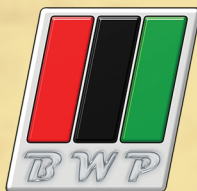
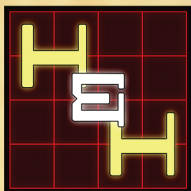


The world is changing. Magic and monsters once thought the domain of legend and myth are appearing again, and in numbers. Tales usually reserved for scary stories and horror films are playing out in cities across the world. Yet there are those among mortal kind who've discovered new talents with which to fight such evil. Regular men and women who set aside their daily responsibilities for a bigger one: protecting humanity from horrors ripped from nightmare.

ARCANA RISING is a complete urban fantasy roleplaying game powered by the H&H System. Within this book you will find:

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ARCANA RISING

BY JOHN S. BERRY III

AN H&H SYSTEM GAME

ARCANA RISING



AN URBAN FANTASY ROLEPLAYING GAME

BY JOHN S. BERRY III



ARCANA RISING

AN URBAN FANTASY ROLEPLAYING GAME

BY JOHN S. BERRY III

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Additional Editing, Consulting, and Forestwalker Concept by Maru Berry

Cover Model: Jade Macalla

Cover Background: Sam Drost

Additional Art by: Billiam Babble, Carter Pierce, Shell Dove, Karolina Wucke, Furkan Çekmece, Richard Stovall, Jeff Preston, Steve Young, Dave Allsop, Tim Madrid, Larry Elmore, and Storn Cook.

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IN RECOGNITION OF OUR BACKERS

Trever Braet	Sándor "Ynas" Gebei
Kerry Harrison	mick reddick
John Fiala	Steve Dodge
Kittievamp LeMiaow LePurr	Jonathan M. Thompson
Tim Davis II	Geza Letso
Shane Mclean	Markku Tuovinen
Charles Myers	Ivan V.A.N. Slipper
Keith E. Clendenen	Ben Allen
Antonio Rodriguez	Mike H
Zalzator	Dedstuff
Pixel8ed	Ray Schmidt
Adam Stein	john hayholt
Elaugaufein	Steve Lord
Aaron Pothechary	DPH
J. Quincy Sperber	Arkane Loste
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Dan Luxenberg	Adam Muszkiewicz
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Alessandro La Valle	Edouard Contesse
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Chris Snyder	Jonathan Henry
John "johnkzin" Rudd	Herbert Nowell
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David Ho Sang	Phillip Lawler
Brian Hobgood	Sam Curry
Erik Drake	Craig "Stevo" Stephenson
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James Keener	Ken "Professor" Thronberry
Christopher Snook	Fredrik Sellevold

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INTRODUCTION

It'll probably go down as one of history's greatest ironies that it was science that brought magic back to the world. Russian scientists seeking to unearth the mysteries of the ancient world drilled down into Lake Vostok and, unbeknownst to them, breached the seal on what was actually an ancient ward locking away the source of pure magic in the world. As the long untouched waters of Lake Vostok burbled up through the hole in the ice, magic itself sprang forth into the world in full force for the first time in thousands of years.

Millennia ago, when the Atlanteans still walked the earth, magic had flowed freely across the world, raw and primal and as much a part of the fabric of the planet as the air above or the earth beneath. Wizardry was real and practiced to great effect, and the influence of the divine will as palpable and evident as the weather or the tide. Earth was rich with magic, and beasts of legend and great heroes warred, as the great Atlanteans grew mighty in their mastery of the forces of magic. In time, their skill and power at the mystic arts grew so great that they were able to bind all magic in the Earth to a single great central pool, and with control of that set out to create a vast empire, enslaving much of the known world.

There was an unforeseen consequence, however, to the Atlantean domination of the forces of magic and their reckless abuse of it. The unchecked use of power drew the attention of the beings from the outer planes, and more and more dangerous creatures began to threaten the Earth. Atlantis' enemies and the refugees of their empire formed a great Alliance, wielding the powers of the gods to fight back against the oppression and power mongering of the Atlantean lords. In time the Atlanteans were driven back to their home island, warding it against outside incursions using the power of the great well within the island's center, but this was to prove their undoing.



To this day no one living past or present has been able to say for certain what occurred on that fateful day and night that the island of Atlantis sank beneath the sea. The great historians report only that a great calamity struck the island. Some believe that the great working they undertook to ward the island attracted the attention of something powerful and evil from the outer planes, others that the spell backfired, or that the activation of so much magical

energy within one place overwhelmed nature itself and sparked a great cataclysm. Whatever the true cause, the effect was the same: rather than warding the island from its enemies, instead the magic within the wellspring exploded outward, destroying the island and sending its energies to rampage across the earth as one single and terrifying magical confluence that seemed to have a life of its own. Through the last ditch effort of arcane and divine practitioners alike, the unleashed magical torrent was eventually sealed and frozen beneath an entire continent of ice, contained in the lake of pure ancient waters locked miles below the Antarctic ice that would eventually become known as Lake Vostok.

In the generations to come magic dwindled to mere superstition. With the raw force of natural magic sealed away, only the most basic workings could be employed, those that relied on the person's own will, the waning influence of the divine, or nature's life force. With the power of pure wizardry dwindled to almost nothing, the divine will stepped back its influence in the mortal world, seeking to maintain balance. The magical beasts and monsters of legend needed the flow of magic to survive as much as they needed air itself, and so with that power dried up and sealed away they fled back to the outer planes where magic was still rich, thereafter to only rarely intrude on the world and become beings of myth and fairy tale. As the march of time passed, the forces of the preternatural seemed to vanish from the world.

Then one day a group of scientists, after years of research, finally breached the last layer of ice shielding Lake Vostok from the world, and as its waters flowed forth for the first time in centuries, so too did the force of magic itself rise up and at last begin to flow across the Earth as it once did in days long past. The great working that had once bound magic's source solely to the lake was broken as well, degraded after thousands of years of neglect, and so not only was raw magic once again released to flow throughout the world, it was once again free of any central controlling font as it had been in the days of the ancient Atlantean Empire.

The scientists of course had no idea what they had done, not having any sense of the flow of magic, that talent having long been lost to much of the world in the long absence of any serious arcane study. Even among the occult communities and those who still held the knowledge and lore passed down through the generations it was some time before it became apparent that the state of magic had changed and was once again rising to life in the world. Indeed, most of the world is still unaware of the burgeoning magical renaissance occurring right under their noses, dismissing reports of supernatural weirdness and mystical episodes as so much superstition and fakery, just as they always have.

Yet the reality is clear to those who have begun to dabble in the ancient arts once more: magic has returned. The old spells are working again, perhaps more difficult to wield now than they were in the days of Atlantis when the energies of raw magic coursed through the world as readily as the rivers and the winds, but they nevertheless function for those who can decipher their workings and possess the innate talent for the arcane. The ancient creatures of legend who have long hid away in the outer planes or the darker corners of the world are once again making themselves known, if carefully, and even the divine will is

making itself felt in force again, already responding to meet the demands of balance against the rising supernatural forces.

With the return of magic, new dangers arise, and new heroes are arising to grasp its power and to face those dangers, renewing the age-old conflict between mortal kind and those creatures of magic which prey upon them, questing to recover lost knowledge and to protect mankind from unearthly evils. With spell, gun, and sword, these modern adventurers must face the rising arcana of old and in so doing set the destiny of mankind in the coming age of awakened magic.

What is a Roleplaying Game?

This is! That's not a very informative answer though. To expound in more detail, a roleplaying game is a game of pretend you play with your friends or strange people at a nerd convention, in which each participant takes on the role of a fictional character, except for the Dungeon Master or DM, who creates and describes the world that those fictional characters explore and adjudicates the rules of the game. The DM presents a game scenario to the players, and the players decide how their characters respond, what they want their characters to do, where to go, and then through the DM and the rules, those actions are resolved.

To make things easier and somewhat fairer, many of these actions are resolved using rolls of the die. The player declares what they want to do, and then the DM explains what die they need to roll and what numbers they'll need to get on the die to succeed at that action, and then further die rolls sometimes determine what effect that success or failure has, such as in combat.

In many ways, it is much like the games of pretend you played with your friends as a child, just with a little extra bit of rules to hopefully resolve just who shot who first without resorting to digital editing techniques. Roleplaying offers players the chance to explore worlds of imagination and wonder, and DMs the chance to indulge their creativity by creating those worlds and the dangers that lie within them.

A Word on Dice

Arcana Rising uses multi-sided polyhedral dice to resolve actions and determine damages and other effects. These dice are described by a simple notation of XdX or DX, where the number before the letter "D" indicates the number of dice to roll, and the number after the "D" indicates how many sides those dice should have. You may also see reference to a "d3" at times, this means to roll a d6 and divide the result by 2, rounding up. An XdX followed by an "H" means to roll the indicated dice and keep the highest result, while an "H" followed by a number means to roll the dice and take the top results up to that number. So 3D6H2 means roll 3 six-sided dice, and count the two highest values.

Polyhedral dice should be available in sets from your local hobby, comic, or tabletop game shop, or from online retailers. You will want a complete set of at least 1 each of all of the standard polyhedral dice: d4, d6, d8, d10, d12, and d20. You may also wish to

acquire additional dice of these types, to make it easier when called upon to roll more than one of the same die type. Alternately, one can also find dice roller software for an array of electronic devices from PCs to tablets to smartphones, though be sure to make clear to your DM and players that's what you're using so they don't think you're just goofing off online in the middle of combat!

If you're playing online, most software for playing tabletop RPGs online contain built-in dice rollers, and many IRC servers have dice roller software built into their servers. Ask your DM or server admin what options are available.

Rule Number One

The first rule of any tabletop roleplaying game is to *have fun*. If any rule in this book isn't fun for you and your group, talk it out, and feel free to change it, especially as a DM. The rules in this book are meant only as tools, to be folded, spindled, and mutilated to please the whims of the DM and the players. Do not feel bound by the rules as written: if you don't like something, throw it out! If something is missing, bash something together and throw it right in! Don't feel the need to cleave to the words of some dusty old designer huddled in front of his computer with a bottle of gin in one hand and a keyboard in the other. It's your game, you paid for it, and you get to do what you must to make it fun for you.

But remember, as the referee and arbiter of the rules, the DM has the final say on what stays, what goes, and what changes. Feel free to suggest changes to the game if you feel they're warranted, but try not to do it in game, and whatever he decides, relax: maybe what you don't think is fun is still fun for him and the other players at the table. Just pick up your dice and keep rolling. Remember, this is just a game, and a cooperative one at that, so don't let hurt feelings or disputes at the table ruin the fun, and whenever acting either as player or DM, try to keep in mind everyone's fun, not just your own.

Creating a Character

If you are going to be a player in a game of *Arcana Rising*, you will of course need to make a character. The following seven chapters contain all the rules you will need to make your own urban adventurer or globe-trotting relic hunter, but the basic process follows the steps below. You will need a character sheet (a form you can find in the back of the book) or a piece of paper, pencil, and dice.

1. **Roll Stats.** Roll 3D6 six times, and assign the resulting numbers as desired to the six core stats. Chapter 1 contains all the details here, as well as the important modifiers those stats also provide, which you will want to record as well.
2. **Choose your Class.** Your character class defines your character's special talents and abilities, as well as providing the character's Hit Dice and To-hit values. These are detailed in Chapter 2, and may be chosen at will, provided the character's stats meet any requirements for the class. Once you have chosen a class, record their abilities on your sheet.

3. **Determine Hit Points.** Now that we know what die to roll, we can also roll the character's Hit Points, the amount of damage the character can withstand without dying. 1st level Hit Points are equal to the maximum value of the character's Hit Die plus any bonus from CON.
4. **Determine Massive Damage Threshold.** A character's Massive Damage (MD) threshold is the amount they can safely take in one blow without risking immediate death. This is equal to their CON score, plus the number of Hit Dice they have (1 at first level).
5. **Roll for Education.** In order to decide what day job and skill options are open to the character, roll on Table 11 (p.11) in Chapter 3, modifying the roll as indicated for INT and WIS values. This will tell you what jobs are available to your character, as well as provide some free skill choices. Record the education level, and note any skills obtained.
6. **Choose Day Job.** Now that education is determined, one may select the character's day job from any of the jobs their education level qualifies them for, provided they meet the stat requirements for that job. Record their demand and income values, making a die roll for the latter if necessary, choose skills, and record any special notes if present.
7. **Purchase Equipment.** With the job comes income, and with the income, gear and other items can be purchased in Chapter 4. Each character starts with three times their job's Income value in Astra to buy equipment with. Be sure to record any combat details for weapons or armor as well.
8. **Choose Spells.** If the character is a wizard or a cleric, they begin the game with a certain number of spells known. Clerics begin with a number of spells indicated on Table 3 (p.16), while wizards begin with a spellbook containing 1d4+1 cantrips and 1d3+1 level 1 spells. At least half of the cantrips will be memorized, and at least one of the level 1 spells must be memorized. Spells and their descriptions can be found in the latter part of Chapter 5.
9. **Choose a Companion (Optional).** Characters have the option of taking some kind of animal companion or familiar, anything from a well-trained household pet that's good in a scrap, to a magically summoned and bound planar creature. Chapter 6 details the selection process, and it is optional, as doing so means the character is slower to level up than other characters.
10. **Roll for Wrinkles (Optional).** Players can also roll for additional character background details called 'wrinkles,' detailed in Chapter 7. This is an optional process, meant to provide some additional story hooks or character depth for players who do not already have such details in mind. The character may have up to 1d3 wrinkles.
11. **Give it a Name.** Names are power, and everyone has one, even if they keep it secret, or if they don't even know it. Choose your character's birth name, and if desired, also a nickname or alias they use with others.

CHAPTER 1: STATS

Table 1: Stat Bonuses

	STR		DEX		CON	INT	WIS	CHA
	Melee To-hit	Melee Damage	Armor Class	Ranged To-hit	Hit Points	Spell Save	Will/ Faith	Magic Damage
2-3	-3	-2	+2	-3	-1	+2	Can't	-2
4-6	-2	-1	+1	-2	0	+1	Can't	-1
7-9	-1	0	0	-1	0	0	0	0
10-12	0	0	0	0	0	0	1	0
13-15	+1	0	0	+1	+1	0	2	0
16-17	+2	+1	-1	+2	+2	-1	3	+1
18-19	+3	+2	-2	+3	+3	-2	4	+2
20	+4	+3	-3	+4	+4	-3	5	+3

Stat Descriptions

Characters in Arcana Rising are defined by the following stats, which describe the various basic capabilities of each character with a numeric value, generally ranging from 3 to 18, though higher or lower values are possible in certain cases, such as from stat damage or levelling up.

Strength (STR) – Governs a character’s ability to strike with force in melee combat, and the amount of damage delivered once struck. Also covers general raw strength and lifting power.

Dexterity (DEX) – Determines one’s raw agility and dexterity, ability to avoid and dodge attacks, and ability to hit a target with ranged weapons like firearms.

Constitution (CON) – One’s raw endurance and ability to resist pain, injury, illness, or poison, and how much damage a character can survive from a single blow.

Intelligence (INT) – Governs ability at general analytical thought and reason, general knowledge subjects, and one’s skill at channeling the forces of magic.

Wisdom (WIS) – One’s perceptive ability, intuition, and force of will, as well as the reserve of internal will or faith used to drive both arcane magic and divine prayer.

Charisma (CHA) – Measures a character’s pure force of personality, ego, and charm, their ability to convince and persuade individuals, and provides a boost to the amount of raw force the character can deliver with spoken magic or divine prayer.

Stat Generation

Stats are generated with a roll of 3D6. Roll six times and assign each number to one of the stats on your sheet. Each one also provides certain modifiers to derived stats as indicated on Table 1 above; be sure to record these values as they will be important later on.



Stat Checks

In addition to serving as the basis for a number of important values as designated in the chart above, stats also govern how good a character is at performing non-combat tasks. Whenever a non-combat action is called for, roll a D20 and compare it to the appropriate stat. If the result is less than the stat, the attempt succeeds. If not, the action fails.

When attempting a non-combat action that is nonetheless opposed by another person or persons, have all parties roll off, and whichever party succeeds by the greatest margin is the winner.

If the DM thinks a task is really difficult, he may provide a penalty to the player's stat for a roll. It is recommended this not exceed -5.

Stat Caps

No stat may ever go above 20. If a bonus to a stat would bring it above 20, ignore the remaining value. Spending bonus stat points from leveling cannot bring a stat past 20.

In addition, if a stat is ever reduced to 1, it indicates the character has become functionally crippled and cannot attempt any action that involves that stat. If a stat is reduced to 0, the character dies, succumbing to the shutdown of their systems.

CHAPTER 2: CLASSES

With the return of magic and supernatural beasties to the world, a new array of mortal heroes of various talents has arisen, either newly coming into their power with the awakening of the arcane, or having long fought in secret against those few threats that still remained in the absence of the free flow of magic. Once a character's stats have been rolled, the next step is to choose which class they are, which will define their main source of might and indicate what abilities they can level against threats both mortal and beyond.

There are seven classes described in the following chapter, and they are briefly summarized as follows:

Champion - Avatars of absolute conviction and faith, a champion's devotion to their cause imbues them with a power unrivaled and makes them a formidable combatant.

Cleric - Faithful and devout, these followers of the divine will be rewarded for their faith with miraculous power to heal the sick and vanquish the unholy.

Forestwalker - Ancient followers of the path of nature, the forestwalkers are imbued with the soul of the forests and the magic of life itself.

Gladiator - Expert weapon masters, these martial fighters commit themselves to the pursuit of ancient weapons, a surprisingly useful skill in an age of reborn supernatural foes.

Gunfighter - Masters of the way of the gun, these deadly fighters know their way around a firearm and can deliver deadly results with their twin pistols.

Rogue - Treasure hunters, thieves, and all around sneaky sorts with a talent for puzzling their way around magical artifacts.

Wizard - Masters of the arcane, these newly empowered occultists seek out lost ancient spells and channel their arcane power against their foes.

The following sections will describe each class and the basic rules that govern them. Each section will provide a description of the class along with a table describing their to-hit bonuses, hit dice at each level, saving throws, and class resources like Will, Faith, or spells known, followed by descriptions of the class' special abilities.



Champion

While the cleric's faith brings them the power of miracles, the champion's faith and commitment to absolute justice and the vanquishing of the unholy brings them martial power and unwavering courage. Champions swear themselves to serve as warriors in the name of faith and the protection of life and the innocent in the face of evil, and by their oath and unshakeable conviction their chosen weapon of justice is imbued with holy power. Their fearlessness and devotion make them incredibly valuable comrades, as they can be counted on to protect their friends against hostile and evil forces, and never waver in the face of certain death, so long as their vow to maintain absolute integrity remains.

Champions' conviction gives them a great force of personality in the form of a high CHA score, and they are masters of weaponry, generally possessing high STR or DEX depending on their chosen weapon, and usually a high WIS in accordance with their strong will. Their day jobs vary widely, but they often serve in military or police positions where they can continue their commitment to justice and protection.



Table 2: Champion

	Melee to-Hit	Ranged To-hit	Hit Dice	Saving Throws	Holy Weapon
1	+1	+1	1d10	+1 WIS	Holy, Magic
2	+2	+2	2d10		
3	+3	+3	3d10	+1 CON	
4	+4	+4	4d10		+1 Enchantment
5	+5	+5	5d10		
6	+6	+6	6d10	+2 WIS	
7	+6	+6	6d10+3		
8	+7	+7	6d10+6		+2 Enchantment
9	+7	+7	6d10+9	+2 CON	
10	+8	+8	6d10+12		
11	+8	+8	6d10+15		
12	+9	+9	6d10+18	+3 WIS	+3 Enchantment

Stat Requirements: CHA 7+; STR 7+ *or* DEX 7+

Weapons: Long Blades, Heavy Melee, Blunt Weapons, Handguns, Long Arms

Armor: All Armor, Shields

Special Abilities

Weapon of Faith: The champion's weapon takes on holy properties through the power of their faith and the execution of their mission. The champion bonds to a single chosen weapon, which takes on supernatural properties so long as they remain steadfast in their faith and only use it for noble and unselfish purposes. At 1st level, the champion's weapon is considered magical, for the purpose of striking enemies that are resistant to mundane weaponry, and the weapon is imbued with the champion's faith, causing it to deal extra damage to Unholy creatures such as demons, undead, and spirits as if it were a holy symbol, dealing an extra 1d8 Holy damage +1 per level of the champion. In addition, every 4th level the weapon gains an enchantment bonus as if it were a magical weapon, starting at +1 at level 4 and continuing from there.

The champion's weapon gains its powers through its bond with the owner and its role as a vessel for divine power. Should the champion's weapon be lost, the champion may not simply take up a new one so easily and expect it to work as the previous one: it takes time for such a bond to form. The champion may designate a new chosen weapon, and spend a week in solemn prayer and ritual to endow the weapon. This will make it once again a Holy, Magic blade. Enchantment bonus is slower to return, and comes only through use, gaining back a +1 for each time the weapon delivers the killing blow to an Unholy creature.

Turn Unholy: The power of the champion's faith is unwavering, and this power can be directed to terrifying effect against unholy beings. By holding their holy weapon proudly before them in a defensive motion, the champion can imbue it with the full power of their conviction, terrifying any unholy supernatural beings such that they fear approaching the champion, and may even flee in terror. Subtract the number of hit dice of the highest hit die Unholy creature present from the level of the champion, and apply the resulting number as a modifier to a CHA check. Should the check succeed, no Unholy creature may approach within 30 meters of the champion, and any Morale checks made by such creatures are at a penalty equal to the amount by which the champion succeeded. This effect is broken should the champion strike with the weapon or otherwise break their stance, though as a holy weapon it will continue to deal bonus damage against the unholy beings as described in the previous ability.

Fear No Evil: The conviction of the champion is such that they know no fear or surrender in the face of true evil. A champion will always succeed in any saving throws against magical or supernaturally induced fear, and will not back down from an Unholy foe in a fight even at the cost of their own life. So long as they remain true in their conviction, NPC champions also automatically pass Morale checks.

Holy Vigilance: Champions are steely-eyed and ever wary of the potential presence of evil, and their faith grants them sight beyond that of the ordinary, enabling them to detect the presence of Unholy beings within 30 meters, and see through magical disguise, polymorph, and even possession to detect the true nature of the Unholy creature beneath.

Cleric

There is power in faith, real power. While us mortals remain a conflicting mass of guesses as to who is behind it or how it works or if it is even real and not simply the result of personal will, whatever the cause, a select few of those who genuinely believe and live their faith with unwavering conviction seem to be able to work genuine miracles. Wizards, for lack of a better term, call it “the divine will,” and it seems to respond to those of true faith to very real, palpable results that can rival the power of the arcane, especially with the return of magic to the world. For the faithful, it means that those who cleave absolutely to their faith and to the moral convictions it prescribes are rewarded by that divine will with a power in their prayers that can create true miracles, so long as they use it responsibly and in the pursuit of the good. These people of great faith are called clerics, be they priests, rabbis, imams, temple servants, or simply lay believers of absolutely unshakable conviction, and their belief provides them with the strength to conquer evil and protect and heal others in the name of the divine.



Clerics must have a strong WIS in order to call upon their faith, and they often have a high CHA in accordance with their strong personality. They may come from any walk of life and thus day jobs vary, though many serve in charitable or religious work.

Table 3: Cleric

	Melee to-Hit	Ranged To-hit	Hit Dice	Saving Throws	Faith	Prayers Known 1 - 2 - 3 - 4 - 5 - 6
1	+0	+0	1d6	+1 WIS	3	1
2	+1	+1	2d6		4	2
3	+1	+1	3d6	+1 CON	6	2 - 1
4	+2	+2	4d6		8	3 - 2
5	+2	+2	5d6		11	3 - 2 - 1
6	+3	+3	6d6	+2 WIS	14	3 - 3 - 2
7	+3	+3	6d6+2		18	4 - 3 - 2 - 1
8	+4	+4	6d6+4		22	4 - 3 - 3 - 2
9	+4	+4	6d6+6	+2 CON	27	5 - 4 - 3 - 2 - 1
10	+5	+5	6d6+8		32	5 - 4 - 3 - 3 - 2
11	+5	+5	6d6+10		38	5 - 5 - 4 - 3 - 3 - 1
12	+6	+6	6d6+12	+3 WIS	44	5 - 5 - 4 - 4 - 3 - 2

Stat Requirement: WIS 7+

Weapons: Long Blades, Blunt Weapons, Handguns

Armor: Light and Medium Armor, Shields

Special Abilities

Power of Prayer: As the cleric grows in their faith, the divine will imbue their prayer with miraculous effects. Though the words will vary from cleric to cleric, in practice the effects are common from one faithful to another, and each cleric will learn different gifts. Each cleric prayer has a level, and the cleric has a limited number of prayers of each level they will learn, as indicated in the “prayers known” column in Table 3 above. Whenever the number for a given level increases, the cleric may choose a new prayer from the lists in Chapter 5. These prayers are handed down by divine inspiration, though some of the words may be taken from mortal litanies, and a cleric’s prayers will not grant their effects should they fall out of faith or step away from the righteous path they have chosen.

When employing a prayer, the cleric simply intones the words of the desired prayer, spends an amount of Faith points equal to the level of the prayer, and makes a WIS check. On a success, the prayer’s effect takes place as described. On a failure, there is no such effect but the Faith points are still lost. The cleric’s CHA bonus affects prayer damage and healing much as it does for wizards.

Turn Unholy: The aura of faith that surrounds a true believer is already sufficient to make many supernatural nasties uncomfortable, but in the hands of a cleric, this effect can be manifested to powerful results, sending the undead, demonic, ghostly, and other unholy beasties scurrying away, and even harming them. By holding up a symbol of the cleric’s faith and focusing their belief on that object, they can frighten and keep such evil creatures at bay. Subtract the hit die of the highest hit die Unholy monster present from the cleric’s level, and apply the result as a modifier to a check against the cleric’s CHA. If the cleric succeeds, the Unholy creatures cannot approach within 30 meters of the cleric so long as the cleric holds its holy symbol where all can see it, and the enemy takes a penalty to any morale checks equal to the amount by which the cleric succeeded. In addition, direct physical contact between a cleric’s holy symbol and the flesh of an Unholy creature harms it, dealing 1d8+1/level Holy damage to the creature on contact.

Blessed Waters: The purifying power of water is a powerful metaphysical symbol as it is, and when blessed by a person of great faith, it takes on power akin to that of the cleric’s holy symbol. A cleric may bless a container of water, roughly a liter per day, and this “holy water” becomes imbued with the power of the cleric’s faith. In the cleric’s hands and from their application, or that of another believer in the divine will, this holy water deals actual damage to Unholy supernatural creatures such as demons and undead, 1d8+1/level Holy damage for each exposure. A circle drawn onto a surface becomes a barrier against such foes as well, who must make a WIS save at -4 in order to cross it and take 1d8 damage +1 per level from the effort regardless. The recently deceased cannot be raised as the undead when anointed with holy water, nor can the living be possessed by demons or spirits if similarly anointed.

Forestwalker

In the modern age of high technology and concrete jungles, few remain who hold the kind of innate connection to nature that was once common to the foresters and shamans of the old times, or know how to commune with the many mysterious spirits of nature that once walked the woods. Yet there are those who still bear the old bonds, and even with the sealing of magic some of their power remained and was passed down from generation to generation. These forestwalkers are sometimes still the subject of whispered legend; tales tell rumors of them being descendants of the offspring of mortals and fae, nature spirits, or even the earth itself, though others scoff, and few forestwalkers themselves could begin to make any more informed a guess. Their innate connection to the nature around them attunes them to the very forces of life itself, giving them keen senses for the natural world and a connection to the spirits of nature beyond that of most mortals. This connection even allows them to channel the flow of life force from the plants and trees to another mortal being in order to bring comfort and healing.



Forestwalkers have strong WIS in accordance with their innate sense of the nature around them, generally have a good DEX and CON as they tend to be fit and hardy sorts, and their day jobs are often those that put them in contact with nature, especially those that have them living away from the cities and urban environments entirely.

Table 4: Forestwalker

	Melee to-Hit	Ranged To-hit	Hit Dice	Saving Throws	Healing
1	+0	+0	1d8	+1 WIS	1d8
2	+1	+1	2d8		
3	+1	+1	3d8	+1 CON	2d8
4	+2	+2	4d8		
5	+2	+2	5d8		
6	+3	+3	6d8	+2 WIS	3d8
7	+3	+3	6d8+2		
8	+4	+4	6d8+4		
9	+4	+4	6d8+6	+2 CON	4d8
10	+5	+5	6d8+8		
11	+5	+5	6d8+10		
12	+6	+6	6d8+12	+3 WIS	5d8

Stat Requirement:

WIS 7+

Weapons:

Blunt Weapons,
Archaic Ranged,
Long Arms (Hunting
Rifles and Hunting
Shotguns ONLY)

Armor: Light, Buckler

Special Abilities

One with Nature: The forestwalker lives and breathes the natural world, their senses tuned to supernatural levels where the flow of life around them is concerned. Forestwalkers can instinctively sense disruptions of the natural order within the range of their sight, such as the presence of the undead, chemical and even magical pollution or destruction of the environment, and they can even diagnose the causes of such destruction. This innate sense also makes them subject to the flow of the seasons, their nature subtly influenced in different ways depending on the present time of year.

- Spring: Spring is a time of rejuvenation, of new life, and because of that flow of life energy around them, the CHA bonus to healing for their Tree of Life ability is doubled.
- Summer: As the sun hangs brightly in the sky, and the world is alive with activity, the forestwalker's body sings with newfound energy, increasing their DEX for the purposes of initiative and saves by +1.
- Fall: Fall is the time of the harvest, and of the hunt, and the hunter's instinct is at its most acute. Ranged to-hit is at +1.
- Winter: Winter is a time for hardiness and determination, and the forestwalker's CON and WIS saves are at +1.

Tree of Life: The forestwalker's communion gives them the ability to tap into the very life essence of the natural world, and to use that to the benefit of the wounded and the injured. By touching living plants, the forestwalker may transfer some of that life essence into another living being, healing it of wounds and disease at the cost of some of the life force of the plant itself. A small plant or shrub can be sacrificed to immediately stabilize the dying and cure diseases and poisons, at the cost of the life of the plant itself, while a grown and living tree may actually knit closed wounds and heal broken bones and other injury.

By anointing the brow of the suffering mortal with a bit of the sap of the tree, then placing a hand on each, the forestwalker transfers life essence from one to another, healing the subject for the amount indicated on Table 4, plus any bonus to spell damage from CHA. A second dose of healing is possible, but will kill the tree, and forestwalkers seek to avoid such measures unless no other healing is available to save the life of the wounded creature. This ritual can be completed once per day per two levels of experience.

At level 12, such is the power of the transfer that it can revive the dead at the cost of the tree's life, so long as the tree itself is of sufficient age and vitality, at least 50 years old. This requires a WIS check to succeed, and may only be done once per day to those who died unjustly in the service of protecting life, or by the hand of the unholy or unnatural. Death is a part of the cycle, and interfering with the cycle is not to be taken lightly.

Eyes of the Beast: The forestwalker's connection to the natural world extends to the animals as well, enabling them to go into a trance and send their mind out to reach into that of wild beasts within their surrounding area, seeing and feeling and smelling what it sees as

if they were the creature itself, and even able to exert subtle control over the creature, though not enough to overcome its natural instincts, only suggest it towards a given direction and action. The forestwalker may sense any animals within 100 meters, and by going into a trance, may send their spirit into the creature and “ride” its mind, experiencing its senses as if they were their own, and may “suggest” that it take a specific action with a WIS check, gently guiding it towards the desired action. If the creature journeys beyond a kilometer from the forestwalker, the creature is injured, or the forestwalker themselves are attacked or the trance interrupted, the link is severed instantly.

While within the mind of the creature, the forestwalker may also attempt to search its memories for events in the recent past (no more than a month), but this is challenging, as animals do not possess a human sense of time, and it takes considerable focus to sift through the information. Make an INT check: on a success, the forestwalker finds the information they seek, but on a failure, the creature’s mind rejects the forestwalker’s presence and the link is broken.

Totem Spirit: Whether it is a byproduct of their connection to the natural world, or even the very source of it, every forestwalker from an early age bonds with a totemic spirit, a manifestation of the soul of the wild itself, each representing a specific type of animal and the traits it represents. Totem spirits are a supernatural bond that lasts a lifetime: each forestwalker’s totem reflects their personality and the true nature of their soul, and through this reflection they gain a lifelong ally. This animal spirit provides the forestwalker with certain natural gifts, and a forestwalker’s appearance even sometimes takes on subtle hints of their chosen animal spirit.

The following list represent some common totems, though others are possible. Each type of totem has a gift that it bestows on the forestwalker, which reflects the talents of the spirit that grants it.

- **Badger – *Tenacious Fury:*** Badger’s absolute fearlessness and rage in the face of battle is legend, giving the forestwalker immunity to fear effects, and +1 to melee damage for every 20% of hit points lost in battle.
- **Bear – *Thick Hide:*** Bear’s endurance is unrivaled in the animal world, enough to prove a challenge even for man’s modern implements of death, or for the ravages of winter’s icy chill. The forestwalker ignores the first point of damage against any attack, and the first 3 points against any cold or ice attacks.
- **Eagle – *Raptor’s Sight:*** Eagle’s piercing gaze can spot the smallest prey even from high aloft the winds of the air, and home in on it from above effortlessly. The forestwalker may choose a target, and gains +1 to ranged-to-hit against that target until it is dead, and the target may not evade the forestwalker’s sight by any means, either magical or mundane.
- **Elk – *Unstoppable Charge:*** The power of mighty Elk’s charge is as unstoppable as nature itself, and destructive enough to stop cars in their tracks. The forestwalker

can charge into melee combat in a single round, dealing an additional +1d4 damage on a successful hit.

- **Fox** – *Trickster's Feint*: Fox is a creature of cunning, relying on clever action and dexterous form over brute force and strength. The forestwalker may use their INT instead of STR to determine any bonus to hit in melee, and may spend their action in combat to make an opposed DEX check against a single target, gaining a -1AC bonus against that enemy.
- **Frog** – *Waters of Life*: Frog is born from water, and even as it transforms from tadpole to grown adult, it retains an ever present connection to its life-sustaining nature. The forestwalker regenerates 1 hit point per hour when immersed in water, and can remain safely underwater for 15 minutes before requiring CON checks.
- **Mouse** – *Giant Killer*: Mouse knows the danger of being the little one in a world of giants, and learns to evade those larger than it, and to know when danger is coming. The forestwalker gains -1AC against any creature of 2HD or more greater than their level, and gains an instinctive sense of danger that grants them +2 to WIS checks against surprise.
- **Owl** – *Night Hunter*: Owl is a silent and deadly hunter in the dark, so infamous for its predatory prowess that some see the very sight of an owl as a sign of impending death. The forestwalker can see at night as clearly as if it were day, and when striking an enemy from the dark, the forestwalker gains +2 to hit.
- **Snake** – *Viper's Sting*: Swift and deadly, Snake is a cunning and deadly predator and its bite is an infliction of pure agony. The forestwalker may use Short Blades, and strikes with their blades inflict almost venomous pain, dealing an additional 1 damage per turn that can only be stopped by magical healing.
- **Tiger** – *Lord of Shadows*: Tiger is an apex predator, rippling with strength, yet cunning and stealthy, and able to hunt even other predators its size as if they were mere prey. The forestwalker gains +1 Stealth (even if this bonus causes it to exceed +3), and when striking from surprise deals +1d6 sneak attack damage.
- **Turtle** – *Slow and Steady*: Turtle's gifts are in patience and endurance rather than in strength and speed, relying on its armored shell and its foes' underestimation of it to defend itself. The forestwalker has a -1 bonus to AC, and on a round when they attack last, their attack deals +2 damage.
- **Wolf** – *Warrior of the Pack*: Wolf is a social hunter, rallying its kindred as one whole to strike at prey or defend its home. The forestwalker gains +1 to-hit when attacking the same target as one of their allies, and opponents it strikes are weakened against further attacks from the forestwalker's friends, taking an additional +1 damage from any attacks thereafter from other members of the party.

Gladiator

While modern technology and the march of years have left a great deal of the ancient weapons and styles of combat more or less obsolete, there have always been those who nevertheless kept those skills alive, and now in an age of ancient beasts who are not necessarily best vanquished with modern guns, the skills of the ancient gladiators again in demand. Martial artists, fencers, historical re-enactors, eccentric millionaires with odd hobbies, and other devotees of the older forms of combat are suddenly quite a bit more useful than they once were, and those wishing to combat the forces of the supernatural would do well to keep someone around with skill at the sword, and the determination, grit, and sense of honor the gladiator possesses has become invaluable for many adventuring bands of monster hunters or treasure seekers.

First and foremost, gladiators will usually have a high STR for melee skill and their ability to deliver pain, and often a high DEX and CON as well, for mastering bows and withstanding blows. They may have a wide variety of day jobs, especially if their martial skills are essentially a hobby.



Table 5: Gladiator

	Melee to-Hit	Ranged To-hit	Hit Dice	Saving Throws
1	+1	+0	1d10	+1 CON
2	+2	+1	2d10	
3	+3	+1	3d10	+1 DEX
4	+4	+2	4d10	
5	+5	+2	5d10	
6	+6	+3	6d10	+2 CON
7	+6	+3	6d10+3	
8	+7	+4	6d10+6	
9	+7	+4	6d10+9	+2 DEX
10	+8	+5	6d10+12	
11	+8	+5	6d10+15	
12	+9	+6	6d10+18	+3 CON

Stat Requirement: STR 7+

Weapons: Short Blades, Long Blades, Heavy Melee, Blunt Weapons, Archaic Ranged

Armor: All Armor, Shield

Special Abilities

Against All Odds: Gladiators train to survive the onslaught of multiple opponents, mastering their evasive and defensive skills, learning how to take advantage of the chaos of a crowded melee to maneuver themselves out of harm's way. Unshaken courage in the face of

seemingly impossible odds is considered a requirement of honor. Gladiators gain a -1 AC bonus for every 2 opponents within melee range, to a maximum of -3 AC.

Bare Knuckles: Gladiators may be masters of all manner of ancient and classical weaponry, but they're also plenty able to throw down in a straight brawl, whether in an old fashioned bar fight or boxing match, or just when stuck without a weapon. Gladiators

strike with 1d6 instead of 1d3 damage when attacking unarmed, gain double benefit for ranks in the Martial Arts skill, and they gain a +1 bonus to STR checks to initiate a grapple.

Snicker-Snack: As gladiators gain experience, they improve their ability to press their attacks, allowing them to attack multiple times in combat in a single round. At 4th level, they gain the ability to make a second attack in a round against the same target, increasing again at 8th and 12th level. At 8th level, the attacks may be spread across multiple enemies.

Honor and Glory: Gladiators value honor highly, and from this commitment to the bonds of martial honor they gain great courage. A gladiator must never flee from a fair fight, may only surrender when no other option is present, and may not kill a helpless mortal opponent without just cause. So long as the gladiator holds to these principles, they gain a +2 to WIS when saving against surprise and fear effects of any kind, and their bravery in charging into combat grants them +1 DEX per 3 levels for the purposes of initiative only.

Gunfighter

Part Old Western desperado and part present-day action hero, the gunfighter is a modern fighter for a modern age, channeling their focus and dexterous skill into a martial art of the gun, unmatched with a pistol in both hands, and a crack shot with a rifle as well. Their prowess tends to give them something of an independent streak, and they are often likely to work as a free agent, plying their skills as a bounty hunter, hitman, or private eye. Others some may instead take the role of a sheriff, detective, or elite soldier.

Gunfighters generally have a very high DEX skill, and often a strong WIS, as they are most perceptive sorts. They will tend to favor day jobs that make best use of their martial talents, while still offering them enough leeway and free time to act the free agent or play the roaming adventurer from time to time.

Stat Requirement: DEX 7+

Weapons: Short Blades, Handguns, Long Arms, Heavy Weapons

Armor: Light, Medium

Table 6: Gunfighter

	Melee to-Hit	Ranged To-hit	Hit Dice	Saving Throws
1	+0	+1	1d10	+1 DEX
2	+1	+2	2d10	
3	+1	+3	3d10	+1 CON
4	+2	+4	4d10	
5	+2	+5	5d10	
6	+3	+6	6d10	+2 DEX
7	+3	+6	6d10+3	
8	+4	+7	6d10+6	
9	+4	+7	6d10+9	+2 CON
10	+5	+8	6d10+12	
11	+5	+8	6d10+15	
12	+6	+9	6d10+18	+3 DEX

Special Abilities

Guns Akimbo: Gunfighters are masters of dual wielding. While equipped with a pair of pistols or other one-handed firearms, they may attack once with each weapon in a combat round at no penalty, and these attacks do not have to be against the same target. At 6th level, they may attack twice with each weapon, and once again each attack need not be against the same target.



Suppressing Fire: Such is a gunfighter's control over the battlefield when equipped with a firearm, that even approaching them means taking one's life into one's hands. Enemies attempting to enter melee range with a gunfighter must make a DEX save, or else be subject to a free attack from the gunfighter, and an enemy hit in melee range by the gunfighter's pistols must make a massive damage save regardless of damage rolled.

The Quick and the Dead: A gunfighter trains in the art of the quick draw, and may draw their pistols or other one-handed firearms without spending their action for the round, and may reload both weapons in a reload action.

Sharpshooter: The gunfighter's sole focus is not limited to their pistols however, and they are a crack shot with a rifle if given time to aim. As long as the gunfighter is unobserved, and spends an entire round aiming at a target uninterrupted, they receive a +1 bonus per 3 levels to strike the target, and on a successful hit, the target will automatically fail a massive damage check if one is required.

