ar'Ethmet Clovis worshippers, however will attack them as heretics.

Cult colors are ruby red and gold. Initiates and clerics are always decked in these colors and wear the cult symbol—the Staff of Law intertwined with the Sword of Force. The symbol is worn as a challenge to CHAOS. Cult weapons are great mace, flail, mace, morning star and flail.



To become an initiate, any member of good standing (a worshipper who has tithed to the church and followed the tenets), must pass a judgment by a priest of the third circle or higher. A worshipper has three opportunities to become an initiate. Often upon the second failure, the cult will recommend a quest to temper his/her spirit. Lay members tithe 10-20% of their earnings; initiates 20-30%. Both initiates and lay members receive Strength, Dexterity and Charisma training at ½ price with +1 chance of success (in any town where they can take this training at a Clovis temple). Both groups can learn a new class of weapons in half the time. Combat skills (Grapple, Punch, Head Butt, First Aid, Ride, Swim) are taught at 50% cost +25% chance of success.

Initiates gain +1 on saving throws versus fear, charm or similar control spells, add 20% to moral when leading others into battle, and, when concentrating, can detect CHAOS and CHAOS creatures within thirty feet. Clerical initiates receive +2 on damage for Spiritual Hammer. Clerics also receive the second level cult spells: Bludgeon, BladeSharp, and Accuracy. All other initiates will be taught one of the cult spells, free. Initiates may stay at the temple dorms for free. Initiates are +1 to hit CHAOS or CHAOS-based creatures (darkling, metamorphs, etc.) Finally, initiates receive special training in riding, which increases the skill by 33%.

When casting a hit and/or damaging enhancing spell on a cult weapon (even if wielded by a non adherent) the damage and to hit is increased by +1. If cast on another initiate it is increased +2.

Use of poison is absolutely prohibited, as it is a creation of CHAOS and embodies it. Priests and initiates must use non-edged weapons, because they are chastening weapons and wayward sheep are chastised not punished.

The cult looks after its initiates and will pay ransoms to save initiates.

Clovis Holy Days:

MAJOR:

- *Eheral Aarta* (birth of soldier-prophet Eheral, savior of mankind)–June 20th.C
- *Clovit'ta* (founding of the religion)–July 21st.
- Clovis' Challenge (day penultimate to CHAOS Day. A holiday to challenge and defy CHAOS.)–October 27th.

MINOR:

- New Year–January 1st.
- *Eng'gardarch* (Clovis battles winter to an end.)–February 21st.

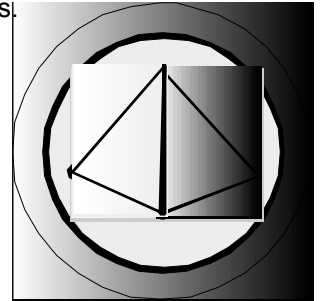
EMER—LAWful God of Status and Obedience to Man Made Laws.

Worshippers of this religion believe that the true nature of LAW is impossible to absolutely determine, since man is tainted by CHAOS. With this understanding, the religion believes that if one strictly obeys man made laws and strictures (which are imperfect representations of the greater LAW which is their basis), a person can winnow out CHAOS in herself by making the will embrace fully things which are a Shadow of LAW. By embracing the Shadow (man made laws), a worshipper will gradually be able to see the form of that which casts the Shadow, and gradually know LAW. Since the spirit of manmade laws is subjectively based on man's intent (which is corrupt with CHAOS) the worshippers believe in following the letter of the law (because it is less corrupted by the subjectivity of CHAOS). Emerites thus have no difficulty with distorting and perverting the spirit of man made laws (for their own gain), while maintaining strict adherence to the letter of the law. Not surprisingly, it is a wealthy cult and has a great following among lawyers.

Emer worshippers are extremely protective of their reputations and will go to any lengths to protect them. It is extremely important to them that they be viewed as people who obey man made laws. They are expert at taking credit for triumphs and placing blame for failure.

Any one who tithes and has a suitable reputation can be a lay member. Lay membership gives access, at a minimal fee, to their law library in Aereolus city (thought to be the largest of its kind in the Crescent Lands).

Lay and initiate members receive training in Evaluate Treasure, Bargain, Spot Hidden, Read, Writing or Speaking other languages at 50% of cost and time, with +15% of success. Similarly for Charisma training, with a +1 success.



Initiate status is gained after a careful investigation of the person's reputation and finances (for reputation is just a reflection of abeyance to man made laws and wealth is the physical illustration). Initiates must have a minimum level of wealth ("donations" to the favorite "charities" of investigating board members can improve the report). Initiates have complete access to the archives of the cult, and, for a minimal fee, can draw upon the wisdom of Elder Initiates in the fields of law, economics, politics, assassination, blackmail, bribery etc.

Clerics get, as a 2nd level miracle, the cult mage spell, Detect Gold. Mages cast the spell Detect CHAOS at 50% spell point requirement and double duration.

Initiates will also receive extensive training, for a minimal fee, to improve reading/writing in two languages (+33%), Bargain (+33%), Identifying poison +20%, Spot Hidden +30%.

There are no specific cult colors, but there is a tendency for the wearing of gold and silver. The cult symbol is a golden pyramid.

Cultists tend to be uncomfortable around other worshippers of LAW and especially Tehnites.

Emer Holy Days:

MAJOR:

- New Years Day—January 1st.

TEHNE—The God of LAW through Physical and Mental Perfection.

Man is the manifestation of LAW, but, while **of** LAW, he is still tainted by the CHAOS, which is in all things born. Tehnites believe that the goal of life is the perfection of oneself and the extrication of CHAOS. By excising CHAOS, a worshipper will slowly encompass more of LAW, until he is its living representative.

Tehne worshippers are adamantly opposed to creatures of CHAOS (undead, darklings, metamorphs, etc.) in all their manifestations, for CHAOS must be removed from all things, not the worshipper solely. Tehne worshippers despise worshippers of CHAOS religions as fools who are dooming themselves to a living purgatory, because they voluntarily and eagerly bring within themselves the disease of CHAOS. They further have no regard for anyone who abuses their body with drinking, drugs, etc., because they believe this is desecrating the altar of LAW. While they do not normally seek out and kill worshippers of CHAOS, they are known to brawl with them, so as to demonstrate the superiority of LAW. Because of their tenacity and zeal in their attempts to purge CHAOS, they are greatly feared and hated by these worshippers.

The cult's colors are black and white. The symbol of Tehne is a Mobius strip parallel to the Line of Force. Initiate worshippers tithe 50% of their earnings to the temple. Cult weapons are the fist, arbalest and great mace.

At any point a lay member wishes to become an initiate, the worshipper must pass a series of trials. These trials take place in the Arena of LAW. If the devotee passes all ten trials in the maze, he or she gains initiate status. Failure can be fatal.