Rogue

Be it the lovable smuggler, the clever antiquities thief, the unconventional archaeologist, or the agile tomb raider, each of these are examples of the rogue at work. Rogues specialize in stealth, trickery, security, traps, and increasingly, the business of ancient magical relics. Whether they've delved deep into arcane lore or simply stolen enough arcane loot to know their way around an activation word or two, rogues are known for their knack for puzzling their way through magical loot, and their talent for the surprise attack makes them foes not to be underestimated.

A high DEX is a must for a rogue, and a good STR is recommended for those who prefer to take their sneak attacks up close and personal with an enemy, and INT is important to their ability to puzzle out magical artifacts.



Table 7: Rogue

	Melee to-Hit	Ranged To-hit	Hit Dice	Saving Throws	Sneak Attack
1	+0	+0	1d8	+1 DEX	+1d6
2	+1	+1	2d8		
3	+1	+1	3d8	+1 WIS	+2d6
4	+2	+2	4d8		
5	+2	+2	5d8		
6	+3	+3	6d8	+2 DEX	+3d6
7	+3	+3	6d8+2		
8	+4	+4	6d8+4		
9	+4	+4	6d8+6	+2 WIS	+4d6
10	+5	+5	6d8+8		
11	+5	+5	6d8+10		
12	+6	+6	6d8+12	+3 DEX	+5d6

Stat Requirement: DEX

7+

Weapons: Short Blades, Blunt Weapons, Handguns, Archaic Ranged

Armor: Light, Buckler

Special Abilities

Sneak Attack: In matters of combat, rogues rely not on brute force, but on guile, precision, and knowing when and where to strike to cause the most

damage while the opponent is off their guard. A rogue attacking from behind, from surprise, or from stealth gains extra damage to their attacks as described in the “Sneak Attack” column in Table 7. In addition, rogues gain a +2 to WIS for the purposes of surprise checks.

Tumbling Expert: Rogues are excellent at the art of avoiding harm through agility. Whenever a rogue makes a DEX save that would result in taking half damage, they instead take no damage. In addition, their agility in combat is such that their bonus to AC from DEX is doubled on any round they have taken an action to move.

Skilled Thief: Rogues are master thieves, skilled at the arts of stealth and circumvention, and as such they have talent in these skills above and beyond those who merely dabble in them. Rogues gain +1 automatically in the following skills: Demolitions, Stealth, Security, and Investigation. This +1 is in addition to any skill ranks learned, and thus means that a rogue can exceed the normal maximum skill of +3, to a new limit of +4.

Magical Knack: Normally, without occult training, magical devices like wands, rods, and scrolls are a complete mystery, but rogues’ time spent looting and raiding the lost mystical places of the world has brushed off on them, giving them an innate talent for operating such objects. Rogues have access to a special skill, Activate Magic, which they gain at +1, and may spend skill points to improve in later levels.

By making a successful check against Activate Magic, the rogue may use a given magical device or object as if they were a wizard or cleric for a single use. Further uses (should the device have more than one charge) will require further checks, but get easier each time, giving a further +1 bonus to the check until it has reached 20 (there is always some chance of mishap). If the roll fails, roll on Table 8 for the result.

Table 8: Activate Magic Mishaps

Roll	Mishap Result
2	The magical energy is released in a sudden torrent and explodes, dealing 4d6 damage to everyone within 30 yards and destroying the device.
3	The device itself sparks and glows brightly for a moment, then promptly stops working permanently.
4	The spell backfires and targets the user instead, or a random enemy if self-targeted
5	The magical energy shorts out like a bad breaker and fries the user for 2d6 damage
6-8	The spell fizzles with a pop, and then nothing happens.
9	The magical energies coalesce into something like a lumpy glowing homunculus, which dissipates after biting the rogue on the nearest extremity for 1d6 damage
10	The magic spreads wild, calling to life a swarm of 2d10+5 vermin (1d3: 1 – rats, 2 – toads, 3 – locusts)
11	A fumbling of the activation words summons to life a random monster of Hit Die equal to twice the spell's level.
12	The rogue has mangled the activation so badly that it has offended an evil being from one of the outer planes. The spell appears to fizzle, and the being is still in the beyond, but it will be watching and waiting for its chance to strike. (DM's discretion)



Wizard

Students of the arcane, wizards are individuals with the talent and will to channel the forces of magic to their whims, focusing arcane and elemental energy into spells. Of course, it takes more than talent to become a true wizard; it takes training, focus, and most importantly, study of the ancient spells. In days of yore, this training often took the form of a master/apprentice relationship, but that was in an age when magic was still widely practiced. With the return of magic, the old spells may work again, but the trouble is in finding them, and outside of a few simple tricks readily learned by anyone with the knack for it, the rest of wizardry tends to involve the endless hunt for genuine spells from ages past, and the real stuff rarely winds up in the “new age” section of the local mass-

market bookshop. The raw conjuring of arcane power without the focus of spell formulae is more likely to explode one's head or summon a hungry neurophage than actually produce a useful effect. Many wizards soon go into the adventuring game, in the hopes of running across real ancient scrolls and grimoires, but even learning these is no sure bet. Still, to those who commit themselves and survive the learning process, wizardry can bring with it power unrivalled by other mortals.

Wizards require sufficient WIS to have the raw force of will needed to contain magical energies, as well as sufficient INT to precisely focus their magic to the right ends. A wizard's force of ego helps to charge his magical incantations to greater effect, so a high CHA is useful as well. Wizard day jobs tend to be in academics, researchers, or occultists: many wizards are former dabblers in the occult with enough natural talent that when magic returned, they suddenly discovered that some of their spells actually, really worked!

Table 9: Wizard

	Melee To-Hit	Ranged To-hit	Hit Dice	Saving Throws	Will	Spells	Spell Memory
1	+0	+0	1d6	+1 WIS	3	Level 1	2, 4 Cantrips
2	+0	+0	2d6		4		2, +1 Cantrip
3	+1	+1	3d6	+1 DEX	6	Level 2	3
4	+1	+1	4d6		8		3
5	+1	+1	5d6		11	Level 3	4
6	+2	+2	6d6	+2 WIS	14		4, +1 Cantrip
7	+2	+2	6d6+2		18	Level 4	5
8	+2	+2	6d6+4		22		5
9	+3	+3	6d6+6	+2 DEX	27	Level 5	6
10	+3	+3	6d6+8		32		6, +1 Cantrip
11	+3	+3	6d6+10		38	Level 6	7
12	+4	+4	6d6+12	+3 WIS	44		7

Stat Requirement: INT 7+, WIS 7+

Weapons: Short Blades, Blunt Weapons, Archaic Ranged, Handguns

Armor: Light

Special Abilities

Wizardry: The defining ability of a wizard is of course the ability to cast spells. Wizards possess an innate knack for feeling and channeling arcane forces through the structure of a “spell,” a formula of incantations, gestures, mental imagery, and arcane manipulation that results in a proscribed effect, so long as the wizard possesses sufficient will to call forth the necessary power, and focus to contain that power within the spell’s formula and release it at the appropriate time.

Spells are terribly complex things; a single spell can fill pages of text explaining the mental and physical processes necessary to create the effect, though once a spell has been learned and inscribed in the wizard’s own personal spellbook, the wizard generally need only look at one page containing the spell’s incantation and diagram to accomplish the desired effect, provided their focus holds out. A wizard’s personal spellbooks is thus a closely guarded article, as it contains all of their notes and diagrams for replicating the spells the wizard has learned from other sources. Traditionally this is an actual book, written in some combination of the wizard’s own magical language, their native tongue, and often bits of the prevailing ancient language most popular in the arcane world. With study and interpretation, other wizards can also interpret the result if they are careful, so ambitious

and less-savory practitioners have been known to hunt other wizards for their spellbooks. Modern tech-savvy wizards have begun recording their spells on digital devices like tablets and e-readers, though fine detail in the magical diagrams can be lost in translation, making digitally recorded spells much more difficult to learn or even useless to other wizards (-3 to INT checks to learn the spell).

Spell casting requires experience, as well: spells are ranked in levels that describe their comparative power requirements and complexity, and a wizard cannot learn a spell and inscribe it if they have not reached the appropriate level of experience, as detailed in Table 9.

When casting a spell, the wizard rolls an INT check, and spends an amount of Will equal to the level of the spell. A success means the spell goes off as described (and any damage may be modified by CHA bonus), a failure usually means nothing happens, though on a significantly bad failure the consequences could be more drastic (see the chapter on Magic for more details.) A Wizard may cast any spell he has learned and inscribed in his spellbook, so long as he has sufficient Will remaining.

A wizard's spellbook begins with $1d4+1$ cantrips and $1d3+1$ level 1 spells recorded within. At least half of these cantrips, and one of the level 1 spells will also be committed to the wizard's spell memory, allowing them to remain magically useful should their book be lost.

Spell Memorization: Losing one's spellbook can be a crippling event for a wizard, and many carefully maintain backup spellbooks, but even so, the time can come when one does not have one's spellbook on hand, or it's not practical for whatever reason to draw it out. Fortunately, wizards learn to store a handful of "go to" spells in the halls of their memory, studying and encoding the detailed and complex metaphysical formulae into their mind permanently. These spells are limited in number, as described in Table 9, and may be of any level. Once stored the wizard's mind, they can cast that spell at any time, even without a spellbook; however, once a spell is so stored, it is permanent.

This memory also includes a wizard's cantrips. These are simple arcane tricks they can cast as often as they wish, so long as they still have Will reserves remaining, and cantrips cost no Will of their own.

Wizard's Staff: A wizard's staff serves as the focus of their spells, giving them a physical medium to channel the energy through besides their own bodies, and in a pinch can even extend the reach of a spell that requires touch by as much as the length of the staff. In addition, the magical energies regularly coursing through the staff leave their mark in the weathered wood: a wizard's staff is considered a magical weapon for the purposes of countering the immunities of certain kinds of supernatural foes.

CHAPTER 3: SKILLS & DAY JOBS

Unfortunately, there's more to life than knowing which end of the wizard's staff to point at the monster, and protecting humanity from forces most still don't even believe are real doesn't tend to pay well. There is a small and growing black market trade in ancient relics and old spell books thanks to the slowly returning magic, but it can still take quite a bit of time to find a buyer and in the meantime, rent isn't free. So most practicing heroes and adventurers tend to keep some kind of day job, and a set of skills that extends beyond knowing which end of the pointy thing goes into the ravenous ghoul about to eat that bus full of schoolchildren.

Skills

Skills represent special training or experience at a particular subject of expertise, generally non-combat related. Each skill known is ranked from +1 to +3, which describes the bonus it gives to stat checks whenever a check is made that relates to that particular subject. Skills are not linked to any specific stat, and apply to any stat check related to that subject, though in practice some may only rarely be used with more than one or two. Skills are learned primarily through the character's past educational and employment careers, though some additional skills may be earned from experience during play.

Whenever a stat check is called for that a skill relates to, the character may apply the skill bonus to the stat being checked against. A character with Stealth +2 could apply it to DEX to sneak past a guard or hide, but they could also apply it to a WIS check to spot possible points of ambush, or an INT check to advise on a plan of attack least likely to get the party spotted. So long as it fits the subject of the skill, and the DM approves, the character can add the bonus to that stat.

Education

A character's skill know-how begins with their education, and thus we begin by determining their level of education by rolling 1d6 on Table 10. If the player desires, they may add +1 if their INT is 13 or higher, and another +1 if WIS is 13 or higher. If either INT or WIS are lower than 7, there is a -1 to the roll. Each education level unlocks new possible job options, as well as providing a number of skill choices for the character. The details of each level are described below.

Table 10: Education

Roll	Education Level
1	Uneducated
2-3	Basic
4-5	Collegiate
6	Graduate

Uneducated: The character has failed to complete even a basic juvenile education. He may've spent some time in school but left at an early age, or simply has never been educated at all.

Jobs: Ascetic, Criminal, Laborer, Performer, Soldier, Transporter.

Skills: Short Blades or Handguns, Streetwise +1. One +1 from: Athletics, Driving, Stealth, Smuggling, Survival.

Basic: The character has completed a basic comprehensive education, passing secondary school, high school, or equivalent thereof.

Jobs: All previous plus: Constable, Detective, Forester, Technician, Writer

Skills: One Weapon Skill of choice except Heavy Weapons. Two +1s to any skill except Medicine, Arcana, Science, and Xenotherology.

Collegiate: The character has an undergraduate college or university degree, at least a Bachelor's or equivalent.

Jobs: All previous plus: Agent, Explorer, Linguist, Priest

Skills: One Weapon Skill of choice except Heavy Weapons. Three +1s to any skill.

Graduate: The character has a graduate university degree, at least a Master's degree or equivalent.

Jobs: All previous plus: Academic, Doctor, Lawyer, Scientist

Skills: One Weapon Skill of choice except Heavy Weapons. One +2 in any skill, and two +1s in any skill.



Day Jobs

A character's day job is what supports them financially, so they can go out and do the hero thing or adventure across the world. Each of the following jobs, broken into categories based on the minimum education required, has a base stat requirement to take the job, the job skills gained from training for and working at the job, the Demand it places on the character's time, and the Income they earn per month in disposable funds from their job.

Demand is a special stat that measures how much time and effort the job requires to maintain, and is represented as a number that is rolled against whenever the player must balance the demands of their day job with the time needed to take off and save the world (once per game session is sufficient). This is rolled similarly to a stat check, with the character attempting to roll under it to avoid unfortunate consequences to their employment status, so the higher the number, the easier it is to take time away from work to plunder ancient ruins buried underneath the Yucatan. The character also receives bonuses to the Demand number from certain criteria indicated in the job description, often adding a bonus from a particular skill, or a bonus for having a stat equal or higher to a given value (i.e. INT 13+, meaning if INT is 13 or higher).

Income measures the amount of disposable income the character has to play about with, measured in Astra (₳), the de-facto standard currency of the outer planes and the mortal supernatural community. Income is the amount left over after all normal cost of living expenses are covered, the spare coinage left over for buying crazy things like automatic firearms or 6 quarts of gold-leaf-and-truffle ice-cream. It is provided as a value per month, and will be received every in-game month so long as the character continues to satisfy Demand. Should this value be given in terms of a die roll, this roll is made once at character creation to determine their standard value per month.

Demand and Income values represent the default for full-time employment with that job. If the player wishes, employment level can be lowered to part-time, increasing the Demand score by 2 and thus making it easier to keep up with, but also lowering the spare Income earned by half. Should a Demand check on a full-time job fail, the character is automatically reduced to part-time status (representing cut hours or pay, or a change to a lower paying position). A further failure will result in a loss of the job, rendering the character unemployed. A part-time employee can become full-time by making two consecutive Demand rolls. Making one's Demand roll for a raise after gaining an experience level also automatically promotes one to full-time status if desired.

An unemployed character no longer earns Income every month, and instead must now dip into their remaining funds just to keep the lights on. The character must spend the equivalent of 20% of their usual monthly Income in order to keep afloat.

Should their cash reserves be insufficient to pay this amount, they will no longer be considered to have cost of living covered, potentially losing food and shelter. They must now roll under INT each week in order to remain housed and fed as the character does their best to find ways to keep their head above water (credit, the dole, theft, foraging, be imaginative), and no additional purchases of any kind may be made. Survival and Streetwise may add to this check in rural/wilderness and urban environments respectively.

The character may begin attempting to find new employment as soon as they become unemployed, provided they have the actual time to seek it. Make a Demand check at a -2 each month if continuing with their previous career, and on a success the character finds new employment. The character may instead make this Demand check against the Demand of a different career at a -4 penalty, provided they meet any and all requirements for employment in the profession, and possess at least one Skill listed as adding to the Demand value of the job if one is present. Changing jobs does not afford one new skills, only a change in Demand and Income values.

Most jobs can also be taken freelance. This means that the player is working on a per-job basis, rather than regular employment. Freelance jobs work similarly to being unemployed. They do not require Demand checks to take time off to adventure, but their Income dwindles over time as if they were unemployed, until a new Demand check is made to find another freelance job, providing them with a month's worth of income.

Uneducated Jobs

Ascetic

The character is a monk or nun in a religious order, taking vows and often living in a convent or monastery.

Requirements: WIS 7+

Skills: +1 Religion. +1 to three of the following: Arcana, Athletics, History, Language, Martial Arts, Medicine, Performance, Science, Xenotherology.

Demand: 12+Religion

Income: ~~£~~50/month.

Special: The character has taken vows, focusing their life solely on study, faith, and self-improvement. The ascetic gains a -1AC bonus, and may raise a single stat by 1 point.

Criminal

The character is a member of the criminal underworld, be it a street thug, professional thief, Mafioso, or other shady type. The life of a criminal is dangerous, and risky, and not always all that in line with the heroic, but they're useful to have around when adventuring.

Requirements: STR 7+ or DEX 7+

Skills: Short Blades OR Handguns, Streetwise +1, +1 in two of the following: Athletics, Demolitions, Driving, Investigation, Security, Stealth, Smuggling.

Demand: 13+Streetwise, +1 for DEX 13+, +1 for STR 13+.

Income: ~~£~~1d6×50/month.

Special: A failure on a Demand check for a Criminal could mean legal trouble: make an INT check, and on a failure the character has managed to run afoul of the law during the course of their work.

Laborer

The character works a basic hourly job. From day laborer to service employee to custodian, if it's drudgery for minimal pay that requires little to no experience, this is your job.

Requirements: None

Skills: +1 to two of the following: Athletics, Bureaucracy, Computer, Driving, Persuasion, Repair, Streetwise. No freelancing.

Demand: 14

Income: ~~£~~100/month

Performer

The character works in the performance business in some capacity. Actor, comedian, clown, porn star, if it involves entertaining people, this is the job.

Requirements: CHA 9+

Skills: +1 Performance. +1 to two of the following: Athletics, Language, Martial Arts, Persuasion, Streetwise.

Demand: 13+Performance. +1 for CHA 13+.

Income: £2d6×50/month.

Soldier

The character serves in some form of military, either standing, reserves, or as a mercenary.

Requirements: STR 7+ and DEX 7+

Skills: Two Weapon Skills. +1 in two of the following: Athletics, Computer, Driving, Language, Martial Arts, Navigation, Piloting, Repair, Security, Stealth, Survival.

Demand: 10. +1 for DEX 13+ or STR 13+. +1 for Ranged or Melee To-Hit of +3 or better.

Income: £150/month.

Special: Serving in a standing (i.e. full-time) capacity is a compulsory position, and there are consequences for being absent from duty without proper leave. A failure on a Demand check requires an additional INT check to avoid possible legal consequences unless the character is an officer (requires Collegiate education level but affords +£100 additional income per month and +1 Demand).



Transporter

The character works in the transportation business in some fashion, such as working as a driver, courier, or pilot.

Requirements: DEX 7+

Skills: +1 Driving or Piloting, +1 Navigation, +1 in one of the following: Martial Arts, Persuasion, Repair, Security, Streetwise, Smuggling.

Demand: 12+Driving or Piloting.

Income: £125/month.

Basic Jobs

Constable

The character works in the local police force in some capacity, whether as a beat cop, traffic cop, SWAT officer, or even just as a desk sergeant or jailer.

Requirements: DEX 7+ and INT 7+

Skills: Handguns or Blunt Weapons. +1 to three of the following, or two plus Long Arms: Athletics, Bureaucracy, Demolitions, Driving, Investigation, Language, Martial Arts, Persuasion, Piloting, Security, Streetwise.

Demand: 10+Investigation or Streetwise, whichever is higher. +1 for DEX 13+, +1 for INT 13+. No freelancing.

Income: ~~A~~200/month.

Detective

The character is a full blown detective, either with the police or as a private dick.

Requirements: WIS 9+ and INT 9+

Skills: Handguns, Long Arms, +1 Investigation and Streetwise. +1 to two of the following: Bureaucracy, Computer, Driving, History, Martial Arts, Persuasion, Security, Stealth.

Demand: 11+Investigation (police) or 13+Investigation (private). +1 for INT 13+ or WIS 13+.

Income: ~~A~~250/month (police) OR ~~A~~3d4×25 (private).

Forester

The character makes a living off the wilderness, such as a lumberjack, park ranger, or game warden.

Requirements: DEX 7+ and WIS 7+

Skills: Long Arms OR Archaic Ranged. +1 Survival. +1 to two of the following: Athletics, Driving, Investigation, Navigation, Piloting, Science, Stealth, Xenotherology.

Demand: 13+Survival. No freelancing.

Income: ~~A~~175/month.

Technician

The character is a specialist in some kind of technical field, specializing in repairing or operating some kind of equipment.

Requirements: INT 9+

Skills: +1 Computer or Repair. +1 to three of the following: Bureaucracy, Driving, Persuasion, Piloting, Security, Science.

Demand: 14+Computer or Repair.

Income: ~~A~~250/month.

Writer

The character makes a living with the written word, producing scripts, stories, news, or even tabletop roleplaying games.

Requirements: INT 9+ or CHA 9+

Skills: Language +1. +1 to 3 of the following: Arcana, Computer, History, Investigation, Persuasion, Religion, Science, Streetwise, Xenotherology.

Demand: 15+Language.

Income: ~~A~~1d12×25/month.



Collegiate Jobs

Agent

The character works as an intelligence or investigative agent, usually for some kind of government agency.

Requirements: INT 11+ and CHA 9+

Skills: One Weapon Skill of Choice. +1 Persuasion. +1 Investigation. +1 to three of the following: Athletics, Bureaucracy, Computer, Demolitions, Driving, Language, Martial Arts, Piloting, Security, Stealth, Streetwise, Smuggling, Survival.

Demand: 8+Persuasion OR Investigation. +1 for CHA 13+.

Income: £300/month.

Explorer

The character works as a field researcher or explorer, such as an archaeologist, cartographer, or naturalist, seeking new knowledge in wondrous new places.

Requirements: INT 11+ and DEX 9+

Skills: +2 to one of the following: Arcana, History, Religion, Science, Xenotherology. +1 to three of the following: Athletics, Bureaucracy, Driving, Investigation, Language, Navigation, Piloting, Smuggling, Survival.

Demand: 13+Navigation.

Income: ~~A~~2d4×50/month.

Special: The character's employment involves considerable travel. Should an adventure require travel related to their specialty, or the character make a successful CHA check, modified by Bureaucracy or Persuasion, the character maybe be able to have travel expenses covered under the auspices of their employment.

Linguist

The character works in a field involving foreign language study or as a translator or interpreter.

Requirements: INT 11+

Skills: +2 Language. +1 to three of the following: Arcana, Bureaucracy, Computer, Driving, History, Investigation, Navigation, Performance, Persuasion, Religion.

Demand: 12+Language. +1 for CHA 13+

Income: ~~A~~250/month

Priest

The character serves in the clergy or priesthood of an organized religion, or as a monk or nun of an order. Note that this is not the same as being of the cleric class; a priest does not necessarily possess that level of divine connection or faith, he merely works in that field.

Requirements: INT 9+ and CHA 11+

Skills: +1 Religion. +1 Persuasion. +1 to three of the following: Arcana, Bureaucracy, History, Investigation, Language, Martial Arts, Medicine, Performance, Science, Xenotherology.

Demand: 10+Religion. +1 for CHA 13+.

Income: ~~A~~200/month.

Graduate Jobs

Academic

The character works in upper academia, as a professor, school administrator, or professional scholar.

Requirements: INT 13+

Skills: +2 to any one skill, and +1 to four of the following: Arcana, Athletics, Bureaucracy, Computer, History, Investigation, Language, Martial Arts, Medicine, Performance, Persuasion, Religion, Science, Xenotherology. One of these +1s may be substituted for one of the following weapon skills: Long Blades, Archaic Ranged, Handguns, Long Arms.

Demand: 13+Highest skill.

Income: ~~A~~400/month.

Doctor

The character is a medical school graduated health professional, such as a doctor or a surgeon.

Requirements: INT 13+

Skills: +2 Medicine. +1 to four of the following: Athletics, Bureaucracy, Computer, Driving, Martial Arts, Persuasion, Science, Streetwise, Survival.

Demand: 10+Medicine

Income: ~~A~~500/month.

Lawyer

The character works in the legal profession, either in private practice or as an attorney with the government.

Requirements: CHA 11+, INT 11+

Skills: +2 Bureaucracy. +2 Persuasion. +1 to two of the following: Athletics, Computer, History, Investigation, Language, Performance, Streetwise.

Demand: 11+Persuasion.

Income: ~~A~~2d4×100/month.

Scientist

The character works in scientific research, such as in a laboratory or particle accelerator, or in a position that requires significant scientific know-how, like a nuclear reactor.

Requirements: INT 13+

Skills: +2 Science. +1 to four of the following: Bureaucracy, Computer, Demolitions, Driving History, Investigation, Language, Medicine, Persuasion, Piloting, Security, Repair, Survival, Xenotherology.

Demand: 13+Science

Income: ~~A~~3d4×50/month.

Skill Descriptions

The following descriptions describe the areas of expertise covered by each skill. Note that some skills are very broad, and require the selection of specific specialties, and bonus from that skill only applies to actions related to those specialties. Some skills may also provide bonuses to other types of action.

Arcana: The study of the arcane forces and the lore of the magi, covering metaphysics, arcane symbolism, spell recognition, ley-line navigation, and any other subjects related to occult practice and mysticism. Wizards may add this to their INT when making checks to cast spells.

Athletics: Knowledge, practice, and training in physical exercises of all sorts, from basic running, jumping, and climbing, to organized sport.

Bureaucracy: Experience and knowledge of the intricacies of bureaucratic systems, and how to navigate them.

Computer: Skill and training in all aspects of computer operation, repair, hacking, and research.

Arcana Rising

Demolitions: Expertise and training in the safe usage, construction, and dismantling of explosives.

Driving: Skill at the operation of motor vehicles, from defensive driving, pursuit driving, heavy equipment operation, to performance racing.

History: Knowledge of the history of human culture and civilization, important events, major conflicts, and notable figures.

Investigation: Skill at the art of investigation, interrogation, searching for clues or hidden objects, predicting criminal behavior, researching general information, and assembling suspects and theories to match information known or suspected.

Language: Skill at the use of language both foreign and native, covering one's fluency in foreign tongues and the ability to eloquently employ one's own, as well as the ability to interpret or translate unknown languages. Each +1 grants the character fluency in a language beside their own native tongue.

Martial Arts: Focus and training at the art of bare handed, unarmed combat. Martial Arts skill may be added to melee damage when striking an opponent with one's bare limbs.

Medicine: Knowledge and training in human anatomy, pathology, forensic analysis, and the treatment of ailments from disease to physical injury. A Cleric may add his medicine skill to healing from prayers.

Navigation: Knowledge of map-reading, compass and GPS usage, and ability to navigate to a desired destination with or without the assistance of maps or electronic devices.

Performance: Ability and training in the performing and entertaining arts, such as acting, dance, singing, comedy, and the playing of musical instruments. Choose the character's specialty, one for each +1 in the skill.

Persuasion: One's skill at persuading others to a desired outcome or line of thinking, whether by forceful or effective argument, manipulation, or deception.

Piloting: The operation of larger vessels such as small planes, jets both light and commercial, helicopters, and ships, from small yachts to massive commercial liners. Choose the character's specialties, one for each +1.

Religion: Knowledge of religious practice, beliefs, dogma, metaphysics, theology, and ritual. Clerics may add this skill to WIS when making checks to perform prayers.

Repair: The knowledge and ability to repair mechanical, electrical, or electronic devices, from automobiles to stereos to computers. Choose one area of specialty for each +1.

Security: Knowledge and ability at the operation and circumvention of security measures, from mechanical locks to electronic seals, and any other intrusion countermeasures such as booby traps, tripwires, and detection systems.

Science: Knowledge and practice in the sciences, from biology to physics to geology and beyond. Choose one field of specialty for each +1 in this skill.

Stealth: Expertise in remaining silent and out of sight, evading capture or observation, and in setting up and predicting ambushes.

Streetwise: Knowledge of criminal activity, black markets, locating illegal contractors, organized crime organizations, standard modes of criminal operation, and anything else on the shady side of the law.

Smuggling: Ability to conceal goods and evade inspection, whether it means how best to conceal an object on one's person or in a vehicle or container, such that it won't be spotted by authorities.

Survival: Knowledge of how to survive and even thrive in the wilderness, such as how to find food, shelter, and water in the uncivilized places of the world, and knowledge of wild animals and their typical behaviors.

Xenotherology: A newly formed field whose name translates roughly to "the study of strange beasts," xenotherology is the study of supernatural and preternatural creatures, their natures, behavior, special abilities, mythic lore, and known habitats.



Weapon Skills

Unlike other skills, weapon skills are not ranked with a bonus. Instead, knowledge of a given weapon skill gives one the ability to use weapons in that category without penalty. Most classes include several weapon skills, but additional skills can be learned through one's training and employment.

Short Blades: Short bladed one-handed weapons such as daggers, knives, and short swords.

Long Blades: Longer one- or two-handed bladed weapons such as longswords, axes and rapiers.

Heavy Melee: Two-handed heavy instruments such as greatswords, battle axes, spears, and halberds.

Blunt Weapons: Blunt instruments such as clubs, maces, and staves.

Archaic Ranged: Ancient ranged weapons such as bows and crossbows.

Handguns: Side-arm class firearms such as pistols, revolvers, and machine pistols.

Long Arms: Primary-weapon class firearms such as rifles, SMGs, and shotguns.

Heavy Weapons: Larger heavy weapons such as machine guns, anti-material rifles, and RPGs.

CHAPTER 4: EQUIPMENT

Fighting otherworldly monsters long thought to be mere legend and fairy tale is not often successfully accomplished with one's bare hands. An adventurer needs weapons and armor to defend themselves, for starters, and depending on the nature of their adventure, any number of gadgets or helpful tools. Of course should they be a wizard, they'll also need that spellbook and a stout staff to channel their arcane power. None of these things come free, so a beginning adventurer needs to put together their loadout with what income they can spare.

Cost & Currency

Items are priced in Astra (♠), the ancient currency of the planes and of the lost Atlantean empire. Each Astrum is minted by the astral plane itself of a mystical alloy that forms only within its reaches, an indestructible compound of all 5 elements and the only inanimate object to possess such properties. A faintly luminous metal that swirls with the colors of the elements, some believe the stuff of the Astrum to be the remnant of lost spirits of greed, formed of their last moment of active will and the immense pressures and currents of the astral energies. Others believe them to be created by the influence of every mortal dream of avarice, made solid and material by the sheer volume of their manifestations in the astral realm.

These ancient coins are the common currency of all of the outer planes that operate on any kind of monetary system, and the Astrum was the highest denomination of currency in the old Atlantean empire. They are widely employed on the Earth of today by the supernatural community, especially the so-called "black bazaars," an underground economy trading in the goods and services adventuring wizards require and the magical artifacts they uncover. Exchanges also exist to trade Astra to the local currency, and there are even a few very exclusive banks that will maintain a balance in Astra, allowing one whose stock and trade is in the ancient currency to still take advantage of modern conveniences like the credit card and the ATM.

Table 11 details the exchange rates to some common currencies. In the old days of Atlantis, the value of an Astrum was commonly linked by imperial decree to the price of a pound of meat, though in modern times it tends to be closer to the price of a fast food burger.

Table 11: Currency Conversions

Currency	Value per Astrum (♠)
U.S. dollar (\$)	\$5
British pound (£)	£3
Euro (€)	€4
Japanese yen (¥)	¥320
Indian rupee (₹)	₹90
Chinese Yuan (¥)	¥16

It is up to the individual DM whether they wish to handle actual currency conversions for players wishing to purchase things from the mundane world, thus requiring them to keep reserves of local currency on hand, or to simply abstract this process and handle all costs in Astra.

Carry Weight

Portable items will also have a weight in kilograms. A character may only comfortably carry on their person as many kilograms in weight as their STR value times 2. Any more than that can only be carried for short distances.

Character Creation

At the time a character begins adventuring, they may have three months' worth of Income to purchase goods, representing an amount saved for one's first expedition or simply smart savings now being drawn on to fund one's adventures.

Weapons

The life of a hero and adventurer is sadly one that involves a shocking amount of regular violence, and when violence is impending, it is usually best to be prepared with the appropriate tools rather than try to fight off a rampaging werewolf with one's bare hands. The following tables list the Damage, Ammo, and Cost in Astra for the various weapons most commonly available, divided up by weapon skill. Ammo indicates the number of shots the weapon may fire before a reload action must be taken. A weapon's description will also indicate whether the weapon may be used with 1 or 2 hands (1H and 2H).

Table 12: Weapons

Weapon	Damage	Ammo	Cost	Hands	Weight	Notes
<i>Short Blades</i>						
Axe, Hand	1d8	--	15	1H	1kg	
Combat Knife	1d4	--	5	1H	--	
Dagger	1d6	--	10	1H	--	
Sword, Short	1d8	--	20	1H	2kg	
<i>Long Blades</i>						
Axe, Battle	2d6	--	30	2H	2kg	
Katana	1d12	--	180	2H/1H	1kg	1
Sword, Arming	1d8	--	40	1H	1kg	
Sword, Bastard	1d10	--	60	1H/2H	2kg	2
Sword, Long	2d6	--	80	2H	2kg	
<i>Blunt Weapons</i>						
Baton	1d4	--	5	1H	--	
Club	1d6	--	7	1H	1kg	
Mace	1d8	--	20	1H	2kg	
Staff	1d8	--	6	2H	1kg	
Warhammer	1d10	--	50	2H	3kg	
<i>Heavy Melee</i>						
Greatsword	2d8	--	90	2H	3kg	
Halberd	1d12	--	70	2H	4kg	
Longspear	1d8	--	25	2H	2kg	
Maul	2d6	--	60	2H	4kg	
Scythe	1d10	--	50	2H	3kg	

Table 13: Weapons (cont.)

Weapon	Damage	Ammo	Cost	Hands	Weight	Notes
<i>Archaic Ranged</i>						
Bow, Compound	2d8H	1	50	2H	2kg	
Bow, Long	1d8	1	20	2H	2kg	
Bow, Short	1d6	1	15	2H	1kg	
Crossbow, Heavy	2d10H	1/2	60	2H	3kg	3
Crossbow, Light	1d6	1	15	1H	1kg	
Throwing Blades	1d4	1	6	1H	--	
<i>Handguns</i>						
Automatic	1d8	15	100	2H	1kg	
Automatic, Heavy	1d10	7	200	2H	2kg	
Machine Pistol	3d4H2	10	400	2H	2kg	
Revolver	1d8	6	75	2H	1kg	
Revolver, Magnum	2d6	5	150	2H	2kg	
Shotgun, Sawed-Off	1d12	2	200	2H	3kg	
<i>Long Arms</i>						
Rifle, Assault	3d8H2	10	1,000	2H	4kg	
Rifle, Hunting	2d8	5	150	2H	4kg	
Rifle, Sniper	2d10	5	800	2H	8kg	4
Shotgun, Hunting	2d8	2	120	2H	4kg	
Shotgun, Combat	2d8	8	280	2H	5kg	
Submachine Gun	3d6H2	10	900	2H	3kg	
<i>Heavy Weapons</i>						
Flamethrower	1d8*	10	1000	2H	30kg	5
Grenade Launcher	3d8	6	2500	2H	6kg	6
Machinegun, Light	4d6H3	20	2000	2H	10kg	
Machinegun, Medium	4d8H3	20	3000	2H	12kg	
Machinegun, Heavy	4d10H3	20	4000	2H*	60kg	7
Rocket Launcher	3d10	1	3500	2H	7kg	8

Notes

1. Can be used with 1H at -1 to-hit
2. Can be wielded with 2H for +2 damage
3. Takes 2 rounds to reload.
4. Accurized barrel and scope gives +1 to-hit
5. 1d8 per round to ignited targets. DEX to stop-drop-roll.
6. Deals damage to 10m radius.
7. Must be used from prone or mounted position.
8. Deals damage to 10m radius.

Firearms Accessories

Gun bunnies love to strap extra gizmos on their toys, and here are some of the most common instruments of extra death for installation on most firearms.

Bayonet: An optional attachment for submachine guns and rifles, a bayonet enables the firearm to be used as a melee weapon more efficiently in combat, dealing 1d6 damage. Cost: **A30**.

Holographic Sight: Enhanced gun sight provides holographic reticle or red dot, enabling faster target recognition and aiming at close ranges. Increases chance to hit by +1. Cost: **A90**.

Laser Sight: Emits a small red dot at the approximate point of impact of the weapon. Gives +1 to hit with the weapon, but could give away shooter's position, especially in foggy or smoky environments (-1 to Stealth checks). Cost: **A5**.

Suppressor: Reduces the report of the weapon it is attached to, reducing WIS by 2 for checks to detect direction or presence of weapons fire. Only effective on handguns and submachine guns. Damage reduced by -2. Cost: **A40**.

Grenades

Grenades are single-use thrown weapons or devices that deliver an effect to an area on contact with the target. The following are some common grenade types, their damage or effect, and cost. All grenades weigh 0.5kg.

Frag: A high explosive charge with a fragmenting metal exterior. Deals 3d6 Damage to target and 1d6 damage in shrapnel to surrounding targets within 10m. DEX saves for half-damage. Cost: **A40**.

Incendiary: Ignites the target and the area around it within 10m with flame. DEX save to avoid the area. Cost: **A30**.

Flash: Generates a blinding flash of light, blinding any subject within 20m range of the target point. WIS save to avoid the effect. Cost: **A20**.

Table 14: Armor

Armor	AC	Cost	Weight	Notes
Unarmored	10	--	--	
<i>Light</i>				
Leather duster	9	40	3kg	
Full leathers	8	80	5kg	
Ballistic vest	7	120	3kg	
<i>Medium</i>				
Chainmail	6	75	5kg	
Duty vest	5	200	6kg	
Scalemail	4	150	15kg	
<i>Heavy</i>				
Assault vest	3	400	14kg	
Plate armor	2	450	20kg	
Full riot suit	1	500	30kg	
<i>Shields</i>				
Buckler	-1	20	1kg	1
Small Shield	-2	40	2kg	
Tower Shield	--	80	4kg	2

Gas: Creates a cloud of choking gas within 10m of the blast point, causing -2 to all rolls unless a CON save is made, and causing a -2 penalty to hit any targets obscured by the gas cloud. Cost: **A50**.

Armor and Shields

Just as important as a weapon when defending oneself is to have armor to protect one's fleshy bits from violent intrusion by bullets and blades. The following are some common varieties of armor and shields available, their base Armor Class, Cost, and Weight. Unarmored

AC is provided for reference. Table 14 is divided into categories which correspond to the proficiencies of each character class.

Notes

1. Does not use up a hand to wield.
2. Provides cover in combat.

Common Equipment

Table 15 details some common items, goods, and services the characters may have need for in addition to their various killing implements. A double-dash indicates that the carry weight of an object is either negligible, or is not applicable to the item.

Notes

1. Can be financed for **¥32/month**. Cruising 100km/h, Top 200km/h
2. Can be financed for **¥48/month**. Cruising 90km/h, Top 180km/h
3. Can be financed for **¥160/month**. Cruising 140km/h, Top 280km/h
4. Can be used as a spellbook
5. Can be used as a spellbook
6. Can be financed for **¥80/month**. Cruising 60km/h, Top 120km/h
7. Can be financed for **¥48/month**. Cruising 90km/h, Top 180km/h
8. Can be financed for **¥60/month**. Cruising 80km/h, Top 160km/h
9. Can be financed for **¥54/month**. Cruising 70km/h, Top 140km/h

Table 15: Common Equipment

Name	Cost	Weight	Notes
Airfare, Commuter	50	--	
Airfare, First class	100	--	
Airfare, International	200	--	
Backpack	5	2kg	
Binoculars	6	1kg	
Canteen	2	1kg	
Car, Compact	3,200	1700kg	1
Car, Estate/Wagon	4,800	2300kg	2
Car, Sports	16,000	1600kg	3
Climbing Kit	40	3kg	
Computer, Desktop	150	15kg	
Computer, Laptop	100	3kg	
Computer, Netbook	60	2kg	
Computer, Tablet	50	1kg	4
Crowbar	2	5kg	
Electronic reader	20	1kg	5
First aid kit	10	2kg	
Flashlight	6	1kg	
Gas mask	6	1kg	
GPS	20	1kg	
Handcuffs	2	--	
Head-strap lamp	4	--	
Holy symbol	1*	--	
Hotel room, Budget	7	--	
Hotel room, Average	14	--	
Hotel room, 4-star	28	--	
Lock picks	2	2kg	
Meal, Fast food	1	--	
Meal, Ready-to-eat	2	1kg	
Meal, Restaurant	3	--	
Multi-tool	6	--	
MP3 player	40	--	
Night-vision goggles	90	1kg	
Phone, Cellular	10	--	
Phone, Satellite	100	1kg	
Phone, Smart	40	--	
Pocket lighter	1	--	
Spellbook	10	2kg	
Truck, Armored	8,000	4500kg	6
Truck, Pickup	4,800	4000kg	7
Truck, SUV	6,000	2700kg	8
Van	5,400	3200kg	9

CHAPTER 5: WIZARDRY & FAITH

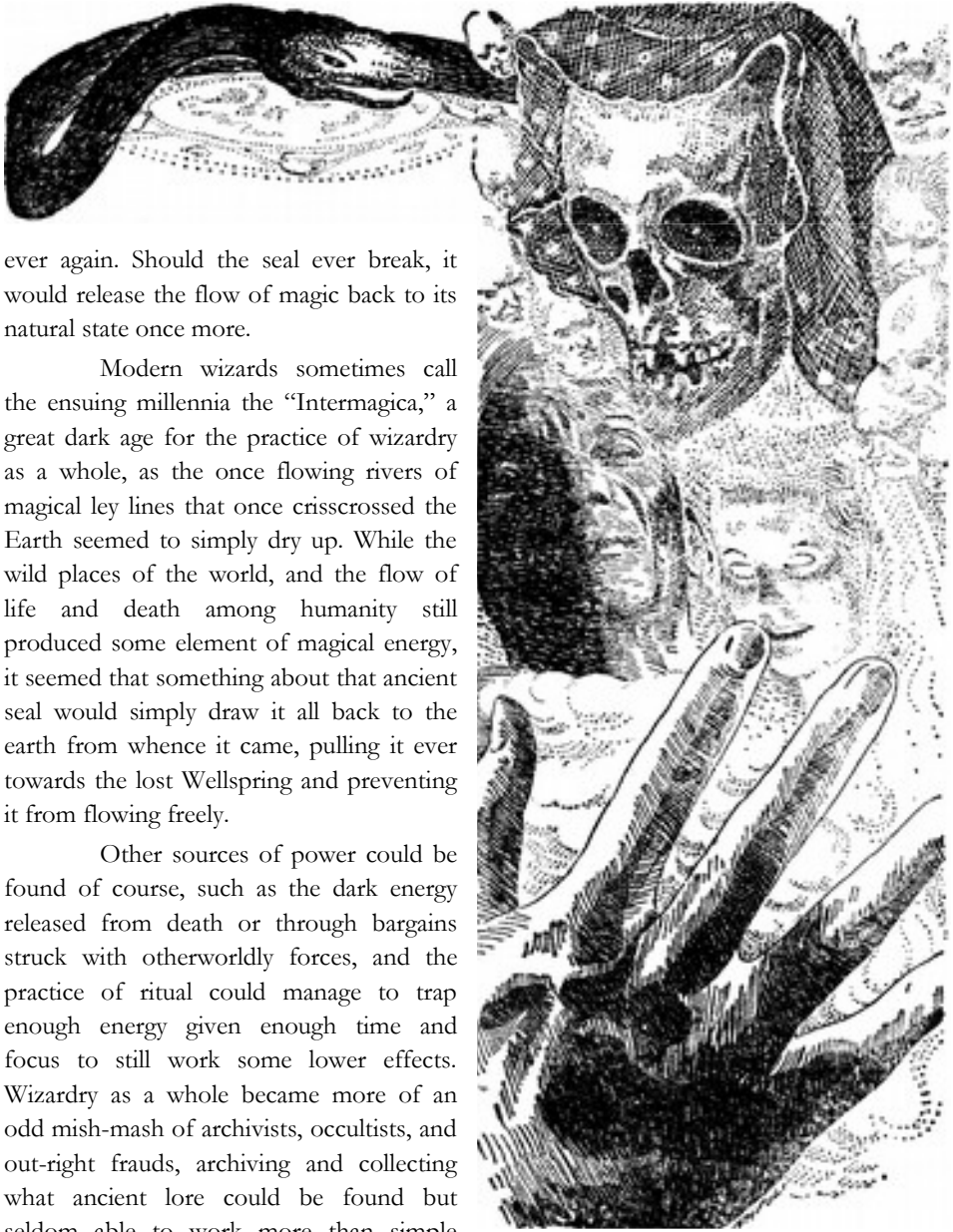
The practice of wizardry has been around for millennia, and in the pre-Atlantean age was as commonplace as technology is today. With the sealing of the source of magic beneath the frozen waters, only now has the practice returned in numbers as the old forces once again flow freely across the Earth. Seemingly in mirror to the flow of magic is the influence of the divine will, as the practice of holy miracles through the power of faith seems to rise and fall with the influence of magic in the world, an ever present balance against the potential threat to the natural order that magic's abuse might represent.

What is Magic?

Magic is sometimes seen by practitioners as the “fifth element,” the force of creation itself, binding together the traditional four elements of air, water, fire, and earth into the infinite shapes of creation. It is a force of nature born of the collective will and essence of life itself, the most powerful union of the ancient elements there is. This natural energy springs forth from the emotion, will, and sheer life-force of mortal beings, which is why it is often strongest in cities and in ancient forests, as such places teem with life and the collective will of their inhabitants.

Naturally, magic flows from these places out across the world in currents called “ley lines,” rivers of magical energy that flow and ebb between the nexus points of magical power that cities and great reserves of life produce. However, with the great working of the Atlanteans, for generations this natural flow was disrupted through the creation of the Great Wellspring, a secret font at the heart of the Atlantean empire. With its creation, all magic now flowed towards the seemingly bottomless vacuum of the Wellspring, giving the Atlanteans a near-limitless supply of magical energy which could be wrought into workings of truly grandiose proportions not seen before or since on the Earth. The once wise and learned Atlanteans grew corrupt and greedy, and soon began to use this power to conquer much of the known world, spreading out from their central capital across Europe, Africa, and the Americas, founding a vast empire with almost none strong enough to oppose it.

But oppose it they did, in time, forming a great Alliance to confront the power of Atlantis and eventually see an end to the unchecked magical power of the mage lords, as champions and priests of the divine will stood with mortal magi of the East and warriors of many races both mortal and supernatural, driving Atlantis's forces back to their homeland. As the Atlanteans sought to cast a great ward and protect themselves from the possibility of a final extermination at the hands of those they had oppressed, the spell went awry and the Great Wellspring exploded with magical energy, sinking the entire island beneath the waves and sending the released magical energies across the earth in a cataclysmic wave of arcane power. In order to prevent such a catastrophe from ever occurring again, the surviving mages and clerics alike cast a new seal, binding all magic to the frozen Lake Vostok, essentially creating a new Wellspring, but one sealed away such that none might access it



ever again. Should the seal ever break, it would release the flow of magic back to its natural state once more.

Modern wizards sometimes call the ensuing millennia the “Intermagica,” a great dark age for the practice of wizardry as a whole, as the once flowing rivers of magical ley lines that once crisscrossed the Earth seemed to simply dry up. While the wild places of the world, and the flow of life and death among humanity still produced some element of magical energy, it seemed that something about that ancient seal would simply draw it all back to the earth from whence it came, pulling it ever towards the lost Wellspring and preventing it from flowing freely.

Other sources of power could be found of course, such as the dark energy released from death or through bargains struck with otherworldly forces, and the practice of ritual could manage to trap enough energy given enough time and focus to still work some lower effects. Wizardry as a whole became more of an odd mish-mash of archivists, occultists, and out-right frauds, archiving and collecting what ancient lore could be found but seldom able to work more than simple cantrips powered only by their own natural will.

There have been periods throughout history where some rising magical influence even exerted itself for a time, usually coinciding with a great upheaval in the flow of life and death, and the magical impact such events have, or in places where the flow of natural life is simply so strong that even the binding of the Great Wellspring isn’t sufficient to fully

dampen the flow of magic. The Black Death and WWII are known for upswings in the practice of alchemy and occultism for a reason, and the often legendary reputation given to the ancient jungles of Africa and South America similarly have an origin in the great flow of magical energies that still moved there during the Intermagica. Some say that there are lost tribes within these untouched wild places that still practice wizardry to rival that of the ancients.

In time, however, the warming of the Earth began melting the seal's frozen barrier, allowing ever more of its contents to seep out from its home beneath the ice, and the final breach of it by human technology has broken the last vestiges of the seal. Now after thousands of years of magical drought, the natural flow of magic has begun anew, and practitioners have once more found that the truly talented can access the flow of magical energies through the old spells. It's still not as easy as it once was, but through focus, will, and ego combined one can again work many of the ancient spells long thought nothing more than useless folklore and superstition.

Casting Spells

Casting spells is, of course, the defining act of a wizard. Spells are magical formulae; sets of incantations, mental foci, and diagrams that detail how to focus magical energy to a specific effect. Concentrating on the written formulae in their spellbook, or the incantations and focus patterns within their memory, the wizard draws upon their own will to harness raw magical energy, and then through the focus of their intellect, that magic is shaped into a specific effect as described by the spell, before finally being released through the wizard's staff, further empowered by the force of pure ego they place into the spell's incantation. So long as each of these steps goes right, the desired effect manifests as expected. Should it not, most likely the magical energy will simply fizzle and be released back into the world, though if the wizard is attempting a new spell for the first time or if they fail particularly badly, the energy can instead manifest in unexpected ways.

In game terms, the wizard first decides which spell they wish to cast. If they have their spellbook in-hand and are able to read from it, they can cast any spell recorded therein; if they do not, they are limited to only those spells they have committed to memory. Each spell has a specific Level (unless it is a cantrip), which is a classification of both how powerful the spell is, and how much Will they must expend to cast it: 1 Will per 1 Level. So a Level 4 spell costs 4 Will to cast.

The wizard expends the amount of Will necessary for the spell, and then makes an INT check, adding their Arcana skill if they have it. On a success, the spell's effect takes place as described. If it deals any damage, they may add their bonus from CHA to this damage. If the spell fails, then no effect takes place, and in certain circumstances, catastrophic events can occur. Most of the time, the wizard need only be concerned if they roll a natural 20, see the below section for details on how this works.

Some spells may also allow a save to reduce or avoid the effects of the spell. Which stat one saves against will vary from spell to spell, and may nullify the effect entirely,

or merely reduce it. Importantly however, if the wizard's INT is high enough, it has an effect on the difficulty of saving against the spell, providing a penalty to the victim's save value before attempting the roll.

Spell Mishaps

Whenever a wizard rolls a 20 on an INT check to cast a spell, or has a simple failure when first learning a new spell from a spellbook or scroll, the magical energies called forth do not simply fizzle, but instead manifest potentially dangerous and unpredictable results as the wizard's control slips and the spell's energy is unleashed at once. Roll on Table 16 for effect. A successful WIS save will reduce any backlash damage by half.

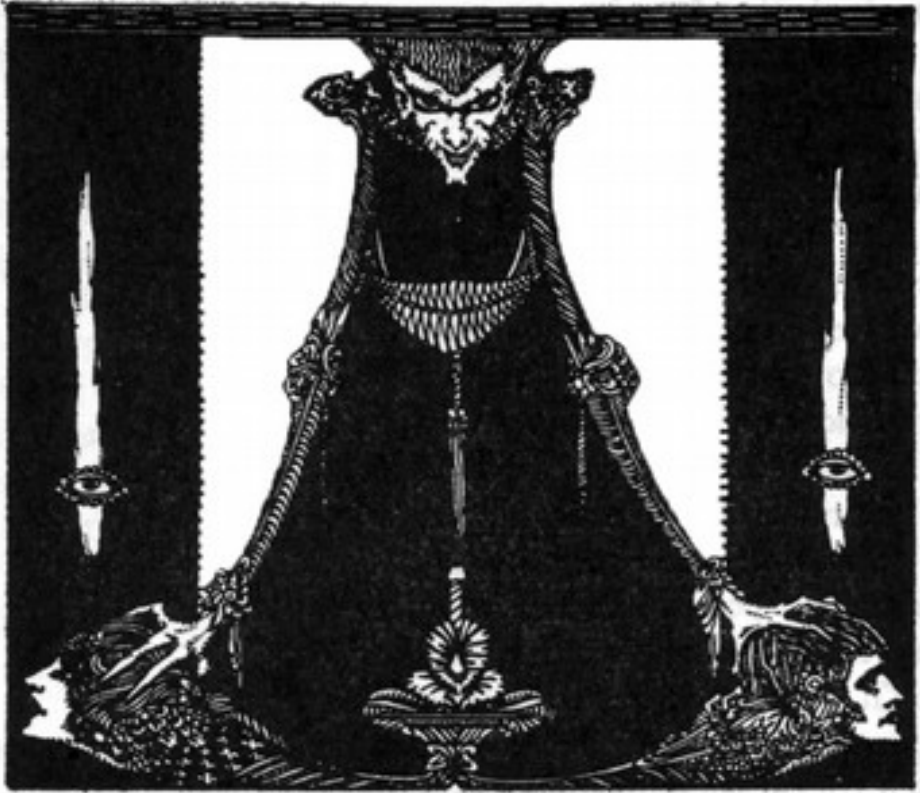
Table 16: Spell Mishaps

Roll	Mishap Result
2	The magical energy is released in a sudden torrent and explodes, dealing 3d6 damage to everyone within 30 yards.
3	The wizard fails to contain the magical energies and it overloads their staff, which explodes in splinters and deals 2d6 damage to the wizard.
4	The spell backfires and targets the caster instead, or a random enemy if self-targeted
5	The magical energy surges back through the wizard's staff and the heat of it burns the caster for 1d6 damage, requiring a DEX save to avoid dropping it
6-8	The spell fizzles with a pop, and then nothing happens.
9	The magical energies coalesce into something like a lumpy glowing homunculus, which dissipates after biting the wizard on the nearest extremity for 1d4 damage
10	The magic spreads wild, calling to life a swarm of 2d10+5 vermin (1d3: 1 - rats, 2 - toads, 3 - locusts)
11	A fumbling of the incantation summons forth a random monster of hit dice equal to the level of the spell.
12	The wizard has mangled the incantation so badly that it has torn a breach into one of the outer planes and let loose a monstrous entity of at least 2d4 Hit Dice. The breach will not seal until the creature is slain or sent back through the rift.

Staves & Incantations

Wizards use staves and incantations as an important focusing element of casting. A wizard's staff acts as a kind of capacitor for magical energies, giving somewhere for the flow of energy to go besides the wizard's own body and making it easier to target those energies. The act of incantation meanwhile is an important mental focusing exercise, the meaning of the words to each caster an important part of closing the magical formula and thus sealing the spell's effect. Without either of these elements, spell-casting can be incredibly dangerous and even deadly, increasing the possibility of a catastrophic result.

A wizard who attempts to cast a spell without a staff or without speaking the incantation attached to that spell is at a cumulative -2 to the INT check for each element of the spell missing, and a simple failure is enough to trigger a spell mishap, requiring a roll on Table 18 (p.56). Further, a wizard casting a spell without a staff cannot make a WIS save to



reduce the damage from a spell mishap, and a wizard casting without an incantation does not add their bonus from CHA to the damage or incur a penalty to the save from INT.

Cantrips

A “cantrip” is a simple little spell that makes minimal use of the wizard’s arcane talent, usually little more than a parlor trick, but occasionally useful. Cantrips do not have a “Level” in normal spell terms, and as such, do not have a cost to cast, though the wizard cannot attempt a cantrip unless they have at least some Will remaining. Because cantrips are a manifestation of the wizard’s natural talent rather than a formal spell, they also do not require a staff or an incantation. They also still require the usual INT check to successfully cast, though because of their simplistic nature they afford a +2 bonus to INT for the check. Wizards do not record their cantrips in a spellbook either, they are only memorized, and thus the number of such tricks a wizard knows is limited.

Learning New Spells

Each spell is the result of complex metaphysical formulae that often required ages of study to create, can be incredibly sensitive to the slightest miscalculation, and is made all

the more complex by the fact that the ebb and flow of magical energy in the world changes over time, its character reflecting the nature of the life that spawns it. Even the wizard is a variable in this arcane calculus; their own intellect, life-force, and identity are an integral part of the formula and thus a successful spell must take them into account.

As such, learning a new spell takes more than simply picking up some old tome and reading off a few words, not if it's to be done safely. Reading a new spell blind is dangerous, significantly increasing the chance that something catastrophic will go wrong. The safest approach is to study how the spell works, and fine-tune it to the wizard's own unique style, recording the resulting final spell into their spellbook. This produces their own unique version of the spell that will be safe for them to cast routinely, though similarly dangerous to the next passing wizard who might find it and attempt to cast it.

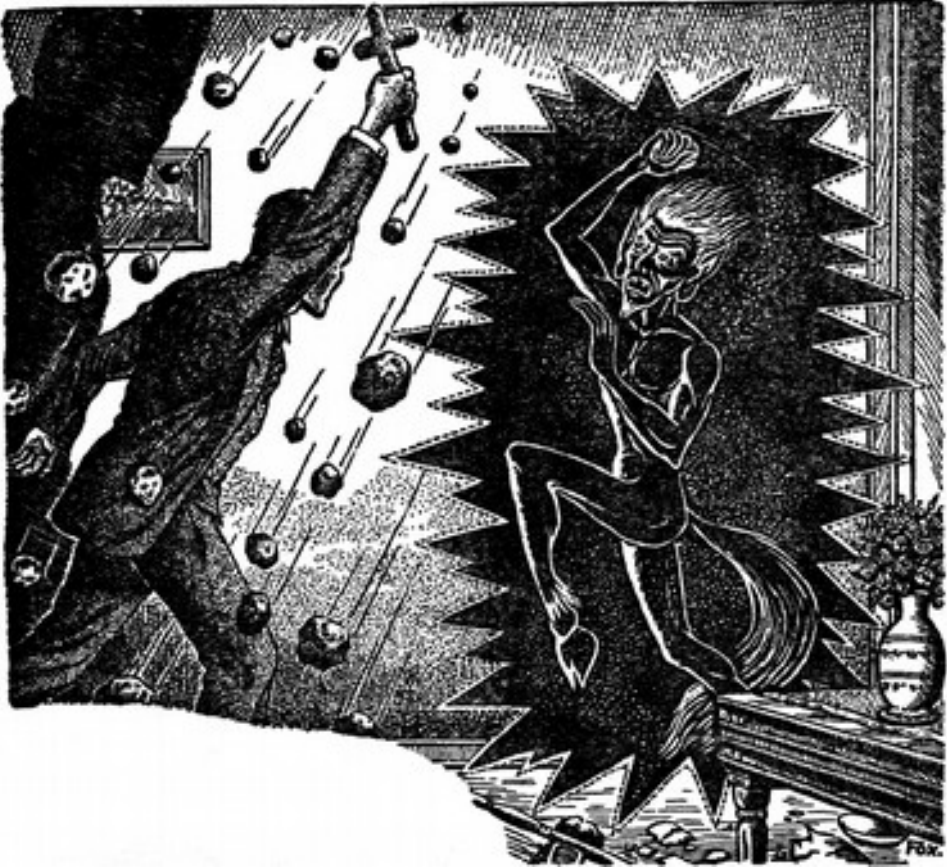
Casting a new spell found in a tome or scroll incurs a greater chance of a spell mishap, as indicated previously: one need merely fail the spell to incur a mishap. This will continue to be the case until the wizard has a chance to spend some downtime studying the spell's formula and recording their own version to their personal spellbook. This study process takes 1 week per Level of the spell.

The wizard must cast the original spell at least once in order to study its effects, but they may avoid the risk of catastrophic result when first attempting the spell by imbuing it with less will and energy than usual, essentially making a "practice" version of the spell. This "practice" casting has no effect, and is attempted at a penalty to the roll equal to the Level of the spell. In exchange, failure of the new spell does not induce a mishap unless a 20 is rolled. Should the spell succeed this will still be enough to fulfill the study requirement, though not seeing it in its full power will make it take an additional week of study.

The Power of Faith

Magic is not the only supernatural force at play. There is a higher power ever at work, a force that is embodied through the faith of the just, the righteous, and the noble, interceding in the name of the good and the holy. The true nature of this divine influence is a mystery to mankind, known only through religion and myth, called by a litany of names, abstract concepts, and metaphysical theorems. Wizards know it as "the divine will," an ever-present influence that seems to exist in counterbalance to the forces of earthly magic. Through this will's intervention, the power of faith can have tangible influence on the material world with a force that rivals that of the wizards'.

Much as the flow of magic waned during the Intermagica, so too it seems did the direct intervention of the divine will. Absent the power of magic in the world, the divine seems to take a step back as well, as if moderating its supernatural influence to only that needed to level the playing field and keep the magical powers in check. Certainly miraculous events still occur, and indeed have many times throughout history even during the Intermagica, but the kinds of raw displays of divine power that rival those of a great wizard of the old Atlantean age have been seldom witnessed for several millennia, not since the



ages recorded in the great holy books of the world. The divine is a force never truly comprehensible to mortal minds, and even today, as it makes its influence more heavily felt in response to the rising power of the arcane in the world, its intercession can never be demanded or controlled merely by will as magic can, only asked for in earnest faith.

Using Prayers

For the chosen faithful, the right prayer can call down the power of the heavens, to heal the sick, and injure the evil. Faithful clerics learn prayers through divine inspiration, giving them the words to speak to call upon the divine will and ask it intercede on their behalf, though whether it responds is never certain. As the cleric gains experience serving the will of the divine, they learn greater and more powerful mysteries.

When using a cleric's prayer, decide on the prayer known that the cleric wishes to speak. Each prayer is classified by a Level, and it costs that many points of Faith to attempt it. Subtract the cost from the cleric's current Faith, and make a WIS check, modified by Religion. On a success, the prayer's effect takes place, otherwise no effect occurs. There is no mishap for a failed prayer. Any damage or healing dealt by a prayer is modified by CHA

bonus as normal, and INT bonus penalizes any saves against the prayer, just as with wizard spells.

Unlike wizards however, clerics do not actually have to intone spoken words to complete a prayer. The divine will knows the mind of its faithful, so merely concentrating on the words within the mind is sufficient. CHA bonus does not apply in the case of a prayer spoken silently, as the cleric is thus unable to pour the force of their conviction into the impact the words have on their intended target.

The Elements

While modern scientists have of course discovered some ten dozen elements and a near infinite variety of combinations of them that make up our natural world, in the language and metaphysics of magic, the old classical elements still rule. Fire and water, earth and air, joined and bound by the fifth element of magic itself, form the magical building blocks of spell craft. The interaction of those elemental energies in a spell as well as the nature of the monstrous beings of the outer planes are important factors to consider. While humans and other mortal races exist as a complex intertwining of all five elements, most beings of the outer planes instead reflect the elemental makeup of their home plane, inextricably bound by their very nature to a specific element. These elements often affect their vulnerability or resistance to magical forces, and can inform their very personality.

The five classical elements, joined as well by the holy and unholy in opposition, form the complete list of supernatural elements, described as follows:

- **Fire:** The heat of the summer sun and the roaring flame, Fire is the element of passion, destruction, and even rage. Yet it is also the source of the life-giving warmth that protects against the ravages of the frozen snows and bitter rains of Water and Air. The plane of Fire is a scorching desert of ever burning sands roamed by dangerous creatures of both purifying flame and hot-blooded violence, ever close to both the holy and the infernal. Fire opposes Water, melting its frozen forms and evaporating it to air.
- **Water:** The crashing wave, the jagged ice, and the gentle stream, Water is an element of determination and inevitability, of flexibility and change, able to flow freely through any shape and able to erode the mightiest bastion given time. The domain of Water is both cold and yet abundant with life, a realm of much mystery but also of terrible danger, home to mysterious undersea beings and of the ancient and terrible creatures of ice and winter. Water opposes Fire, extinguishing Fire's heat and leaving only ash.
- **Air:** The breath of life and the wind that carries it, Air can be both gentle and of terrible destructive power, a spring breeze or a terrible gale. This unique balance of potential is often connected to intelligence and the spark of lightning. Its home plane is the realm of many spirits and beings of such thunder and intellect, and it is said that the plane of air is the closest to the Many Heavens and the domain of

many of the old gods of Asgard and Olympus, and their progeny. Air opposes Earth, eroding its might with the steady winds of change.

- **Earth:** The force of the stone and of nature, earth is the energy of the ground and stone beneath and the plants that draw life from it, at times slow to act but striking with great impact for those with the power to wield it. Yet it is also the ground to which life returns, the time of harvest and of fall's fading leaves. While the plane of Earth is home to many of the Fae folk and to the pure spirits of nature, unchangeable and unbounded beings as old as the mountains themselves, it is also the closest plane to the underworld, and this maddening border with death makes the folk of Earth's realm alternately constant and treacherous. Earth opposes Air, grounding its lightning to impotence.
- **Magic:** Magic is the raw, arcane power of the will, energy, and imagination of all living creatures and the force of creation. It is the glue that binds the other four elements together. It echoes in the Astral Plane, the realm of dreams and ghostly spirits, a raw and untamed place that ebbs and flows with the changeable minds of mortals.
- **Holy:** The metaphysical manifestation of the divine will in the real world, a light and wondrous energy of nobility, truth, and holiness that emanates from angels and other divine beings. It flows through the workings of clerics and champions of the divine. Its home plane is the Many Heavens, thought to be the home plane of the divine will itself.
- **Unholy:** The dark and corrupt energy of beings of death and the underworld, the unholy is a manifestation of the pure force of evil and destruction that seeps up from the Great Underworld that dwells beneath the other planes, a place of the condemned dead, the undead, and the demonic, and the plane of the many Hells.

Any spell which deals damage or imposes a negative effect on a target will do so through one of these elements, and certain creatures (and even humans with the right spells) resist damage from certain sources, or may even be immune to them. Some creatures are even immune to all forms of damage other than a specific element or elements, such as some kinds of spirits which can only be harmed by Holy or Magic damage.

Summoning

The summoning of extraplanar beings is one of the most useful yet dangerous skills in the wizard's arsenal. Planar beings generally don't take any more kindly to being ripped across the planes and into the mortal realm than you would to suddenly being yanked from your dinner table in the midst of a date with an underwear model.

As a result, unless you can offer them something to make up for their time, and pay for any assistance you might wish to ask of them, they're likely to want to make you their dinner instead, or at least to carry a serious grudge. So long as the summoning circle is rated at equal to or higher than their hit dice, the creature won't be able to cross it unless



the caster or some third party disrupt the circle. That doesn't mean the wizard is safe, just that the being on the other side of the magical barrier can't kill them *right now*. There are other ways out of the planes, and powerful wizards might even find themselves jaunting the planes sometime, only to run across some being they've previously offended.

Fortunately, almost every creature in the outer planes has a price, something they're willing to take in exchange for favors. Once bound by a fair and agreed upon exchange, a planar being cannot attack their summoner, and so long as the wizard was smart enough to make the creature's return to the outer planes on completion a condition of the exchange, it's usually safe enough. Information

exchange can even be accomplished without breaking the circle at all, meaning the whole business can be safely concluded for both parties. The flipside of this is that breaking one's fair and agreed upon deal with a planar creature will guarantee that said creature will wish to kill one, eat one, and devour one's still beating kidneys over a bed of rice. Wizards break summoning pacts at their own peril.

Each summoning circle spell will summon and contain safely a single type of creature of no more hit dice than the limit described for that class of circle spell. In addition, the monster descriptions later in this book will explain what the creature's favored price is for assistance or information, whether it be a gobbet of food, a sliver of one's immortal soul, or cold, hard Astra. This price will almost certainly have to be paid before the creature is willing to assist the summoner, but once accomplished the summoned being will obey the agreement with the caster in both letter and spirit if the caster and creature are both trustworthy. Wizards who routinely break their bonds may instead be lucky to count on the letter, and unholy beings and some particularly fickle creatures like those of the faerie realms may also be particularly selective about just how precisely they follow instructions.

In general, a creature's price is enough to acquire the desired information, or retain their services until sunset or sunrise, whichever is soonest. Extended service will require further payment of the price for each day, if the creature is even amenable to sustained presence in the material plane. More long term relationships will require serious negotiation and may entail a sizeable price, even one too precious for the wizard to bear. In addition, each price is sufficient for only one creature, and only one creature will be

summoned by the spell regardless of how many typically appear as listed in the monster's entry in Chapter 14, unless the wizard spends double the casting time and offers sufficient payment for each creature.

Travelling the Planes

The planes are a vast and malleable reality beyond our own where the laws of creation are often mutable, changing to suit the region or domain one is presently in. Wizards and other planar scholars have broadly broken them down into the categories described above, but these only describe the planes in the broadest sense. Each elemental plane is subdivided into many sub-realms and domains, each home to whole nations and civilizations of planar creatures, many of which are completely unknown to mortal kind. In between each sub-domain are also vast stretches of elemental wilderness: enormous bottomless oceans, great seas of clouds as solid as ground, burning deserts of sand and glass, and endless dark forests and treacherous mountain passes that stretch on for uncountable kilometers, all potentially inhabited with wild and monstrous beasts of both familiar lore and unknown horror.

As a result of all this, it is generally dangerous beyond imagining to attempt to enter the outer planes without a precise idea of where one is going. Travel and time within the outer planes is subjective and unpredictable: a journey of what seems like hundreds of kilometers can seem to go by in a few minutes brisk walk, while simply crossing a bridge could take an eternity. Traveling distances between realms in the outer planes is less a measure of physical distance as it is of the will of the traveler, the conceptual similarity or discord between one realm and another, and even what some wizards experienced in planar travel have described as an effect almost like narrative pacing. Travel in the outer planes often seems to take precisely as long as it needs to.

Travel within a given domain, however, generally follows predictable physical laws as according to the species or being that commands said domain. When a given greater planar being, or society of beings, lays claim to a stretch of one of the elemental planes, that realm takes on a more grounded, solid reality. It is shaped by the will of its inhabitants and their expectations, and it will grow or shrink in size relative to the power and will of those that rule it. Some of the realms of the great ancient pantheons and elemental powers are entire massive universes of their own, while others whose believers in the material realm have dwindled or that have fallen from a position of strength in the tide of planar politics and conflict have found their domains dwindling sometimes to merely the space taken by their own domiciles or strongholds.

For travel within a realm, handle it as you would any normal foot travel. For travel between realms, have the wizard or cleric who cast the spell to bring the party there roll a WIS check, determine the difference between the die roll and the character's WIS, and consult Table 17. Feel free to bonus or penalize this roll as needed, but no more than +4 or less than -4 is recommended.

Table 17: Planar Travel Time

Difference	Time Taken
-10 or less	2d6 days
-5 to -9	2d12 hours
-4 to +4	1d6 hours
+5 to +9	2d4x10 minutes
+10 or greater	1d6x5 minutes

Time in the outer planes is relative, and thus time spent within the outer realms does not necessarily match up with the amount of time the character was actually gone from the material world. In order to

Table 18: Relativity

d100	Result
01-30	1/10th
30-59	1/2
60-79	Equal
80-94	x2
95-00	x10

determine how long the character was actually gone, roll on Table 18 to determine the amount of real time that took place relative to time spent in the outer planes.

Magic & Technology

Contrary to the assumptions of many, there is not necessarily an incompatibility or even a hostile relationship between magic and science or technology on a fundamental level. Magic does tend to follow its own set of metaphysical laws, but those laws are still more or less universal and consistent with the function of the natural world. The trouble with technology is rather a practical one. Most technology since the advent of electricity is, in magical terms, a matter of harnessing the power of Air through channels of Earth, a straightforward task through purely physical engineering, but one that is an absolute bear if not outright impossible through magical will. Air and Earth are largely opposing forces; Earth grounds Air in magical formulae just as the ground itself does to the electricity of lightning or technology. Further, Earth magic tends not to be terribly precise, and requires considerable magical power to move in any case, making precision difficult and thus any working that might alter the working of an electrical apparatus more or less impossible without breaking the balance of forces.

The practical result of all this is that, when it comes to modern electronics and such, the only useful spells largely just involve deliberately breaking the balance rather than trying to work with it. Changing the flow of electric information in a wire is all but impossible, but breaking the balance of elements enough to cause a short-circuit, or to demagnetize a hard drive is more or less trivial. In general, destroying technology is pretty easy, while doing anything more productive is beyond the reach of magical forces.

Recovering Will & Faith

The working of magic and the calling of divine forces takes a physical and emotional toll on the wielder, and there is only so far they may strain themselves in handling these elemental forces. Once a wizard has expended their Will, or a cleric their Faith, they may not invoke any further spells or prayers until they have recharged their spiritual batteries with some much needed rest.

A full night's sleep is sufficient to restore the Will or Faith of the practitioner. Should their sleep be interrupted, then they may still gain back half of their maximum value of Will or Faith so long as they received at least 4 hours sleep.

Spell Range

Unless otherwise stated, all spells are assumed to have a range of 100m or line of sight, whichever is shortest. If the spell has a target, such as an attack spell, there must be a clear line of sight between wizard and target, and the wizard must be able to see their foe.

Wizard Spells

The following lists describe the most commonly known wizard spells, though more may well exist that have yet to be recovered. Spells marked with an asterisks are not a single spell, but rather contain multiple variants which must be learned individually. See spell descriptions for details.

Cantrips

Alarm: *Magic.* A latticework of simple magical wards, enough to cover a 10m by 10m room, this spell alerts the caster to any being that enters within the room for 1 hour per level.

Animate Tool: *Magic.* Often taught to young apprentices for simplifying household chores, this spell allows the caster to animate a common household tool for a single task. The tool will perform that task as if being held telekinetically for 10 minutes per level, or until canceled or dispelled.

Circle of Simple Summoning*: *Magic.* The most basic form of summoning circle, capable of calling up and safely containing within the circle an extraplanar being of no more than 1HD, provided the caster knows its name (each name is effectively a separate spell). This is a ritual spell, and the casting itself takes 5 minutes, as the wizard carefully constructs the circle. Interruption will cancel the spell.

Clean: *Water.* The spell instantly cleans an object no larger than a cubic meter of any dirt, dust, or grime.

Haywire: *Air.* The spell disrupts the current flowing through an electrical device, not enough to permanently damage it, but enough to cause erratic behavior temporarily. Any checks involving its use will be at -2 for 1 round per level.

Light: *Fire.* The tip of the wizard's staff glows with soft light, enough to illuminate a 10m by 10m area as if by torch light or lantern for 1 hour per level.

Mage Hand: *Air.* Tendrils of air and magical force reach out and grab an object of no more than 2kg, and may move the object about freely for 1 round per level.

Message: *Air.* This spell may send a message of a single sentence to the ear of a target silently, able to be heard only by the recipient. The message may be spoken soundlessly, allowing for silent casting, or it can instead be cast on an object, causing the sound to appear to come from the object to any bystanders.

Rosetta's Sight: *Magic.* The spell instantly translates up to a page of text, causing it to appear to the reading wizard as their own native language for 1 minute per level.

See Magic: *Magic.* The wizard can see the flow of magic around them, enabling them to detect the presence of magical spells or enchantments. The sight is disorienting, however,

and the wizard is at -1 to any action that involves interacting with the material world until the spell is canceled.

Sharpen Sense: *Magic.* The wizard focuses his body such that one single sense is temporarily heightened at the expense of all others. The wizard gains +1 to any checks involving that particular sense, but -2 to checks involving others.

Spark Flame: *Fire.* A simple fire starter, the wizard may ignite any readily flammable light source within 10m, such as a candle, lantern, campfire, or fireplace, or any object or substance that would ignite instantly on brief contact with a lit match flame.

Level 1

Astral Projection: *Magic.* The wizard enters a deep trance and projects an image of their consciousness into the local astral plane, appearing in the area most directly associated with their current material location. The astral body has the same statistics as the caster, but damage to the astral body translates to the real world not as physical injury but as psychological trauma. Every 5 points of damage received in the astral plane causes 1 point of temporary ability damage to the wizard's CHA, INT, or WIS (roll 1d3), which can only be healed by rest (1 point per day). Should the wizard's astral body be destroyed, they will awake violently and must make a WIS save to avoid permanent psychological damage. A failed save means 1 point of permanent damage to a random stat (roll 1d6). The astral jaunt will last for 1 hour per level or until canceled.

Burning Hands: *Fire.* The wizard releases a gout of flame, a cone of magical fire that stretches forth from the end of their staff up to 10m in front of the caster, and deals 1d8 damage +1 per 3 levels. DEX save reduces damage by half.

Call Lesser Elemental*: *Magic.* The wizard conjures forth a being of living elemental energy. Each different element is a different example of this spell, and thus each must be learned separately. The elemental being has 2d8HD, MD10, AC8, TH+1, S8, I9, Att1d8(R/M), M20, and Resistance +2/ (opposing element). The elemental is at the will of the caster, and will remain for 1 round per level.

Cause Fear: *Unholy.* On touch, the wizard overwhelms the target's mind with gruesome and vivid images of horror, sending them into an uncontrollable panic unless a WIS save is made. Failing the save means the victim must immediately flee the wizard as quickly as possible. The effect lasts 1 round per level.

Charm Person: *Air.* Through the wizard's will and subtle manipulations of the sound of their voice, the wizard is able to present a more charming and convincing persona to a single target, gaining +3 to any CHA rolls involving that target unless it makes a WIS save. This effect lasts until the target leaves the wizard's presence, though in general such a first impression may lead them to be more favorable to the wizard in the future. This spell's incantation may take the form of a greeting phrase, thus allowing the wizard to cast it more subtly.

Circle of Protection: *Magic.* The wizard constructs a circle up to 10m across and infuses it with magic, preventing the passing of any extraplanar creatures without a WIS save, and

granting -1AC against attack to any standing within the circle. This is a ritual spell, and the casting itself takes 1 minute, as the wizard constructs the circle. Interruption will cancel the spell. The resulting ward lasts for 1 hour per level.

Hold Portal: *Earth.* The spell instantly shuts a door, locks it, and reinforces it against entry. Any attempt to enter the door for the next hour per level is at -2 to the skill or stat being employed, regardless of method.

Jump: *Air.* The wizard unleashes a gust of wind just beneath their feet, enhancing the force of a single jump such that they may leap up to 5m vertically or 15m horizontally and land safely thereafter.

Magic Missile: *Magic.* The wizard unleashes a projectile of pure magical energy which arcs out toward a target and deals 1d8 damage +1 per 3 levels instantly and without any saving throw unless the target possesses a magical shield.

Short Circuit: *Air.* The wizard sends a surge through the circuit of an electrical device, knocking out its function completely until it can be repaired. Should the device have a living operator of any magical or mechanical talent, that operator may attempt a WIS save to reduce the duration of the effect to 1 round per level.

Sleep: *Air.* The wizard warms and thins the air around a target, potentially inducing a soporific effect in any creature which must breathe oxygen to survive. The target falls asleep instantly, and all such beings friendly or hostile within 5m of the target must make a CON save or fall to sleep as well. The effect lasts 1d6 rounds + 1 per 3 levels.

Universal Tongue: *Magic.* The wizard's words take on the universal language of magic itself, and they are thus able to be heard and understood by any sapient being present for 1 minute per level. The wizard hears and understands their replies as clearly as if in the wizard's own native tongue.

Wizard's Coat: *Earth.* The wizard strengthens their garments with an earthen protective aura, causing them to act as armor of AC7 for 1 hour per level.

Level 2

Acid Arrow: *Earth.* The wizard launches forth an arrow of hard earth coated in corrosive acid, striking the target for 2d8 damage +1 per 2 levels unless the target makes a DEX save to avoid it. If the target is wearing metal armor, there is a 50% chance its AC will be increased by 1 if the spell strikes successfully.

Circle of Minor Summoning*: *Magic.* The wizard constructs a magical circle for summoning capable of calling up and safely containing within the circle an extraplanar being of no more than 4HD, provided the caster knows its name (each name is effectively a separate spell). This is a ritual spell, and the casting takes 10 minutes. Interruption will cancel the spell.

Color Spray: *Fire.* A flurry of sparks, colored lights, flashes, and other decidedly distracting things burst forth from the end of the wizard's staff in a 10m cone of pure bewilderment. Any being within the cone must make a WIS save or be blinded and disoriented for 1 round per level, suffering +2 AC and -2 to-hit until the effect wears off.

Command Person: *Unboly.* By linking their will to a part of a chosen target, or to a part of themselves that the target has ingested, the wizard gains control over their victim, who must now obey the wizard's every command. The wizard must have a part of the victim's body such as flesh, blood, hair, teeth, or nails, or by some means cause the victim to ingest a part of the wizard's body, though this technique is limited to blood and flesh. Once done and the spell cast, the target is now subject to the will of the wizard. They must make a WIS check to resist any command given them by the wizard, though any order that involves harming themselves is resisted at +2. This spell lasts for 24 hours, after which a final WIS check is made that if failed, renders the target under the wizard's control until the spell can be dispelled.

Darkvision: *Fire.* The wizard's vision is focused towards the infrared and ultraviolet spectra, enabling them to see in darkness by temperature rather than visible light for 1 hour per level.

Degauss: *Earth.* The wizard can wipe out the magnetic and electrical fields within an electronic storage device such as a hard drive or flash drive, permanently erasing the data contained therein.

Frozen Lance: *Water.* The wizard hurls forth a frozen spear of pure ice at the target, striking with piercing force and biting cold. The projectile deals 2d8 damage on impact, and unless a CON save is made, an additional +1 per 2 levels from frostbite to the surrounding tissues.

Gust of Wind: *Air.* A quick sharp gust of wind issues forth from the wizard's staff with enough force to knock a target or object of no more than 150kg up to 10m backward. Should the target be a physical being or creature, it takes 2d8 damage +1 per 2 levels. DEX save for half damage.

Invisibility: *Magic.* By channeling the flow of the elements around them, the wizard can veil themselves from sight, becoming invisible to normal sight and even darkvision. However, if they move they will still create sound (make Stealth checks to move silently), and the exertion of an attack or any spell more overt than a cantrip will break the effect. This spell grants +3 to Stealth while active, and lasts for 1 minute per level.

Locate Object: *Magic.* By focusing on a mental image of a known object, the caster can intuit its direction relative to their current position, feeling it as a kind of 'pull' in the direction of the object. Alternately, they can focus on a generic object, and their magical senses will instead pull them towards the nearest example of that type of object. The spell may locate a person as well so long as they have some tangible remnant of that person, such as hair or blood, which is consumed by the spell. The spell lasts 1 hour per level, after which it will need to be recast.

Knock: *Earth.* The wizard may open a single mechanical lock instantly. Electronic locks will have to be disabled first, and this spell will not break open magically sealed locks.