Lay and initiate members get +1 on S.T. from poison and +10% chance of improving a physical skill (Climb, Fishing, Hunting, Jump, Ride, and Swim). Plus they can train up physical skills at 50% cost, +33% chance of success at Tehne temples. Further the cost of any training is only 80% of the standard value and 75% of the standard time.

Upon gaining initiate status, a worshipper may train in special rites of perfection which will allow him to increase one attribute by one point. All initiates, because of their mastery over their mind and body, gain +2 on saving throws versus fear, illusion, control, and disease; the ability to detect CHAOS or CHAOS creatures (darklings, undead, metamorphs, etc.) in a 30 foot radius when concentrating; one month of training to increase ride horse, swim, jump, and climb by 30%. They are able to hold their breath twice as long. An initiate, because of his control over his body, can close vessels in a bleeding wound for 20 minutes per point of wisdom +20 additional minutes for every level past the level at which he received initiate status. Further, they can disregard pain from injuries, enabling an initiate to fight even with a disabled limb (unless it is totally destroyed—3 times points in limb taken). The concentration required to stop a wound from bleeding leaves less concentration for combat, therefore the initiate would be at -1 to hit. Once per day, an initiate has a chance equal to their level x18% of increasing their existing evasion points by 20-90% (1d8+1). Afterwards, the initiate must save versus Resistance on 4d6 (one better save per level after initiateship) or be exhausted, losing all evasion points. All initiates can get any physical type of attribute (Str., Dex., Fit) or skill training (at their temple) at half cost with, respectively, +1 or +20% to success chance.

Initiates do not wear armor which is more protective than leather, drink intoxicating beverages or smoke. Initiates may not have a familiar.

The only Arena of LAW is on T'Coraa's Fist—the Tehne stronghold located fifty miles off the coast of Aereolus City. The monastery will train initiates in all fighting, physical, and mental pursuits at 20% of the standard fee; all others at one fifty percent of the standard fee. The monks on the island are the best trainers in the Crescent Lands, so when paying for better tutelage improve the class rolled to the next better level.

Tehne worshippers can be somewhat of a bore.

Tehne Holy Days

MAJOR:

- Reaffirmation (day to reaffirm ideals)—January 1st.
- Law's Challenge (day penultimate to Chaos Day)—October 27th.

MINOR:

- *Ohm Ppuhr* (day of self re-purifying)—February, May, August, and November 1st.
- *To'ar' Stora* (reading of the Book of the Year)—Th'Ar 28th.

BORIAM—God of NEUTRALITY through Interference.

Sages suggest that Boriam came into existence towards the end of or after the *Bellum Deorum* (Gods' War); that he coalesced out of loose, disrupted integuments of power drifting from the corpses of destroyed gods, because of the manner birth, Boriam contains many aspects of LAW and CHAOS.

Worshippers try to insure that the balance between LAW and CHAOS is stable for, if either LAW or CHAOS were master, the world would be plunged into complete stasis or disorder respectively.

Boriam worshippers often (as is human wont) look at this balance in a small, personal, petty scale and thus sometimes create an even greater imbalance, because they have little understanding of the complexities with which they tamper. If a town is too LAWful, they will thieve, murder, and disrupt to maintain the balance. Similarly, for a CHAOTIC town they will attempt to introduce elements of LAW. Not surprisingly, Boriam worshippers tend to be rather unpopular and distrusted.



There is no specific cult color. Boriam's symbol is a stylized scale made out of precious metals and gems. There is no cult gem stone.

The God will never reward any follower.

Worshippers are permitted to use any spells, poisons, or acids. They are sanctioned to slander, libel, misinform, deceive, and trick, and, unlike most other religions, gifts of money to the cult are accepted but not encouraged.

Lay and initiate members get training in any neutral (Lore, Bargain, Camouflage, Gambling, History, Spot Hidden, Voice) skill at 50% cost + 15% success.

Initiate status is gained by righting a regress in the cosmic balance. Against spells of a CHAOTIC base (illusions) or LAWful base (Spiritual Hammer), initiates get +2 on saving throw and -2 on damage, respectively.

Boriam Holy Days

MAJOR:

- Concatenation (Birth/creation of Boriam)—October 22nd.
- Ascension (Boriam ascends)—October 23rd.

MINOR:

- Gods' Day (New Year's Day)—January 1st.
- *Todal* (Celebration of Old Calendar New Year)—April 20th.

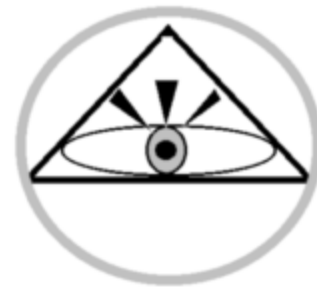
CRIMSON—NEUTRAL God of the Ephemeral (Dreams).

Crimson entered the pantheon relatively late, around 1500 years ago (after the Gods' War) . He was beatified by the mage Sataki (also known as the "Illuminated One"), who discovered the god while attempting to discover the source of dreams. (Dreams were and still are, by many, thought to be demon brought visions.) After numerous experiments on slaves and, when that avenue became barren, on himself with various mind altering substances developed by alchemical friends, he attained mental states (trances) previously unattained. During these trances, he observed that some being attempts to guide and prod dreamers into a greater state of awareness. This being he named Crimson.

Since Crimson's discovery/inception, its power and influence has steadily increased.

Cult symbol is an eye within a triangle. No cult color or stone.

Crimsonites seek to dispel all barriers that fetter the mind. They believe that true knowledge and wisdom can only be achieved through pure perception (unfettered by the physical state). Dreams are a primary facet of this release. In the dream state, the mind is unrestricted by the demands of the body and thus able to be released from the body and PERCEIVE. Thus properly interpreted dreams are a distillation of perception into a prescient form.



In its quest for knowledge, Crimson is similar to Emirikel; except where Emirikel seeks knowledge for acquisition sake, Crimson wishes to expand human horizons.

Most Crimson temples are in secluded places, for it is a religion which thrives on solitude. It has its premier temple in SpireWall, a minor one in Aereolus (not on Gods' Street) and one in Tellura.

Lay membership is more strict than most religions. The supplicant must sleep over night in a screen divided room with an initiate. If the initiate's dreams are positive, one may become a lay member. If not, one may not seek to apply again for five years.

Initiate status is vastly more difficult to attain and, if failed, frequently terminal. A lay member is put into a trance, and his non-physical self is placed within a maze from which he must escape within one hour or go mad. An added difficulty is that the lay member must avoid the *Ti'Laha Uneh* (Dream Police) placed within the maze. This demonic dream presence (a reflection by the Dream Plain of the worshippers **own** self-deceits) can destroy a worshipper by draining his will, beliefs, and goals leaving a hollow, vacant husk. This testing examines the supplicant's awareness of his internal struggles and delusions, and tests the control he can wield over his own internal reality.

Lay and initiate members receive, respectively, +1 or +4 on S.T. versus illusion or control spells, poison, and drugs. Additionally, once per week or once per month (initiate or lay, respectively) the worshiper can perform a dream augury. Training for mental skills (Read, Speak, Eval Treasure, Lore, Spot Hidden) are at 50% cost and with 15% greater chance of success. Initiates for mental skills roll 3d4 for improvements, rather the standard 2d4.