Mirror Image: *Magic.* The wizard creates 1d4 illusory copies of himself, which surround him and mimic his actions. The copies are intangible and so dissipate when struck, and they do not possess a smell, but otherwise appear and sound real to any observer not using

magical sight. Attacking the wizard will instead strike one of his copies first, destroying it, until no more copies remain.

Phantasm: *Magic.* The wizard conjures forth a single illusory image of an object or being of his choosing no larger than a compact car, which appears real to all mundane senses, and can be animate and appear living if desired. A successful WIS save is required to disbelieve the illusion, otherwise it is as convincing as any other reality and even seems real to casual touch, though striking the object with force will immediately reveal it to be false. Animate illusions will always fail to strike, in order to maintain the illusion, and possess AC7. The illusion will last for 1 minute per level.

Third Eye: *Magic.* The wizard opens the full power of their magical senses, seeing the world around them for how it truly appears on the magical level. They can see the flow of the elements around them, feel and see emotional and spiritual residue, see through invisibility, illusions, magical disguises, shape-shifting, and possession, and even faintly see an echo of their present location's counterpart in the astral plane. This sight is dangerous though, as images seen with the third eye are taken in through the wizard's very soul. The sight of unholy beings or traumatic events while the eye is open is dangerous, requiring a WIS check to avoid taking 1 point of permanent INT damage as the rational mind is overwhelmed. Lasts 1 minute per level or until canceled.

Seal Lock: *Earth.* The wizard permanently seals a target lock with magical force. The lock cannot again be opened except by the wizard who sealed it or by dispelling the effect, though the door or container itself could still be destroyed to obtain entry.

Ward of Protection: *Magic.* This spell can ward a room or home no larger than 100 square meters as if by a *circle of protection* permanently. This is a ritual casting, and takes a full day's effort to complete as the wizard gathers the energy into the spell. An interruption of more than 5 minutes to this process will break the spell and release the energy, requiring the wizard to begin again the following day.

Wizard's Shield: *Magic.* The wizard creates a shield of magical force bound to their staff. The shield provides cover against all mundane attacks, and grants a WIS save against hostile spells of up to spell level 2. This spell can be cast as a defensive reaction if the wizard has not yet acted this round, at a -2 penalty to the casting check. The shield lasts for 1 round per level.

Level 3

Call Superior Elemental*: *Magic.* The wizard conjures forth a being of living elemental energy. Each different element is a different example of this spell, and thus each must be learned separately. The elemental being has 6d8HD, MD14, AC4, TH+3, S12, I13, Att3d8(R/M), M20, and Resistance +3/(opposing element). The elemental is at the will of the caster, and will remain for 1 minute per level.

Circle of Invisibility: *Magic.* The wizard casts a circle about them that veils themselves and every non-permanent object or creature from sight, rendering them invisible to all normal non-magical senses and even darkvision. The circle lasts for 1 round per level.

Dispel Magic: *Magic.* The wizard focuses their will on unmaking the magical work of another, targeting an existing ongoing spell or spell effect and ending it instantly so long as the level of the caster of that spell was equal to or less than that of the wizard. Should the caster of the spell be of greater level than the wizard, there is a -1 penalty to the casting check per level higher than that of the wizard's.

Explosive Runes: *Fire.* The wizard inscribes a surface with a rune in the ancient language of the realm of Fire. Any hostile being that steps on the rune or within 1m of it triggers an explosion of fire, dealing 3d8 damage +2 per 3 levels of the caster. If the rune is placed on a door, it will ward against unauthorized entry instead, exploding against any uninvited guest attempting to enter, pick, or force the door. A successful DEX save halves the damage.

Fireball: *Fire.* The wizard hurls a glob of pure explosive fire at a target, dealing 3d8 damage +2 per 3 levels of the caster, and half the resulting damage to all targets within 10m. A successful DEX save reduces the damage by half.

Greater Circle of Protection: *Magic.* As *circle of protection*, but now extends to 30m, and any creature that succeeds in crossing the circle still withstands 3d8 damage +2 per 3 levels of the caster.

Hold Person: *Earth.* The spell seizes the limbs, joints, and bones, paralyzing a target in place for 1 round per level unless a CON save is made.

Improved Magic Missile: *Magic.* A trio of arcane missiles burst forth from the wizard's staff, striking the target with unerring aim and dealing 3d8 damage +2 per 3 levels instantly with no saving throw unless a magical shield is employed.

Lightning Bolt: *Air.* A channel of pure electricity arcs from the wizard's staff, striking the target and branching out to any targets within 2m of the path between wizard and target for 2d8 damage +1 per level. Any target struck will be momentarily stunned, unable to act for 1d4 rounds.

Material Projection: *Magic.* The wizard enters a trance, and projects mind independently of body, allowing them to travel intangibly and invisibly through the material world. The wizard may pass through any material barrier not protected by magical wards, but cannot interact with any object in the material world, being only a projection of their consciousness. They can see and hear whatever is present as clearly as if they were standing there. The wizard travels at the speed of thought when reaching destinations or persons known to them, but new locations must instead be reached by ethereal flight, traveling up to 100km an hour in their projected form. The spell lasts 1 hour per level.

Penetrating Gaze: *Earth.* The wizard gains the sight of an earth elemental, able to gaze through any walls and barriers not thicker than 6m unless shielded with magical wards. This sight lasts for 1 round per level.

Resist Element*: *Magic.* The wizard shields himself against a single element, gaining Resistance +4 against all attacks of that element, as well as from any mundane effects of that element, such as heat or cold. The protective magical barrier lasts for 1 hour per level.

Water Breathing: *Water.* The wizard gains the ability to breathe water as well as air for 1 hour per level.

Wizard's Mail: *Magic.* The wizard manifests a suit of arcane armor around them, protecting them from attack as if they were wearing armor of AC5. The armor lasts 1 hour per level before dissipating.

Level 4

Animate Dead: *Unholy.* The wizard calls on dark and forbidden power from chthonic realms to reanimate the dead, raising a single target corpse or group of corpses as zombies if they are still fresh and whole, or as skeletons if they have decomposed to mere bones. The wizard may raise as many HD of undead as his level, or empower a single corpse to a # of HD equal to his level. The corpses are under the wizard's complete command for 1 hour per level, after which the spell must be recast or the creatures will become uncontrollable and likely turn upon their creator before escaping to feast on mortal flesh.

Command Monster: *Air.* The wizard's voice takes an aura of supernatural command, able to speak such words as to place any supernatural or planar creature under the wizard's command should the target fail a WIS save. Only one such creature may be commanded at a time, and it will not obey any order to harm itself, however the creature is otherwise powerless to resist the wizard's commands. An additional casting check must be made after a duration of 1 minute per level, and each such period thereafter, or the spell will break and the creature almost certainly turn on the wizard.

Circle of Major Summoning*: *Magic.* The wizard constructs a magical circle for summoning capable of calling up and safely containing within the circle an extraplanar being of no more than 8HD, provided the caster knows its name (each name is effectively a separate spell). This is a ritual spell, and the casting takes 30 minutes. Interruption will cancel the spell.

Confusion: *Water.* By confounding the brains of its victims, this spell causes total gibbering confusion in up to 2d6 nearby enemies. Affected creatures will see enemies as friends and *vice versa*, acting accordingly, unless they make a successful WIS save, in which case they are merely paralyzed to act. The spell lasts for 1 round per level of the caster.

Dimension Door: *Magic.* The spell opens a portal between any two points within 100m of the wizard. These points do not have to be visible to the wizard, but if they are outside their present line of sight they must at least be well enough known to the wizard to be able to visualize them. Each portal is about 2m square, and one opening may be targeted at a being, opening beneath its feet if desired, though such a target may attempt a DEX save to avoid falling through. The portal lasts for 1 minute per level or until canceled by the wizard.

Fireseed: *Fire.* The wizard plants a seed of pure smoldering heat within the target, dealing 1d8 damage +1 per level each round for 1d6+1 rounds. A CON save may reduce this damage to half. If the total damage from the spell is enough to exceed the target's massive damage threshold or half its hit points, there is a 50% chance the fire manages to escape through their skin and ignites any flammable clothing they may be wearing.

Greater Ward of Protection: *Magia*. This spell can ward a room or home no larger than 200 square meters as if by a *greater circle of protection* permanently. This is a ritual casting, and takes a full day's effort to complete as the wizard gathers the energy into the spell. An interruption of more than 5 minutes to this process will break the spell and release the energy, requiring the wizard to begin again the following day.

Hallucinatory Terrain: *Earth*. This spell conceals the true terrain of an area no larger than 100m², making the entire ground and surrounding natural features appear as the wizard wishes. A WIS save or magical sight is enough to disbelieve the illusion, and while the spell does its best to incorporate the physical form of the real terrain into the illusion, falling into a concealed water feature or otherwise impacting a solid object where none is expected will also break the illusion (1 in 6 chance with every movement action through the area).

Hurl Stone: *Earth*. The wizard calls forth a great stone from the earth and hurls it at a target, impacting it for 4d8 damage +1 per level. DEX save to roll with the blow reduces damage by half.

Lesser Globe of Invulnerability: *Magia*. The spell forms a magical shield around the caster that protects against physical and magical assault, stopping up to 30 damage from physical attacks completely before failing, and allowing a WIS save to negate the effect of any hostile spell of up to level 4 targeting the wizard. The spell lasts for 1 round per level or until its maximum damage is exhausted.

Polymorph*: *Magia*. Not a single spell, but more of a class of spells, each polymorph spell allows the caster to shape-shift themselves into a single creature of no more 7HD, and no more than double the size of a standard human. Any possessions carried with the wizard are concealed by the spell as the wizard takes form, and while in the new form the wizard may employ the same attacks, abilities, and physical advantages such as wings as the creature it has taken the shape of. It takes on the creature's AC, and may use its to-hit, Save, and Initiative values if they are higher than the wizard's own. The spell lasts for 1 minute per level, after which it may not be attempted again for at least 1d4 hours unless the wizard makes an additional CON save to withstand the system shock. A failure causes 1d8 damage per hit die of the creature, due to the physical strain.

Razor Wind: *Air*. The spell sends forth a blast of wind so harsh and cold that it seems to carry within a thousand blades, ripping at the flesh of the target and even tearing and damaging armor. The target takes 4d8 damage +1 per level and the first strike with this spell permanently damages their armor, increasing its AC by 1.

Wall of Fire: *Fire*. The spell summons a great wall of magical fire up to 100 square meters in dimension, able to take any shape so long as it is within the limits of those dimensions. Any creature, mortal or otherwise, of less than 4HD may not cross this wall, and any greater being attempting to pass will take 2d8 damage instantly and must make a DEX save to avoid being set aflame. Unholy creatures and creatures of Water or Ice take double damage from this spell. The caster must continually concentrate to maintain the spell, which will hold so long as the wizard wishes provided said concentration is not broken, such as by an attack.

Level 5

Baleful Polymorph: *Magic.* The spell polymorphs the target into any mundane creature or animal of 1HD unless a WIS save is made. The target retains its intelligence, but otherwise becomes a normal example of the species in question, and the spell is permanent until dispelled, canceled, or a criteria decided by the casting wizard is achieved (a kiss from a handsome prince/princess is common in the faerie realms.)

Call Supreme Elemental*: *Magic.* The wizard conjures forth a being of living elemental energy. Each different element is a different example of this spell, and thus each must be learned separately. The elemental being has 10d8HD, MD18, AC0, TH+5, S16, I17, Att5d8(R/M), M20, and Resistance +4/(opposing element). The elemental is at the will of the caster, and will remain for 1 minute per level.

Chain Lightning: *Air.* A bolt of lightning arcs out from the wizard's outstretched staff to the target, striking and dealing 5d8 damage +3 per 2 levels, before arcing out to 2d4 nearby enemy targets and striking them as well for half the rolled damage against the first target. A successful CON save will reduce the damage by half.

Create Portal: *Earth.* The spell creates an opening the size of a standard doorway on a target wall no thicker than 5m. Once created, the magical opening will remain, allowing passage freely through to only those the wizard allows to pass; any unwelcome travelers must make a WIS save to force themselves through the barrier. The spell lasts for one hour per level or until canceled.

Hold Monster: *Earth.* This spell functions as *hold person*, except that the spell may target any creature of no more Hit Dice than the wizard's level.

Liquefaction: *Earth.* The spell turns the surface of up to 30 square meters of earth, stone, concrete, or cement into a viscous, muddy sludge 2m deep. A DEX check will prevent falling into the substance if one is near the edge of the resultant pool of earthy goo, but otherwise any subject stuck within it will find themselves sinking up to their waist, unable to walk or swim free of the sludge unless freed by outside assistance such as a rope lead or a handhold (though this will still require a STR check). The spell itself lasts 24 hours, after which the puddle of mud will dry into sand and thus be easily escapable.

Magic Missile Storm: *Magic.* The wizard blasts forth a torrent of arcane barbs, arcing forth from one target to the next until the energy of the spell is expended. The spell deals 5d8 damage +3 per 2 levels to a chosen target, but once the amount of damage from the spell is enough to trigger a massive damage check in the first target, the remaining damage arcs out to the next, and so on until all damage is expended.

Planar Projection: *Magic.* This spell functions as per *astral projection*, save that the wizard may now project themselves directly into the elemental plane rather than the astral. While there the wizard is still in the form of an ethereal, astral body as with the previous spell, and he may travel swiftly through the realms as per *material projection*. The holy and unholy realms are still beyond reach without an invitation from one of the powers that lie beyond the gates of heaven and hell. The spell lasts for one hour per level of the caster in planar time, though the actual real time will vary as per the usual rules. This fact can have

dangerous consequences for a wizard who sleeps too long, so it is advisable to have someone to watch over the wizard while he is within the trance.

Gravitic Slam: *Earth*. The wizard momentarily manipulates gravity around a target, first lightening it and sending it flying upward, before reasserting the earth's pull and sending the target hurtling downward with force. The impact deals 5d8 damage +3 per 2 levels, and a DEX save reduces the damage by half.

Steal Body: *Unbody*. The wizard chooses a victim to become host to the wizard's consciousness, leaping their mind from one body to the other and leaving the victim's mind behind in the wizard's original form. The wizard gains the same base STR, DEX, and CON as the target body, but their other stats remain the same, as do their hit points, attack bonuses, and saves. Appearance and voice also are those of the new body, though the wizard will have to make a successful opposed CHA vs. WIS check to fool anyone who knows the victim and could detect the changes in mannerisms and speech. This spell is permanent, though if both wizard and victim can be brought together, *dispel unbody* can break the spell and force the two back into their original bodies.

Telekinesis: *Magic*. The wizard concentrates, and in doing so may move up to 10 kg per level about the air freely, though living beings the wizard attempts to move may attempt a WIS save to resist the effect. Objects may be moved up to 10m per round, and the spell lasts for 1 round per level of the caster.

Teleport: *Magic*. The wizard focuses intently on a location familiar to them, and then simply takes a step, instantly transporting themselves to that location regardless of distance. Attempting this spell is dangerous, however, as unless the target location is one intimately familiar to the caster such as a home or workplace that is frequently visited, there is a risk that the spell will go off course. A failed teleport sends the wizard 1 km off course for each point by which the check is failed. If the check fails by 5 or more points, the wizard has also aimed high, appearing 1d10m above the resultant point, and a roll of a 20 simply teleports the wizard beneath the ground, instantly killing them.

Wall of Stone: *Earth*. The wizard creates a wall of impenetrable stone of up to 30 cubic meters, in any dimensions or shape desired within those limits and the limits of physics. The wall is permanent unless the wizard chooses to cancel the spell or it is dispelled.

Wizard's Plate: *Water*. The wizard instantly crafts a suit of armor of pure crystalline ice that shields them from damage, acting as armor of AC2. This suit of armor will remain for 1 hour per level.

Level 6

Anti-Magic Circle: *Magic*. This spell wards a circle around the caster of up to 10m in diameter of all magical energy. The wizard must concentrate continually to maintain the spell, and while doing so no other spell may be cast within the circle, no magical spell effect may cross the circle to affect those inside, and any continuing magical effect within the circle is instantly dispelled. In addition, beings of the astral or outer planes except for the

holy and unholy realms cannot cross the circle by any means or they will die as if by suffocation. The circle can be maintained for 1 round per level.

Circle of Grand Summoning*: *Magic.* The wizard constructs a magical circle for summoning capable of calling up and safely containing within the circle an extraplanar being of no more than 12HD, provided the caster knows its name (each name is effectively a separate spell). This is a ritual spell, and the casting takes 30 minutes. Interruption will cancel the spell.

Cloudkill: *Unholy.* The wizard creates a noxious cloud of pure death 30m across. Any creature of 4HD or less within the cloud must make a CON save or die instantly, and even those of higher HD or who survive the initial check will take 1d8 HP of damage per round within the cloud even if they do not breathe. The cloud lasts for 1 round per level before dissipating. Unholy creatures are immune to this spell.

Control Weather: *Air.* The wizard may command the element of air so well as to change the weather at a whim. This spell allows the wizard to change the present state of the weather to that of his choosing, clearing a great storm or creating one as desired, even creating tornados and hurricanes by focusing on the casting for an additional 30 minutes. The effect of this weather change however is limited to a local area within 250m of the caster, however, and will diminish back to its natural state after 1 hour per level.

Crushing Wave: *Water.* The wizard calls forth a great wave of water with the force of a minor tsunami, striking all foes in a swath 10m wide and 50m long for 6d8 damage +2 per level.

Disintegrate: *Unholy.* The wizard unleashes a ray of pure concentrated destruction that attacks at the atomic level, simply unmaking any non-magical target or object of up to 10m by 10m in volume, stripping them to their component elements and leaving nothing behind. Living beings may make a CON save to merely suffer 6d8 damage +2 per level.

Gate: *Magic.* The wizard may open a gateway directly to any point known by name within the astral or outer planes. The gateway will remain open for 1 minute per level of the caster, but a new one can be opened back to the material plane when needed. Entry to the holy and unholy planes directly is impossible without an invitation by the powers beyond, though a suitable blood sacrifice may be enough to placate the unholy realms (and the caster may find themselves unable to gate back out).

Geas: *Magic.* The wizard imposes upon the target a quest, under penalty of curse if the target refuses to do everything in their power to fulfill that quest. The quest may be a task as trivial or as great as the wizard desires, but may not ask the target to directly harm themselves, though they may issue a dangerous quest that could potentially put the target in harm's way. The curse for breaking the target's bond may take almost any form the wizard desires, though it may reduce any given stat by no more than half, and may not include death. The geas and the curse's effects remain until the quest is completed, though it may be lifted by the original caster by another use of the *geas* spell, or by another wizard casting *geas* so long as the dispelling wizard is of greater level than the original caster.

Globe of Invulnerability: *Magic.* The spell forms a magical shield around the caster that protects against physical and magical assault, stopping up to 60 damage from physical attacks completely before failing, and allowing a WIS save to negate the effect of any hostile spell targeting the wizard. The spell lasts for 1 round per level or until its maximum damage is exhausted.

Greater Polymorph: *Magic.* Works as per *polymorph*, except that the wizard may now take the form of creatures up to 12HD.

Project Image: *Magic.* The wizard creates a perfect duplicate image of themselves, which appears identical to the caster to every sense except touch, and acts completely independently albeit under the caster's mental control. Spells targeting the image will appear to fail or be resisted, but any physical attacks will break the spell, and physical touch will reveal the image as an illusory and intangible one. The image lasts for 1 round per level.

Regenerate: *Earth.* The source of many a legend about 'backwards-aging' wizards, regeneration allows an ailing or dying wizard to regenerate themselves a fresh new body. The wizard's form must be near-death from ailment, injury, or age to initiate this spell. Once complete, the regeneration will appear as a younger version of their former self, though the change is not perfect, and they take 1 point of permanent damage to STR, DEX, or CON (roll 1d3). They are otherwise free of all injury, ailment, or infirmity, and even lost limbs and digits are restored.

Shake Earth: *Earth.* The wizard commands the earth itself to shake violently as if in a localized earthquake, trembling and cracking with such forces as to deal 6d8 damage +2 per level to all within a 30m wide circle. Targets within this circle must make a DEX save or be thrown to the ground and unable to act for 2 rounds.

Vengeful Whisper: *Unholy.* With the wizard's last breath, they lay a terrible curse on the one that struck the final blow, reaching out with the last of their magical will and leaving a lingering doom or a terrible retribution upon their killer. The wizard must not have been killed by surprise, and must have at least 6 Will remaining to cast the spell, but may otherwise cast this spell as a free reaction when killed so long as it is contained within their memory. The effects of this spell may be as insidious or instantly deadly as the wizard desires, and may include instantly killing the foe with no saving throw; draining any of its stats or secondary values such as Will, Faith, or HP by 50% permanently; barring it from accessing one single skill, class ability, or monstrous power; inflicting mundane dooms such as inability to eat or sleep; or imposing a *geas* as per the spell on the target. Other effects of a more poetic nature such as 'die alone' or 'never love' are also allowed. This effect, whatever it may be, is permanent, and may not be reversed except by divine intervention. The curse however, cannot penetrate an *anti-magic circle*, and a *globe of invulnerability* will grant the victim a save against the effect.

Cleric Prayers

The following lists describe the most commonly known clerical prayers, though the divine will almost certainly has the power to grant more that aren't known. All cleric prayers are considered Holy unless otherwise indicated.

Level 1

Apostle's Tongue: The divine will understands all speech, and translates it for the cleric. Functions as per the wizard spell *universal tongue*.

Cure Light Wounds: The cleric lays hands on a living target and heals it for 1d8 damage +1 per level. If applied to an undead target, this prayer causes damage instead with no saving throw possible.

Divine Sight: The cleric is gifted divine vision, able to see unholy creatures for their true form, and see the flow of any unholy energies around them, as well as detect the presence of magical effects within their sight. The prayer's effect lasts for 1 round per level.

Guided Strike: The cleric calls upon the divine to guide their hand in combat, making a single strike with a +10 bonus to hit.

Heavenly Warmth: The cleric imbues themselves or a friendly target with the warm embrace of heaven, rendering them immune to mundane cold for the duration of the spell and giving them Water Resistance +2. Lasts for 1 hour per level.

Holy Lamp: The cleric ignites a tiny holy flame just above their head, granting them light as if by lantern for 1 hour per level. Any Unholy creatures near the cleric when the light is first cast are blinded for 1 round.

Protection from Unholy: The cleric lays a protective aura on the target that grants -1AC and +1 to all saving throws against Unholy enemies. The prayer's effects last for 1 round per level.

Purify Food and Drink: Up to 5 cubic meters of food or drink are purified of all poisons, contaminants, and optionally, undesired intoxicants at a wave of the cleric's hand.

Remove Fear: By laying a gentle but firm hand on the target and bolstering their will with divine comfort, the target of this prayer is cured of any magical or supernaturally induced fear, and gains a +1 bonus to morale checks or to saves against fear effects for 1 round per level.

Resist Magic: The divine will is the natural opposite of the magical will, shielding its chosen and those under their protection from magical effects. The target of this prayer temporarily gains Magic Resistance +1 for 1 round per level of the cleric.

Sanctuary: The cleric lays a protective aura upon the target, shielding them by divine providence from all harm. Anyone attempting to attack the target of this prayer must first make a WIS save, or find their hand guided elsewhere by the effects of the prayer. The effect lasts 1 round per level.

Level 2

Bless: The cleric prays for divine inspiration for themselves and their allies, granting a +2 bonus to morale checks and saves against fear, and a +1 bonus to hit and damage. This bonus lasts for 1 round per level.

Blinding Sands: The cleric casts forth their hand, and a cloud of sand flies from it, blinding up to 5 targets within 10m in front of them for 1 round per level unless a DEX save is made.

Disrupt Magic: It is said that it was the divine will that first threatened the ancient wizards, and the cleric has a gift for confounding magical workings. By intoning a hymn of dissonance, magical speech is disrupted within 15m of the caster, thus requiring all spells cast within range to be cast without an incantation, and suffering all applicable penalty to the casting check as a result. The prayer's effects last for 1 round per level.

Freeing the Bonds: The cleric may cast off any mundane bonds or shackles from their body, instantly freeing themselves to move.

Hold Person: The cleric speaks a word of holy rebuke and the target is rendered unable to move. Functions as per the wizard spell.

Know Soul: The divine will knows the most intricate details of the souls and past deeds of every mortal being, and through this prayer it shares some of that knowledge with the cleric. The cleric will instantly know if the target has ever cast unholy magic, committed any grave crime such as murder or torture, instantly recognize any demonic possession or influence, and for the duration of a single conversation, can sense whenever the target tells a lie or intends grievous harm to the cleric or their allies.

Multiply Food: The divine will provides for its own. The prayer instantly doubles a target amount of food and beverage not exceeding 10kg.

Passing Unseen: Clerics are often known for the force of their oratory and their ability to draw a crowd, but when needed the divine will can also help to hide its chosen from danger within it. For 1 minute per level, the character automatically succeeds on Stealth checks while within a crowd, and none either within it or without can detect his presence in the crowd without the use of magical senses.

Resist Fire: The cleric is protected from the ravages of flames both mundane and magical. For 1 round per level, the cleric is immune to mundane fire and has Resistance +2 against magical fire attacks and spells.

Speech of the Wolf: The cleric's gift for the holy tongues extends even to the non-human. For the duration of a single conversation, the cleric may speak as if by their native tongue to a target animal, able to ask them questions about the area in which the animal dwells.

Spiritual Weapon: A holy instrument of judgment springs forth in the air near the cleric. The appearance is up to the cleric or their chosen belief, but is most often a sword, and regardless of appearance it deals 1d8 damage +1 per level, and attacks once per round at the cleric's melee to-hit for 1 round per level.

Level 3

Circle of Protection: While not as gifted at magical warding as the wizard perhaps, the practice of the basic magic circle is still well within bounds for a cleric. This prayer functions as per the wizard spell.

Cure Disease: The cleric lays hands on the target and instantly heals any magically or supernaturally afflicted disease from the subject, and a further WIS save from the subject will heal mundane diseases as well. Note that any damage to HP or stats must still be healed separately.

Cure Serious Wounds: The cleric lays hands on the subject and heals them for 3d8 damage + 1 per level, or deals the same amount as damage if the target is unholy in nature.

Dispel Magic: Through the divine will, the power of prayer can conquer the power of the arcane. This prayer functions as the wizard spell of the same name.

Glyph of Warding: The cleric wards a chosen door or room with a prayer of divine retribution, magically inscribing holy glyphs upon its surface that shield it from unauthorized entry. No creature, mortal or otherwise may enter said room without either speaking a chosen password or being invited by the cleric or a member of the warded household. Attempting to do so without such consent will inflict 3d8 Holy damage against the intruder and hurl him backwards from the breached entry point 1d4×10 meters. This spell is permanent, but expires upon discharge of its damaging payload.

Locate Object: The divine will grants guidance to those in search of it. This spell functions as the wizard spell, save that a material component is not necessary.

Remove Curse: The cleric prays for divine intervention to free the subject of any magical curse, provided the level of the curse's caster is equal to or less than that of the cleric. Note that the curse of a *geas* is recurring, so removing it will only last for 24 hours unless the geas itself is removed. This spell can remove the effects of *vengeful whisper* however, provided the cleric is of sufficient level.

Speak with Dead: The divine will is the ultimate authority on the flow of souls between the material world and the realms beyond, and in times of need can open a channel between material body and absent soul. In intoning this prayer, the cleric may hold one conversation of no more than 1 minute per level with the soul of a deceased target.

Throw Open the Doors: The divine will casts open barriers with ease. This prayer functions as the wizard spell *knock*, but may also be used on magically sealed locks provided the cleric's level is equal to or greater than that of the wizard who sealed the lock.

Walking on Water: The cleric may walk on the surface of the water as if it were glass for 1 minute per level.

Level 4

Burial of the Dead: The prayer seals away a target corpse, sending it deep beneath the earth and preventing it from being disturbed by anything short of an act of the divine, and the corpse itself from ever being raised as one of the undead. This effect is permanent.

Covering Darkness: The divine will responds to the cleric's prayer with a blanket of darkness, covering an area up to 50 meters across in complete darkness. Darkvision and magical senses are sufficient to penetrate it, but all normal vision is useless, and even technological vision assistance is useless. Attempting to fight in darkness without the assistance of magical vision essentially renders the AC of all targets to AC0.

Create Food and Water: The cleric prays for manna from heaven, and it is granted, creating up to 5kg of edible bread with all the nutrition needed to survive, as well as up to 3 liters of pure and clean water into a waiting vessel. Unholy creatures cannot eat or drink the resulting meal, as its consumption will act like a holy poison, burning them from the inside for 4d8 damage.

Cure Blindness: The cleric lays their hands over the target's eyes and intones a prayer of healing, instantly curing magical or mundane blindness.

Curse of Babel: Calling on one of the most ancient of curses, the cleric confounds the speech of as many targets as their level, preventing them from understanding speech or being understood, as if they were suddenly only fluent in a language known only to themselves. This effect lasts for 1 minute per level of the cleric. The effects of this spell will disrupt magical incantations, effectively forcing all spells to be cast as if without speech.

Exorcism: The unholy has no power to torment those the divine has chosen for its protection, and may not dwell within those that a chosen cleric chooses to free of their bonds. By intoning this prayer, the cleric may cast out possessing creatures from a chosen target, who must make a WIS save in order to remain. This spell may be repeated, should the effect fail, and the target possessing spirit or spirits will suffer a cumulative -2 penalty to the save against the spell with each attempt, to a maximum of -6.

Flaming Sword: The cleric imbues their weapon with flames of divine justice, dealing an additional +2d6 damage to all unholy enemies in melee for 1 round per level.

Mass Protection from Unholy: This spell functions as the spell *protection from unholy*, but may now be applied to as many friendly targets as the cleric's level so long as they are within 30m of the cleric.

Neutralize Poison: The cleric cleanses the target's body of all toxins both mundane and magical, though any permanent damage must be healed separately.

Night Walk: As the prophet once did, the cleric may step from their body and walk the earth as a soul. This spell functions as the wizard spell *material projection*.

Stone of David: The cleric imbues a single stone with divine force, hurling it at the target with the speed of a sniper's bullet. Roll as a ranged attack with a +5 bonus to strike, and on hit it deals 2d10 damage to the target, or 4d10 if the target is an unholy creature.

Level 5

Anti-Magic Circle: The arcane is no match for the will of the divine when it exerts its full power. This prayer functions as the wizard spell of the same name.

Armor of God: The mantle of the divine shields the cleric from harm, granting them Resistance +4 against all damage for 1 round per level.

Cure Critical Wounds: The cleric lays hands on the target, healing 5d8 damage +1 per level, or causing that amount of damage to an unholy target. This prayer will also heal 1d4 temporary stat damage, distributed to any stat as needed.

Dispel Unholy: The devout prayer of the cleric can unmake the bonds of unholy magic with such force as to destroy unholy creatures. The cleric targets one unholy creature, and it and all unholy beings within 10m of the target must make a WIS save or find the bonds that keep them within this reality broken. Undead creatures who fail this save are destroyed, and demonic creatures are banished back to the unholy plane. Even if the save is made, all creatures affected must flee the scene, automatically failing their Morale check at the end of this round of combat.

Flame Strike: A column of holy fire strikes the earth from above. All targets within 10m of a target point take 5d8 damage. Non-unholy creatures may make a WIS save for half damage.

Greater Circle of Protection: The cleric's knowledge of magical wards improves. This prayer functions as the wizard spell of the same name, save that the damage dealt is considered Holy instead of Magic damage.

Geas: The cleric may charge a subject with a holy duty. This spell functions as per the wizard spell of the same name, save that the cleric may not instruct their charge to commit any evil or unholy act.

Plague of Retribution: The cleric curses the target with a plague of biblical proportions which may only be cured by the intervention of the divine. Unless a successful CON save is made, the subject takes 1d8 damage per round +1 per level. This spell lasts for 1 round per level of the cleric or until cured by *cure disease*.

Plane Shift: Divine beings pass at will between the veils that separate each plane, and the chosen of the divine will may also take such jaunts. The cleric, and up to 5 of its allies within 10m may simply shift themselves to a location anywhere in the astral or elemental planes that is known to them at least by name or description. Shifting to the unholy plane is not possible by any means with this spell, but shifting to the holy realm is possible with permission from the powers above.

Raise Dead: By laying hands upon the recently deceased, the cleric may restore a perished mortal being of the material plane to life. The target must not have been dead longer than 1 day per level of the caster, and the target revives with only 1 hit point, and will be weak for 2d6 days unless a CON save is made, suffering a temporary 50% penalty to all of their stats. If cast on an undead creature, the creature must instead make a CON save or perish instantly.

True Seeing: The divine will grants the cleric the sight of truth, able to see all things by their true nature. The cleric sees through all illusions, shapeshifting, magical concealment, darkness, possession, polymorph, invisibility, stealth, and may even see into the near reaches of the astral plane by concentrating and focusing his gaze to the reality beyond the material. This sight lasts for 1 round per level.

Level 6

Angelic Intervention: The cleric calls forth the intervention of one of the divine beings themselves, a holy manifestation of their chosen faith which will fight by the cleric's side. It will defend them and attack the cleric's enemies, so long as the cleric's cause against them is just or the foe is unholy. This manifestation has 12d8HD, MD20, AC-2, TH+6, S18, I19, Att4d8(R/M, Holy), M20, and Resistance +4/Unholy, and will remain to fight for 1 round per level.

Blade Barrier: The cleric calls forth a barrier of holy blades to shield them from attackers. This wall of divine steel may be up to 10 square meters in any shape, and deals 6d8 damage to any unwelcome foe that dares cross it, though mortal creatures may make a DEX save to halve the damage.

Commanding the Storm: The cleric calls on the divine will to summon or cast out the storm and winds. This prayer functions as the wizard spell *control weather*, save that it may only be used to create or calm an ongoing storm.

Heal: The cleric lays hands on the target and completely heals it of all malady and injury, completely healing it to full hit points, and removing any poison, disease, magical malady, or temporary stat damage from the target.

Part Water: The cleric raises their hands and parts the very sea before them, creating a dry walk way through an open body of water. The prayer clears a path of up to 1km through a river, lake, or sea no deeper than 100m. The pathway lasts for as long as it takes the cleric and their allies to cross, after which the pathway instantly crashes back.

Resurrection: The cleric may now raise the dead to even greater health and after greater time period. This spell functions as per *raise dead*, except the target is now raised with full hit points, and the corpse can be no older than 1 year per level of the cleric.

Shake Earth: With a word of divine power, the very earth shakes before the cleric. This prayer functions as the wizard spell.

Transfiguration: The cleric is taken up to the heavens, traveling directly to the divine plane, and from there to any point in the material. The entire motion takes but 1d6 minutes in real time, unless some divine being chooses to waylay the cleric in the holy plane.

CHAPTER 6: COMPANIONS

Few heroes are true lone wolves, and even a simple temple thief can always benefit from someone or something to watch their back. A wizard might keep a familiar or a creature of the planes that is bound to his service, a forestwalker might have a wild beast it has raised from a cub, and everyone respects the value of a loyal canine companion. The following represents an optional system for player characters to take such a companion, a loyal creature which will follow the character into harm's way when needed so long as the character can care for its needs.

Choosing a Companion

The choice of what sort of creature the character may choose as their companion depends upon the nature of their bond with the animal, though regardless, the creature cannot be humanoid or possess human-level intelligence, and it cannot be of greater than 8 Hit Dice. Each type of bond has its merits and flaws, and some are only available to certain classes due to the nature of the supernatural link involved. These types are listed as follows.

- **Raised:** The character has raised a mundane animal such as a dog or even a wild creature such as a fox or wolf, and it is thus a loyal pet and companion. This may be any animal found in the natural world that can thus be raised and trained, and will react and respond to command as a particularly intelligent and well-trained example of the species. The animal must however be cared for, and thus the player will need to spend **₳50** per month for the creature's needs.
- **Bestowed:** Some supernatural force or being has granted the character a companion, perhaps for services rendered in the past, or as an assignment, entrusting the creature to the character's care. The creature will be a supernatural being, of the elemental type of the plane of the force bestowing it on the character, and so long as the character is diligent in raising and caring for it, it will remain loyal to the character. The supernatural needs of the creature are more expensive, however, and it will cost **₳75** per month to maintain.
- **Spirit-Linked:** This option is available only to forestwalkers, and represents a spiritual bond to a creature of the wild. This creature can be any mundane animal, and is linked to the forestwalker by a bond similar to that of a totem spirit. The forestwalker may communicate with the creature freely as with any animal, and so long as the forestwalker dwells or travels in wild places it need only call for it and it will appear. The forestwalker need not worry for maintaining the creature's needs or training, but the creature itself may from time to time ask for assistance with matters of the natural world, such as protecting its pack or home territory from danger.
- **Guardian:** The divine will has appointed a cleric or champion with a holy protector, a mundane or supernatural being of holy countenance that will aid and

protect the character when it sees it is most needed. So long as the character is in pursuit of a noble cause, the creature will fight beside the character as long as needed, and guard them and their household from harm so long as the character remains in loyal service to their divine cause. This creature does not require upkeep of any kind, but will only obey a just and righteous order, and retreat to the planes rather than take part in odious action on the part of the character or their allies. Should such transgressions occur too frequently, the creature will simply revoke its service and leave, never to return.

- **Summoned:** The creature is a magically summoned creature, one that the wizard has called forth with enough frequency and formed enough of a bond with that bringing it forth is a near-cantrip level spell. It may be any planar creature, though it still must be non-humanoid and below human intelligence, and it dwells most times within the planes as always. The wizard may summon the creature into the material plane for 1 Will and without a casting check, though anything that disrupts spell casting such as an anti-magic circle or being silenced will also prevent bringing the creature forth. The creature will stay as long as the wizard wishes, and the wizard may send it back to the outer planes whenever needed. Maintaining this relationship, however, does require that the wizard regularly pay the creature's summon price, which practically speaking amounts to **10** per month per Hit Die of the creature (as according to its current stats).
- **Soulbound:** The wizard's very soul has been bound to the creature in question by ritual or by supernatural intervention. It can be any supernatural creature, though must still be non-humanoid and below human intelligence. The bond between them is such that the two beings may communicate instinctively. The creature may be summoned at will whenever needed, and will remain loyal unto death. However, this bond has its cost: if the bound creature ever perishes, the wizard suffers 1 point of WIS damage permanently, and permanently loses 1d3 points of Will.

Regardless of the type of bond to the creature, the chosen creature's standard stats are ignored, as the bond and the training of the creature's master overrules its natural instincts. If the creature's standard HD is greater than 2, it will begin its life with the character as one of the species' young rather than a full-grown example, and will not attain full size until its level reaches that of the original creature's standard HD. In addition, if the creature is of 2HD or greater and has additional attacks or abilities beyond tooth and claw, those abilities will not be available immediately, but will instead become available as the creature levels: one new ability from the creature's description of the player's choice each level.

Companion Statistics

A character's companion possesses stats similar to that of a monster, but as its master levels, these stats improve. Table 19 represents the creature's stats at each level of



experience. Note however, that the Morale column is only relevant to raised, bestowed, or summoned creatures; guardian, soulbound, and spirit-linked creatures will not abandon their masters under any circumstance unless instructed to. In addition, if the character has not fulfilled its upkeep of the pet for the month, its Morale checks are at -4.

Table 19: Companion Stats

	Hit Dice	MD	H.P.	To-Hit	Save	AC	Init	Damage	Morale
1	2d8+2	10	11	+1	10	8	10	1d8+1	12
2	3d8	11	13	+1	11	7	11	1d8+2	13
3	3d8+2	11	15	+1	11	7	11	1d8+3	13
4	4d8	12	17	+2	12	6	12	2d8	14
5	4d8+2	12	20	+2	12	6	12	2d8+1	14
6	5d8	13	21	+3	13	5	13	2d8+2	15
7	5d8+2	13	23	+3	13	5	13	2d8+3	15
8	6d8	14	25	+4	14	4	14	3d8	16
9	6d8+2	14	27	+4	14	4	14	3d8+1	16
10	7d8	15	29	+5	15	3	15	3d8+2	17
11	7d8+2	15	31	+5	15	3	15	3d8+3	17
12	8d8	16	33	+6	16	2	16	4d8	18

Levelling a Companion

A companion gains experience levels over time relative to that of its master. Each time the master levels up, so too does the companion, its stats increasing accordingly as described in the previous sections. In exchange, a character with a companion requires 20% more experience to gain a new level of experience so long as the companion remains with them.

CHAPTER 7: WRINKLES

By now, we have a pretty good number of important details about the player character: how skilled they are, where their gifts for combat and the supernatural lie, their education, and what they do for a living when not doing the hero thing. For some players, this information and a name (and you should choose a name!) may be all they need to proceed. For others who wish for a little more inspiration or detail, the following chapter will provide a handy system of tables for adding some additional key details to the character in order to make them more interesting. Players who already have a solid back story in mind for their character need not make use of the system; it is a purely optional system meant to provide players with extra inspiration.

Wrinkles

Wrinkles are those little tidbits that give a character and their life a bit more flavor and personality, key quirks or life events that have shaped the character into who they are today. Just as even a young face that has seen a few things in its time will have a few lines and creases, so will the very soul of one who has chosen to take up a life of action.

To determine which wrinkles might define a character's past and present nature, one may roll on Table 20 1d3 times, followed by rolling on the sub-table on the page indicated. How you choose to have these events and characteristics define your character is up to you, though most descriptions will hint at some common traits.

Table 20: Wrinkles

d6	Sub-table
1	Family (p.79)
2	Childhood (p.80)
3	Adult Life (p.81)
4	Friend/Enemy (p.82)
5	Bizarre Encounters (p.83)
6	Quirks (p.84)



Family

Family is where we come from, and as much as we may wish to escape it, that can shape who we are for generations to come. Something in the character's family history, background, or even bloodline continues to affect them even now that they have grown and moved on.