An initiate automatically gains one point of Intelligence or Wisdom (choice). If the initiate rolls his Intelligence or Wisdom times three or less on a percentile die, he gets an additional 1-3 points.

An initiate will be taught the cult spell Trance. He will also get +4 on saving throws versus illusion, and control, +1 against general magic and have access to any cult spell. Further, through interpretations of his dreams, a worshippers is able (once a week) to perform the dream equivalent of an Augury, except it is more specific than the clerical miracle.

Cult Spells: Soul Song, Clairvoyance, Augury, Truth, Time Sense, Farsee, Dreamsight, Dream Travel, Astral Travel, True Sight, Know Illusion.

The use of illusion spells is **absolutely proscribed** for initiates and lay members.

Crimson Holy Days

MAJOR:

- *Satakieti* (Discovery of Crimson)—May 13th.
- *Th'Ar'ar'th* (Date of great magical numerological significance)—Th'Ar 13th.

MINOR:

- Chaos Day (Close proximity of other planes)—Oct 28th.
- *Mornu'ng* (Two floating holidays for gathering and meditation).

EHERAL (Wyrme's bane)—Patron Goddess of Humanity.

Until recently, this deity was an aspect of the LAW God Clovis. With the schism between the Western and Eastern branches of Clovis over the increasingly dictatorial nature of the High Pontiff (*Arbat Mach*) of the Church, who resides in the country of Ar'Ethmet, the Eastern branch (at the instigation of the Archbishop of Aereolus) recognized the requests of co-religionists of the Aspect Eheral to form their own church.

Eheral was the leader of the humans during the guerilla war against the Wyrmes some 2500 years ago. Under her command, the human armies successful broke the military control of the Wyrmes over the Crescent Lands and effectively sent them on the long path to extinction.

After 75 years of covert and overt warfare, the climactic battle took place at the GreenGlow Plain (now the Wasted Lands) east of the Arlis River and the K'n Yan Swamp. At this pyrrhic battle, referred to by historians as *The Battle of the Broken Bane*, Eheral's forces defeated the Wyrmes. Eheral and half of her force were killed and the lands surrounding were laid waste by the human magicks and Wyrmish powers; the Wyrmish forces were destroyed. After burying their comrades and fallen leader, the survivors of Eheral's troops re-founded the city of Aereolus.

About 500 years after *The Battle of the Broken Bane*, Eheral was beatified and introduced into the worship of Clovis as an aspect or minor deity in his court.

EHESTRA—NEUTRAL Goddess of Woodlands and Fields (Fecundity).

This Goddess is the classic personification of nature, natural forces, renewal of the seasons, fecundity etc.—all the things which make up the great Cycle of Life.

Ehestra is probably the most diversely and widely worshipped deity in the Crescent Lands. She is worshipped by spouses wishing for healthy offspring, farmers for good crops, and sailors for quiet seas and a steady breeze. Like the forces She personifies, Ehestra has the gentler aspects of nurturing, fertility, and patience as well as the wrath of a sudden winter storm, the strength of roots digging for purchase in stone, and the tenacity of flowing water wearing down the hardest stone.

Ehestrans work equally well with worshippers of LAW and CHAOS.

Since nature is the provenance of this religion, worshippers tend to care more carefully for the environment than most of their fellows, since it pleases the Goddess and reinforces their power. For, wherever nature holds dominion so does Ehestra.

Worship of Ehestra is mostly confined to small shrines and temples. It is rare to find a road without a shrine to Ehestra, an inn without Her image above the door, or a farm without a small brazier burning herbs pleasing to Her. The one exception to Her temples being found in lonely locations is the large, central temple in Aereolus City. Also, outside of Ma Cab (about a half days ride) is another major temple to Her.



Unlike most religions, a person can be a lay member of Ehestra and an initiate of another religion. Few religions do not allow this, except for such cults as Clovis, Sarnethra, Boriam, Thoem, and Nihil. Lay membership is easily attained by worshipping at shrines and making small sacrifices of burnt incense, dried petals, foods and other offerings pleasing to Her.

Lay and initiate members get +10% chance of improving all nature/healing related skills (Animal Lore, Plant Lore, First Aid, Fishing, Hunting, Tracking, Trap) regardless of where they are taught.

To become an initiate of Ehestra one must first choose one of Her Aspects to worship. There are four Aspects of Ehestra:

T'ohm La'I (The Infant)—representing growth, youth, beauty, and renewal.

Arg'Nt (The Amazon)—representing strength, endurance, wrath, and courage.

F'lo Una (The Matron)—representing wisdom, knowledge, nurturing, and patience.

Cha Cro (The Crone)—representing longevity, decay, experience and death.

The Aspects of Ehestra represent Her dichotomous personality. Since nature has many faces, many actions, many moods, to properly reflect this Ehestra must be equally faceted. Basic generalizations may be made about those who choose to worship at the altars of Her respective Aspects:

- The Infant is worshipped by artists, artisans, courtesans, pregnant women, and farmers.
- Worshippers of the Amazon are healers, warriors, masons and athletes.
- Parents with children, scholars, hunters, and rulers worship the Matron.
- The Crone is worshipped by the elderly, sages, mages, weavers.

The symbol of Ehestra is always of wood (initiates tend to have their symbols made out of more expensive types) and is carved with the stylized image of the World Tree (whose roots cradle the Abyss and whose branches brush the Heavenly Vault). Her colors tend to be browns, tans, greys, and green. The cult stone is jade. In the more expensive holy symbols, carved jade is inset as the leaves of the World Tree.

To become an initiate of Ehestra, one must first pledge to one of the Aspects and wear that Aspect's symbol. The Aspect's representation is always superimposed over the trunk of the World Tree on the symbol of the undivided Goddess. The symbol of the Infant is a yew seedling. The Amazon is represented by a crouching hawk, while the Matron is symbolized by a cat being suckled. Finally, the Crone's icon is a lightning struck World Tree. To be accepted as an initiate of any of the Aspects, the person's temperament must be judge suitable and she must have served the undivided Goddess in a meaningful matter.

Unlike most religions where there are very clear traditions and rules on what deeds or acts are necessary for initiate status, because of the encompassing nature of this religion, this is not so for Ehestra. All that may be definitely said is that the deed or deeds, acts or actions must serve to increase or spread the influence of Ehestra and Her minions.

It is not surprising that, since She is a unity of the diverse representations of nature, initiates of the various Aspects receive varied benefits.

All initiates receive training in Swim, Animal Lore, and Plant Lore (+33%).

Infants:

Those who worship the Infant will receive training in the spell Speak with Animals (1/1), Entangle (2/2) and Calm (1/3), and those who receive Miracles receive SwA as a 1st level miracle, Entangle and Calm as a 2nd level Miracle. Also, the person may receive instruction in creative skills, such as drawing, weaving, tanning, potting, sculpting, wood working, First Aid, etc., at 50% of cost, +15% chance of success. Also, these people become imbued by the Goddess with an understanding of young animals, which make them fine animal trainers or a feeling for plants which make them good gardeners and farmers. Wild animals must save to attack an initiative (unless there are no other targets). Typically hostile natural animals (bears, wolves, etc.) will be less likely to bother a worshipper of this aspect or be bothered by them. Finally, worshippers are less affected by those agents which destroy youth, thus saving at +1 versus poison, disease, and drugs.

Amazon:

A person initiated into the mysteries of the Amazon will receive extensive training (at 50% of cost, +15% chance of success) in outdoor or fighting related skills (e.g., First Aid, Hunting, Swim, Tracking, Trap, Animal Lore, Plant Lore) and receive the skill Star Navigation at 33%. Further, the temple will teach the spell Heal at no cost. Also, because wood is the flesh of Ehestra and feathers are the symbol of Her breath, any fletched missile weapon used by an initiate of the Amazon has a +1 chance to hit and +1 to damage al. Finally, once per day an Amazon may imbue herself with the wildness of the nature; when this happens she may strike harder and faster. Chance is level x 14%. If successful, the Amazon is +5 initiative, +1 to damage. The worshipper must save versus Resistance on 4d6 or lose 25% of her evasion points after the combat.

Matron:

Worshippers of the Matron are given training in skills which are necessary for the raising and nurture of youth (e.g., First Aid, Listen, Animal Lore, Plant Lore, Bargain, Voice) at 50% of cost, +15% chance of success. Further, non mages will receive training in the spell Protection and mages will be given the miracle Cure Light Wounds as a 1/1 spell. Clerics will receive as first level spells Speak with Animals and Calm Animals, as second level spells Plant Growth and, at third level the Miracle Wall of Wood. Cleric-types also receive +1 per every die of a healing spell. Mage-types receive +1 to their healing spells. Worshippers will further receive training in identifying illness and treatment with herbal remedies (+30% 1st aid & ID plant). Lastly, animals will be disinclined to harm an initiate of the Matron.

Crone:

Because initiates of the Crone worship the aspect which is most closely associated with CHAOS, they are the least comfortable with worshippers of LAW or even the other three Aspects of Ehestra. Initiates receive training in History, Evaluate Treasure, Read, Write, Spot Hidden, Plant & Animal Lore (at 50% of cost, +15% chance of success). Those who cast miracles will receive (as a second level miracle) Age. This miracle causes the subject to feel the winds of time sweeping across his soul bringing such feelings of mortality that the target will flee. It affects 1-3 beings (intelligent or not). Spell casters will be trained in this 2/2 spell. Further, because initiates understand aging, death, and dissolution, they receive knowledge/training in the use (-1 on saving throws for the poisoned) of poisons (both plant and animal) and using herbal remedies (+33% 1st aid & Plant Lore). Because of their lack of fear about death and their familiarity with corruption they are rarely affect by fear spells, nauseating odors, choking vapors (+4 saving throw), etc. and are +2 to hit and damage on undead. Finally, recognizing the inevitability of death, the Crone forbids the raising of the dead.

Worshippers of the Infant tend to wear clothing dyed light green, while those of the Amazon wear red and white, Matron initiates wear browns and rich umbers, and those who understand the Crone wear dark browns, black, and ivory white.

Ehestran Holy Days:

MAJOR:

- Vernal Equinox–May 3rd.
- Penultimate (The day before Lord T'lloluvín's moon. Trying to reclaim the Big Sister from Lord T'lloluvín.)–June 10th.
- Summer Solstice–June 22nd.
- Autumnal Equinox–November 11th.
- Ascension of the Mother Moon–September 4th.
- Winter Solstice–December 22nd.

MINOR:

- New Years Day–January 1st.
- *Sha'Tcho* (middle of the Big Sister's cycle and mid point of menstruation in human women.)–14th of each month.
- Harvest Day (Celebration of the Autumnal Harvest)–October 28th.

EMIRIKEL—NEUTRAL Goddess of Magic and Lore.

Emirikel is portrayed as a young, thoughtful woman seated on a massive throne of silver and sapphire surrounded by tomes of all worldly knowledge.

Her color is grey. Mages of this religion will always wear some article of this color, as will all initiates. Star sapphire or "Eye of Emirikel", as the devout call it, is Her holy stone.

During the *Bellum Deorum*, she hired as the captain of the intelligence corps for the LAW gods. She was responsible for the discovery of the traitor in the Courts of LAW, Er'Aren, who was responsible for the death of many gods of LAW and the failure of numerous endeavors. Emirikel worshippers feel great enmity towards worshippers of the CHAOS god Er'Aren, and they will attack them with no provocation. This hatred is mutual.

This religion is concerned with the acquisition of knowledge. Worshippers believe that the world is a puzzle created by the Gods to test mankind. It is thought that if all knowledge is gathered, the puzzle of the world will be cracked open and the mysteries at the center will be revealed, fulfilling man's purpose and letting mankind leave the world for a more elevated existence.



Not surprisingly, the Emirikel temples have the best archives in the Crescent Lands, the most effective knowledge spells, and an excellent system of information gathering.

Any person making the proper devotions is considered a lay member

Anyone who has added to the temple's store of knowledge will be initiated. Knowledge is anything: a new plant, mineral, animal, or lore. They will sell their services to non-worshippers who wish to have items evaluated, analyzed, tested or wish to find out some specific information, history, legend etc. While not noted for being inexpensive, the breadth of their resources and depth of knowledge make the information they sell quite accurate and valuable.

Both lay members and initiates can receive special training in knowledge skills (Spot Hidden, Lore, Read, Speak, Eval Treasure) at 50% of cost, +15% chance of success. Lay and initiate members receive, respectively, +1 or +4 on S.T. versus illusion or confusion spells.

Clerical initiates can obtain at second level (as miracles) the mage spells Locate Object, Legend Lore, Detect CHAOS and the witch spell Wind Watch, at third level the mage spells Tongues and the mage spell Stone Tell. Mages receive the spell Wind Watch (2/2) and Speak with Animals (1/1) at any time they wish for the training, Legend Lore and True See at half the requisite number of spell points. All other initiates will be trained in one of the above spells for free. Further, all initiates gain limited, free access to the two main Temple archives (in Aereolus and Numer). All Emirikel spell casters cast knowledge spells at half level or difficulty with 50% increase in effect.

Clerics may not use the spell Obscure and mages can not cast Erase or Fool's Gold. Mages or casts illusion spells. No initiate will associate with any worshipper of Er'Aren; in fact on discovering a worshipper of Er'Aren, they will attack the worshipper or report the worshipper to their temple.

They relate well to all other worshippers of CHAOS, LAW or NEUTRALity.

Emirikel worshippers are extraordinarily (some say annoyingly) curious.