Table 21: Family

d10	Details
1	Orphan: You no longer have living parents, and may not have even known them. Whether they died before your birth or during childhood, your life soon became a nightmare of foster homes, orphanages, or even homelessness.
2	Immigrant: You or your family are not from here. You may have been adopted by native parents, immigrated as a family, or immigrated on your own, but as a result you have dealt with racism and difficulty adjusting to your new home.
3	Happy Household: You had a perfectly normal, happy childhood. It was awful. In your boredom you were prone to all the usual childhood attention games, and while you maintain your parents' strong moral code, you've added a notably anti-establishment bent to it that continues in adulthood.
4	Disowned: You are no longer on speaking terms with your family. Something you have done, or not done, lead your family to disavow your role, leaving you alone in the world because of it.
5	Death in the Family: A cherished family member died through tragedy in your formative years, perhaps by illness, or even through murder, likely leaving you with some determination to combat such causes in the future.
6	Fairy Godmother: You have a supernatural benefactor, one sworn to you on your birth. How that benefactor chooses to intercede however, may be up to its own alien interpretation of such duty, and be as much a curse as a boon.
7	Blooded: There is something 'special' about your familial bloodline, be it traces of extraplanar descent, magical talent, or mortal inheritance or nobility. There is a long tradition in your family which you are often burdened or even fated to uphold as a result of that blood.
8	Divorce: Your parents divorced while you were still young, leaving you either with one parent while the other was denied access (or refused to be involved) or torn back and forth from one parent to another.
9	Poverty: You grew up in great poverty. Your parents did the best they could, but even as a young child your next meal was never certain. You may even have slept in the streets or in shelters, a world you have no desire to return to.
10	Supernatural Parent: One of your immediate parents, or at least a grandparent, is an actual supernatural or planar being of some stripe. Sadly this afforded you no actual supernatural ability save maybe the talent that lead you to your class, but you look 'different,' for good or ill, and it makes family politics really <i>interesting</i> .

Childhood

One's time growing up and entering the halls of learning is a very formative one, shaping the character's life for years to come. Something notable has occurred in that time that still marks the character's personality to this day.

Table 22: Childhood

d10	Details
1	Bullied: You had the misfortune of growing up 'different,' and children are ruthless conformists. The other kids made your life a living hell growing up, and it still smarts to this day.
2	Traumatic Lesson: Some well-meaning teacher, parent, or authority figure taught you a lesson that you indeed never forgot, with a force that still leaves mental scars and influences your actions in not always rational ways.
3	Apprenticeship: You knew the mixed benefit that is a traditional apprenticeship, learning your craft from a master who was both wise and harsh at times. You learned much, but being forced through that much at an early age was hard on you.
4	Tragic First Love: Young love rarely lasts, but in your case it was particularly traumatic. Perhaps your lover died, or rejected you in a most spectacular fashion, but it left you scarred towards love for the rest of your life.
5	Abuse of Authority: You were someone's least favorite child. Be it a bad teacher, an unfair administrator, a resentful parent, one of your authority figures in youth was not a good person, and they took it out on you. Their position let them punish you seemingly for being alive, and left you with a permanent distrust of power.
6	Expelled: You were either a bad seed, fell in with one, or merely made a really spectacular mistake, but somehow you got expelled from one or even many of your schools. If you still pulled together an education, good on you, but it's likely you still have a certain distaste for authority.
7	School Tragedy: Something truly awful happened at your school, while you were still in it. Whether a natural disaster, or a human-induced one, seeing a place of safety so violated is a rough experience, and it still makes you wary.
8	Lost Opportunity: The ankle break before the big game, the fumbled word at the spelling bee, the misfiled essay that cost you the scholarship, something happened that cost you an opportunity that could have given you a whole different life than the one you have now, and the bitterness still eats at you.
9	Accomplishment: You did it, won the championship game, topped the school math contest, aced your SAT ... and then did nothing with your life afterward, leaving you to rest on increasingly withering laurels to hide a secret guilt of never topping yourself again.
10	Bad Vacation: You had a childhood vacation that went horribly wrong: the summer camp murders, the tornado on the way to grandma's house, the time an ex-con hijacked the car and made your family drive to Mexico ... You are thus understandably something of a homebody, whose idea of 'vacation' these days is ordering takeout and staying home to watch reruns.

Adult Life

The real world is no less scary than the supernatural one at times, and any number of things can occur that leave an indelible impression, changing fortunes, scarring minds, and leaving behind consequences for decades.

Table 23: Adult Life

d10	Details
1	Heartbreak: Someone hurt you. Bad. You tried so hard, and got so far, but in the end, it didn't even matter. Now you've got a heart made of stone and a chip on your shoulder, and an easy trigger finger when it comes to smart remarks about the opposite sex.
2	Jail Time: You fought the law, and the law gave you 5 to 10 with time off for good behavior. Your time in the joint left its mark, and it also left a good recipe for toilet wine and a healthy paranoia about the politics of violence.
3	Workplace Accident: Something went wrong on the job, and not in the 'gave you superpowers' way, but in the 'workman's comp claim and 6 months of physical therapy' way. You still have some lingering effects of the accident: a bad knee, a missing finger, or even just nervousness around loud noises and heavy machines.
4	Military Service: The character served a tour of service in the military, either as volunteer or draftee. Chances are good that most of the time was more boring than most people can imagine, but the parts that weren't still stick with you, and the sense of discipline and camaraderie has remained for life.
5	Disgraced: You are not on your first career. You had another job before this one, one in which you did something for good or ill that got you blackballed from the profession. Maybe you were just that bad, maybe you peevd the wrong person in power, but the reputation you gained nonetheless still haunts your life.
6	Dark Secret: You did something. Something bad. Something no one must ever find out about or risk dire consequences or at least complete disgrace. It might be a capital crime, betrayal, enraging the wrong powers that be, or some supernatural sin beyond mortal law that would lead anyone to condemn you. You always live in fear of being discovered and are often cagey about your past.
7	Unfulfilling Job: Your job sucks. Not like 'daily threat to life' sucks, or 'digging through human excrement' sucks, but more 'insurance telemarketer' suck: that slow, miserable tedium that makes you feel guilty for hating it because you know it could be worse, but it nevertheless gives you the desire to escape it as often as possible.
8	Oppression: You come from somewhere where you are not free. Whether you still live in that place or not, you know intimately what it is like for your speech, your movements, and your very existence to be under oppression and fear from powers on high, and it has shaped you into someone who values freedom and fears authority and power.
9	Crime Victim: Your sense of safety and security were rocked by an assault on life, body, or property, a threat profound enough that it drives you either to fear of harm and violation, or a rage for justice or vengeance. Whether the crime was solved and the perpetrator punished will have profound impact on your opinion of the law.
10	Crisis: You were there at ground zero of a major national crisis, be it natural or man-made, from hurricanes to invasions. Whether as a victim or one of those responding in aid, your reaction to that event shaped who you are. Did you stand with those who sought to help? Did you loot and riot in the ruins? Were you hurt or frightened and left huddled in the dark?

Friend/Enemy

We leave our mark on the world by who we affect, and are known by both the company we keep and the enemies we make in this life. The character has had a notable experience that has left them either with a notable ally, or a bitter foe.

Table 24: Friend/Enemy

d10	Details
1	Wanted: You have committed a crime in the eyes of one or more authorities and now you are wanted by the law. It may not be an active manhunt, or even an ongoing investigation, but a warrant is at least in the system. Further legal entanglements are best avoided.
2	Political Rival: You've angered someone in the local political power structure, someone with the clout to make life difficult for you so long as you live within their jurisdiction, and possibly even mean harsher judgment should you run further afoul of the authorities.
3	Blood Feud: You have a sworn enemy, and the feeling is mutual. Someone from your past, or even your family's past, has sworn violent retribution against you and yours for some slight either just or otherwise, or has wronged your own line such that you yourself are sworn to vengeance against them.
4	Planar Threat: You made the worst kind of enemy, the kind that doesn't even live in this world. Some being or power in the outer planes has you on their hit list, meaning jaunts into their home plane are a recipe for violent confrontation, and it may be only a matter of time before they find a rift here to settle the score.
5	Crime Lord: You have drawn the attention of a powerful figure in the local criminal community, and that is almost never good, even when it is positive attention. Merely knowing such a figure can be a dangerous position, and if the nature of your relationship is a hostile one, you can count on them aiming to settle the score soon.
6	The Ex: You had a relationship that was to stand the test of time ... until it didn't. Whether it split amicably, or with prejudice, this person still manages to find a prominent role in your life, either as a friend, an enemy, or merely someone who you have no choice but to try to get on with. It's for the kids, you see ...
7	Monstrous Friend: You pulled the thorn from the lion's paw, only the lion is actually a 7-foot tall creature of nightmare with a taste for mortal flesh who dwells in a land of horrors and tortures exquisite. Still, it's a good marker to be able to call in when some violence needs doing, and despite their inhuman nature, they have a way of growing on you.
8	Rogue Element: You've got a friend who is on less than great terms with the law, and probably doesn't really mind. They're great to have around when it comes time to do some law-breaking, but they also have a habit of showing up and making you an accessory to something simply by their presence.
9	Police Connection: You've got a friend on the local force, not high up enough to get you out of much more than a parking ticket, but a good friend to have around when you need to run a background check or a license plate without paying some internet contractor entirely too much money for not enough information.
10	Mentor: There is someone in your life who has been a valuable teacher and adviser through the years: the master to your apprentice, or a favorite professor, or a respected employer. When you need career guidance or a level head to bounce things off of, they can at least be counted on to lend an ear.

Bizarre Encounters

The supernatural is very real, and while most live their lives without ever encountering anything more than a funny chill while walking through a graveyard, those who take up a life of danger often do so because they've had a run in with some supernatural force or event.

Table 25: Bizarre Encounters

d10	Details
1	Ritual Murder: Your life was touched by occult sacrifice. Someone you knew died for unholy purposes, and you may even have been witness to the ritual scene itself. Ritual sacrifice leaves touches of dark magic behind on all who witness it, and a touch of madness will always haunt the back of your mind.
2	Cult: You were part of a cult, perhaps as a willing convert in the beginning, or dragged along by family, or even as an abductee. It may have taken years to escape the cult's hold on you. If the cult is still active it may even guard its members jealously, willing to act overtly or covertly to either bring you back or silence you from speaking out against them.
3	Abduction: You were abducted by something from the beyond, snatched from where you stood by some planar being for a purpose you may still be unaware of, and even your memories of the event may have been clouded by hallucination and illusion. No one takes you seriously, and many even suspect your sanity has gone.
4	Divine Intervention: The divine will has touched your life in a way far more overt than most will ever encounter. An angelic visitation, a miraculous sign, a holy message, or even an act of pure unbelievable providence has given you a strength of faith, or a doubt in your own sanity, depending on your perspective of the events.
5	Close Encounter: You saw something. You're sure of it. You're not sure what, and no one but a few people you're pretty sure are borderline schizophrenics will believe you, but you know there was something in those woods that night, if only you could clearly remember it. You've spent a potentially unhealthy amount of time in search of answers to piece it together.
6	Arcane Dabbling: You have a history of occult study and arcane experimentation. Even if you are not now a practicing wizard, you have at least attempted it, and may even have a better than average understanding of magical laws. You also may have long term magical side effects from clumsy juvenile spell casting.
7	Demonic Possession: You or someone you know have felt the cold violation of an unholy presence taking root within your soul. The demon, if it still lives, knows your name, a fact that still wakes you in a cold sweat some nights, knowing that someday it may find you again.
8	Accidental Summoning: Somewhere along the line you read the wrong passage from some old tome of magical lore you thought bunk or to be a recipe for a simple love curse, and it drew forth a creature of the planes without benefit of a magical circle. You survived, but depending on how it played out the thing may hold a grudge.
9	Astral Jaunt: You've seen the astral plane. Vividly. Whether through a lucid dream gone wrong, a too-deep meditation session, or just a bad acid trip, you tripped the light fantastic right into the nearest outer plane, and man was it weird. The stuff you saw there still gives you dreams both terrible and beautiful.
10	Fey Dalliance: You have known the hospitality of the fae, dancing with woodland sprites, partying with satyrs, bowling with gnomes, or even laying with a sidhe lady herself. It was an experience that is still so dreamlike in your mind it is hard to know if it really happened, and its glamour has left the rest of reality with a dull sheen to your eyes.

Quirks

Everyone has their little flaws, or for that matter, sometimes big ones. These are the kinds of traits and habits that are strong enough to leave an impression on all one meets, and to inform more actions than perhaps they even should.

Table 26: Quirks

d10	Details
1	Addiction: You have a vice that needs indulged. Be it as simple as a Finn's taste for coffee, a love for good old-fashioned alcohol, or Holmes' love for a nip of the cocaine, you have an addiction and you need your fix on a regular basis. Otherwise you will be a cranky person, to put it mildly, and resisting a fix takes some doing.
2	Code of Honor: You have a code of honor or ethics that you cling to no matter what. It may not exactly be in line with any legal structure or religion known, but they are your principles, and in a darkened world it is more important than ever to hold on to them.
3	Soft-Spot: Perhaps out of sympathy from some personal tragedy, or just an irrational need, there is some particular kind of trouble that you just can't help but get involved in. Be it children in need or a damsel in distress, you can't help charging in on your white horse to save the day.
4	Depression: You don't feel the way other people feel. They think you're too sad, or too negative, but that's not the half of it: being sad would be a step up, something to feel. Either by trauma or chemistry, you find it hard to find joy or even real pain in many things, as if your brain just can't muster the energy to even be tired; leaving you in a dull, listless state of being that saps your will and makes you fear happiness and lust for hurt.
5	Mis-identity: You weren't born into the right physical you. Maybe you were born the wrong sex. Maybe you've the soul of some other thing that got lost on its way to the mortal plane and its new body. Or maybe you've just been thrust into a role in life that is not now and never will be your comfort zone, living in what feels like an age a century too soon or too late. What is certain is you're never quite comfortable in the skin you were born with.
6	Terminally Cautious: Discretion may be the better part of valor, but that only tracks so far, and you've gone well beyond that line a long time ago. Too many scary stories and things that go bump knocking on your door has left you with the temperament of a cockroach just as the lights come on. Danger is not your middle name. It's probably something like 'Release Form' or 'Double Indemnity.'
7	Honest to a Fault: Whether through a commitment to the virtue, impatience with tracking one's stories, a lack of a self-censor, or simply no talent for mistruth, you just don't lie. You might have no issue keeping your trap shut when it's needed, but you just can't be counted on to tell even a half-truth if called upon to do so.
8	Fish out of Water: You aren't from around here, or at least you're new on the job. You might not necessarily be foreign to where you are, but you might be new to the city, or the type of work environment, or a little bit too wide-eyed and lacking caution when it comes to all this crazy supernatural nastiness.
9	Pleasure-seeker: Life is short, and you don't believe in wasting a minute of it. You adventure as much for the fun as any other purpose, and you've a love of fine food and fine booze that knows few limits.
10	Out of Time: Your days are numbered. Maybe you've a terminal disease, a magical curse with a long fuse, or some magical or mortal creature that wants to see you dead and has the means to make that a certainty. Whatever the means, you know your time is short and you aim to make the best of it.



Bringing it Together

Once you've taken down all of the Wrinkles, spend some time thinking up some general details for them, figuring out the whys and wherefores of each piece. Take particular effort to look at them as a whole as well, to see if there might be any commonalities between them that might suggest a pattern or even a single sequence of events. A set of Wrinkles need not necessarily describe isolated incidents. As well, if you are generating characters together with the rest of the group, you might look for possible ways your back stories are actually linked. Two characters with one of the same Wrinkles might actually have been part of the same event. Even seemingly unrelated ones can have a connection: maybe one character's Dark Secret is that they were the one responsible for the other's Lost Opportunity, though it is wise to be careful with combinations like that which could lead to too much inter-party conflict.

CHAPTER 8: ADVENTURING

Whether saving the world or just the lower west side, an adventurer's talents beyond merely the martial ones will be challenged constantly. When exploring the many ancient ruins and dangerous lairs one might delve into in search of unholy creatures or lost treasures, all manner of hazards might await. The following chapter will detail the basic methods for handling basic tasks and dangers that don't involve stabbing some nether thing in the gentleman's area.

Stat Checks

The basic method of resolving an action that doesn't involve combat or immediate life-threatening or dangerous consequences is the stat check. The player declares what action they wish to attempt, and the DM decides what stat is most appropriate to that action based on the descriptions in Chapter 1. Once the appropriate stat is determined, roll a D20. If the result is less than the indicated stat, the action succeeds.

If the DM decides an action is especially difficult, they may apply a penalty to the action. This can range from -1 for mildly challenging tasks, to -5 for extremely hard ones, or even beyond if desired. A good rule of thumb for the DM to remember is that every -1 to the stat reduces the chance of success by 5%, and the chance of success for any stat check is $(\text{Stat} - 1) \times 5$ percent. The DM may even choose to reward the player with a bonus of a point or two, if they feel the character's plan of action is particularly clever or well-roleplayed.

Using Skills

A character's skills come into play whenever a skill's area of expertise applies to a given task, acting as a bonus to the stat while rolling a stat check. Whenever a given stat check is being made for an action that relates to one of the character's skills, the character may add the bonus from that skill to the stat for the check before making their roll, so long as the DM agrees that it is applicable to the situation.

Note that a given skill is not necessarily limited only to rolls on a single stat, but to any stat check related to that area of expertise. For example, Investigation might be applied to a WIS check to search an area for clues, a CHA check to interrogate a subject, or an INT check to research a suspect's past. Feel free to be creative in applying your skill set, but remember too that the DM has the final right of approval for such stretches of the imagination.

Naturals

A natural 20 rolled on the D20 for any check, saving throw, or to-hit roll is always an automatic failure, regardless of the target number. Similarly, a natural 1 is always a success, regardless of the target number involved.

Hidden Checks

The nature of the stat check system means that a player always knows what chance they have to succeed and whether or not they've done so. This can be a problem if the DM wants to determine if the characters have detected something secret or clued in to an important piece of information. A good example of this is WIS checks to spot something hidden, or a CHA check to determine if someone they are talking to is lying, where the player even knowing a check is being made could give away a dangerous or important surprise.

In these cases, it is perfectly acceptable to simply make the roll for the player in secret and then reveal whatever the result appears to be from the character's perspective, or even not tell them at all. A failed WIS check to spot a hidden trigger for an alarm might simply go unmentioned until the players clumsily stumble onto it, and that shady contact's undetected lie may not be realized until it is too late, leading the players down a blind alley.

Opposed Checks

Sometimes, a character is competing with another character at a non-combat task, rather than attempting something on a passive object. Rather than simply attempting something and succeeding or failing, their interest is in whether they succeed where the other failed, or which one succeeds first. In those cases, have each character roll the D20, and whomever succeeds by the greatest margin wins. In case of a tie, simply roll again. Remember also to apply any relevant skills to either character's stat when making the roll: actual training at a task can be a real edge in competition.

Saving Throws

Sometimes rather than attempting something, the characters are confronted with some kind of dangerous hazard to be resisted or quickly avoided. It could be an incoming fireball, a manticore's poisonous sting, or a psychic scream from a feareater. In these situations, we make a saving throw, sometimes called a "save" for short.

There are three saving throws, each based on one of three of the stats described in Chapter 1: DEX, which is used whenever something requires quick movement or reflexes, CON, which is used whenever something must be resisted physically like pain, poison, or disease, and WIS, which is used whenever willpower or mental resistance is called for, such as against magical powers or fear.

To make a saving throw, add any saving throw bonus from your class to the appropriate stat, and then try to roll under that number on a D20. If you succeed, you avoid or reduce the effect depending on the power or event in place. If you fail, you take the full effect.

In some cases, there may be a penalty to the saving throw, such as from the INT penalty to spell save of a powerful wizard, or from particularly difficult traps. This penalty is applied to the stat in question before the roll.

Environmental Hazards

There are a number of common environmental hazards that crop up in the lives of men and women of action. In particular, wizards have a habit of setting their surroundings on fire once the spells start flying, and there's always that old standby of falling off of something, or fun experiences like drowning or extraplanar disease.

Fire

Fires have a tendency to break out when the spells and dragons start flying, and they don't call it a firefight for nothing. Attempting to walk through a roaring blaze is a guaranteed ignition, but running can be attempted. Make a DEX saving throw to safely enter within 1m of the flames, and again for every 5m traveled through open flame. If it fails, the runner is ignited. Armor will help protect against ignition as most is at least partially fire resistant; treat the flame as an attack with a To-Hit of 0, if it succeeds, the character is ignited. Once ignited, the future burn ward patient will take 1d6 per round of damage until they remove themselves from the flames and extinguish them. A "stop-drop-and-roll" method can be attempted once out of harm's way, make a DEX save to extinguish the flames. A water source or other fire extinguisher will instantly put them out.

Fire spells such as fireball or fire attacks like a dragon's breath can ignite the surrounding environment or even their targets. Whenever making such a spell, if a 6 is rolled on any of the damage dice, the ground or wall near the target area will ignite if the surface is made of flammable material, and if a target being fails their save against the spell they will be ignited by it.



Drowning & Suffocation

If a character finds themselves in a situation where there is no breathable air, such as underwater or in an oxygen starved room, they will suffocate. The average character can hold their breath for 3 minutes, modified by their CON bonus to HP

in minutes. After this amount of time, their brain will become deprived of air and they must make CON checks every round to stay conscious. After 1 minute, the deprivation of oxygen begins taking its toll on the body, dealing 1d4 damage every round. After 2 minutes, this damage increases to 1d6 and begins taking permanent stat loss of 1d4 to a random stat (roll a D6).

Falling

Sometimes the ground simply isn't there anymore, and a character gets the experience of free falling towards the rapidly approaching ground, probably being severely injured in the process. Without safety equipment such as a climbing harness or a parachute, a character takes 1d4 damage for every 5m fallen.

Crushing

Other times, it's not so much a matter of a character falling, as it is something falling on a character. Ancient ruins are not often known for their structural stability, and sometimes things fall. Sometimes, those things are even being pushed. If something is about to fall on a character, they make a DEX save. If they succeed, they avoid the falling object. If not, they take 1d8 damage per 20kg of the falling object, plus the falling damage the object incurs. So a 40kg object falling 30m deals 2d8 + 6d4 damage. Should the victim survive the damage, a STR check will be needed to remove the object.

Temperature

The outer planes do not necessarily obey human limits for climate, and some planar incursions might even bring a little piece of the home weather with them when they arrive. Vast stretches of the plane of Water are bathed in permanent ice, and the Fire plane is practically defined by its unbearable temperatures. And of course, sometimes one simply finds themselves in nasty weather or environs right here in the material plane. Exposure to ambient temperatures above +50C and below -50C without protective gear is dangerous, and can cause injury and even death. Every minute spent exposed to such temperatures requires a CON save, modified by -1 for every 20 degrees above or below. Should the save fail, the character takes 1d6 damage.

Lower temperatures can also cause problems. Normal "comfortable range" for a clothed person is about -10C to +35C for humans. Between these marks, and the hard mark above, severe fatigue sets in, and the character is at -1 CON and -1 STR, and will take 1 damage every hour unless a CON save is made.

Disease & Poison

Both the real world and the planes beyond fester with all kinds of random disease, and some planar creatures may themselves carry diseases as a natural weapon or a simple aspect of their biology. Diseases tend to attack specific parts of the body, but then spread to additional regions as the infection festers. A disease is defined by the main stat it attacks, its vector, and by its virulence. The first will be a specific stat, the second is the means by which it travels (blood, fluids, ingestion, or airborne), and the final is a penalty to the CON save needed to resist it, from 0 to -5. When a character is exposed to the disease vector, make a CON save, modified by virulence. If the save succeeds, the character avoids contracting the disease. If it fails, the character is now infected. Symptoms will begin to show in 24 hours, causing -1 damage to the stat indicated. Each day, make a CON save. On a success, the character has shaken the ailment, but on a failure, the condition worsens, incurring a further -1 damage to the stat. Once the main stat has reached -3, it will also

begin applying -1 damage to another stat, selected randomly on 1d6. When the main stat has reached -6, the character is truly suffering, and begins taking actual HP damage, 1d6 per day. If either HP or a stat reach 0 from the ailment before the character has succeeded on a save, he dies. Damage from a disease heals at a rate of 1 point of stat damage per day.

Foot Travel

Sometimes, you can't get to where you want to go in a car, a plane, or even on a rented mule from some farmer in the Andes. So, sometimes, the characters will need to hoof it a bit to get where they're going.

On average, a party can travel about 30km per day so long as they receive adequate rest, food, and water along the way. On a forced march with fewer rests, they can travel up to 60km so long as they have adequate water and still rest at night, but must make a CON save on the second day at this pace. Failure means the subject takes 1 damage. Additional failures on subsequent days begin dealing temporary CON damage, 1 per day. A full 24 hour march with no rest will result in an extra 10 km per day, however, the CON save is penalized -2 per day this is attempted, and the hikers also suffer temporary INT and WIS damage as well, 1 per day.

Difficult or hazardous terrain such as jungle, desert, mountainous areas, frozen, volcanic, or snowy regions, will slow foot travel by anywhere from 5-10km per day depending on the severity of the environment.

In the shorter term, if more immediate movement figures are required, assume a character runs about 20m per round, plus their DEX score. If a chase is required, handle this as an opposed check between the participants' DEX scores.

Vehicular Travel

When traveling longer distances, or wanting to get somewhere quickly, it is most handy to get hold of a motor vehicle. Each motor vehicle listed in Chapter 4 has a Cruising and a Top speed value listed. The former is the average speed it can accomplish under highway conditions with good fuel economy, while the latter is its maintainable speed with pedal to the floor, the limit of what the vehicle's engine can provide.

A vehicle with a full tank of fuel can generally travel half a day (12 hours) at Cruising speed before needing another fill up. This means that a character can travel 12



times the vehicles cruising speed in a day with time taken for stops and fill ups, and of course stopping to sleep at night. Driving through the night is dangerous: without sleep, after the 12 hour mark the driver will become fatigued, and have to make WIS checks (modified by Driving) every hour just to remain fully aware and in control of the vehicle. Failure means the driver has lost control of the vehicle and potentially caused a crash; roll on Table 27 for results.

Table 27: Vehicular Travel Mishap

d6	Result
1	Woke in time, but the sudden swerve wakes other sleeping passengers.
2	Ditched. The vehicle has gone off the road and wedged itself. Needs a tow.
3	Off road. The vehicle was not stopped by a ditch, careening up to 1d10km off road
4	Object collision. The vehicle went off road and collided with an object. See Below.
5	Spin-Out. The vehicle turns sharply around, DEX check to prevent collision as #6.
6	Vehicle Collision. The vehicle collides with another going the same speed in opposite direction

Vehicular collisions are dangerous things. A head on collision effectively destroys both vehicles unless they were going no more than 50km/h, and passengers within take 1d6 damage for every 20km/h of combined speed between the two vehicles, though a DEX save will halve this damage. Collision with an object is similar, but the object contributes no speed to the equation. A T-bone collision results in 1d6 damage to both vehicles passengers for every 30km/h of speed of the aggressor's vehicle. A collision between two vehicles going the same direction is more survivable, dealing 1d6 damage for every combined 50km/h of speed and the vehicles survive and can even remain in motion provided the drivers make DEX checks, modified by Driving skill.

Vehicular chases on the other hand are more a factor of the vehicle's top speed. Keeping up with a target vehicle is an opposed DEX check made every minute, modified by Driving skill and by the difference between chaser and chased Top speed: apply a -1 to the chaser's check for every 20km/h faster the vehicle they are chasing is. A success means that the chaser maintains distance with the target vehicle, while a success by at least 5 points means they may attempt a sideswipe or to get ahead of the opponent with another opposed DEX+Driving roll.

Note however that going flat out is straining on a vehicle's fuel reserves; chase time is measured in minutes rather than hours: on a full tank, most vehicles without additional fuel capacity additions can maintain chase speed for only about an hour, after which the driver will be forced to slow or risk simply sputtering to a halt and having an accident. Roll 1d20 every minute: if the roll is less than 15, the vehicle can continue, but this target number decreases by 2 every minute the vehicle remains chase speed.

Food & Water

Without food and water, no human being will survive long. In general, a character requires at least one meal a day, and about a liter of water to survive in good health, albeit perhaps with some discomfort.

After 1 day without water, physical and brain function suffers, causing -1 penalties to all rolls. After two days, severe dehydration sets in, and the character begins taking 1d4 damage a day as their body shuts down, and the penalty increases to -3. CON saves for half damage. After 4 days, the penalty increases to -5, and the damage increases to 1d8, and no CON save is allowed.

Food is somewhat less urgent. A character can survive up to a week without food with little more than discomfort, though concentration suffers, taking a -1 penalty to INT, WIS, and CHA rolls. The second week, penalties become more severe, extending the -1 to all rolls in or out of combat. On the third week, severe malnutrition sets in as the body's lipid stores are depleted and it begins breaking down cells to survive, increasing the penalty to -2 and dealing 1 STR, DEX, or CON damage if a CON save is failed (roll 1d3). This continues the third week, with the penalty increasing to -3, and each subsequent week thereafter. On the fourth week, the body is on its last legs, and CON saves must now become daily to avoid taking 1d4 damage and 1 stat damage to a random stat. On the fifth week, this increases to 1d6 and 2 stat damage. On the sixth, the checks become hourly and the character is barely clinging to life. Stat damage taken at this point becomes permanent. Without immediate medical attention, they will die by the end of the week.

Experience

As characters pursue a life of adventure and danger, they will eventually become more skilled at their craft, better able to take punishment or dish it out in a fight, and to complete tasks related to their skills. This process is measured through character level, and the character's level increases by earning experience points, also known as “XP”.

At the end of each session, the DM will reward the players XP based on their actions during the session and on the completion of adventurous tasks. If a character earns enough XP to meet the requirement for the next level, he levels up, and gains the benefits therein. Table 28 below indicates how much total XP a character must earn to reach each level, to a normal maximum of 12.

Table 28: Experience

Level	XP Needed
1	0
2	10
3	40
4	90
5	160
6	250
7	360
8	490
9	640
10	810
11	1000
12	1210

On reaching the amount of XP required for a level, the character performs the following steps:

1. **Increase Stats.** At levels 3, 6, 9, and 12, the character gains 1 point to add to one of his stats. Be sure to adjust any earned bonuses and saves from that stat accordingly.
2. **Roll for new hit points.** Roll the character's hit die, and add or subtract the character's CON bonus. Add this number to the character's maximum number of HP. If the character's number of hit dice has increased, also add one to their Massive Damage Threshold. At level 7 and above, instead apply the listed bonus.
3. **Improve to-hit bonuses.** Refer to the to-hit table for the character's class, and if either column has increased, increase the appropriate to-hit bonus on the character's sheet as needed.



4. **Improve skills.** Each level, the character earns a single +1 they may apply to any skill they possess.
5. **Learn new prayers.** Clerics learn new prayers each time they level, handed down to them by the divine will. See Table 3 (p.16) to see what level of prayer(s) the cleric has learned.
6. **Learn a new spell.** Every level, a wizard may make an INT check modified by Arcana skill to attempt to learn a new spell through their own study and experimentation. On a success, they have mastered a new spell of their choice, of any level they are capable of casting. Further spells however, must be learned by finding spellbooks and scrolls.
7. **Increase Will/Faith.** When a character levels, they gain new strength of will and mastery of the magical forces. Increase the character's maximum Will or Faith to the amount shown on Table 3 (for Clerics) or Table 9 (for Wizards) plus their bonus from INT or WIS.
8. **Ask For a Raise.** So long as the character is still in good standing with their job, the player may make a Demand roll, and on a success, their Income is increased by 10%.

CHAPTER 9: COMBAT

With the rise of the supernatural in our world, the streets are once again experiencing incursions from beings that see humans as little more than food, and the bottom line is that such beings can't always be reasoned with. They might not even know what 'reason' is, at least by any comprehensible human standards. As a result, the life of the modern hero and monster hunter is one that tends to entail a certain amount of necessary violence, and within this chapter we will discuss how to resolve that violence.

Order of Combat

In order to resolve violence quickly and efficiently, combat follows a very specific order of events, which is presented here and then detailed in the following sections.

1. **Check for Surprise:** Opposed WIS/Save check determines combat advantage
2. **Determine Initiative:** Turn order follows in order of DEX/Initiative + 1d6, modified by Surprise, if any
3. **Begin Combat Round:** Each player or NPC takes a turn doing the following:
 - a) *Apply periodic damage:* If the character is undergoing any periodic damage effects, roll these now.
 - b) *Make Saves:* If there are any ongoing saves required of the character, make these now.
 - c) *Decide Action:* This can be an attack, use of a power, movement, or another action like reloading
 - d) *Resolve Action:* If the action involves a roll, such as to-hit with an attack, roll that now.
 - e) *Apply Damage:* Roll any damage dice if an attack or spell succeeds
4. **Play passes to next player or NPC**
5. **End Combat Round:** Once all players and NPCs have acted, the combat round ends, as do any effects indicated to end at the end of the combat round
6. **Check Morale:** NPCs must make a morale check, modified by state of health, to keep fighting
7. **Repeat steps 3 through 6** until combat concludes, whether by one side being defeated, or fleeing.

Surprise

It's important to know which side has the combat advantage once the shooting starts. When combat begins, a Surprise check is made to determine that advantage. This is a special opposed WIS check between the two sides, or WIS vs. Save in the case of monsters. The best score on either side rolls against their WIS or Save. If both sides succeed, or both sides fail, then there is no Surprise and Initiative follows as normal. If one side succeeds

and the other fails, however, then the winning side has Surprise, and gains a +2 to their DEX/Initiative for the rest of the combat.

The DM may choose to forgo the surprise check however, if he feels the circumstances warrant, such as when both sides have clearly spotted each other before combat, or when the players have successfully sneaked up on their opponents. In the latter case, the DM may simply decide to give the player's surprise so long as they've made a DEX + Stealth check to sneak up on the opponents.

Stealth and Investigation skills can also affect a surprise check. One or the other skill, but not both, can be added to WIS for the purpose of determining surprise, as these skills entail knowledge and awareness of possible ambushes or combat situations. Be sure to factor in ranks from these skills when determining who has the best WIS score.



Initiative

Initiative describes the order of who acts when in combat. Once surprise has been determined, characters may then make initiative rolls. Add the value of a 1d6 roll to their DEX or Initiative, with an additional +2 bonus if their side has gained surprise. The order of character and NPC turns then follows in descending order of initiative result, with the highest total going first, and the lowest going last.

Combat Rounds

A round is a unit of time used to divide up combats into discrete periods of time. Generally, each round takes about 10 seconds, and there are 6 rounds to a minute, and 360 rounds in an hour. Within a round, each character or NPC gets to take a single turn, in order of their initiative result.

Actions

Once a character's turn arrives, they may take an action, from one of the following options:

1. **Attack:** Attack an enemy with a weapon or fists
2. **Use Magic/Prayer:** Cast a spell or intone a prayer
3. **Move:** Close into melee range with an enemy, move away from one, or move into cover
4. **Dodge:** Focus the round on avoiding enemy attacks.
5. **Use item:** If the character has any magical potions, or tools they can employ, they can take their action to use them, or to draw a different weapon from their pack
6. **Use Stat/Skill:** If the player is attempting some non-combat action, like trying to fix a broken engine, make the Stat check as their action this round
7. **Reload/Draw Weapon:** If the character's weapon has expended its ammo, they must spend an action to reload it.
8. **Flee:** Retreat from combat

The character gets one action per round, though some actions may contain multiple sub-actions such as if the character has multiple attacks or is trying a stat check with multiple components.

Dodge

Sometimes cover is not enough, and the character wishes to take extra effort to evade attacks and avoid damage in combat. A character may spend their action focusing exclusively on defending themselves and avoiding attacks. Make a DEX check. If the check succeeds, then the character gains a -2 bonus to their AC until their next turn, but can make no other action until then.

Attacking

To make an attack, whether by a melee or ranged weapon, the character must be within range of a target. For melee attacks, the character must be within physical reach of their target. For ranged attacks, the target must be within line of sight, to a maximum of 50m for handguns and bows, or 200m for long arms and heavy weapons, and the attacker expends ammunition to take the shot, reducing Ammo by 1.

To make the attack, the character must make a To-Hit roll, attempting to roll under a target number determined by the relevant To-Hit bonus and the enemy's Armor Class (AC). An unarmored opponent is considered to have an AC of 10 unless otherwise indicated. This target number is determined by the following formula:

$$\text{Attacker To-Hit Bonus} + \text{Enemy AC} + 5 = \text{To-Hit Number}$$

Note that this number can never exceed 20, and in accordance with the rules on naturals in Chapter 6, a 20 is always a failure, and a 1 is always a success.

If the character rolls under the To-Hit Number, they have struck their target and may proceed to roll damage. If not, they have missed the target, but still lose the ammunition if firing with a ranged weapon.

Thrown Weapons

Daggers and hand axes can be thrown, instead of swung, and throwing blades can be used for nothing but throwing. Treat a thrown weapon as a ranged attack, with a limited range of no more than the character's STR in meters. Unlike other ranged attacks however, apply any STR bonus to the damage from the thrown weapon.

Grenades are thrown at a target or at a point on the ground, and deal damage or effect to an area surrounding them. Roll a ranged attack, with an AC of either the chosen target's AC, or 7 for a point on the ground. If the attack succeeds, it lands where the thrower intended. If it fails, it will bounce or scatter 1d6 meters in a random direction. Roll 1d12, and treat the number as if it were the hour hand on a clock, to determine the direction it scatters to.

Dual-Wielding

A character has the option of wielding two weapons in combat, such as a sword in one hand and a pistol in the other. Each weapon must be light enough to carry in one hand: only weapons listed as 1H may be used in this fashion. They may also carry a single one-handed weapon and a shield.

So long as the character still only makes one attack per round, there is no penalty to their attacks, however, if they wish to attack with both weapons in a single round, there is a penalty to their to-hit roll for doing so. The first attack is at -2 to-hit, and the second attack is at -4.

Multiple Attacks

Attacking significantly less skilled foes also affords additional attacks as the character moves more swiftly than their adversary. If the target's level or hit die is less than half of the character's attack bonus, the character may make a free second attack against that target at no penalty. This is the case for all characters, not just those who are wielding two weapons.

Note that gunfighters and gladiators each have special abilities that allow them to make additional attacks without penalty. See the relevant class ability descriptions for more details.

Using Spells & Prayers

The use and casting of spells and prayers is covered in more detail in Chapter 5, but the basic process follows a general order of operations in each case. The wizard spends Will and makes an INT check, modified by Arcana. A cleric spends Faith and makes a WIS check, modified by Religion. On a success, the spell succeeds and takes the requisite effect,

triggering a potential save from the target. On a failure, the spell fails, and in the case of a wizard's spell, this may result in a mishap.

Only one spell may be cast in a given round, and some spells that take longer than normal may not be possible in combat, or at least will require continuous effort round by round from the wizard or cleric. Such ritual spells will fail if the caster is interrupted unless the caster makes a WIS save to maintain their train of thought.

Movement

Movement in *Arcana Rising* is dealt with abstractly, to save time and make combat quick and exciting, focusing on action rather than measurements. When a character makes a move action, they can move in one of three ways: moving into melee range with a target, moving away from melee range with a target, or moving into cover if present. This affects what sort of attacks the character can make against that target, and what attacks the enemy can make against the character.

Moving into cover is a particularly important defensive maneuver as it allows the character to place an object between themselves and an enemy attacker, and gives an extra line of defense if an enemy attempts to approach them in melee. A character in cover receives an AC bonus of -1 against ranged attacks, and enemies approaching a character in cover must make a DEX save. If the save fails, the covered character may make one free attack against the target.

Use Item

In any given round, the character may extract and use one non-weapon item from their pocket or backpack. This could mean pulling out a smartphone to check something, drinking a potion, wrapping a bandage around a wound to stabilize bleeding, or any other action relating to an item. This uses the character's action for the round.

Using Stats & Skills

Any time the character makes a non-combat check during a combat round, they must be aware of the fact that they are in a dangerous situation, and could be attacked at any time. There is thus a trade-off: the character can focus solely on their task, or try to shield themselves while acting thus making the task more difficult. The character must choose whether to take a -2 on the check, or a +1 to their AC for the rest of the round.

Reloading & Drawing

Reloading or drawing a weapon or dangerous device such as a grenade or explosives takes time to do safely. Normally, taking such an action consumes a character's action for the round. However, the character may choose to attempt a "quick draw": Make a DEX check, if the check succeeds, they may draw and then attack with the weapon in the same round at a -2 to-hit. If it fails, they lose their action for the round, and there's a 50% chance that one of two mishaps occur. Roll 1d6. On a 1-3, the character drops the weapon and must spend an action picking it up next round. On a 4-6, the weapon discharges while



drawing and they must make a DEX save or take full damage from the weapon.

Damage

When an attack or power successfully deals damage to a target, that damage is rolled and temporarily removed from the target's hit points. Melee weapons roll a die and add or subtract the character's STR bonus, while damage from ranged weapons and spells is a simple die roll.

Subtract the resulting roll from the target's hit points. If their hit points are reduced to 0 or below, that character is now dying, and immediately becomes incapacitated and unable to act. An INT + Medicine check must be applied immediately to the character at the end of combat or within a number of minutes equal to their CON, or the character will die. A successful check stabilizes the character to 1 hit point, but they will be unable to function or move safely until they have healed at least one full Hit Die worth of hit points.