Emirikel Holy Days

MAJOR:

- *Roull* (Tenets of the church first codified)—April 14th.
- *Qxrs* (LAW discovered)—September 18th.
- *Ve'Oteh* (CHAOS discovered)—December 1st.
- *Th'Ar'ar'th* (Date of great magical numerological significance)—Th'Ar 13th.

MINOR:

- Gods' Day—January 1st

GALINTHE—NEUTRAL God of arbitration and trade.

This is a cult of merchants and traders; people who live by wit, chicanery, and moderation. Galintheans are careful in dealings with LAW and CHAOS from the wish not to involve themselves in their conflict and be forced to identify with one side. Because of their strict adherence to NEUTRALity, they are often hired as arbitrators and messengers.

While seeking after wealth, they believe wealth should be parted with if it proves harmful or hinders enjoyment and religion. If justly called on for aid, and they do not wish to because of the hazard etc., they will donate goods, money, and advice as a different service for the request. Properly devout Galintheans are not greedy.

The symbol of Galinthe is a small stylized market pole. A market pole is a 5' long wooden staff planted into the ground to indicate a market stall by a trader. The *artach*, as the holy symbol is called, usually is carved from precious woods in the form of a heavy browed, hollow cheeked, long nosed, man and women facing in opposite directions.

Lay membership is gained by tithing annually to the temple.

Initiate status is gained by renouncing all other religions and appearing at a main temple in either Aereolus or Benges for judgment. Donations can improve the judgment. ALL initiates must be able to read and write at least one non native language.

Both lay members and initiates can receive special training in trading skills (Eval Treasure, Bargain, Ride, Lore, Write, Speak, and Voice) at 50% of cost, +15% chance of success.

Mules, because of their talent as beasts of burden, are considered the God's gift to man. Initiates are able to calm and soothe mules innately.

Initiates automatically increase their evaluate objects 33%, and receive training to increase ride 33%, bargain 33%, read/write in 2 languages 33% (requires 1 month at a Galinthe temple).

Cult spells are Galinthe's Protective Hand (Create Market Place—1st level, 1/2), Fare Dealing (, Value Object 1st level, 1/1), and Eversight (Detect Hostility 2nd level, 2/1). All initiates, if they wish, will receive training in GPR. All Galintheites have the ability to soothe domestic animals.

Initiates, and all clerics, are forbidden to carrying weapons of obviously "warlike nature"—two handed swords, arbalests, poison, flaming oil etc.

Galinthe Holy Days:

MAJOR:

- New Years Day—January 1st.
- *T'Artha Maht* (renewal of all contracts and agreements; the negotiated end of the *Bellum Deorum*)—May 21st.

MINOR:

- *Gatherujng* (Great mercantile gatherings at four of the major cities in the Crescent Lands)—Feb 1st, June 1st, Sept 1st, Th'ar 1st.



GESSAR—God of NEUTRALITY through Valor/Battle.

Gessar resides in an onyx palace of splendid proportions on the apex of SkyChaser, the highest peak of the GloomRim Mountains. There, after death, reside all valiant worshippers who died in His cause. These brave worshippers may be sent from the mountain to perform duties for Gessar.

The colors of Gessar are steel gray and red. ALL worshippers wear some visible gray article of clothing, but only those who have proven valor may wear the RED. Each time the Temple judges a deed as valorous, a worshipper will be permitted to wear another article RED. Onyx, being the stone holy to Gessar, is worn by all initiates. Cult weapons are great axe, hand axe, cross-bow.

The symbol of Gessar is a double bitted battle axe surmounted by the Flame of Valor.

As with most NEUTRAL gods, Gessar did not participate in the *Bellum Deorum*.

Worshippers believe that self is the true representation of NEUTRALity, since an individual represents attributes of both LAW and CHAOS. If self is the true representation of NEUTRALity, then in valor, in battle, in acts where one's will and focus are centered on oneself (a person becomes his/her own focus, a loadstone of will), a person is truly encompassed by NEUTRALity, because he is totally within himself. Combat and valor are true egotistical events, since in all events the worshipper is the center, the pivot of action, therefore, briefly, the self is integrated (LAW and CHAOS merged) and NEUTRALity comes into existence.



Lay members tithe 10-20% of their earnings; initiates 20-30%. Both lay members and initiates can receive special training in combat skills (Ride, Jump, Grapple, Head Butt, Punch, First Aid, Voice) at 50% of cost, +15% chance of success. Both initiates and lay members receive Strength, Dexterity and Charisma training at 50% cost (when taking this training at a Gessar temple) and their chance of success is increased by 2. Both groups can learn a new class of weapons in half the time.

An initiate—one who has received the RED, because of his fearless dedication to the God, gets a +2 bonus on saving throws versus fear and control attacks, and adds 20% to moral when leading others into battle. Clerical initiates receive +2 on damage for Spiritual Hammer. Mages cast Bludgeon, BladeSharp, and Accuracy at half their typical level of difficulty. All initiates may stay at the temple dorms for free. Initiates receive special training in riding, which increases the skill by 33%.

Furthermore, non priest initiates will be taught, free, one of the following spells: BladeSharp 1, Multimissile 1, or Heal I. An initiate, in battle, has the ability to instill courage in his/her fellows (this only effects those directly lead by the Gessarite or with whom he is on very good terms)—this has the effect of adding +2 to saving throws against fear and +1 to hit. Finally, because of their skill and joy in battle, an initiate can add +2 to hit and damage on his/her favorite weapon (weapon must be picked) due to rigorous training with that weapon (and cult battle secrets). To apply this bonus they must roll 3d6 less than their Wisdom (apply a +1 bonus for every level past the one where initiateship was gained).

All clerical initiates receive +1 bonus on all bless, chant, and prayer miracles (+2 when cast on co-religionists).

Since a valiant worshipper resides after death with Gessar, clerics of the religion are not permitted the miracles Raise Dead or Resurrect. No initiate may be resurrected.

Gessar Holy Days

MAJOR:

- *Ch'chok* (A time to praise the valorous dead, honor those who acquitted themselves with valor, retell legends, and compose epics of modern heroism.)—January 1st.
- Founding (A celebration of the laying of the cornerstone for the first temple of Gessar in S'Syn)—November 16th.

MINOR:

- *Torlach* (awarding of the RED and general worship)—May, July, August, October, Th'Ar, and February 22nd.

THON—Deity of NEUTRALity through sloth.

Sloth is the essence of disinterest and objectivity and, thus, NEUTRALity. During the Gods' War, Thon did not participate.

Thon is portrayed as a corpulent, reclining figure of either sex (no one has ever gone to the trouble of ascertaining Thon's sex). Cult colors are those most easily attained (usually brown). Cult weapons are crossbows and slings.

Because of the temple's attitude towards doing work, the cult is run in an ultra-efficient manner, for what better method of saving effort than efficiency. The cult's philosophy is "Laziness is the Mother of Invention."

Lay membership is open to anyone who tithes and is suitably lazy.