In addition to this, if a character takes an amount of damage in one blow greater than their massive damage threshold, they must make a CON save, or they have taken a critical wound and are immediately reduced to -1 hit point.

Lost hit points heal naturally at a rate of 1 Hit Die + CON bonus to HP per day, provided the character has a full night's rest and plenty of food and water, and is not suffering the effects of a hostile environment or hazard.

Fleeing

On their turn, a character may declare an attempt to flee combat. When fleeing, the character attempts to leave the field of combat by the nearest safe exit as quickly as possible, with some disregard for avoiding attacks. For the rest of the round, the fleeing character suffers a +1 to their AC, and if struck they must make a DEX save or lose their balance and fail to escape. If they are not struck, then at the end of the round they will leave combat.

Morale

Even supernatural predators aren't all that interested in a genuine duel to the death, and will generally flee when the going gets rough rather than risk an end to hundreds of years of life. At the end of each combat round in which they have taken at least 50%

damage, or one of their allies has perished, NPC and monster participants must make a Morale check. The NPC makes a WIS save or Morale roll, taking a -2 for each ally dead, and a -2 if they have been injured. If it fails, the NPC will make its first action on the next round Fleeing, and will continue attempting to flee on each subsequent round. The PCs may spend their action attempting to pursue, however, if desired. Make opposed DEX or DEX/Save rolls between the pursuing PC and the fleeing NPC. If the PC wins, then they may make a single attack against the target. If not, the NPC escapes into the distance.

Unarmed Combat

At times, one may only have one's bare hands to fight with, or have a desire to not lethally harm an enemy in combat. In those times, one can make an unarmed combat attack against the opponent. Unarmed attacks roll to-hit as any normal melee attack, however, they deal only $1d3 + \text{STR}$ bonus in damage. If one reduces a target's hit points to 0 with an unarmed attack, the opponent is only knocked unconscious for an amount of minutes equal to the striker's damage roll.

Should an attacker wish to grapple with an opponent, have them make an opposed STR check against their target. If they succeed, they have successfully restrained their opponent. In subsequent rounds, the attacker may make additional unarmed attacks at a +1 to-hit, and their opponent's only choice of action is responding in kind with unarmed attacks at -1 to-hit, or attempting to escape. To escape, make an opposed STR check. If the restrained character succeeds, they escape. If not, they remain restrained by his opponent.



Armor Class Limits

There is a limit on a character's Armor Class (AC). No character's armor class may ever go below -2, or above 10. Any penalties or bonuses that would cause a character's AC to extend beyond this range are lost, and any gear that would cause the character to exceed this limit has no effect.

Non-Proficient Equipment

Each character class has a list of weapons skills they gain for free and armor they are proficient in wearing, and in addition a character may take additional weapon skills through their education and day job. Each skill covers a broad category of weapons, as listed in the equipment chapter. Using a weapon or wearing armor the character does not



have skill or proficiency in incurs penalties due to their lack of skill in using the item in question.

A character wielding a weapon they lack the skill for takes a -2 penalty to-hit with that weapon, and cannot make multiple attacks with that weapon. A character wearing armor not listed in their class takes a -2 penalty to-hit with all weapons, and a -2 penalty to DEX saves.

TAAC0

An optional rule meaning “To Attack Armor Class 0,” this shortens the math needed to determine one's

To-Hit Number for an attack. A character's TAAC0 is their target number to hit an enemy with an AC of 0. This is calculated as their To-Hit Bonus plus 5, and can be pre-calculated on their character sheet for easy reference. To find the To-Hit Number to attack a target, simply add the target's AC to the character's TAAC0, and roll under the resulting number to hit the target. Remember that To-Hit Number cannot exceed 20, and thus neither can TAAC0. Any bonuses or penalties to To-Hit Bonus also apply to a character's TAAC0.

Advanced Movement

Arcana Rising was designed with seat-of-the-pants quick gameplay and easy online play in mind, and thus takes a relatively abstract approach to movement, and provides ranges mostly for reference purposes. For some groups, however, abstraction and eyeballing isn't sufficiently accurate for their style of play. For those wishing to handle movement more precisely, via tabletop with counters or miniatures, treat each 1cm increment on the table as 1m, or if using a grid, each square or hex as 3m. Instead of moving automatically within or out of range of targets or cover, a character may move half their DEX in meters per round, or run at their DEX in meters at a +1 penalty to AC against melee attacks. Measure ranges using the same 1cm=1m increments, and line of sight as indicated by your play area.

CHAPTER 10: THE CITY

From urban jungles to sleepy suburbs, supernatural threats always seem to seek out where the people are, regardless of their motives. Humans make great pawns (or just delicious meals), and when consolidating one's power or managing a herd of prey, it's useful to have plenty of them around. The following chapter will present a system to put the 'urban' in urban fantasy, giving DMs the tools to generate a city full of rival factions, important locations, and even history on which to build a campaign. By following the steps below you can generate a fictional city in which to set the player's adventures. If you prefer instead to base it on a real city, you may still find the generators contained herein useful for creating the factions and setting details that real world data cannot provide.

Naming the City

Regardless of what the Bard may have said, there's a lot in a name, especially when it comes to cities. Cities are often named for the character and location of their founding. A simple and evocative name can tell you much about a place and what its founders valued, or what they found when they arrived. Often, they are named after geographical features; famous figures in town history; important exports or industries; or in some rare cases, supernatural encounters. Table 29 is by no means exhaustive of the possibilities, but should provide a useful set of options. Roll once on each column, and combine the result in whatever way makes the most grammatical sense; you may even wish to reverse the order if the result sounds more pleasing. If you possess any foreign or ancient language skills, you can also try translating the result into another tongue: many towns are often named in the language of their original settlers as opposed to whatever the current *lingua franca* might be.

Table 29: City Names

D100	First Word	Last Word/Suffix	D100	First Word	Last Word/Suffix
01-02	Bear	Bay	51-52	Oak	Isle
03-05	Birch	Beach	53-55	Old	Land/-land
06-08	Black	Borough/-borough	56-58	Ox	Market
09-11	Capital	Bridge	59-61	Palm	Mountain/-mo(u)nt
12-13	Central	City	62-63	Pine	Peak(s)
14-16	Church	Cove	64-66	Pleasant	Plain(s)
17-19	Dark	Creek	67-69	Saint's	Point
20-22	Dead	Crest	70-72	Shady	Port/-port
23-25	Devil's	Crossing	73-75	Silent	Reach
26-27	Eagle	Dale	76-77	Sleepy	River
28-30	East	Field/-field	78-80	Smoky	-shire
31-33	Forest	Ford/-ford	81-83	South	Station
34-36	Fox	Garden(s)	84-86	Spring	-stead
37-38	Glacier	Harbor	87-88	Stone	Town
39-41	Grove	Head	89-91	Sunny	Vale/-vale
42-44	Heather	Heath	92-94	Thunder	Village/-Ville
45-47	New	Hill(s)	95-97	West	Wood(s)
48-50	North	Hollow(s)	98-00	Wolf	Yard/-yard

City Character

A name will often tell you many things about a city, but its character stems from far more than a name, and many cities have long since grown past the origins that inspired it. The urban realms of modern wizards and supernatural critters do tend towards certain types of cities though, the most common of which can be found on the following list. Roll a d12 to determine.

1. **Suburb.** ‘Nothing ever happens in the suburbs,’ well, besides the 400-year old vampire who runs the school board and the werewolf living in Hampstead Park. Suburbs are great places for supernatural predators to lurk, because crime is something that happens to people in the city, not in Verdant Gables Gated Community.
2. **Metropolis.** Often possessing some kind of famous nickname that only out-of-towners and tourism boards actually use, metropolises are the major population centers of entire countries. These vast cosmopolitan spaces stretch the whole breadth of human culture, and of its supernatural predators.
3. **Forgotten Town.** A sleepy little town in an out of the way place, not actually that small, but somehow just far enough away from everywhere to escape the notice of national authorities and press. This makes them a perfect stomping grounds for things that go bump in the night, and city history may hide otherworldly explanations for its strangely neglected state.
4. **Port City.** The gateway to a nation, or at least the local state or province, the port city is the first point of entry for shipping and travel alike, and even immigration. This makes it particularly prone to incursions from foreign supernatural and criminal threats as well, and traffic in illicit merchandise is likely rampant.
5. **Slumville.** Most cities have slums. This city basically *is* a slum. Sure there’s some choice spots of real estate dwelt in only by the rich and powerful who control the lower slums, but the majority live in rundown squalor, and the police are more concerned with preventing civil unrest than enforcing the law, so supernatural predators often find prey aplenty with little to stand in their way.
6. **Hot Spot.** This city is a war-zone, or at least borders one. Be it warring crime lords, terrorism, rival armies, or civil war, one way or another the city has become either a free-fire zone, or a haven from the bloodshed on the outskirts. In this environment a hungry supernatural marauder can find plenty of work, and scheming fae or elves may turn profit from manipulating events.
7. **Capital City.** The halls of power to a nation or at least a state, the capital city is where the power brokers are, and because of that it is a breeding ground for intrigues and politicking. It is thus especially fertile soil for those species that revel in manipulating mortal affairs to their own gain, or in striking devil’s bargains with power-hungry politicians.

8. **Crossroads.** This town is a major trade corridor for the nation, smack in the middle of everything but still far away from everything else. The culture can often be provincial and working class, but this homey charm hides the city's role as a major corridor for the nation's illicit trade or an important meeting ground (or battleground) for supernatural and criminal forces.
9. **Fallen Industry.** Once one of the great industrial centers of the world, this city's factories pumped out goods sold to countless nations and made its workers and bosses alike quite prosperous. But those times have gone, the factories shuttered, and the workers left to poverty and ruin while the men at the top move out to the suburbs to avoid the crime and misery left behind in their wake.
10. **Old Town.** This is a very old city, and its history still colors its nature to this day. The town center has stood for centuries, and the culture has always felt a little lost in time, a piece of the old days still living anew. Towns like these often owe some of their sense of tradition to very old and immortal beings who still hold sway over the goings on of life in the old city.
11. **Holy City.** This city boasts the presence of a major holy site, something of sacred value to believers who flock there from all over the world, but also a magnet for unholy forces seeking to undermine the work of the holy and desecrate blessed ground in their endless war against the divine will.
12. **Warren.** There are simply too many people, and not enough space, but the population finds ways to make do. They cram into massive tower blocks and cramped apartments, while the streets below swarm with human life. All those people of course have needs and wants that need catering to, and with so many, what's one disappearing to feed the needs of something else?

Police Force

The work of a wizard-cum-superhero often brings one at brush with the law, as supernatural foes rarely feel particularly obligated to obey human customs and regulations. Nonetheless a good police force, one with at least some knowledge of the spooky side of life, can be a useful resource. At least it can be counted on to bring the cavalry around when the shooting gets ugly or a rampaging basilisk starts turning local joggers to stone.

The city's police force is gauged with a trio of stats that define its capabilities: Response, Corruption, and Knowledge. Response is a measure of how well policed the city is and thus how likely it is to respond to the scene of an ongoing crime. When waging a firefight, for instance, this number is rolled each round of combat to determine whether the flashing lights and sirens start appearing. Roll D20 at the end of each round during the morale phase, and if it's under the city's Response value, the sirens will be audible the next round, and the police will arrive at the site within 1d6 rounds. The DM may wish to modify the response value relative to the current neighborhood: poorer or more crime-riddled neighborhoods will often have a penalty, while richer neighborhoods and neighborhoods more towards the center of town or a police station may even have a bonus.

Table 30: Police Force

D6	Response (R)	Corruption (C)	Knowledge (K)
1	3	-2	-3
2	5	-1	-2
3	7	0	-1
4	9	0	0
5	11	+1	0
6	13	+2	+1

Corruption is a measure of how honest the local force is, and thus how prone to accepting bribery and to being manipulated for one’s own ends. This is provided in the form of a bonus or penalty, which applies to any CHA bonus

when attempting to sway a police officer’s judgment (especially by illicit means), but also to any attempts to investigate police matters and corruption within the force.

Knowledge is the measure of a police force’s experience and ability in responding to supernatural threats. Few mortals are trained in even coping with the presence of some horrifying squid-faced thing from beyond the material, let alone managing to put any rounds on target against a thing that doesn’t move like anything of this Earth. It is very rare indeed to find a police force that has yet assembled much knowledge about planar creatures and their behavior, and how they can make investigations complicated. Knowledge thus provides a penalty or bonus to the attack rolls of any city police personnel against supernatural foes, or to Investigation rolls on cases involving a supernatural element.

All of these things can be assembled into an alphanumeric sequence for simple conveyance, abbreviating each statistic with a letter, like so: R5 – C+2 – K0. To find their value, roll a d6 three times, once for each column on Table 30.



Key Locations

Of course, location and character alone won’t necessarily lure packs of roaming ghouls and greedy dwarf clans. Most towns that attract an appreciable supernatural presence have at least some major locations that serve as resources for supernatural dealings or just somewhere for creatures with unusual sleep and food requirements to dwell. Sometimes, certain types of locations themselves are breeding grounds for the supernatural, and are likely to indicate extraplanar presence in the area’s past or present. The following list presents some common locations of interest that cities with an appreciable supernatural presence tend to have one or more of. Roll 1d4 for the number (+1 for Metropolis), and 1d20 for type on Table 31.

Further details on such unique locales are of course up to the DM to elucidate on.

Table 31: Key Locations

D20	Location and Description
1	Occult Bookstore – A treasure trove of potential arcane lore, albeit often interspersed with quite a lot of complete rubbish. Trusted customers get access to the back room, where the real books are.
2	Great Library – The library here has one hell of an out-of-print book collection, the kind that haven't seen mortal hands in centuries. Great for researching forgotten lore.
3	Black Bazaar – Often nothing more than a legend or rumor to those not in the know, the Black Bazaar is a marketplace of magical wonders, all on sale for the right price.
4	Ancient Graveyard – The graveyard in town is old, very old. Local legends abound with tales of the famous bodies interred there getting up and walking or floating about.
5	Cave Network – The nearby hills and mountains are riddled with caves, the perfect home for many an Earth planar, or simply anyone interested in a very good hiding place.
6	Ritual Ground – There is a ritual circle built right into a local landmark, which makes it a prime place to set up big rituals so long as you can keep any interruptions at bay.
7	Ley Nexus – One or more ley lines converge to create a site of considerable arcane power somewhere in the city, though what's built on top of the thing is another question entirely.
8	Urban Forest – There is a huge park or other undeveloped area in the city left to grow wild, offering a perfect home for a forestwalker or any number of supernatural critters looking for a natural place to hide.
9	Burial Mound – A prehistoric mound of some variety stands somewhere in town, rumored to be home to the ancient dead or even a gateway to the sidhe realms.
10	Old Castle – The ancient manor of some forgotten lord, castle and family alike are surrounded in myth, from ghost stories to whispers of vampires and immortality.
11	Haunted House – This creaking ancient home is lousy with rumors and stories of ghosts and other horrid spirits dwelling therein, often the result of a gateway to the astral.
12	Megalith – An ancient standing stone, rune stone, totem, or other prehistoric structure stands somewhere in the city or on its outskirts, marking a site of ancient power.
13	Dormant Volcano – Somewhere on the edge of the city, or even within it, lies a long dormant volcano, which while silent still serves as a gateway to the plane of Fire.
14	Black Lake – The black lake that lies on the edge of the city is one so deep that its bottom still eludes charting, and legends abound of monsters still dwelling out of sight in its dark depths, or even a portal to the plane of Water in some deep crevasse.
15	Curio Shop – An old antique store with a bit more to offer than meets the eye, the curio shop sells all manner of assorted old junk but the occasional real magically infused knick-knacks.
16	Cathedral – A great church, mosque, or temple stands in the city as a bastion of the divine will against the darkness that pervades it, and clerical presence is almost certainly assured here.
17	Paranormal Studies Dept. – The local university holds one of the few departments dedicated to occult studies or the burgeoning field of xenotherology, its faculty lured by local lore or even the chance to catch a paycheck for their own otherworldly knowledge.
18	Special Investigations – The police department here has a special division for investigating unexplained weirdness, though it may only be one detective in a back closet office.
19	Catacombs – The tunnels under the city hold many secrets, ancient tombs and bootlegger trails running alongside modern sewer tunnels, making a perfect hideout for nasty creatures with a limited concern for foul odors.
20	Basement Bar – The city boasts a local bar, known only to those in the know, that serves as neutral meeting ground and hangout for the local supernatural community. A great place to meet your friendly neighborhood wizard, or get up to speed on local rumors.

Factions

Any living city is a host of different factions working together or against one another, from political parties, to homeowner's associations, labor unions, and even criminal gangs. However, in the life of the monster hunter the most important groups to get the skinny on are the supernatural community present in the city. While many beasts of the planes are more like roving animals or forces of nature and thus seldom engage in much organization, there are a number of the more intelligent planar species that have begun to establish solid presences in the material plane since the return of magic. It's important to know who they are, what they want, and their relationship with the other factions of the supernatural community.

Motivation

The needs of the supernatural and mortal factions will each fall generally into one of six categories, each broadly describing the creature's motivations and goals and thus also giving some indication of how it might act as it seeks to pursue those goals. The simple pursuit of those motivations and how they play out among rival factions can provide a wealth of conflict and intrigue all to itself, so it is important for DMs to consider when roleplaying or planning out the actions of the extraplanar creatures in their games. The following list details the six main motivations and how they are generally defined.

- **Power.** The creature craves control, a world with itself at the helm of its own destiny, and preferably plenty of others beneath it who will cater to its every demand. Those who seek Power will manipulate politics, seize power structures, and even conquer rivals or supposed inferiors in order to secure it.
- **Wealth.** The creature is a being of avarice, and desires to hoard more and more valuable resources and precious things. It will seek to obtain it by whatever means suit it, whether or not they are particularly 'ethical' or 'moral' by human standards, and they will often have little care for whoever else is harmed in the process.
- **Hunger.** The being is a slave to its own appetites, usually quite literally. It has a primal need to consume and indulge, be it for blood, flesh, or darker things, and it is likely to care little for anything else and see most other mortal beings as nothing more than prey to be eaten.
- **Chaos.** The monster is a thing of madness, violence, or disorder, seeking to raid, to destroy, to unmake, or simply to cause interminable mischief. Most often they are beings who worship oblivion and the end of order as we know it, and will wish to unmake or confound it as often as possible.
- **Knowledge.** The creature seeks knowledge, especially the arcane and elusive. Knowledge seekers most often have a particular interest in uncovering new spells and rituals, or in forbidden knowledge of black and terrible things.
- **Peace.** A creature who seeks peace is ultimately the most human, seeking only to preserve life and safety for itself, its own kind, its chosen dwelling, and possibly

even for humanity itself. They will defend the order and sanctity of life for those beings and places under their protection by any means they see as necessary and within their own personal morals.

Step 1: Supernatural Factions

The first step in detailing the faction network of your city is to determine how many such supernatural factions are present. Begin by rolling 2d3, and adding +1 if the city is a Metropolis, Port City, Capital City, or Warren, as high population cities are likely to attract extra factions.

Step 2: Species of Faction

The following list contains the most common supernatural species to establish organized presences in mortal cities. Though other intelligent species do occasionally appear, these are the twenty species most likely to establish a major organized presence in the mortal world. Roll a d20 to determine the species of each faction numbered in the previous step, ignoring any duplicates. Each species description will also include mention of their general Motivation as defined above, and their favorite places of residence.

Table 32: Faction Species	
D20	Species
1	Aralia
2	Couatl
3	Djinni
4	Dragon
5	Dwarf/Gnome
6	Elf
7	Fomorian
8	Halfling
9	Lich
10	Lizardfolk
11	Naga
12	Neurophage
13	Orc
14	Rakshasa
15	Seelie Sidhe
16	Siren
17	Unseelie Sidhe
18	Valkyrie
19	Vampire
20	Vodyanoy

Aralia – Aralia despise humanity, and see the Earth as rightly their domain. Aralia crave Power, and generally live in subterranean places like Catacombs and Cave Systems.

Couatl – The couatl crave the sacrifices of mortals to feed their blood lust. Couatl act through human or elven cultists, rather than being present themselves, and these followers will seek fresh sacrifices to satisfy the Hunger of their god. Cultists of the couatl will often dwell near a secluded Ritual Ground, Megalith, or Ley Nexus where they can perform their sacrifices.

Djinni – Djinn seek only Peace in the form of a home in the mortal plane away from too many intruding eyes. As ethereal beings, Djinn may dwell almost anywhere, though they often gravitate to above-ground Cave Systems, or take on human form and live among the mortals.

Dragon – Dragons of the underworld sometimes take residence in the mortal plane, building around them retainers or cultists who aid them in pursuing their sometimes unpredictable goals (1d4: 1-Wealth, 2-Hunger, 3-Chaos, 4-Power). They can usually be found nesting in Cave Systems, Catacombs, or Dormant Volcanoes where they can stretch their true form.

Dwarf/Gnome – The great empire of the gnomes (and their dwarven allies) seek to gain Wealth without end, and they set themselves up at times in Cave Systems, but as often among mortal kind, albeit with mortal go-betweens as agents.

Elf – Above all else, the Alfar desire Power, continually seeking more influence and control in all the spheres to which they may reach. They generally dwell among human society, where their appearance is easily missed or concealed with magic.

Fomorians – The fomorians crave only Chaos, seeking to undo all that is order in mortal society in revenge for their own lowered station in the cosmic game. They hide and scheme in Black Lakes, Cave Systems, or Catacombs most often, or even ruined factories or buildings in Slumvilles and Fallen Industry cities.

Halfling – The halflings seek only the Peace of a comfortable home, at last free of the ravages of Fire's many marauding foes. They seek out abodes in comfortable suburban climes, but can also make a cave a surprisingly homey place. Halflings always oppose lizardfolk and orcs.

Lich – Soulless former wizards, the Lich seeks only Knowledge, but at any cost, and will employ undead or human servants in that pursuit. They often dwell in Ancient Graveyards or Burial Mounds where they can easily acquire more fresh corpses to raise as servants.

Lizardfolk – Lizardfolk serve as the representatives of their salamander masters in the material realm, seeking Power and prestige for themselves and their lords. They often dwell in Cave Systems and Dormant Volcanoes. Lizardfolk always oppose halflings and orcs.

Naga – The naga's interest in the mortal realm is largely the Peace of their lands, of mortal-kind, and of the oceans, lakes, and rivers. They often dwell in Cave Systems and Catacombs like unto their realm in the underworld, but may also dwell near Black Lakes. Naga always oppose dwarves and gnomes.

Neurophage – The neurophages are worshipers of pure Chaos, and seek only destruction, death, and the end of order. They often dwell near Black Lakes, Ritual Grounds, Ley Nexuses, or Megaliths.

Orc – Orcs seek the Power to secure their independence and freedom once and for all. Orcs always oppose halflings and lizardfolk.

Rakshasa – The hunger of the rakshasa knows no limit, and their Hunger for the flesh mortal kind is never ending. Rakshasa have a natural talent for shape shifting and illusion, and thus most often hide among mortal kind, though they may also lurk in Urban Forests.

Seelie Sidhe – The unpredictable and enigmatic sidhe of the Summer court are liable to vary in interest depending on the sidhe lord behind the local retinue. Roll 1d3: 1-Power, 2-Wealth, 3-Peace. The sidhe and their fae retinue often live near Burial Mounds, Megaliths, or Old Castles, or hidden away in an Urban Forest dwelling off the land. Seelie sidhe always oppose Unseelie sidhe.

Siren – Sirens loathe humankind, seeing them as the root cause of their cursed nature, and seek to sow only Chaos among mortal kind. They must dwell near or within water, such as a Black Lake or other body of water.

Unseelie Sidhe – The more dangerous and bloodthirsty of the sidhe courts, the Winter court sidhe are equally as unpredictable, but their desires are often more likely to end in death for mortals. Roll 1d3: 1-Power, 2-Hunger, 3-Chaos. Unseelie sidhe may take up

residence among mortals, or hide away in Burial Mounds, Urban Forests, or Old Castles. Unseelie sidhe always oppose Seelie sidhe.

Valkyrie – Though they are great warriors, the noble Valkyries seek only the Peace and safety of their order and of their mortal families. They generally dwell among mortal kind, seeking new recruits to take the mantle of the swan.

Vampire – Vampires are beings of eternal Hunger who see mortal kind as nothing more than food, though like a cat they may revel in playing with their meal before finishing it. They often dwell in Ancient Graveyards, Burial Mounds, Old Castles, and Catacombs, and may surround themselves with undead minions.

Vodyanoy – The vodyanoy seek Wealth by any means, and bear no particular commitment to any form of ethics in constraining how they acquire it, though they can be a valuable source of illicit goods and services. Vodyanoy always live near a deep body of water, such as a Black Lake.

Step 3: Mortal Factions

In addition to supernatural entities, there are of course some mortal organizations likely to have some ties to the local planar factions in a given city. Those with a professional interest in keeping tabs on other supernatural types or that run in the underside of society are likely to run up against almost any secret power or faction that operates in the city. Unlike the supernatural factions, these are handled as a simple check on a D6 for the possibility of their presence, with the odds improved by the presence of certain key locations. There are four mortal factions to check for, detailed in the following list.

- **Wizards. 4+**. The city has an organized council or order of wizards, who seek Knowledge of the arcane mostly, though some darker wizards seek Power, and others use their gifts to maintain the Peace. (Roll 1d4: 1, 2-Knowledge, 3-Power, 4-Peace). There is a +1 to the check if any of the following are present: Occult Bookstore, Great Library, Black Bazaar, and Curio Shop. A further +1 is applied if a Ritual Ground, Ley Nexus, Paranormal Studies Dept., or Megalith is present.
- **Clerics. 5+**. There is an order of clerics and champions with a permanent presence in the local religious community, which seeks to maintain the Peace in the city and protect it against unholy threats. +1 to the roll if a Cathedral or Megalith is present.
- **Mob. 4+**. While there is always organized crime present in most any city on some level, the local crime syndicate has established some relations with the supernatural factions, in order to further increase their Wealth. +1 to the roll for the presence of a Black Bazaar or Special Investigations.
- **Insurgent. 6+**. This check is only made for Slumvilles and Hot Spots, and is a flat 6+ chance that an insurgent faction has set up in the city, be they terrorists that fight for only Chaos, rebels fighting for Peace, or a local warlord seeking their own Power. Roll 1d3: 1-Chaos, 2-Peace, 3-Power.

Table 33: Faction Influence

D4	Influence
1	Weakened (-1)
2	Minimal (0)
3	Minor (+1)
4	Major (+2)

Step 4: Influence

Now that we have our list of factions, we must determine how influential they are in the local scene. This is achieved by rolling a d4 on Table 33 to determine their influence level and the bonus or penalty it provides. Influence applies to any checks to get a faction to act on the player's behalf, or to any social actions taken by the faction itself. It also provides a bonus or penalty to the attacks of a faction's combat-ready members, essentially measuring their readiness and the quality of personnel the faction may acquire.

Step 5: Relationship Matrix

The final step in faction creation is to determine how the factions relate to one another. The spooky side of a city can feel surprisingly crowded, and most factions will be aware of the others on some level, and may even engage in active opposition or alliances with the other powers present. To determine these relationships, we create a relationship matrix, a table which charts the connections between factions. This table can be referenced to tell us which factions are friends, and which factions want to eat each other's guts.

Start by creating a table with a number of rows and columns equal to the number of factions you generated in the previous sections. Label the rows and columns with the names of the factions, lined up in the same order on either side, and mark a dash or N/A at the points where the same faction name intersects, such as in the following example table:

	<i>Aralia</i>	<i>Rakshasa</i>	<i>Wizards</i>	<i>Clerics</i>	<i>Mob</i>
<i>Aralia</i>	--				
<i>Rakshasa</i>		--			
<i>Wizards</i>			--		
<i>Clerics</i>				--	
<i>Mob</i>					--

The points where the other factions intersect are where we will record their relationship to each other, by making relationship rolls to determine that relationship based on how their interests intersect.

Table 34: Motivation Modifier

	Power	Wealth	Hunger	Chaos	Knowledge	Peace
Power	-1	+1	0	-1	0	-1
Wealth	+1	+1	0	0	0	0
Hunger	0	0	-1	+1	0	-3
Chaos	-1	0	+1	-1	-3	-3
Knowledge	0	0	0	-3	+1	+1
Peace	-1	0	-3	-3	+1	+3

Starting with the first faction's column, we make a relationship roll with each other faction in turn to determine the attitude of each faction towards one another. For each case, we roll 2d6, and modify by the value given in Table 34 for the intersection of their motivations. So a Vampire seeking to sate its Hunger would have a +1 to their

relationship roll with the neurophages, who seek Chaos. To determine the result, consult Table 35, and then write the result in the intersecting box, in the appropriate color if desired. You may also then write the same result in the box under the other faction's column as well, since they will be the same on either side.

Table 35: Faction Relationship

2d6	Relationship	Color	Description
2-4	Hostile	Red	Open war or violent hostilities are ongoing
5-6	Opposed	Yellow	Working against each other, occasional skirmishes
7	Neutral	None*	No particular political position with each other
8-9	Friendly	Blue	A history of friendly dealings but no formal ties
10-12	Allied	Green	Open trust and alliance against their enemies

Note that some factions automatically possess at least opposed relationship with others, due to their ongoing planar conflicts. In this case, a simple d6 check is made instead, with a 5+ chance that they are openly hostile to their sworn foe.

Once you have completed the first faction's relationship rolls, you may continue on to the next and then the next after that, etc., though remember that you need not re-roll for relationships that have already been established and drawn up. In addition, keep an eye on the relationships that have already formed and modify the results to be sensible. For example, if the Clerics and the Valkyries are allied already, but the Clerics are also hostile with the Vampires, you might ignore any roll above neutral for the Valkyrie/Vampire relationship, or even assume that they are also hostile. Once finished, you should have a result that looks something like this:

	<i>Aralia</i>	<i>Rakshasa</i>	<i>Wizards</i>	<i>Clerics</i>	<i>Mob</i>
<i>Aralia</i>	--	Allied	Allied	Hostile	Friendly
<i>Rakshasa</i>	Allied	--	Friendly	Opposed	Neutral
<i>Wizards</i>	Allied	Friendly	--	Opposed	Friendly
<i>Clerics</i>	Hostile	Opposed	Opposed	--	Neutral
<i>Mob</i>	Friendly	Neutral	Friendly	Neutral	--

Major NPCs

It is also recommended at this point to create at least some of the major NPCs within the city, especially the faction leaders. Any faction with at least Minor influence is likely lead by a significant figure of some note. Certain factions like the Lich or Vampire and their retainers will of course have the titular creature itself at their head. As these factions are likely to come in direct conflict with the PCs, having at least a complete monster stat line recorded is highly recommended. You may also wish to present any significant figures in the mortal community, such as the main point of contact for the local Paranormal Studies Dept., Special Investigations, the Wizard and Cleric communities, and any local supernatural friendly establishments like Occult Bookstores or Basement Bars.

When statting your faction NPCs, it is recommended that the leader of any Minor faction be at least a Class D Threat Level (5-6HD), and any Major faction at least a Class C

(7-8HD). Supernatural factions maintain their power through force, or at least their ability to threaten force, and it is rare for one to survive long in the game of planar powers without gaining some serious mojo and experience along the way. In addition, when statting the leaders of a faction, consider also those factions who most directly oppose them. It's likely that if two factions have maintained power relative to each other despite hostilities between them, their leaders are probably fairly evenly matched, or at least that they've found ways to counter each-others' threat to their control.

City History

Cities of course have pasts just as players do, and those pasts can still sometimes inform events of the day and how the city as a whole reacts to them, or simply provide a colorful history to the place, just as Wrinkles do for characters. Table 36 is an optional table to generate a key event or two from the city's past, presented only for the benefit of DMs seeking new adventure ideas or local color. Roll a d100 up to d3 times on Table 36 for key events in city history.

Table 36: City History

D100	Description
01-03	Great Battle – A major battle between human armies occurred here.
04-07	Indigenous People – Another tribe or culture now gone once dwelt on these lands.
08-11	Massacre – A great terror befell the city, and citizens were slain in great number.
12-15	Criminal Haven – The city was once a port of call for pirates or other criminals.
16-19	Natural Disaster – A great disaster like an earthquake or hurricane struck the city.
20-23	Major Export – The city was once fueled by an abundant natural resource like oil.
24-26	Faehome – The city site was once inhabited by a sizable supernatural settlement.
27-30	Truly Ancient – The city has been inhabited since ancient times.
31-34	Slavery – The town once made heavy use of slaves or indentured immigrant labor.
35-38	Public Tragedy – A national horror struck here, as a madman slew many innocents.
39-42	Seat of Power – The city was once the capital or seat of power for the local region.
43-46	Atlantean Site – The site was once home to an Atlantean colony.
47-50	Doomed Cult – A mad cult once held sway here but perished in self-induced tragedy.
51-53	Great Depression – A great economic collapse occurred.
54-57	Occupation – The city was occupied by foreign or oppressive domestic powers.
58-61	Exiles – The town was settled by religious or political exiles from another land.
62-65	Immigration Boom – A major boom in foreign immigration expanded the population.
66-69	Rebellion – The citizens of the city once rose up in rebellion against tyranny.
70-73	Famine – The major shortage of crops led to widespread starvation.
74-76	Plague – A great contagion struck the city, costing many lives.
77-80	Major Invention – A great invention was first created here, causing an industry boom.
81-84	Wild Land – The city was founded in truly dangerous wilderness.
85-88	Coup d'état – A bloody coup once occurred here, shifting its rule for good or ill.
89-92	Moved Town – The old town burned, and everyone migrated to the current site.
93-96	Unification – The town was formed by the unification of previous towns or powers.
97-00	Conversion – The city once experienced a major religious shift to a new faith.



Geography & Mapping

Generally, a city will be subdivided into different districts or neighborhoods. For a sizeable enough city for this game's purposes, it will have at least 4 districts, two residential, one commercial, and one industrial. The city center is usually a commercial district, with the others distributed around it. Likely however, there are more than this, at least 1d4 additional districts (+1 for Metropolis), roughly adhering to the same proportion of 1 residential for each industrial or commercial zone. Urban Forests are often their own district entirely.

The city's geography will also reflect key factors from its name, character, and key locations. A Port City will border the ocean on at least one side (and likely an entire district will be designated to the Docks), a city with 'River' in its name will likely have one running through it, or at least along one border. Similarly, most other bodies of water or key physical geography such as the Black Lake or Volcano, will border the city rather than being located within it, though there are exceptions.

Once you've decided on the districts in the city, do a rough sketch of their layout, and the location of any key geographical features, and name each district and landmark. From here, you can also start placing the key locations and faction headquarters based on where is most sensible: commercial locations will probably be in the commercial districts, and many religious or magical features tend to be in residential zones, while the rest may be distributed at will or randomly as the DM prefers.

Further mapping of actual streets may not be necessary depending on the nature of your campaign, but it is suggested that you at least be familiar with the general naming scheme of the city streets so that you can provide credible and consistent sounding names and addresses. Are the streets numbered or alphabetical, and in which directions? Are the main streets named for their district of origin? Do the naming conventions vary from district to district? Are they named for specific things, such as famous leaders (many American cities name some cross streets after presidents in alphabetical order), types of flora or fauna, or major geographical landmarks or nearby regional names? Take a moment to name the general scheme and any notable exceptions or major thoroughfares, as it will allow you to add further authenticity to your city descriptions, even if you're not going to precisely map the town street by street.

CHAPTER 11: THREATS

With the return of magic and the resultant weakening of the barriers between the material plane and the supernatural realms, more and more planar creatures are finding their way into the mortal world, and few of them are necessarily all that friendly to humans. Many of those with supernatural talent or enough know-how and combat smarts to get by in a fight against alien monsters have taken up the task of swatting down these threats to humanity. The following chapter will present some tools to quickly generate the kinds of preternatural foes that might threaten the city the characters dwell in.

How Dangerous Is It?

The first step in generating a new threat is determining how dangerous the creature or creatures are. Monsters are grouped by Threat Class, ranging from A to F in descending order of danger. Table 37 allows one to generate the base Threat Class of the creature at the center of the recent threat to the city, based on the level of the PCs. Roll a d10 and consult the appropriate column for the player party's average level, to determine the Threat Class of the impending danger.

Table 37: Threat Level

	Level 1-2	Level 3-4	Level 5-6	Level 7-8	Level 9-10	Level 11-12
F (1-2HD)	1-5	1-3	1-2	1	1	1
E (3-4HD)	6-9	4-7	3-4	2-3	2	2
D (5-6HD)	10	8-9	5-7	4-5	3-4	3
C (7-8HD)		10	8-9	6-8	5-7	4-5
B (9-10HD)			10	9	8-9	6-8
A (11-12HD)				10	10	9-10

What Is It?

We must next determine what sort of planar being the threat is, and whether it is intelligent or not. Use the Threat Class rolled in the previous step and roll a D100 on the relevant column of the tables to follow. Each creature will have an (I) or an (M) marked next to their name, the former indicating an Intelligent creature, while the latter indicates a purely Monstrous one. These indicators will affect both its motivations, and how we improve the monster if wishing to beef it up to provide more challenge to higher level parties.

Once you've determined what it is, you can also roll the appropriate dice from the '# Appearing' stat for the monster as indicated in its Monsterpedia entry in Chapter 14 to determine how many of them have found their way into the city.

Table 38: Threats

D100	F (1-2HD)	D100	E (3-4HD)	D100	D (5-6HD)
01-03	Animal, Wolf (M)	01-03	Animal, Gorilla (M)	01-04	Angel, Lesser (I)
04-06	Banshee (M)	04-07	Aralia, Typical (I)	05-08	Animal, Bear (M)
07-10	Brownie (I)	08-11	Barghest (M)	09-12	Animal, Boar (M)
11-13	Dinosaur, Velociraptor (M)	12-15	Centaur (I)	13-16	Animal, Tiger (M)
14-17	Djinni (I)	16-19	Chupacabra (M)	17-20	Aralia, Demon-Bonded (I)
18-20	Dryad (I)	20-23	Demon, Lesser (I)	21-24	Basilisk (M)
21-24	Dwarf (I)	24-26	Dire Wolf (M)	25-28	Bunyip (M)
25-27	Elemental, Lesser (M)	27-30	Doppelganger (M)	29-32	Demon, Greater (I)
28-31	Elf (I)	31-34	Feareater (M)	33-36	Dire Gorilla (M)
32-34	Fir Bolg (I)	35-38	Fomorian (I)	37-40	Elemental, Greater (M)
35-37	Ghost (I)	39-42	Ghoul (M)	41-44	Golem (M)
38-41	Gnoll (I)	43-46	Homunculus (M)	45-48	Greys (M)
42-44	Gnome (I)	47-50	Kelpie (M)	49-52	Hellhound (M)
45-48	Goblin (I)	51-53	Lycanthrope, Werehawk (I)	53-56	Longneck (M)
49-51	Halfling (I)	54-57	Lycanthrope, Werewolf (I)	57-60	Lycanthrope, Weretiger (I)
52-55	Harpy (M)	58-61	Neurophage (I)	61-64	Ogre (I)
56-58	Human (I)	62-65	Nymph (I)	65-68	Owlbear (M)
59-62	Kobold (I)	66-69	Phantasm (M)	69-72	Redcap (I)
63-65	Lizardfolk (I)	70-73	Phooka (I)	73-76	Salamander (I)
66-68	Merfolk (I)	74-76	Satyr (I)	77-80	Sluagh (M)
69-72	Naga (I)	77-80	Siren (I)	81-84	Toad Lord (I)
73-75	Orc (I)	81-84	Sylph (I)	85-88	Troll (I)
76-79	Pixie (I)	85-88	Undine (I)	89-92	Valkyrie (I)
80-82	Sidhe (I)	89-92	Unicorn (M)	93-96	Vampire (I)
83-86	Siyokoy (I)	93-96	Vodyanoy (I)	97-00	Winged Devil (I)
87-89	Skeleton (M)	97-00	Wraith (M)		
90-93	Will-o-the-wisp (M)				
94-96	Yeti (I)				
97-00	Zombie (M)				



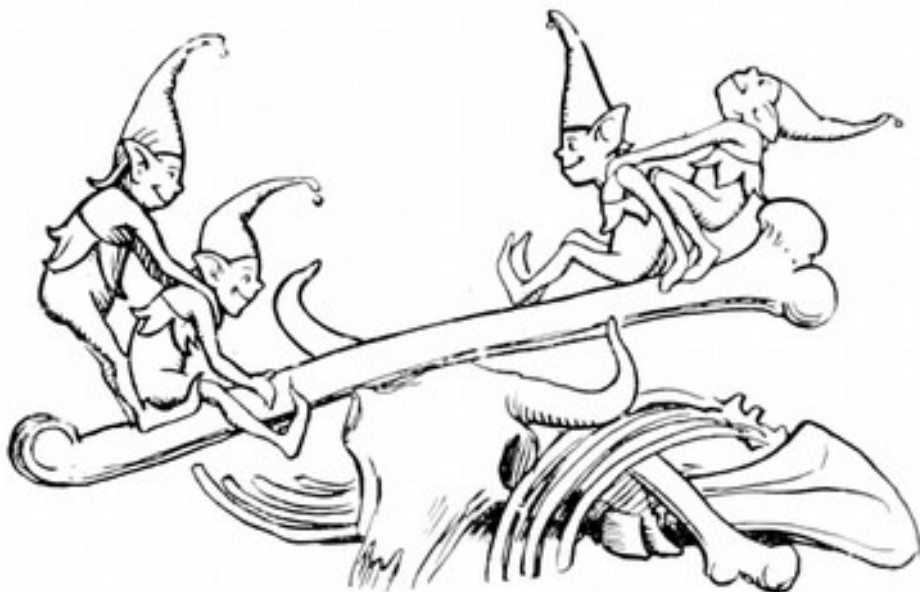


Table 39: Threats (cont.)

D100	C (7-8HD)	D100	B (9-10HD)	D100	A (11-12HD)
01-05	Angel, Greater (I)	01-07	Angel, Superior (I)	1-11	Angel, Supreme (I)
06-10	Cat Sith (I)	08-14	Chimera (M)	12-22	Behemoth (M)
11-15	Cloud Giant (I)	15-21	Couatl (I)	23-33	Dragon, Celestial (I)
16-21	Demon, Superior (I)	22-28	Cyclops (I)	34-44	Dragon, Elemental (I)
22-26	Dinosaur, Triceratops (M)	29-35	Demon, Supreme (I)	45-55	Hydra (M)
27-31	Dire Bear (M)	36-42	Dinosaur, Ankylosaurus (M)	56-66	Leviathan (I)
32-36	Dire Boar (M)	43-50	Dinosaur, Tyrannosaurus (M)	67-77	Lich (I)
37-42	Dire Tiger (M)	51-57	Dragon, Infernal (I)	78-88	Phoenix (M)
43-47	Fire Giant (I)	58-64	Elemental, Supreme (M)	89-100	Sphinx (I)
48-52	Frost Giant (I)	65-71	Gorgon (I)		
53-57	Gryphon (M)	72-78	Kraken (M)		
58-63	Lycanthrope, Werebear (I)	79-85	Roc (M)		
64-68	Manticore (M)	86-92	Tarasque (M)		
69-73	Onachus (M)	93-00	Treant (I)		
74-78	Panoptes (M)				
79-84	Rakshasa (I)				
85-89	Stone Giant (I)				
90-94	Thunderbird (I)				
95-00	Wyvern (M)				

Is It Dangerous Enough?

When employing monsters of a lower Threat Class against the players, it is sometimes desirable to improve them in some way to ensure they pose a greater threat to the players, lest they get complacent or bored in finding minimal challenge in defeating lesser foes. In addition, many intelligent races are seldom found only as their base power level, as they can gain experience and prowess much as humans do.

For Intelligent beings, one can simply increase the creatures' HD to match the level of the players, or at least that of whichever is the leader of the group. It can also be useful, if one is willing to take the extra time, to level up the leader of the group as an actual PC class, in accordance with the rules in Chapter 14.

For Monstrous creatures, they seldom improve much beyond their basic nature, and so finding them at a higher HD is rare. Instead, one can increase number of the creatures threatening the city, when using the '# Appearing' roll. Compare the average PC level, to the HD range of the Threat Class rolled. For each Class lower it is than the equal range of PC levels, roll or count an additional number of the creatures as indicated by the standard value. So a group of Level 9 PCs dealing with an invasion of hellhounds could find themselves with three of the creatures to deal with, rather than the usual one.

How Did It Get Here?

It can be quite important information indeed to know how a creature came to be in this plane, harassing and assaulting mortal beings. Sometimes this is relevant simply to how one might have to deal with it if simply murdering it isn't an option, while other times it can be an important clue to its motivations. To find out how the creature came to be in the material world, roll a d4 on the following list. In some cases, you may then have additional steps as described by the table entry.

1. **Gate** – The creature was sent through a gate from the outer planes. If it is an intelligent creature, there is a 50% chance it came through a gate of its own species' making. Otherwise, it was likely sent through by someone or something else: roll again for Threat Class and type and ignore any Monstrous creature result.
2. **Summoned** – The creature was summoned to this plane by another party. There is a 1 in 4 chance (roll 1d4) that the creature was summoned by an independent wizard, otherwise it is likely to have been brought to this plane by one of the resident supernatural factions in the city, determined at random from your list or chosen as you see fit.
3. **Rift** – The creature traveled through a rift between planes. The creature simply wandered through a tear between realities and found its way into the mortal plane, then proceeded to act on its nature.
4. **Resident** – The creature was already present in our reality. There is a 1 in 4 chance that the creature has simply always resided in the area, and has only recently awoken or become enraged enough to act. Otherwise, it is likely in the

service of one of the city supernatural factions: determine randomly or choose based on which seems most likely to employ the creature.

What Does It Want?

As discussed in the previous chapter, every creature has needs. As well, if the creature was brought here by some other being, its summoner most likely has a purpose for bringing it into the world, even if it isn't exactly cooperating with the summoner's designs. By now, you should be able to get a handle on what the creature might desire based on its description, its means of arrival, and who its masters are, if any. In addition, try to consider the motives of the being who summoned or sent it through as well: a doppelganger let loose in Chicago will likely regardless wish to end the life of its mortal counterpart, but if it was actually summoned here deliberately, then it could entail some sinister mission or goal on the part of whomever did so. Sometimes the creature itself isn't the real threat, but merely the pawn of some other power, especially when the local supernatural factions get involved.

Should the existing information prove insufficient, however, one can instead surmise from Table 40 the most common impulses of most creatures, based on the 6 categories defined in Chapter 10. In general, Monstrous creatures are only interested in either the Chaos of pure destruction, or in the satisfaction of their Hunger, while intelligent races will run the gamut. About 20% of the creatures that arrive will in fact have some aberrant impulse: in those cases roll 1d6 along the top line of the table below.



Table 40: Threat Motivation

1 – Hunger	2 – Peace	3 – Chaos	4 – Power	5 – Knowledge	6 – Wealth
Animal, All	Angel, All	Centaur	Aralia, All	Gnome	Dwarf
Banshee	Brownie	Cyclops	Fir Bolg	Human	Goblin
Barghest	Cloud Giant	Demon	Fomorian	Lich	Kobold
Basilisk	Djinni	Dragon, Infernal	Frost Giant	Lycanthrope, All	Phooka
Behemoth	Doppelganger	Fire Giant	Lizardfolk	Panoptes	Vodyanoy
Bunyip	Dragon, Celestial	Golem	Orc	Sylph	
Cat Sith	Dragon, Elemental	Gorgon	Salamander	Troll	
Chimera	Dryad	Grey	Sidhe		
Chupacabra	Elementals, All	Hydra	Siren		
Couatl	Ghost	Neurophage	Siyokoy		
Dinosaurs, All	Gnoll	Phantasm			
Dire Beasts	Halfling	Pixie			
Feareater	Homunculus	Redcap			
Ghoul	Merfolk	Skeleton			
Gryphon	Naga	Sluagh			
Harpy	Nymph	Toad Lord			
Hellhound	Phoenix	Unicorn			
Kelpie	Satyr	Will-o-the-wisp			
Kraken	Sphinx	Winged Devil			
Longneck	Stone Giant	Wraith			
Manticore	Thunderbird	Wyvern			
Ogre	Treant	Zombie			
Onachus	Undine				
Owlbear	Valkyrie				
Rakshasa	Yeti				
Roc					
Tarasque					
Vampire					

MacGuffins

Often times, especially if the Power, Wealth, or Knowledge motivations are involved, there is an object at the center of the latest intrigue or action that those behind it seek, an artifact of magical power that the actors believe will grant them power to act on their motivation further. We call such an object a ‘MacGuffin.’ There is a 5+ chance on a d6 roll that such an item is involved, with a +1 to the check if one of those three motivations are involved. Details for the item can be rolled using the magical item generator in Chapter 12. MacGuffins are always at least major magical artifacts.

What is It Doing to Get It?

Of course, what it wants is only what’s behind its actions; it is the actions themselves that will draw the attention of the players, the local authorities, and the supernatural element in the city. Something is stirring the pot, and we need to know how. It is difficult to pin down anything hard and fast here, there is a wealth of possible options, limited only by the DM’s imagination. Think about the creature’s motivations, how it came to be here, and try to imagine how that might inspire it to act. Any creature found in the mortal plane will be acting on its motivations, or on the motivations of whatever creature sent it here or summoned it to this plane. There are some general patterns of behavior one might find in common within a given motivation, though, as described in the following list.

- **Power.** Creatures seeking power will try to grab it, by any means necessary. Likely they are directly interfering with the local power structure, and have even murdered to get it, or are waging war on one of the local factions to carve out a space in the mortal plane for themselves.
- **Wealth.** A creature seeking wealth will be doing whatever it can to get more of it. Thievery is common here, as is simple armed robbery and murder, but they might also instead set up trade selling something deadly or dangerous that has begun to attract attention.
- **Hunger.** The hungry seek to eat. They have likely begun to prey upon the locals, leaving bodies and even souls missing from the local community, usually in the vicinity of wherever it entered our reality or wherever it has chosen to nest.
- **Chaos.** A creature of chaos will seek to destroy, to rend, to murder, or to simply cause havoc. They will often target institutions of order or law to attack, or simply engage in old-fashioned serial murder, gang violence, and terrorism.
- **Knowledge.** Most creatures seeking knowledge will have arrived with that goal expressly in mind. Usually the appearance of strange info seekers is clue that some strange info has indeed recently become available, something valuable enough to kill for or steal.
- **Peace.** A creature of peace is ultimately interested in maintaining safety and order for those beings and places under its charge. If such a creature has begun to commit violence, it may do so in response to a perceived threat or injury to kith and kin, and be acting in a way it things will defend them. It may simply be angry and acting out of revenge for such a slight.



Where is It Doing It?

Likely, there is a central location around which the creature's actions revolve: it may have nested there or be using it as a base of operations, it may be the institution of power or civilization it has targeted, or it may be simply the location where its crimes mostly seem to occur. This can also provide clues as to what it is actually after in more specifics: if something is causing a lot of deaths in and around the Great Library, there's a chance it's trying to keep something from it or gain access to that something itself. There's a 5+ chance on a D6 that this location will be one of your city's Key Locations, determined randomly or as it suits the information so far, but for those that do not, Table 41 on the following page offers a list of common locations.

Table 41: Threat Location

D100	Location
01-03	Bar
04-06	Brothel
07-09	Church
10-12	City Hall
13-16	Docks
17-19	Factory
20-22	Game Store
23-25	Graveyard
26-29	Hospital
30-32	Jewelers
33-35	Laboratory
36-38	Lake
39-41	Landfill
42-45	Laundry
46-48	Library
49-51	Mall
52-54	Media Studio
55-58	Museum
59-61	Offices
62-64	Park
65-67	Pawn Shop
68-70	Residential Area
71-74	Restaurant
75-77	River
78-80	School
81-83	Sewers
84-87	Theater
88-90	Transit Station
91-93	Underpass
94-96	Warehouse
97-00	Well

What Do The Factions Think?

It is also important to know how the other factions in the city are reacting to this latest threat to the city. Other supernatural factions might prove allies against a new threat if they can be persuaded to work alongside them, even ones the PCs might normally oppose. In addition, the involvement of the local authorities in the ongoing events are likely to complicate things for the PCs if they themselves lack connections to the local police.

For the major factions of the city, we can resolve this question simply by using the same system we did for the established factions. Treat the new foe as a faction with the appropriate Motivation, and then make relationship rolls against all the other factions in the city not already established by the previous steps to be involved in the case. A result of Hostile means the faction is already engaged in hostilities with the new threat, while a result of Opposed means the faction is not pleased and could possibly be convinced to assist in ending the danger. Allied forces will likely be fighting alongside the creature, or be directly involved in its actions, and those who are Friendly to it will at least not be particularly interested in opposing it. In general, an Opposed faction may be persuaded to assist on a successful CHA check, a Neutral faction might still be lured if something can be offered in exchange (at a -2 to the roll), and a Friendly faction will have no interest in acting against the foe.

As for the authorities in the city, this means making a check for the police force's involvement in the case. Roll a d20, and if it is under the police force's value for Response, the police are actively investigating the crime already at the start of the adventure. Add +1 to response if they have a

positive Knowledge bonus, a Special Investigations key location, or the enemy's motivation is Chaos or Hunger. As the adventure continues and the bodies pile up, however, their chance of assembling a full investigation increases: every time the creature kills again, commits a crime, or the PCs and their allies themselves commit a crime or a violent act, add +1 to this Response total and roll again. On a success, the police commit to a full investigation, and if the roll was made in response to PC criminal behavior, there's a 25% chance that they are the new suspects.

CHAPTER 12: RUINS & RELICS

With the return of magic to the world, the relics and ruins of a bygone age have returned as well. Atlantean structures were inundated with magical energies and ritual wards, and were so strongly bound to their own magical nature that with the sealing away of magic, most of them simply gradually phased out of reality entirely as they sank into the earth, slipping away into planar pockets and even to the astral or outer planes themselves as if by some kind of magical fail-safe. With the return of magic's full force though, so too have returned many ruins from their age as a result, both Atlantean and those of the great Alliance that fought their empire to its doom. Such ruins often hide magical relics, lost tomes, and artifacts of the ancient Atlanteans, and are thus highly sought after by adventuring heroes and planar monsters alike. The navigation of a subterranean ruin that predates recorded history can be quite treacherous, however, and the local authorities may take unkindly to the theft of priceless antiquities from within their own borders. The following chapter will detail how to create ancient Atlantean and Alliance ruins, generate their contents, and create the impossible magical artifacts that often seem to lie at their very heart.

Locations

Atlantis itself was located in the Atlantic Ocean on an island past the Straits of Gibraltar, but the great Atlantean Empire spread far and wide in all directions, imposing its will across four continents. In its prime it stretched to the southern reaches of North America, the Yucatan, the northern coast of South America, West Africa, and deep along the Mediterranean as far as Egypt in the south and at least as far as Etruscan Italy in the north, likely farther. In time, the great Alliance formed as a bulwark and eventual rebellion against Atlantis' power-hungry rule, made up of tribes and cities from throughout Greece, Anatolia (modern-day Turkey), and Mesopotamia, as well as refugees from the lands under Atlantean rule. As well, various theories have suggested that both factions may even have reached farther north, enough to run up against the ancestors of the sidhe in Ireland and Northern Europe, though confirmation on this is scarce.

As a result of this, most mystic ruins from that age are concentrated in those 4 continents, though rumors speak of a Pacific or Asian rival to the Atlantean powers not recorded in much surviving Western myth that may yet hold ruins of their own.

Names

Many of these ruins bear names in the ancient tongues of the time, attested to in recovered documents or inscriptions in the ruins themselves. Atlantean ruins tend to be, unsurprisingly, named in the Atlantean tongue, specifically the High Atlantean dialect (*Sacnimedel*). Alliance ruins are not as consistent, the 'Alliance' being a fairly loose association, but many sites are attested to in the ancient languages of the Greeks, Hittites, and Sumerians and their descendants. Table 42 lists some common words found as names

Arcana Rising

of ruins in both High Atlantean and an assortment of languages with common origin to those of the Alliance peoples, and their approximate English translations. The provided vocabulary was selected explicitly to provide the expected sense of doom afforded abandoned ruins full of monsters and magical things.

Table 42: Ruin Name

D100	English	Atlantean	Ancient Greek	Hittite	Sumerian
01-02	Tomb	thaur	thēka	harpa-aggatar	unu-gal
03-04	Vault	shuthi	kruptē	harsiyali-	erim
05-06	Demon	calu	daimōn	idālawatar	udug
07-08	Death	hintha	thanatos	aggatar	namuš
09-10	Burial	celu-ca	entaphē	hariya	kitum
11-12	City	spur	-polis	happiriya-	iri
13-14	Fort	hamet	epiteikhisma		birtu
15-16	King	leu-xum	basileus	hassu-	lugal
17-18	Queen	mech	basileia	hassusara-	ereš
19-20	Wizard	trut-nut	magus	siunan antuhsa-	irhandi
21-22	Magic	trut	magikos	alwanzatar	niĝak
23-25	Iron	bihu	sidēros		anbar
26-27	Gold	anim	glouros	ā-misriwant-	kugsig
28-29	Blood	damm	haima	eshār	umun
30-31	Library	pera zichu	bibliophulakion	pēda-hattatar	da kimu
32-33	Knowledge	hikmat	eidēsis	hattatar	namkugzu
34-35	Coffin	capra	nekrothēkē		
36-37	Urn	mursh	soros	hakkunai-	ešda
38-39	Monument	man	mnēmecion	huwasi-	alan
40-41	Stone	penhuna	ekhitēs	napassila	alliga
42-43	Sacrifice	fler	anaruō	puhugari	ĝeštaga
44-45	Power	tru-na	dunamis	hastāi-	namurun
46-47	God	ais	theios	siu-, siuna-	diĝir
48-50	Temple	tmia	koroē	É karim(n)i	alal
51-52	Ritual	ais-na	hagisteia	sinapsi	biluda
53-54	Book	zichu	biblos	tuppi-	le'um
55-56	Sacred	cexa	thinos	sihill(iy)as	kal
57-58	Unholy	hint-ha	anosios	huwappa-	nu kug-ĝal
59-60	Divine	ais-iu	zatheos		kug-ĝal
61-62	Punishment	tu-pi	timōrēsis	zankilatar	šerda
63-64	Slave	marish	doulikos	huprala-	arad
65-66	Moon	tiur	Ourania	sin-as	itud
67-68	Sun	usil	Helios	immu	ud
69-70	Dawn	thesan	diaugeō	luk-	aguziga
71-72	Night	leil	nux	ispant-	ĝi
73-75	Descent	favin	katabainō	kattanda	dirig
76-77	Priest	cep	hieruus	sankunni-	šimmu
78-79	Swan	tusna	aglu		ubi
80-81	Owl	hiuls	buas	surassura-	ua
82-83	Ox	thevr-u	bous		gud
84-85	Lion	leu	leōn		ug
86-87	Spell	elu	kēlēma	alwanzessar	namšub
88-89	Silver	kesep	argureios	misriwant-	kug
90-91	Mountain	Kar-gura	oros	kalmara-	gabiri
92-93	Sword	caru	xiphos	kuask-kugulla	uĝur
94-95	Arrow	hos	ios	nati-	ti
96-97	Ghost	hinthial	nekudaimōn	akkanthui	ĝidim
98-00	Throne	zelar leu-xum	thronos	salli pēdan	guza

Mapping the Ruins

Many DMs will wish to bring or create their own maps for ancient ruins, using only the later sections of this chapter and their own instincts to populate the individual rooms of the ruin. For those with a shortage of experience or time, the following steps will walk through how to create a map in the style of the ancient Atlantean ruins discovered thus far. As you generate each room or corridor, be sure to number them in some fashion, for easier reference later.

Table 43: Ruin Size

D100	Size Scale
01-40	Estate (+0, 16m ²)
41-75	Village (+1, 25m ²)
76-00	City (+2, 49m ²)

Step 1: Size and Scale

The first step in creating your ruin map is to determine the scale of the structure. Ancient ruins have been found that range in scope from small estates to massive cities, all lost beneath the earth until the return of magic drifted them back into material existence. The scale of the city determines the modifier you will use on some rolls for things like number of rooms and so forth, as well as the standard room dimensions (if you're measuring them), and is determined by rolling a d100 on Table 43.

Step 2: Central Courtyard

Atlantean architectural design for large estates and settlements in the later period tends to center around a single large courtyard or atrium that borders the main entrance or gate to the site, around which other outbuildings are constructed and from which the other pathways, streets, or corridors branch out. This will form the center piece of your map, and possibly the main entrance as well. The courtyard is always 1d4 times Standard Size in dimensions, and contains a number of buildings attached to it equal to 2d3 + Size Scale modifier, as well as 1d4-1 + Size Scale corridors branching further into the ruin.

The courtyard itself also usually contains some prominent feature at its center or around the courtyard: Roll 1d8 on the following list.

1. Columns. The entire courtyard is decorated with a ring or evenly spaced matrix of columns the height of the ceiling.
2. Fountain. There is a fountain, well, or water feature centrally figured in the square.
3. Garden. A long dead garden once occupied the square and may even have formed the grounds.
4. Market. If this is a Village or City, this was a market center and stalls may even still stand here. If an Estate, the courtyard was the place of business for the owner and some permanent shop counter stands.
5. Shrine. If an Estate, a shrine to one of the forgotten gods stands in the center of the room. If a Village or City, this is an entire building with a single room and a dais or altar within (number this separately from the courtyard itself).
6. Statue. A great statue of one of the Atlantean lords or Alliance heroes stands.

7. **Arena.** The courtyard regularly served as a sporting arena, with space for games or races.
8. **Amphitheater.** There are benches and a platform here once used to perform music or drama, or to address the public.

Step 3: Buildings

For Estates, each building has a single room. Multiply the Standard Size by $1d3/2$ without rounding (thus generating a range of 0.5-1.5), and number it uniquely for the purpose of generating contents later. For Villages and Cities however, we must determine the number of rooms within the building. Roll $1d6 + \text{Size Scale}$ for the number of rooms, and each room is $1d3/2$ multiplied by Standard Size in dimensions. Number each room uniquely for contents purposes. In addition, there is a 1 in 6 chance that the building has a corridor that exits from the rear of the building.

We must also determine if the entrance to the building is locked or sealed. Roll a $1d6$ and add the Size Scale modifier, and on a 6+ the door is in some way blocked. Roll $1d4$ on the following list to determine how.

1. **Barred/Collapsed.** The door has been blocked physically, and a STR check is required to force it open.
2. **Locked.** The door is locked with a simple enough lock that it can be picked on a DEX + Security check.
3. **Lost Key.** The door is locked, but is complex enough to elude picking, and the key must be located. There is a 1 in 4 chance the key is elsewhere in the ruin (roll randomly to determine which room), otherwise make a WIS + Investigation to locate a spare key hidden nearby.
4. **Mechanism.** The door has some kind of mechanical latch system, which must be puzzled out to open. The DM may feel free to be creative here, or simply require an INT check to puzzle out.

Step 4: Corridors

In theory, every corridor goes somewhere, though in practice the passage may have been rendered impassible by the ravages of time, making whatever contents lie beyond inaccessible without heavy equipment.

There is a 50% chance that a given corridor has collapsed and is thus a dead end. Otherwise, the corridor will end at $1d3-1$ plus Size Scale buildings. If a further corridor extends from one of these buildings, there is a 1 in 4 chance it actually passes through the building in question.

Each corridor segment should be numbered, in order to generate contents for it later. Continue following the ends of any corridors until all end in dead ends.

Step 5: Entrances

While the main gate to the ruin may be accessible, it is important still to know where it is and whether it is in some way barred against entry, and if the main gate is in fact not accessible at all, where an alternate entry point might be found.

For the main entrance, there is a 5+ chance on 1d6 modified by Size Scale that the main gate is indeed barred in some way. Roll for type using the list in Step 3. For its location, roll 1d4 on the list below.

1. Buried. The interior of the ruin may be passable, but getting to the door means digging it out first, and locating it. This will likely require WIS + Investigation checks to spot it once near the site, and extended effort of at least a day to dig out (during which time rival hunters or authorities might intrude).
2. Cave. The entrance lies within a cave tunnel of some kind, either a simple tube that leads to it, or a more complex cave system which will need to be navigated first. DMs may wish to map out a portion of this themselves, even complete with numbered rooms of their own.
3. Crevasse. The entrance lies within a treacherous crevasse or canyon that must be carefully descended into. This will likely require climbing gear and careful DEX + Athletics checks.
4. Exposed. The entrance is largely open and visible, though it may be concealed within forest, jungle, or swamp that must be navigated in order to reach the entrance (3+ chance on a D6).

In addition, if the ruin's main gate is in some way obstructed permanently, there will instead be at least one other entrance (or 1d3 for City and Village ruins) where some portion of a corridor or room has collapsed and thus allows entry by another route. This entrance will be to a random room (select randomly from your list of numbered rooms and corridors), and will be an exposed hole with no physical barrier, as it is an open collapse rather than an intended door.



Ruin Contents

Now that we have our map by whatever means, it is time to turn the numbered entries into actual room and corridor contents to challenge the adventuring players with. Every room or building has a purpose at least, and some may contain artifacts, stray planar creatures, hostile rivals or authorities, or dangerous challenges and traps to threaten the players. But first, we must establish a few important details regarding the PCs' presence in the ruins and any external threats that might be present.

The MacGuffin

Very often, the purpose of an excursion into a ruin is explicitly in pursuit of a specific artifact attested to be present therein, whether in legend, recovered documents, local rumor, or even intelligence somehow acquired through planar channels. Most of the undiscovered Atlantean ruins remained undiscovered through magical wards that shielded them from discovery, and this is often because there was some specific artifact of magical power sealed therein. The MacGuffin's presence in a ruin may even be the center point for an ongoing Threat in the PCs' home city, thus the reason for their adventure.

A MacGuffin is always at least a major magical artifact, with a specific name and probably substantial history. It's location within the ruin will be the room farthest from the entrance. In addition, the presence of a MacGuffin in the ruin will result in a +1 to checks to determine local and rival involvement, as described in the following sub-sections.



Rival Faction

There is a 5+ chance on a d6 that a rival faction is already present in the ruin, who will be hostile towards the PCs' presence there in order to secure whatever rarities might be present for themselves. If the ruin hunt is part of an ongoing threat, this will likely be one of the city factions involved in the conflict or an ally (3+ on 1d6). Otherwise, it will be a rogue entity or group of entities, possibly rival human treasure hunters, possibly a planar creature and its allies. Roll Threat Level as per Table 37 (p.115), but there's a

1 in 4 chance that the threat are Human rather than a planar force. Ignore all Monstrous results. The presence of a rival faction will affect the results on Monster encounters.



Hostile Locals

There is a further 1 in 6 chance that local human authorities or residents will discover the PCs' intentions to raid ancient ruins in their own backyard and take poorly to it. This can be a rather dangerous prospect in and of itself, with even further consequences should the PCs take violent action against the locals. Treat the presence of hostile locals as the equivalent to a Police Force, as discussed in Chapter 10, with R7 – C0 – K0. This means that there is a periodic chance that locals will intervene in the treasure hunting escapades of the PCs. They will arrive with a party of Humans near one of the ruin's entrances and either hold position there to capture them when they attempt to leave, or enter the ruin in order to pursue the PCs.

Purpose

For each room or building in a ruin, you may roll on Table 44, which will provide some suggestions as to the purpose of the room and thus inspiration for your descriptions thereof. Remember when describing your rooms that these ruins are thousands of years old. While the magical wards that hid them away have preserved them far better than one might expect, they are nonetheless likely to be in no better condition than that of a particularly well sealed Egyptian tomb or Greek ruin, and at worst barely still recognizable as buildings. Nonetheless, clues are liable to remain as to its purpose, even inscriptions in some cases, and these details can do much to provide atmosphere to the proceedings. You may also choose simply to ignore the table altogether, if you have a particular theme in mind for the place.

Table 44: Room Purpose

D100	Purpose
01-04	Living Area
05-09	Sleeping Quarters
10-13	Kitchen
14-18	Lavatory
19-22	Baths
23-27	Garrison
28-31	Throne Room
32-36	Office
37-40	Storeroom
41-45	Granary
46-50	Burial Chamber
51-54	Market/Shop
55-59	Library
60-63	Temple
64-68	Prison/Dungeon
69-72	Torture Room
73-77	Monument
78-81	Gallery
82-86	Stables
87-90	School
91-95	Food Vendor
96-00	Inn

Table 45: Contents

D6	Contents
1	Empty
2	Monster
3	Trap
4	Challenge
5	Artifact
6	Flavor

The Contents Table

The next step for each numbered individual room and corridor alike is to roll for contents, thus determining if there are any hazards or treasures within the room to be encountered by the players. The actual creation of the specific results of each type of contents is covered in the following subsections, each helpfully numbered by their position on Table 45.

1 – Empty

There is nothing of particular interest in the room. You may still wish to add further description to the room however, in accordance with its Purpose as determined previously, though sometimes a room is just a room, especially when its contents have been left to rot for a few thousand years.

2 – Monster

There is a creature in the room, most likely a hostile one. There is a 1 in 6 chance that this creature is in fact the rival faction's presence in the ruin, but otherwise, this can be rolled as if it were a Threat, using Table 37 (p.115) and Table 38 (p.116) or Table 39 (p.117) in Chapter 11 as usual. Then, roll on the default reaction table (Table 46) below, modified by the creature's CHA modifier to Save if any. If the creature's motivation is Hunger or Chaos, roll at -2. The result will also provide a modifier to CHA for attempts to negotiate with the creature and thus avoid any violence.

Table 46: Monster Reaction

2d6	Reaction
2-5	Hostile (-5) – The creature will react with instant hostility to the party
6-7	Opportunist (-3) – The creature does not trust the party, but will wait to strike
8-9	Wary (-1) – The creature is untrusting, and will gauge the party's behavior as to whether to attack
10-11	Passive (0) – The creature is generally indifferent to the party, and won't attack unless provoked
11-12	Friendly (+1) – The creature is friendly to the party initially, but will react in kind to violence.

Note that monsters will not necessarily stay within the room they begin in. If Hostile or Opportunist monsters hear the sounds of prey within a room near them (Save + WIS bonus), they may wander to investigate the possibility of food.

3 – Trap

There is a deliberate death trap of some variety installed in the room. Traps have a difficulty rating, rolled on 1d4-4 to provide a value from -3 to 0. This acts as a modifier to any actions involving it, such as spotting it, saves against its effects, or disabling the trap altogether. There is a 50% chance that the trap is concealed, and thus will require a WIS + Investigation or Security check to detect, or else the trap is triggered by the next person

moving through the room. Trap difficulty also affects damage: take the absolute value of the trap difficulty and add 1 to find the number of D6 in damage taken by a damaging trap unless a save is made. To determine type, roll on Table 47.

Table 47: Traps

D100	Trap Type
01-05	Blast – A blast of magical energy bursts forth from a concealed ejector. Standard damage of random elemental type. DEX saves for half.
06-11	Pit – A pit opens up beneath the victim 1d4×10m deep. DEX save avoids fall.
12-16	Spiked Pit – As with pit, this is 1d4×10m deep, but the victim takes an additional 1d6 damage per 10m. DEX save to avoid the fall.
17-22	Water Pit – The floor opens up into a tank of water that traps its inhabitant, raising threat of drowning. DEX to avoid, and STR minus Difficulty to pry the lid back off and rescue the victim.
23-27	Darts – Arrows or darts shoot from concealed nooks, dealing standard damage (max 3d6). DEX save to avoid.
28-33	Poison Darts – As previous, but the darts do minor damage, 1 HP, and infect on contact with a poison (CON, blood, virulence = trap difficulty). DEX save to avoid.
34-38	Fire – A jet of flame bursts out from ancient nozzles, igniting all in its path who fail to make a DEX save.
39-44	Swinging Blade – A large bladed instrument swings forward, dealing standard damage unless a DEX save is made to dodge.
45-50	Noxious Gas – A noxious gas is released into the air, essentially depriving the room's inhabitants of breathable air. Treat as suffocation.
51-55	Heavy Thing – A large object such as a boulder or slab of stone weighing 2d6×10kg falls from the ceiling. DEX save to avoid.
56-61	Animate Statue – On triggering, 1d4 statues in the room spring to life and attack as 2d12HD monsters. Modify HD by absolute value of trap difficulty.
62-66	Explosives – Some prior grave robber has rigged the room to blow. Triggering the trap sets a timer at 1d6 rounds, after which the device explodes for standard damage. INT + Demolitions to disarm. No save for damage.
67-72	Acid – Jets of acid coat the triggering individual, dealing 1d8 damage per round until washed off or neutralized. DEX save to avoid.
73-77	Snakes – A grate in the floor reveals venomous snakes which strike at +1 TH and deliver a poison (STR, blood, -1d4). DEX to pass by safely, failure means one attempts to strike.
78-83	Leeches – Leeches swarm the room. Make a DEX save for each PC in secret. Failure means several have attached themselves and will deal 1d3 HP per hour until removed.
84-88	Door Seal – The doors to the room clap shut completely, sealing the party in. Escape requires destroying a door or circumventing the mechanism. After 1d6×10 minutes, suffocation will begin.
89-94	Quicksand – The ground gives way to quicksand, sucking in anyone who doesn't move quickly enough (DEX save to run across the top). Failure leaves one stuck to the waist without assistance.
95-00	Collapsing Walls – The walls begin closing in and the doors lock. In 1d8 rounds they will close far enough to crush the inhabitants, unless they can make a check to open the doors (STR/INT)

4 – Challenge

Challenges are obstacles that sometimes arise in the exploration of ancient ruins that do not directly involve someone or something trying to kill the player. These challenges range from puzzles and secret doors to rickety rope bridges and chasms. Like traps, challenges have a difficulty, rolled on 1d4-4, which provides a modifier to any stat checks made to solve the challenge. DMs should however consider the inclusion of challenges that are left to the players to solve, resorting to die rolls only when necessary. Solving a magical riddle on a door will feel like more of an accomplishment if the players must actually puzzle it out themselves, as opposed to rolling INT + Arcana and moving on.

DMs are also encouraged to come up with their own challenges in order to keep the players on their toes. Otherwise, roll on Table 48 for some common options.

Table 48: Challenges

D100	Challenge
01-06	Chasm – The room is split by a great gulf of some kind, requiring at least one DEX + Athletics roll to cross it. Failure entails fall damage from 1d100+10m in height.
07-12	Rope Bridge – A rickety bridge made of rope and rotted wood crosses a chasm, requiring a DEX save to keep balance. Failure allows for a second DEX save from a party member to catch them, and should this fail, apply falling damage for 1d100+10m height.
13-18	Climb – There is a steep cliff or slope between here and the next place, 1d8×10m high, that must be climbed to proceed forward. DEX + Athletics to climb safely.
19-25	Password – The door ahead is sealed with a magical keyword which must be spoken aloud and clearly (CHA + Language). A clue to its identity can be found by interpreting the nearby inscription, make an INT + Arcana roll.
26-31	Blood Rite – A door in this room has been bound only to open to those who complete a blood rite. Sacrificing 1HP in blood from each of the party into a goblet that stands on the dais and burning it will open the door.
32-37	Secret Door – One of the doors in this room is concealed, and will only open by hidden mechanism. WIS + Investigation or Security to spot, and possibly DEX + Security to operate.
38-43	Stuck Lever – The door is operated by a lever, rusted and stuck from centuries of wear. STR + Athletics to force it open.
44-50	Musical Key – The room will reveal a secret compartment concealing an artifact (roll for details in next section), provided one of the PCs can carry the right tune. CHA + Performance to sing on key to the inscription's tune, though it will first require interpreting (INT + Arcana or Religion).
51-56	Sokoban – The room contains a number of large objects which must be pushed into the proper places by STR + Athletics checks. Consider creating a diagram of the scene.
57-62	Object Hunt – There are 1d3 items that serve as keys to one of the doors in this room. They will each be found in a random room elsewhere in the ruin, and will likely be protected by either other challenges (01-50) or a hostile monster (51-00). Roll 1d100.
63-68	Plant Sacrifice – An arrangement of plants grow in the room, the correct one of which must be placed on the altar in the center of the room to unlock a healing well that heals 3d6 HP on first drink. WIS or INT + Survival to solve.
69-75	Missing Atom – An eerily prescient sculpture of a molecular structure is present, but is missing a key atomic component. Several spare pieces are present, and when the correct one is mounted, it reveals a hidden scroll compartment in the base containing a single spell scroll.
76-81	Who Begat Whom – A series of statues stands, each meant to be pointing their descendant. Rotating them back to their correct positions will require some History knowledge or the Language know-how to interpret the inscriptions. Success reveals a hidden cache beneath the floor (roll for artifacts).
82-87	Light Beam – A beam of light pierced through an opening from the outside or from an ever-burning torch, and must be redirected to a gem or lens that stands in the center and points to the door, which will itself not open until the light shines on it.
88-93	Broken Mechanism – A steel cage protects a large chest, but the mechanism to open it is broken and must be fixed with an INT + Repair roll.
94-00	Gem-cursed Relic – A fresco or statue is adorned with gems, which must be removed carefully with DEX checks to obtain 1d6×100 Astra worth of fine jewels. A single failure will cause the entire statue to plummet into a pit concealed below it.

5 – Artifact

The room contains some kind of ancient artifact from the Atlantean Age still in museum quality condition. Most such artifacts found in a ruin will be largely of archaeological interest, but a rare few actually possess magical properties, being magical devices created by the ancient Atlanteans or other magically gifted crafters. There is a 25% chance that the item is of magical nature, and such items are generated in the section

beginning on p.135. Otherwise, it is a simple artifact of possible monetary or scholarly value. Roll once on each column of Table 49 for type and gross value.

Table 49: Artifacts

D10	Type	Value (in A)
1	Book	10
2	Carving	20
3	Crown	50
4	Jewelry	100
5	Pottery	200
6	Scroll	400
7	Statuary	800
8	Tablet	1000
9	Tool	2000
10	Weapon	5000

6 – Flavor

The room is more or less empty of any physical object or challenge that might be of threat or value to the players, but nonetheless contains some oddity or feature of note which might add flavor to the description of the ruin. DMs are encouraged to invent many of their own pieces of flavor to describe rooms, but Table 50 provides some examples.



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Table 50: Room Flavor

D100	Flavor Description
01-02	A well-preserved tablet tells the tale of Gilgamesh vs. the Swamp Monster.
03-04	Twisting vines line the walls, and seem to recoil from any light.
05-06	An intricate fresco details the rise of a minor Atlantean mage lord.
07-08	A crude drawing of a basilisk performing questionable acts with a water buffalo.
09-10	A great oak grows in the middle of the room, its upper branches penetrating the ceiling.
11-12	An ancient ball court is here, floor still scuffed by athlete footprints.
13-14	A rusted arsenal of swords and other weapons, which crumble on contact.
15-16	A camp stove and tent, in which still lie the seemingly sun-bleached skeletons of long dead explorers.
17-18	A game board of indeterminate rules rests on a table, its pieces scattered.
19-20	A neatly ordered row of skeletons lies here, each with a neat square hole cut from the skull.
21-22	The room is littered with old papyrus scrolls, each with incomplete spells inscribed on them.
23-24	A clockwork mechanical watchdog rotates to watch the party as they move through the room.
25-26	Small orbs at the corners of the room glow and light the room in an eerie shade of blue-green.
27-28	A small pen contains the skeleton of a pet creature you cannot seem to identify.
29-30	Hollow tiles of glass and vibrating metal line the floor, making music as you walk.
31-32	A gust of wind through a channel in the wall seems to play back a whisper of ancient conversation.
33-34	An inscription on the wall appears only when the light does not touch it, saying 'praise the dark.'
35-36	Apparently a child's playroom, the walls are covered to the millimeter with misspelled ancient script.
37-38	A suggestive illustration is accompanied by the message 'quoniam tempus invocant Hadrianus.'
39-40	A hastily written note wrapped around a bottle details a recipe for a garum-based cocktail.
41-42	Large Atlantean letters read 'Thes netei am hintha am.'
43-44	A book of recipes for the preparation of onachus flesh.
45-46	An ornate Celtic knot surrounds the floor of the room.
47-48	Motes of white light flit about the room that appear to be cuneiform letters when inspected up close.
49-50	A flow of water trickles down one wall and brings with it the scent of fresh jungle flowers.
51-52	An assortment of drinking gourds hang from one wall, still sloshing with an ancient and foul liqueur.
53-54	Tiny vermilion spiders have nested in one of the corners, weaving shapes and symbols in their webs.
55-56	An entire flower garden, with several unknown species, still blooms despite the darkness.
57-58	A collection of human skulls lay on a shelf, sorted in order of size.
59-60	A detailed and precise map of the Latin American coastline adorns one wall.
61-62	A leather bag lies on the floor, containing what appear to be ancient medical instruments.
63-64	A painting, weathered enough to be millennia old, depicts a 1980s personal computer.
65-66	The tile work in this room is covered in dust, which if cleared reveals an illustration of a human neuron.
67-68	There's a faint greenish glow to the paint in this room. You suspect radioactivity.
69-70	A mirror rests against one wall, but seems to reflect another room entirely.
71-72	An odd squirrel clings to the ceiling, and follows you from room to room.
73-74	Sacks and sacks of rice rest in this room, still appearing as fresh as when it was bagged.
75-76	A sense of existential dread overtakes the group, as if reminded of the existence of reality shows.
77-78	The room reeks of mildew, and you catch glimpses of molding clothes piled in a corner.
79-80	The entire room is decorated with ornate statues of intertwining tentacles.
81-82	An altar to the sun is here, with an ever burning red orb suspended above it.
83-84	The tiles are carved with mouths, and when you aren't looking, you swear they are speaking to you.
85-86	The door on the other end appears normal, but proves half-size up close.
87-88	A bush grows in a spiral through the room, periodically dropping fruit which burst into light on impact.
89-90	The entire room smells deeply of freshly brewed coffee.
91-92	Your limbs suddenly feel weightless, but only within the stone circle at the center of the room.
93-94	The entire room shakes with the sound of something colossal belching somewhere further in the ruin.
95-96	A row of statues depict the 7 deadly sins in vivid detail, despite obviously predating recorded religion.
97-98	An illusory image stands in the center of the room and bellows warnings of doom.
99-00	The fate of a 20th century boy band is intricately documented via a series of tapestries.

Magical Artifacts

Of course, the principal *raison d'être* of the adventuring tomb raider tends to be the acquisition of surviving artifacts of actual magical power and significance. Atlantis was an empire fueled by magic, and even their enemies in the Alliance peoples were often armed with magical talents of their own. As well, sometimes devices fall through the cracks from planar realms, and thus a little piece of otherworldly magic finds root in our world.