Initiate membership is open to any one for a small donation and the invention of a labor saving device. If this item is marketable, the church will sell the item (they have an extremely efficient marketing organizing), keeping 40% of the profits.



Both lay members and initiates can receive special training in laziness skills or organizational skills (Ride, Bargain, Spot Hidden, Lore, Speak, Read) at 50% of cost, +15% chance of success.

Initiates are -5% Swim, +25% Bargain, +30% Ride, and -1 on Fitness. Using a crossbow (Thon's gift to mankind), initiates get +2 to hit +1 to initiative.

Clerics get the 2nd level cult miracle, Relax (cures 50-100% [1d6+4] of all lost evasion points) and, as 2nd level miracle, the mage spells Accuracy, Tenser's Floating Disc, and Multimissile. Cult spells—Teleportation, Multimissile, Fly, Levitate, Accuracy and Water Walking—are taught at half price. Any initiate will be taught one cult spell for free.

Priests and initiates may use any form of weapon, though preferably those that keep conflict at a distance and wreak high damage with little strain.

The cult of Thon is one of the wealthiest religions in the Crescent Lands. The main temple is located in Benges.

Thon Holy Days:

MAJOR:

- New Year Day—January 1st.
- All Fools' Day (When Thon was discovered by O'oolar, the incorrigibly lazy, after a vision appeared in his ale mug)—Th'Ar 1st.

MINOR:

- The weekends.

ER'AREN—CHAOS God of Misdirection and Dissemblance

During the *Bellum Deorum*, Er'Aren held a secret position for CHAOS in the Courts of LAW. Unlike any other god, he could cloak his nature and thus disguise his true intentions from the Gods of LAW. With this talent and a will to work havoc, Er'Aren successfully corrupted, entrapped or betrayed numerous Gods of LAW.

Throughout most of the war, he was considered a valued colleague of LAW. His unmasking came late in the *Bellum Deorum* by the NEUTRAL Goddess of knowledge, Emirikel, causing Er'Aren's expulsion from LAW and subsequent hunting of Er'Aren.

Er'Aren's heinous deeds during the war caused all worshippers of LAW to have an undying enmity towards this religion and its worshippers, exceeded only by such feelings towards Nihil. Arenites have a venomous hatred towards Emirikel and its adherents and will go to any extreme to cause harm, death, and destruction to this religion. Arenites *initiates* will never coexist peacefully with Emirikel worshippers.

Contrary to most other religions, Er'Aren encourages its members to be lay members, **even initiates**, of other cults, regardless of their status in the hierarchy of Er'Aren. This often gives the church secret inroads into knowledge and power that might otherwise be denied.

The *Book of Lies*, a treatise of church doctrine, states the most important doctrine of the church, "Truth is an artificial restraint on reality; a restraint foisted by LAW as part of their plan to achieve their ultimate goal--stasis and pure restraint." Thus Arenites will dissemble even when not absolutely necessary, as a challenge to the reign of LAW.

The Arenite symbol is a laughing mask constructed of black and white squares defining the features. The pattern is such that the mask looks the same upside down as right side up. Worshippers will seldom wear their symbol openly, instead wearing the symbol of their cover church. Temple colors are black and white juxtaposed. Sacrifice or tithes must be gained by trickery. Cult weapons are the garrote, poison, dart thrower, stiletto, net, blow gun.

Priests are not restricted in the use of any item or weapon, except as restricted by their cover church.

Lay members are required to donate 20% of their earnings to the church. Lay members and initiates receive a saving throw versus magic to mislead information spells, which might otherwise indicate their true alignment.

Both lay members and initiates can receive special training in deception skills (Speak, Read, Camouflage, Climb Walls, Voice, Gambling) at 50% of cost, +15% chance of success and 50% cost +2 likelihood in improving Charisma.

For initiate status, an applicant is interviewed by an inquisitional council, *Astra Inquina*, to determine acceptability. The petitioner is judged by the eloquent demonstration of his faith to the church and the presentation of a gift to the temple. The gift must be deceitfully obtained from a LAWful or NEUTRAL religion. Unsuccessful applicants may try again at the following years *Astra Inquina*, but they are considered suspect.

Upon attaining initiate status, a worshipper will receive oratory training (increasing Charisma by +2), save against illusions at +2, bargain increases 45%; and against all spells which might directly (Know Alignment) or indirectly (Protection LAW/CHAOS) indicate his alignment/personality get +6 on save. They save at +2 versus fear spells and are able to buy poison for half price. Initiates must tithe 50% of their earnings to the temple.

Thief and assassin initiates receive training in Hide in Shadows and Move Silently, raising the skills respectively 35% and 30%. Clerics and mages receive the Witch 3rd level summonings Influence and Disguise (as a 1st and 2nd level miracle or a 2/2 or 1/1 spell, respectively); non-spell casters may be taught Disguise as a 1/1 spell or Fools Gold. Initiates are +2 to hit and damage and +10% to critical when attacking an opponent from behind. Damage or to hit spells cast on a cult weapon are +1 on the relevant score.

Er'Aren Holy Days:

MAJOR:

- *K'thor Tonag* (The Great Dissemblance Tlo'lluvin's Moon)—June 11th.
- *Chor'ah* (CHAOS Day. CHAOS born. End of Old Calendar Year and spirit and demonic planes closest approach to material plane.)—October 28th.
- *T'kil* and *Mnou* (Holiday of Purloining)—February 9th and November 12th respectively.

MINOR:

- Gods' Day (New Year)—January 1st.
- *Silves'h* (*Astra Inquina*)—May 12th.

SARNETHRA—CHAOS God of Channeling.

Worshippers of Sarnethra believe that magic is the by-product of CHAOS. Magic is the lifeblood from the cosmic struggle for balance and, as CHAOS becomes dominant, this vital substance is more readily accessible to spell casters. LAW, with its rigidity and resistance to change coagulates this essence, slowing or stopping its passage into this plane. It is their belief that once all LAWful forces are eliminated, magic will flow unhindered into the plane of *Loca Ottii* enabling mages control of godlike powers.

Sarnethrans have great antipathy towards worshippers of LAW (because they would choke off the source of magic) and disdain NEUTRALity (because of their unwillingness to take sides). They especially revile and hate LAWful spell casters, for these casters are fighting for the cause that would, if successful, eliminate the source of their powers.

Neither asking nor giving quarter, Sarnethrans are extremely active in the conflict between LAW and CHAOS.

The cult color is amber, and all initiates and priests must wear some item with this color. The symbol is an upraised hand, palm outward with a widdershins spiral engraved in the palm. Amber is the cult gem.

Lay status is gained by pledging to undermine the cause of LAW where ever possible, a small monthly tithe (5% of earnings) for the support of the Cult, and the agreement to attend a week long assembly once yearly.

Initiate status is more difficult to achieve. A supplicant must take tests to determine magical aptitude and its acceptability. If the tests are passed, the supplicant is given a minor quest to perform, and, if successful, they are initiated. If unsuccessful, they may try the procedure again in a years time.



Both lay members and initiates can receive special training in CHAOS skills (Speak, Read, Voice,) at 50% of cost, +15% chance of success and intelligence skills (Spot Hidden, ID, Lore, Gambling). Lay members save at +1 versus spells of LAWful base (Spiritual Hammer, Hold, Calm, etc.). Initiates receive +3 versus such spells. Lay members can not cast any spells of LAWful base (Spiritual Hammer, Hold, Calm, etc.).

All initiates when concentrating can detect LAW or LAWful creatures (titans, etc.) within a 60 foot radius.

Sarnethran initiates spell casters are some of the most feared casters of CHAOS. Non- mages, mages and clerical initiates have their Intelligence or Wisdom x5 as a percentile chance of increasing that attribute by 1-3 points. Each level of improvement after initiateship they have a 3xInt chance of increasing Int or Wis 1 point. Mages have access to the cult spell CHAOS Wall and Color Spray and Clerics receive, as a 2nd level miracle, Color Spray; Regenerate one level lower. Because of they are comfortable with manifesting CHAOS, and they understand such, they cast spells of this nature with greater effect (-1 on saving throws or for beneficial ones +25% effect [e.g., regenerate]) and are less affected (they save at +3). Initiates cast all spells of a LAWful base with worse effects (+1 saving throws; -25% on beneficial effects). Initiates mages roll spell point rolls 3 times per level, selecting the highest one. This rolling is also retroactive.

Clerics cannot cast Spiritual Hammer because of its LAWful base.

Sarnethra Holy Days:

MAJOR:

- *Chor'ah* (CHAOS Day. CHAOS born. End of Old Calendar Year and spirit and demonic planes closest approach to material plane.)—October 28th.

MINOR:

- Gods' Day—January 1st.

TARIM—CHAOS God of Rogues, Drunks, and Thieves.

This religion promotes friendly anarchism, as a quote from the third book of the Scriptures (Harui the Bloated 11.3) exemplifies: "If thou wills to lie down herein my couch, then I to another gutter must repose." Not surprisingly, considering its nature, Tarimites are a tolerant and gregarious lot.

The Church of Tarim believes that free will and action are the representation of CHAOS, and as long as a person's actions do not infringe on the actions of another in a harmful fashion, a person should be free to act as he chooses. Drinking and drugs, since they disorder the mind, brawling, since it is a disorder of actions, and thievery, since it is a disorder of laws are acts of CHAOS. They are essentially harmless acts which are representations of a free individual's will, and thus CHAOS.

There are no specific cult colors. The symbol of Tarim is an overflowing ale mug. The stone of the Tarimite church is chalcedony. Its cult weapons are the sling and cudgel.

Tarimite temples are often located in pub basements and the back rooms of taverns. Religious tithes and donations should be in the form of food, alcohol, and money—the more, the more blessed.

Tarimites are the friendliest worshippers of CHAOS; associating with anyone who will buy them a drink or afford them a living.

Both lay members and initiates can receive special training in Tarimite-associate skills (Gambling, Evaluate Treasure, Spot Hidden, Bargain) at 50% of cost, +15% chance of success. Lay members save versus alcohol and drugs at +2 and poison +1. Initiates save versus alcohol and drugs at +4 and poison +2.



To become an initiate a worshipper must demonstrate in his life that he is following the precepts of the God (brawling, gambling, drinking, debauching) in a righteous fashion.

Clerical initiates receive the 1st level Miracle: Water to Ale.

All initiates get one thieving skill taught them (at base 25%). Initiate thieves can either be taught a new skill of any type or be trained for a 33% increase to a thieving skill. Initiates gain +2 to hit, +1 on damage and +5% to critical with the cult weapons. When attempting to stun or subdue, increase subdual damage by 25%.

Tarim Holy Days:

MAJOR:

- Gods Day (New Year's Day)—January 1st.
- *Nighchosdaye* (So as not to align themselves too closely with the hard-line adherents of CHAOS, they celebrate Chaos Day one day early)—October 27th.
- Brewer Dawn (Tarim showed man the secret of brewing ale)—December 26th.
- Saturnalia—Th'Ar 18th.

MINOR:

- The weekends.

VER'L—CHAOS Goddess of Battle

As the chaotic counterpart of Clovis, Ver'l marshaled the forces of CHAOS during the *Bellum Deorum*. Ver'l promotes battle, combat, and conflict as the embodiment of CHAOS, because only in battle is there true freedom of behavior, action, and thought. Combat is the sacrament of cult in that it tests the will and fitness of Her adherents. Defeat in combat is considered to be a result of a weakness in the will of an adherent. Thus, worshippers have a natural reluctance to flee combat or abandon a wounded comrade. In fact, worshippers have been known to go to great (and dangerous) lengths to retrieve the body of a dead comrade.

Ver'lites are NOT reflexively antagonistic to adherents of LAW. They have and do work with LAWful worshippers on amicable (if slightly tense) terms. They frequently challenge LAWful worshippers to combat (especially worshippers of the more bellicose religions e.g. Clovis, Aerea, Tehne) but, usually, this combat is either to the drawing of first blood or with practice weapons. Whether a worshipper is successful or defeated in a combat is of great import to Ver'lites, not the killing of one's foe. It is as noble to force an opponent to yield as to slay him.



The cult colors are silver (representing the newly forged sword) and dark blue. Ver'l's metals are steel and silver, and the cult stone is hematite. Ver'lites prefer edged or impaling weapons to blunt or crushing ones. The cult symbol is an image of the Sword of Ver'l nested in the Whirlwind of CHAOS. Cult weapons are swords, particularly bastard swords.

Lay worshippers are discouraged from using missile weapons in combat, because such devices distance worshippers from the physical and mental experience of battle. Initiates will NEVER use missile weapons in combat.

The cult will never allow someone who has used missile weapons in combat to become an initiate. Initiate status is gained by demonstration of the ability to focus the CHAOS of battle. Initiates will NEVER use blunt edged weapons.

Both lay members and initiates can receive special training in combat-associated skills (Grapple, Punch, Head Butt, First Aid, Ride, Swim) at 50% of cost, +15% chance of success and 75% of cost and +1 to success for Strength, Dexterity, or Fitness training. Lay members save versus control spells (Hold, Calm, Spirit Birds, Flesh to Stone, Binding, etc.) at +1 and initiates at +2.

Initiates will receive, free of charge, either Strength, Dexterity, or Fitness training to increase the attribute by 1 and will be taught BladeSharp (if they have the ability). Training in attributes is at 50% of price and time with 2 greater chance for success with Strength, Dexterity, or Fitness (training must be provided by Ver'l temple) Further, an initiate has a percentile chance equal to his level multiplied by ten to double the effects of a received Bless, Chant, or Prayer. If the Bless, Chant, or Prayer was cast by an initiate cleric of Ver'l, the miracle would be tripled. Also, any initiate can ask the temple to teach her one Fighter Specific Attack Mode.

Clerical initiates of Ver'l receive a +1 on the damage caused by a Righteous Sword, and receive FireBlade as a 2nd level miracle. They also get Ver'l cult spells (see below)

Initiate worshippers can go into a **CHAOS Frenzy**. This frenzy is a manifestation the chaotic side of battle. A person in a **Frenzy** feels a great exhilaration at the ability to unite with and express CHAOS. The effect is to add +1 to hit and damage on all attacks and +1 to initiative every other level after initiateship was received. The chance of initiating this **Frenzy** is 18% a level. After a **Frenzy**, a Ver'l worshipper risks exhaustion. The worshipper must save versus Resistance on 4d6 or lose 50% of his evasion points. Initiates also receive a +3 to saving throws against fear.

Ver'l specific miracles.

Single Combat

Level: 1
Time: Fast
Duration: 3 rounds +1 round/level
Range: 60'
Target: One Target
Effect: Single Combat acts similarly to the Sanctuary Miracle. If target engages in combat with a single opponent, any person attempting to enter the melee has to save vs. Magic in order to interfere.

Second Wind

Level: 1
Time: Medium
Duration: Instant
Range: Touch
Target: One target
Effect: Recipient receives 2D4+1x10% recovery in evasion points. This spell has no effect upon lost hit points.

Accelerated Heal

Level: 1
Time: Medium
Duration: Instant
Range: Touch
Target: One Target
Effect: Accelerates the rate at which wounds heal. Recipient will recover 1 HP/Hour until completely recovered. This spell will leave all scarring.

Protection from Normal Missiles

Level: 2
Time: Medium
Duration: 5 Rounds +1 round/level above 3rd
Range: Touch
Target: Cleric only
Effect: Acts like the 3rd level mage spell but may only be cast on the cleric.

Whirlwind

Level: 3
Time: Medium
Duration: 1 Round/level
Range: Touch
Target: One Target
Effect: This spell increases the number of attacks per round to two.

Duel of Honor

Level: 3
Time: Slow
Duration: 10 Rounds
Range: 40' x 40'
Target: All within area of effect
Effect: This spell is like an area of effect version of the first level spell **Single Combat**. Anyone in the area of effect who wishes to engage an opponent on a greater than one-on-one basis must save vs. magic at -3 to interfere.

Berserker

Level: 3
Time: Medium
Duration: 3 Rounds +1 Round/level

Range: Touch
Target: One Recipient
Effect: Berserker forces recipient to attack full attack. For the duration of the spell, HP and EP are increased by 50%. Hit point and evasion point damage is taken from the target's **normal** rather than the magical bonus. If the target's normal hit points are less than zero at the end of the spell's duration, target will die.

Ver'I Holy Days:

MAJOR:

- CHAOS Day--October 28th.
- Whirlwind and Sword--May 21st to August 1st.
- Banding the Whirlwind (End of *Bellum Deorum*)--December 31st.

MINOR:

- *Tastings* (times of judgment for initiate status)--February 21st, March 28th, June 22nd, September 4th.
- Gods Day--January 1st.

Request: 1358219
Archive: Aereolus Main
Library: AB (Life Studies)
Catacomb: a2 (*Vertebra*)
Hall: 010 (*Reptus*)
Case: VII (*Vlucht Vermis*)

Date: 9-27-70
Archivist: M'Lu'Rath'a
Wing: II (Bestiary)
Court: 213 (*Oviparus*)
Room: DR (*Drakon*)
Shelves: 19a-c (*Wyvere*)

Wyvern (Skorpios Drakon Wyvere)

or

Scorpion Dragon, False Wyrme, Cliff Dragon

Wyvern are animals but distantly related to true dragons (*Drakon*). While resembling reptiles in stance, armored hide, and general structural design, the pelvic construction, homoeothermic regulation, and lung structure more closely resemble that of avians. While still a subject of debate, it is thought that wyverns (as well as true dragons) are more closely related to avians than reptiles.

The species lay eggs from which hatch young after a gestation period of 5-6 months. Maturation takes approximately twenty years with adolescence at three years. While solitary in nature, they breed in the spring with parturition in summer. A new born wyvern requires twenty pounds of food per diem. Wyverns mate for life. The partner of a slain mate has been known to hunt down those responsible with a unique single mindedness and a total disregard for survival.

The female wyvern tends to be larger than the male, reaching lengths of up to thirty feet (including tail). They have supple, durable, scaled hides similar to true dragons. It is difficult for all but the finest steel and magicked weapons to penetrate the hide. In protective quality, a wyvern's hide has been likened to elven mail (See: a112bAllv-701). Walking in a bird-like, bipedal fashion they reach a height of up to 18 feet. Wyverns are winged fliers: able creatures which expertly navigate the treacherous mountain winds and currents which surround their cliff-side aviaries. Their wing spread usually approximates their length. The integuments of their wings are not as durable as their hide. Wyvern's feet are four toed; three of which point forward and one towards the posterior (as with a bird). The feet bear claws which reach lengths of up to one foot. It two large, dorsally mounted eyes are set on either side of its head giving it a wide field of view. Structural evidence from preserved specimens indicate that it likely sees in the dark by detecting heat radiations. Its sense of smell is poor and the quality of its hearing is unknown.

A wyvern's hide is a brilliant, spring green with iridescent hints along the windward edges of its scales, while the surfaces of its wings are a black with red highlights following the structural members in the wing. During mating season, the female's hide sports gaudy bright red markings. The eyes are golden and a large, veined crest runs from just behind the wyvern's occipital ridge posterior to the shoulder blades

It has two primary methods of defense and food acquisition: wyvern can spit a caustic/flammable expectorate or stab with a poisoned spur. Only adult wyverns are capable of making the caustic expectoration. A wyvern can launch an incendiary stream out to a distance of 30 feet. Depending on the size of the wyvern, it is capable of making from three to five such pyrotechnic attacks, after which it usually requires a like number of days to renew its hoard. The incendiary stream is quite dangerous and adheres to most surfaces tenaciously. A Wyvern is relatively unaffected by fire, but is disproportionately effected by cold. They tend to be quite sluggish in the winter.

A wyvern's tail is tipped with a large, poisoned spur, and (on larger specimens) the spur reaches a length of up to three feet. At the base is a pendulous poison sack. This reservoir contains from eight to twelve measures of lethal venom depending on the size of the wyvern. The supply requires a like number of days to be replenished. Unlike the spittle, even immature wyvern have a poison reservoir. It is thought that the wyvern's life time ingestion of poison from the flesh of its slain prey is responsible for its resistance to all forms of poison. The spur, itself, inflicts wounds resembling in severity a medium lance. The spur displays a modest curve.

Besides its primary armament, its ancillary attack modes include raking attacks with its clawed feet or mauling bites.

From the distinct amount of maternal and paternal care given to offspring, life long spousal and offspring bonding, and limited evidence of a language (versus a system of calls such as found in beasts), it has been posited that wyvern may be intelligent creatures.