Table 51: Artifact Rarity

D100	Normal	D100	MacGuffin
01-50	Minor	01-75	Major
51-80	Major	76-00	Legendary
81-00	Legendary		

When creating a magical artifact, we must first determine its rarity. Minor artifacts generally consist of magical scrolls and potions, and the occasional minor magical blade. Major artifacts include spell books, wands, staffs, enchanted armor, and

magical weapons. Legendary items are objects the likes of which wars were fought over, held by men and women of great power whose actions shaped the destinies of kingdoms, nations, and planes. These wondrous items, rings of power, powerful weapons, and gleaming armors conquered armies and fought back oblivion itself. Roll on Table 51, in the normal column for randomly located artifacts, and in the MacGuffin column if it is one.

Once we have determined an item's rarity, we can then roll on the appropriate column in Table 52 to determine just precisely what the object is. Some items will be appended with a multiplier or a die roll, which indicates there are more than one of the items, the contents or nature of which will need to be determined for each. Further descriptions will follow in the subsections below.

Table 52: Artifact Type

D6	Minor	Major	Legendary
1	Scroll	Spellbook	Ring
2	Potion	Map	Wondrous Item
3	Scroll 2x	Wand	Weapon, Special
4	Potions 1d3	Staff	Armor, Special
5	Weapon, Arcane	Weapon +1	Weapon +2
6	Weapon, Planar	Armor -1	Armor -2

Scroll

A scroll is a piece of parchment, vellum, papyrus, or paper on which is inscribed a magical spell. Reading out the spell completely from the scroll will cast the spell at the same caster level as the person reading the spell, but burns up the magical charge that maintains it and so leaves it to crumble to dust. A wizard, however, can study a scroll to learn the spell contained therein and record their own version in their spellbook, making them especially sought after as sources of original arcane knowledge. To determine the spell written upon the scroll, roll 1d8 to determine spell type (1-6 = the spell level, 7-8 = Cantrips) and then roll d100 on the appropriate column below (reroll blank results). If the spell is marked with an asterisk (*) roll 1d4 to determine element (1: Fire, 2: Earth, 3: Air, 4: Water). For summoning circles and polymorph spells (marked with two **), roll on the appropriate threat table in Chapter 11 (p.116) up to the HD limit of the spell. For summon circles,

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there is a 1 in 4 chance the creature is actually greater than the HD limit of the circle spell, thus meaning a higher HD threat roll and the chance that using it will cause certain peril for the summoner.

The scroll is valued at **A50** times spell level, or **A25** for cantrips.

Table 53: Scrolls

D100	Cantrips	Level 1	Level 2	Level 3
01-05	Alarm	Astral Projection	Acid Arrow	Call Superior Elemental*
06-11	Animate Tool	Burning Hands	Circle of Minor Summoning**	Circle of Invisibility
12-17	Circle of Simple Summoning**	Call Lesser Elemental*	Color Spray	Dispel Magic
18-23	Clean	Cause Fear	Command Person	Explosive Runes
24-29	Haywire	Charm Person	Darkvision	Fireball
30-35	Light	Circle of Protection	Degauss	Greater Circle of Protection
36-41	Mage Hand	Hold Portal	Frozen Lance	Hold Person
42-47	Message	Jump	Gust of Wind	Improved Magic Missile
48-52	Rosetta's Sight	Magic Missile	Invisibility	Lightning Bolt
53-58	See Magic	Short Circuit	Locate Object	Material Projection
59-64	Sharpen Sense	Sleep	Knock	Penetrating Gaze
65-70	Spark Flame	Universal Tongue	Mirror Image	Resist Element*
71-76		Wizard's Coat	Phantasm	Water Breathing
77-82			Third Eye	Wizard's Mail
83-88			Seal Lock	
89-94			Ward of Protection	
95-00			Wizard's Shield	

Table 54: Scrolls (cont.)

D100	Level 4	Level 5	Level 6
01-07	Animate Dead	Baleful Polymorph	Anti-magic Circle
08-14	Command Monster	Call Supreme Elemental*	Circle of Grand Summoning**
15-21	Circle of Major Summoning**	Chain Lightning	Cloudkill
22-28	Confusion	Create Portal	Control Weather
29-35	Dimension Door	Hold Monster	Crushing Wave
36-42	Fireseed	Liquefaction	Disintegrate
43-50	Greater Ward of Protection	Magic Missile Storm	Gate
51-57	Hallucinatory Terrain	Planar Projection	Geas
58-64	Hurl Stone	Gravitic Slam	Globe of Invulnerability
65-71	Lesser Globe of Invulnerability	Steal Body	Project Image
72-78	Polymorph**	Telekinesis	Regenerate
79-85	Razor Wind	Teleport	Shake Earth
86-92	Wall of Fire	Wall of Stone	Vengeful Whisper
93-00		Wizard's Plate	



Spellbook

A spellbook is rather like a collection of scrolls. Rather than being immediately legible though, the spells contained therein are encoded in the original wizard's own personal cant and thus will take study and experimentation to interpret. Attempts can be made by a trained wizard to read them blind, but the check is at a -2. Most spellbooks have degraded over time and are unreadable, or at least have lost enough of the information to be useless as a source of complete spells. This book however, still contains 1d6 useful entries, rolled randomly on the scroll tables (p. 136). A spellbook is valued based on the combined value of the spells contained within it.

Wand

A wand is a small rod of hand-carved wood or metal crafted by a wizard and stored with a single spell and a number of charges, allowing a wizard (or a clever enough rogue) to cast that spell without necessarily consuming his own reserve of will to do it. Each wand contains a single spell (roll on the scroll tables, p. 136), and 2d6 charges. Each use of the spell will consume one of the charges permanently, and once the charges are expended, the wand will no longer function. A wand's caster level is equal to the level of the user.

A wizard can, however, spend a day to infuse some of his own will into the wand and thus recharge it. This requires the entire day's reserve of will, and produces a number of fresh charges equal to the wizard's Will total divided by the level of the spell, rounded down. If this result would be less than one, or the wizard does not have access to the level of the spell contained in the wand through normal casting, they cannot recharge it.

A wand's value is equal to that of a scroll of the same spell, multiplied by the number of charges.

Potion

A potion is a vial of magical liquid that, once consumed, delivers the effects of the spell enchanted within to its consumer. Each potion contains only enough fluid for one dose, and must be consumed entirely to gain the effect. A potion's contents will generally be a mystery to even a trained chemist, but a wizard's or cleric's magical sight (such as *see magic*, *divine sight*, or *third eye*) will be able to identify the spell on a successful WIS check

modified by Religion, Arcana, or Science. To determine the effect of the potion, roll on Table 55. The caster level of the spell is equal to twice that of the spell level. Dangerous or

Table 55: Potions

D100	Potion Spell
01-02	Cause Fear (L1)
03-04	Sleep (L1)
05-07	Universal Tongue (L1)
08-09	Darkvision (L2)
10-12	Invisibility (L2)
13-14	Third Eye (L2)
15-17	Hold Person (L3)
18-19	Resist Element* (L3)
20-21	Water Breathing (L3)
22-24	Confusion (L4)
25-26	Polymorph** (L4)
27-29	Hold Monster (L5)
30-31	Teleport (L5)
32-34	Disintegrate (L6)
35-36	Geas (L6)
37-39	Regenerate (L6)
40-41	Cure Light Wounds (L1)
42-43	Divine Sight (L1)
44-46	Heavenly Warmth (L1)
47-48	Bless (L2)
49-51	Disrupt Magic (L2)
52-53	Passing Unseen (L2)
54-56	Resist Fire (L2)
57-58	Speech of the Wolf (L2)
59-60	Cure Disease (L3)
61-63	Cure Serious Wounds (L3)
64-65	Dispel Magic (L3)
66-68	Remove Curse (L3)
69-70	Walking on Water (L3)
71-73	Cure Blindness (L4)
74-75	Curse of Babel (L4)
76-78	Exorcism (L4)
79-80	Neutralize Poison (L4)
81-82	Armor of God (L5)
83-85	Cure Critical Wounds (L5)
86-87	Dispel Unholy (L5)
88-90	Plague of Retribution (L5)
91-92	True Seeing (L5)
93-95	Heal (L6)
96-97	Resurrection (L6)
98-00	Transfiguration (L6)

harmful potions can instead be thrown at a target as a weapon, dealing its effect to that target on a successful ranged attack unless the victim makes any appropriate save.

A potion is worth ~~A~~10 times the spell or prayer level of the effect contained therein. A wizard or cleric with the Science skill who possesses the appropriate spell or prayer may attempt to deconstruct the potion and learn to make more on a successful INT + Science roll. This takes at least 12 hours of study, and making a new potion will require an amount of materials valued at ~~A~~10 times spell level.

Staff

The tool of office of a wizard, the staff is a magical implement and focus for arcane casting just as a PC wizard's staff is, but its service in the hands of one of the lost mage lords of another age has marked it with far greater power than most living wizards have ever seen. As such, its service as a focus and as a magical weapon have both been improved immensely.

A staff provides a bonus to a wizard's casting checks of +1d3. In addition, its years of service have imbued it with magical properties, making it a magical weapon in and of itself, dealing 1d8 Magic damage and gaining a +1 bonus to-hit and damage. There is a 1 in 4 chance that the weapon has taken on elemental properties and strikes targets as if of that element, as well as doubling the casting bonus to spells of that element. Roll 1d4: 1 – Fire, 2 – Earth, 3 – Air, 4 – Water.

However, there is a danger with picking up strange wizard's staffs found lying about. If a wizard perishes in the midst of casting a spell, the energy of that spell may remain behind in the staff, ready to be released simply by touching it. There is a 1 in 6 chance that the staff still contains a charged magical spell (roll on the scroll tables, p.

136), which will go off when first touched except by a wizard who has made a successful WIS save, or by a rogue making a successful WIS + Activate Magic roll.

A staff's value is often near priceless, but in a buyer's market will generally command at least $\text{A}10,000$ per +1 of casting bonus, plus an additional 25% if the item has taken on elemental properties.

Map

The artifact is actually a map to another ruin site or the burial location of a major artifact of power. While maps and other such documents are routinely located within the ruins of old Atlantis and the Alliance alike, this one contains enough clues (once deciphered) to point to the location of another ruin still or now present in the material plane, or to the burial site of a major magical item. Roll 1d6: 1-4: Ruin, 5: Major Artifact, 6: Legendary Artifact. The value of the map on open auction is liable to be quite high: $\text{A}10,000$ multiplied by the previous d6 roll.

Weapon

Enchanted weapons are the stuff of which fables are spun throughout history. Even the simplest weapon of planar make could, in ancient times, be the savior of an entire human village or town in the right hands and against the right foe. Most such weapons eventually acquire names as their deeds become known, which may even be inscribed upon the blade itself in ancient runes or lettering. There are a number of types of magical weapons, the procedures for which are broken down in the list below.

- **Arcane Weapon.** The weapon has been enchanted with enough of an arcane spark that it strikes its foes with Magic damage. Value: Base weapon value + $\text{A}5000$.
- **Planar Weapon.** The weapon is of planar make or origin, or else forged of elements found in the outer planes. The weapon deals damage as if by the element of its nature. For type, roll 1d6: 1 – Fire, 2 – Earth, 3 – Air, 4 – Water, 5 – Holy, 6 – Unholy. Value: Base weapon value + $\text{A}7500$.
- **Weapon +1.** The weapon is of such fine magical craftsmanship and precision that it seems to have a life of its own, thus being both easier to strike with and dealing extra damage. The weapon deals Magic damage, and has a +1 enchantment bonus to-hit and damage. Value: Base weapon value + $\text{A}10,000$.
- **Weapon +2.** The weapon has been crafted with a level of expertise seen only every few millennia, so light and accurate that it guides the wielder as much as the wielder guides it. The weapon deals Magic damage, has a +2 enchantment bonus to-hit and to damage, and there is a 1 in 3 chance it is imbued with the touch of the planes (roll for element as a planar weapon). Value: Base weapon value + $\text{A}20,000$, +25% if planar.
- **Weapon, Special.** The weapon has a unique property beyond that of even most magical and enchanted weapons. The weapon has a base enchantment bonus to-

hit and damage of +1d3 and deals Magic damage, and has one of the special properties from Table 59 in the subsection below. Value: Base weapon value + **¥50,000** + **¥10,000** per +1 bonus.

For the weapon type, roll on the type table, first rolling across the top row for the category, then a d4 for the individual weapon type.

Table 56: Weapon Type

D4	Short Blades	Long Blades	Blunt Weapons	Heavy Melee	Archaic Ranged
1	Axe, Hand	Axe, Battle	Club	Greatsword	Bow, Long
2	Combat Knife	Sword, Arming	Mace	Halberd	Bow, Short
3	Dagger	Sword, Bastard	Staff	Longspear	Crossbow, Heavy
4	Sword, Short	Sword, Long	Warhammer	Maul	Crossbow, Light

Weapon Special Properties

The following table can be used to generate some of the most common traits to find in truly legendary weapons. To determine which specific property the weapon has, roll a d100 on Table 57.

Table 57: Special Weapon

D100	Property
01-06	Bladedance
07-13	Demonslayer
14-20	Flametongue
21-26	Frostbrand
27-33	Holy Crusader
34-40	Intelligent
41-46	Lawbringer
47-53	Life Drinker
54-60	Planar Bane
61-66	Quake's Impact
67-73	Sky's Charge
74-80	Soulstealing
81-86	Unholy Raider
87-93	Venombite
94-00	Vorpal

Bladedance – The weapon can be set to ‘dancing’, able to fly free and attack targets on its own. It has no STR bonus, and strikes at whatever bonus the weapon has as a magical weapon, but may attack twice per round against any target within the field of combat so long as it is within 100m of the wielder.

Demonslayer – The weapon is imbued with holy power and deals an additional +3 damage against demons and other creatures from the underworld.

Flametongue – The weapon is wreathed in the heat of flame, and deals +3 Fire damage. A target struck with it must make a CON save or be lit aflame.

Frostbrand – An icy weapon of chills and pain, the Frostbrand strikes with +3 Water damage and the wounds it delivers freeze shut, only curable by divine healing.

Holy Crusader – The weapon of the crusader strikes the unrighteous and unholy with terrible vengeance, dealing +1d6 extra Holy damage against unholy creatures or any wizard who has ever cast unholy magic.

Intelligent – The weapon literally has a mind of its own, as it has been imbued with the living soul of a spirit or mortal being, often as a punishment to wizards who broke Atlantean law. It has INT, WIS, and CHA at 2d6+6, knows 1d8 spells (roll on the scroll table, p. 136), and casts them as a 2d6 Level wizard. It is likely to be willful, and while it cannot harm its wielder, getting it to obey orders requires a CHA check.

Lawbringer – The nightmare of all creatures of chaos, the Lawbringer delivers judgment on the minions of calamity, chilling creatures of Chaos motivation with mortal terror. Such creatures are struck at a further +1 to-hit, and must make a WIS save in Lawbringer’s



presence or be paralyzed with fear.

Life Drinker – The weapon drains the life from its victims in order to heal the wounds of its bearer. Successful strikes with this weapon heal the wielder for 25% of the damage dealt.

Planar Bane – The weapon drives planar creatures back to whence they came. A natural 1 on a to-hit roll against a planar creature with this weapon will banish it instantly back to its home plane and prevent it from returning for at least 1d6 days.

Quake's Impact – The weapon strikes with the force of the rumbling earth, dealing +3 Earth

damage and requiring the target to make a DEX save or be knocked from their feet.

Sky's Charge – The power of Air's lightning flows from this blade. The weapon deals +3 Air damage, and targets struck with it must make a CON save or be paralyzed for the next round as the current passes through them.

Soulstealing – An unholy weapon of immortal peril, this instrument of death laps at the very soul of its victims, sapping their Will and Faith reserves by 1d4 with each strike. Should a target be slain by the blade, their soul is taken into the blade itself, and the victim cannot be resurrected or even travel to the afterlife unless the blade is destroyed or the wielder releases the soul.

Unholy Raider – A weapon of chaos and destruction, the Unholy Raider strikes those who seek Peace or who are Holy (including clerics and champions) as if it had an additional bonus of +1d4, randomly determined on each strike.

Venombite – The weapon was quenched with the vile *etr*, and delivers a terrible and agonizing poison. On hit, the target must make a CON save, or suffer 1d4 damage per round unless healed by *neutralize poison*.

Vorpal – The weapon goes snicker-snack, and may at times strike true with such force as to sever life's cord. A natural 1 on a to-hit roll with this weapon instantly ends the life of the target.

Armor

The annals of legend and myth are rife with magical swords, but a piece of armor crafted by the best smiths of the dwarven empire or the ancient masters of Atlantis can itself be a thing of astounding resilience, and lend truth to stories of nigh invulnerability on the part of many a hero. Each set of magical armor is based on an existing type of armor or shield, with an enchantment bonus of -1 or -2 which further reduces the AC of the armor or improves the bonus the shield provides. Most magical armors are of a standard type,

Table 58: Armor Type

D8	Armor (AC)
1	Robe (10)
2	Leather Coat (9)
3	Full Leather (8)
4	Chainmail (6)
5	Scalemail (4)
6	Plate Armor (2)
7	Buckler (-1)
8	Small Shield (-2)

Table 59: Special Armor

D12	Armor Special
1	Adamantine
2	Blood Drinker
3	Deathmask
4	Demon-Crafted
5	Elvencloak
6	Ghostskin
7	Holy Raiment
8	Orichalcum
9	Planeclad
10	Rejuvenating
11	Thornbite
12	Wizardbane

rolled on Table 58, but ‘special’ armor also contains unique properties which are determined by Table 59 in the subsection below.

Armor value is the base armor type’s cost as per Chapter 4, plus $\text{A}5,000$ per -1 bonus, and an additional $\text{A}10,000$ for special armor.

Armor Special Properties

Special armor also has an enchantment bonus of -1d3, as well as a special property that makes it especially noteworthy, and almost certainly bears a name of great legendary significance. Roll a d12 on Table 59 for the armor’s special property.

Adamantine – Crafted or inlaid with the legendary adamant of the ancient mountains, this armor’s durability and resilience is unrivaled, granting the bearer Physical Resistance +2.

Blood Drinker – An unholy skin that feeds on the blood of battle to maintain its strength, the Blood drinker grants its bearer its bonus to AC only if it has felt the touch of freshly let blood within the last 24 hours. Sacrificing 1 HP is sufficient to satiate it, but the blood spray from a slain enemy will both feed it, and heal its bearer for 1d6 HP.

Deathmask – The armor bears the pallor of death, making its wearer appear as one of the undead. Undead creatures will not attack unless provoked, and the bearer may command 1d6 HD worth of skeletons or zombies present on a successful CHA check.

Demon-Crafted – The armor is forged from the skin and bone of demons, granting its wearer the countenance of the Unholy, but also Unholy Resistance +2.

Elvencloak – The armor bears a cloak which grants the gift of the elves, giving them a +1 bonus to DEX so long as it is worn, and a +1 bonus to-hit with Swords.

Ghostskin – The armor is wreathed in the stuff of astral souls, and dwells on the ragged edge between the material and the astral. Whenever the wearer is struck by a physical blow that is not magically imbued, they may roll a D6, and on a 6, the attack simply passes

through them. In addition, the armor itself bears no weight, and can be concealed at will, appearing only when needed.

Holy Raiment – The armor is blessed by the divine will, and the unholy tremble in its presence. Unholy creatures must make a WIS save to attack the wearer of this armor, and should they strike it with bare flesh or claw, they take 1d8 Holy damage as if touching a holy symbol.

Orichalcum – The armor is gilded with the fabled orichalcum of the Atlanteans, which naturally channels magical energies. This innate magical focus can be tapped to aid a wizard in their spell-casting, granting a +1 to casting checks while wearing it.

Planeclad – The armor is made of planar stuff, and provides Resistance to the element of its origin of +2. For type, roll 1d4: 1 – Fire, 2 – Earth, 3 – Air, 4 – Water.

Rejuvenating – The armor is infused with the life force of the forest, and gently rejuvenates the health of its bearer, healing 1 hit point per round while in wooded areas.

Thornbite – The armor is wreathed in vicious thorns which throb with magical energy that reacts to impact and force. Enemies who strike the bearer of this armor successfully take 1d3 damage.

Wizardbane – The armor was crafted for the great mage hunters of the ancient Alliance, and stands strong against its onslaught. The armor grants Magical Resistance +3.

Ring

Some of the rarest and most precious of all magical artifacts, the rings of power were crafted by the ancient Atlanteans and worn only by the highest mage lords of the Empire. Each magic ring is crafted of the fabled orichalcum, and set with a rare gem infused with raw magical will, a feat of arcane crafting so great that even the Atlanteans are only known to have crafted perhaps a dozen throughout all the history of their great empire. Such is the power of one of the great rings that even with the fall of magic and the sinking of the great Well, their function continued. As they found their way into other mortal hands throughout history, whole legendary cycles were formed of the exploits and fates of their bearers. The Ring of Gyges, the Andvarinaut of the Niebelungs, the ring of King Solomon, all were lost Atlantean rings that found their way into later mortal hands, to the prosperity or doom of their wearers. A ring of power is a priceless artifact, and few bearers would even dare part with it, or could, in some cases.

Each ring varies a bit in capability, but all bear the same general properties:

The ring grants the ability to become invisible. An untrained and untalented wielder will simply become invisible to sight the instant they don the ring.

The ring has a name. Knowing that name and speaking or thinking it will allow the bearer control over the ring's power, thus granting the ability to control the invisibility gift at will. Translating the name requires an INT check, modified by the better of Arcana or Activate Magic.

Arcana Rising

The ring grants physical or mental power. This comes in the form of a stat bonus gained while the ring is worn. 1d4 points are distributed randomly to the six stats. Roll 1d6: 1 – STR, 2 – DEX, 3 – CON, 4 – INT, 5 – WIS, 6 – CHA.

The ring stores magical will. Each ring contains a reserve of Will that can be tapped by a wizard and used to cast spells. The ring essentially contains 2d6 Will points, which replenish each morning at the dawn of the sun.

The ring knows spells. Each ring contains 1d6 spells within it that can be accessed by a wizard bearing the ring, or by a rogue who succeeds on a WIS + Activate Magic roll. These spells can be cast as if from the caster's own memory, and use the ring's own Will if the bearer does not have it themselves.

The ring may be cursed. All Atlantean rings were crafted with an array of magical security measures, while others were corrupted by unholy powers, and some are still loyal to their old masters even after all these millennia. There is a 50% chance that the ring's new bearer will find the ring's power betrays them in one of the following ways (roll 1d6).

1. Treacherous: The ring has a will of its own. Every time the ring is used in a situation of life or death, the DM rolls a D6, and on a 6, the ring simply fails to deliver its power.
2. Dependence: The ring's power is addictive to the point of physical dependence. The user must make a WIS save to resist drawing on the ring's power in a time of crisis, but doing so will incur a permanent loss of 1 HP. Reaching 0 will result in the bearer's death, with no resurrection possible.
3. Life-Linked: The ring binds itself to the life force of the bearer. So long as the holder wears it, they will not appear to age and they are granted limited immortality. Being separated from the ring risks death: if the bearer has surpassed their natural lifespan, they will simply perish from age, and must otherwise make a massive damage save if the ring is removed from them.
4. Corrupting: The ring's power clouds the mind and makes its bearer mad, whispering thoughts of greed and violence in its bearer's consciousness, often without them being aware of it. As long as the bearer wears the ring, they must make a WIS save to resist the opportunity to indulge in Greed and Chaos, and each use of the ring stores up a cumulative -1 penalty to the next such save. The only freedom from its influence is to cast the ring aside, but doing so itself requires a WIS save.
5. Destruction: The ring is cursed to bring the ruin and doom of any unwelcome bearer. So long as the PC bears the ring, the DM may add +3 to any rolls for Threat Level for monsters, and all enemies in combat deal an additional +1d4 damage against the PC who bears the ring. Other creative results are likely, and subject to DM whim, but likely include all manner of betrayal, misfortune, and calamity.
6. Hunger: The ring drives its bearer to an insatiable hunger for murder and death. The bearer must kill in order to fuel the ring's power: its Will does not recharge at the dawn as normal unless the bearer has slain a living thing that day, and the bearer must make a WIS save to resist any provocation to violence.

The ring is priceless. Should the bearer even be able to part with it, it would command more or less whatever asking price the bearer chose, but at least ~~500,000~~, assuming one wasn't simply murdered for the thing.

Wondrous Item

Wondrous items are those magical rarities that fall in the ‘other’ category, artifacts of power and wonder ranging from cloaks to necklaces, statuary, and more. Unlike the other categories, there is no general ‘type’ or pattern to wondrous items. These are singular items or unique artifacts that have appeared through the ages, and they occasionally turn up in the ancient ruins of the old Atlantean era and other times of legend. Roll d100 on Table 60 on the following page, and then read the accompanying description below. Many more have existed than are included in this table, and it is likely some are simply forgotten by man altogether, so DMs are encouraged to be creative. Such items are singular rarities, and their value is priceless, though would likely command millions if put up for open auction.

Table 60: Wondrous Items

D100	Wondrous Item
01-03	Book of Bai Ze
04-06	Book of Nine Gates
07-10	Book of the Sibylline
11-13	Book of Thoth
14-16	Canoe of Glooscap
17-20	Chariot of Haste
21-23	Cloak of Invisibility
24-26	Cloak of the Astral
27-30	Cloak of the Falcon
31-33	Clue of Ariadne
34-36	Cornucopia
37-40	Cup of Jamshid
41-43	Fallen Star
44-46	Flying Carpet
47-50	Girdle of Might
51-53	Hel-shoes
54-56	Hide of Leviathan
57-60	Horn of the Olivant
61-63	Jewel of Greed
64-66	Lantern of Diogenes
67-70	Necklace of Harmonia
71-73	Panacea
74-76	Plane in a Bag
77-80	Seven-league Boots
81-83	Sprig of the World-tree
84-86	The Palladium
87-90	The Smoking Mirror
91-93	Tome of Six Paths
94-96	Whetstone of Bravery
97-00	Winged Sandals

Book of Bai Ze – An ancient and exhaustive tome describing the monsters and demons of the outer planes in the greatest depth and accuracy ever recorded. The book of Bai Ze is said to have been dictated by the demon Bai Ze to the Yellow Emperor himself. A complete reading of the book will grant its bearer Xenotherology +3, and a +1 to-hit against all unholy creatures.

Book of Nine Gates – A cursed tome whispered of only in dark legends, only a few medieval forgeries survive of this ancient work of foul demonology. According to legend, the ‘nine gates’ are symbolic steps of a ritual that ends in the dark apotheosis of the practitioner, who will step through the ninth gate and join the adversary as a supreme demon lord. The tome also contains the requisite summoning spells for all demonic beings.

Book of the Sibylline – One of several lost books of prophecy and wisdom said to have shaped the very fate of the Roman Empire, the Books of the Sibylline grant their reader the prescience and wisdom to change the fate of nations. By reading of the book when a city or nation is in peril, and making a successful WIS + History roll, the DM may grant the players a single clue as to the threat currently facing the PCs’ home.

Book of Thoth – A name known to many throughout history, Thoth was in truth one of the greatest mage lords of the Atlantean Empire, an Egyptian subject of the realm who by his own gift and unparalleled insight

into arcane lore and wisdom elevated himself to great power and influence across the

Empire and Alliance both. Some say his gifts eventually elevated him to the status of deity. The Book of Thoth is the most exhaustive grimoire ever penned. A wizard with this spellbook has access to every spell within this book, even the divine prayers, and may cast any such spell or prayer so long as they are normally capable of casting that spell level.

Canoe of Glooscap – Named for an ancient hero of the Wabanaki of northeast America, this mystically enchanted vessel may change size at will, from large enough to bear a platoon, down to an icon of only pocket size.

Chariot of Haste – This ancient relic is the root origin for centuries of myths and legends about chariots guiding the sun or crossing the sky with the cycle of days. The Chariot of Haste can travel to any point on the earth in a single day, and carry up to three passengers airborne by the lead of the ghostly steeds which manifest before it when activated. It then must rest for the night before it can be used again.

Cloak of Invisibility – A classic legend of the ages is that of the cloak that grants its bearer invisibility from sight, and this artifact is the root of many such legends throughout the world. By wrapping themselves completely in the cloak, the wearer of this garment is completely concealed from all non-magical and even magical sight except for *true seeing*.

Cloak of the Astral – This cloak gives its wearer the countenance of an astral being, allowing them to become incorporeal at will as if they were a ghost, so long as they shroud themselves with this cloak.

Cloak of the Falcon – A wrap of feathers said to have been created by Freyja herself, which allows the bearer to transform into a great gyrfalcon and take flight. The falcon form has 2d12 HD (13HP), +2TH, and the wearer's saves, and may fly at up to 130km/h. The wearer's own garb and weapons are magically concealed within this form, but it may strike with claw and beak for 1d12 damage.

Clue of Ariadne – This ancient tool of navigation is said to have been given to Theseus that he might find his way from the Labyrinth. The Clue is a ball of endless string, which can be tied to the entrance of a maze, cave, or other such place, thus allowing for a lead line which can always be followed back to the entrance.

Cornucopia – A catch-all term taken from the ancient Greek legend of one such object, cornucopias are horns or baskets that produce a seemingly endless supply of food, drink, or both, and were occasionally sent into battle with the Atlantean armies to feed the troops. A single cornucopia can feed a company of warriors enough food or drink to last the day, every day, without ever exhausting. Roll 1d4: 1-2: Drink, 3: Food, 4: Both.

Cup of Jamshid – An object of great power said to be the spur of the great Persian Empire, the Cup is a vessel of scrying with near limitless reach. By filling the cup with clear water, the entire Earth and its outer planes can be witnessed therein, save for the innermost reaches of the many heavens. Gazing upon the true depths of the underworlds can drive one mad, however, and is thus not advisable.

Fallen Star – Many legends speak of this ancient stone, a meteorite that fell to earth from the many heavens at the dawn of the great Alliance, the shards of which bore great healing

power. To touch the stone is to be healed of all disease, poison, or ailment, and each day a person may touch the stone to be healed for 2d8 damage.

Flying Carpet – A classic artifact of Middle-Eastern lore, this carpet is magically animated, allowing it to fly aloft with a single rider and their passenger at speeds of up to 100km/h. Getting the hang of such flight and the balance required is tricky. It takes a DEX + Athletics check to maintain one's balance enough to get in the air, and any jostling of the carpet in flight will require a DEX save lest the rider plummet from it.

Girdle of Might – A belt or girdle which imbues its bearer with great strength, these ancient relics may be the source of many legends, such as that of Thor's and Hippolyta's belts. The wearer of this belt gains a +3 bonus to STR.

Hel-shoes – These shoes were an ancient custom of protection in some Norse cultures. Worn by the dead, or even the living who might face those foes that might otherwise devour it, they protect their soul from theft and ensure it can travel on to the after-life. The wearer of these shoes is protected from any effects that might prevent resurrection or the soul's travel to the afterlife, and from the damage to stats by those creatures which attack and devour the victim's soul.

Hide of Leviathan – Said to be crafted from a scrap of the hide of Leviathan itself, this wrap of foul, scaly hide can be worn as a robe or cloak. It provides the bearer with the very same durability as the ancient beast of chaos, granting them Resistance +5/Holy.

Horn of the Olivant – A great hunting horn of old said to be carried by Roland himself, the Horn bellows with such a force as to strike birds from the sky and terrify whole armies. All enemies within earshot must make a WIS save or automatically fail their next Morale save, and any foe within a cone 60m ahead of the horn will take 3d8 damage as if struck by a physical blow. However, the Horn's power takes its toll on the player, and blowing the horn deals 1d6 damage to the horn blower themselves.

Jewel of Greed – One of a handful of cursed jewels of terrible beauty and profane corruption, the Jewel of Greed curses those who hold it with a mad greed which fills their mind with only the desire to protect the jewel itself with their own life. It is said that only those who cannot hope to profit from the Jewel will resist its curse, though a WIS save on first contact will resist the effect long enough to cast it away.

Lantern of Diogenes – A seemingly simple lantern that hides a cynic's gift, the Lantern of Diogenes will cast no light except upon a truly honest being, one who has spoken no lie or falsehood or ever acted as anything other than their true nature.

Necklace of Harmonia – A cursed amulet of great beauty, the Necklace of Harmonia was said to be a gift from jealous Hephaestus to the daughter born of his wife Aphrodite's tryst with Ares, though some now believe it to have been a Trojan gift of the Atlanteans meant to sow betrayal in the Alliance. The wearer of the amulet will know eternal beauty, gaining +4 CHA and never appearing to age, but the necklace is cursed, and whoever wears it is doomed to be the target of destructive jealousy and betrayal for as long as it rests upon their shoulders.

Panacea – Named for a goddess of Ancient Greece, this simple curative bears a gift of divine healing. The vial contains a liquid of divine provenance, one drop of which when properly applied (INT + Medicine) can instantly heal all wounds, ailments, or stat damage to the sufferer. It bears enough such liquid to deliver 2d6 drops.

Plane in a Bag – A storage container of remarkable convenience at the expense of occasional consternation, the Plane in a Bag is a dimensionally transcendent vessel in the shape of a sack. The opening actually opens into a pocket dimension of near-limitless capacity. This effectively grants the bearer unlimited carrying capacity, though retrieving things can occasionally be problematic. Whenever retrieving something from the bag, the carrier must make a WIS save, and on a failure, the bag fails to understand its master's wishes and provides the wrong item at random.

Seven-league Boots – Boots of swiftness known throughout the Western world and beyond, these boots allow the wearer to travel a day's walk in an hour, running at about 60km an hour without tiring. They also allow the wearer to move and strike in the same round in combat.

Sprig of the World-tree – Thought to be a branch of the great Yggdrasil of Asgard, this Sprig was taken from the very spot where great Odin hanged himself to learn of the runes. It is a peerless rod of magical power, inscribed with the true runes which Odin discovered in his trial. 24 runes are carved along it, each for a single spell (roll for each as if a scroll). By activating one of these runes (WIS + Arcana), the wielder may cast that spell, expending the rune in the process.



The Palladium – A relic of divine protection, the Palladium is thought to have been gifted by the divine will itself to the people of Troy in ancient times, though it may in fact be a relic of the Alliance from around the time of the Atlantean War. By earnestly praying at its feet for aid (WIS + Religion), the relic casts a *circle of greater protection* as the cleric prays, save that the radius of the spell may span up to 500 meters.

The Smoking Mirror – The relic of an ancient Mesoamerican god and rival of the couatl, the Smoking Mirror is crafted of pure obsidian that endlessly exudes a toxic smoke that deals 3d8 damage to anyone within 30m who fails to make a CON save. By gazing into it, its bearer can see the presence of wickedness anywhere upon the Earth, and thus find and punish it.

Tome of Six Paths –

Known as the *Sba-Tezan* in the tongue of the old Atlanteans, this ancient tome was only a legend even by the time of their fall, though this may be the result of jealous hoarding rather than loss. Such was the wisdom and insight contained in the Tome that all who read it came away better. A complete reading of this tome takes 1d6 weeks, and improves a random stat by 2 as a result. A person may only gain the benefit of the Tome once. Many who have read the tome become obsessed with it and read it endlessly in the hopes of further improvement, but such insight will forever evade them.



Whetstone of Bravery –

An ancient relic of

Britain, it is thought to have been made from the stones of Dumbarton Rock by Tudwal, lord of that site in ancient times. The Whetstone will sharpen the weapon of any truly brave soul to Vorpal quality, but render that of a coward completely ineffectual.

Winged Sandals – The feet of great Hermes the messenger, these winged shoes grant the wearer the ability to fly, capable of moving about the skies as easily as on land. The speed granted is that of approximately twice the normal movement rate of their wearer.

CHAPTER 13: DUNGEON MASTERING

So now you have a city, you have a dangerous threat, and maybe you even have the ancient ruin and the MacGuffin therein which might bring an end to this new threat to the city's mortal residents. This chapter will hopefully provide some short, useful advice on making sense of it all and how to run it at the tabletop, as well as some advice and rules on tailoring the game to make it your own. Advice is included as well on tweaking the rules to suit specific genres or play styles, providing some optional rules tweaks and add-ons for all campaigns.

What is Dungeon Mastering?

Chances are that if you have this book in your hands, you already know the answer to this question for yourself. If you're new to role-playing though, or you just want to hear this author's peculiar take on the question, read on.

Being a DM is essentially a twin role, split into two phases. The first phase is the role of the world builder and scenario designer. The DM uses the tools at hand and their creativity to build a world for the players to muck about in, and creates scenarios and adventures to capture the PCs' attention and give them things to do in that world. The second phase is that of the simulation manager or director on an improvisation-heavy film set. The DM describes the scenario and the world to the players, who will set about acting on it as they will, with the DM deciding what happens based on the rules and their own imagination and common sense. The DM must be able to predict the unpredictable, and improvise quickly to account for the unforeseen when preparation proves insufficient.

Rule Number One

The DM is master of the game. That means what the DM says, goes, and they are final arbiters of the rules, regardless of whatever this author has scrawled down in this book. If a rule doesn't work for you or your group, or doesn't make sense to you, change it. If the rules don't cover something, just make a quick ruling on the spot, have the player make a stat check or roll some dice, or even just take an even-odd roll when deciding between two outcomes. Modern wisdom likes to treat the game designer's word as inviolable wisdom, and this author would like to state for the record that he is not worth such veneration: do what makes your games fun, and don't trust anyone but yourself and your group to know what that is.

Preparation & Improvisation

'Prior preparation prevents piss poor performance,' goes the old saying passed down to this author by a former chef. While he was mostly talking about avoiding nightmare scenarios in a kitchen, the principle applies well to role-playing games as well. As the DM your goal prior to the game is to put together as much information on your world as you will need to run the game smoothly in play, and that means the more work you put



into your world the less you'll have to be called upon to invent on the fly in play. Prep your games to your level of improvisation skill: if you're new at this or just not great at improv, put a little extra elbow grease into your games, and build scenarios that fit the amount of player straying you are comfortable with. If that means you start off running a lot of tomb raider games, until you get comfortable enough to branch out into the bigger world of supernatural intrigue and modern-day superheroing, then do it. Your players will have the most fun when they feel you are prepared and on top of the world being presented before them.

That said, there can be such a thing as too much prep, at least in so far as how it's presented to the PCs. Players want to get on with the fun and the action, while a DM who's detailed every last city employee at the local accounts and records bureau is going to want to use those details or else feel like they've wasted their time. Prep what you actually think the game will need, and don't drown your players with unnecessary detail. They'll get bored, and you'll hate them for it, and that's no fun for anyone.

Making the Pieces Fit

The tools in *Arcana Rising* have been designed to provide the basic building blocks for a world, but not necessarily the whole of the thing without a bit of work on the DM's part. Partly this is by simple necessity: *AR* aims to emulate a setting rather like our real world, albeit through a specific genre lens. Even the fictional real world has an irritating habit of not quite fitting into neat little lists of standard categories, at least in so far as will fit in a book this size. As a result, the output of the city, threat, and even ruin generators can take some creative interpretation to put into a cohesive whole. Sometimes they can even produce results that don't initially appear to make a whole lot of sense.

In accordance with Rule Number One, the DM is of course free to pick and choose results or fudge the rolls where necessary when creating their settings. This author does the same from time to time, when a result might make more apparent sense or be a cooler result than what the dice are telling him. One might even simply use the tables as a buffet, simply selecting results as desired, and certainly this is an acceptable use of the tables, though one that sometimes denies them their utility. The advantage of the random table is to stimulate the DM's imagination, producing results they might otherwise not have come to if not for their attempts to piece together the resulting random assortment of elements into something coherent.

Whenever using a random table, take a moment to look at the results you've been given, set aside your own preconceived notions of common sense, and instead try to see how one might *make* the results make sense. What might explain this seemingly random result? How might it relate together with the others in ways you've not immediately noticed? Think about what you know, from the included setting information in the book, from classical folklore, TV shows, movies, and novels about monsters and scary things, and how those different portrayals might inform a kind of sense behind the seeming random madness. You might find that you come up with ideas that you'd never have discovered solely on your own.

On Plot

Arcana Rising is patterned after and inspired by works of urban fantasy, and does indeed aim to allow players to produce in play a kind of story that resembles the action of the occasionally bumbling but heroic icons like Harry Dresden and pals, or Buffy Summers and the Scooby Gang, with a little sprinkling of the adventure of films like the Indiana Jones franchise, or games like *Uncharted* and *Tomb Raider*. These being narrative mediums, the temptation therefore can be one in which the DM sets up a narrative which



the PCs are simply expected to follow along with.

But this temptation is one that can easily lead more to frustration on the part of the players, as they will approach the game as one in which they are free to act in their characters' nature, and find themselves thwarted if that nature interferes with the preordained narrative the DM has created. The important takeaway here is, the characters in those stories don't see the events as a preordained narrative *either*, and the players want to be those characters in their own adventures. Think of those narrative stories from the perspective of the actual characters: Harry Dresden only sees that there's something murdering people in his town and that he needs to find out what he can do about it, and then goes about doing what he can to stop it. He's reacting to a scenario, even if how he reacts and the nature of it has been decided by an author.

Sometimes even authors go with their gut and their knowledge of the character to decide what happens next.

The best approach is to treat the game world and the characters in it as real people, who will react how they will to the events. Create scenarios for your players, with details and actors who will react to the players accordingly, and let the 'story' of the game come out in play as one narrates the results of how all the different parties and variables acted together. The result will make everyone feel like they're involved in the events, instead of simply following a railroad.

Living Settings

An important element to maintaining this sense of reality is a simple self-reminder: this is a real world, with real people. While your game is just a fictional space, it's meant to *feel* like it's a real one. To give your players a sense they're experiencing something real, you as a DM work to maintain that illusion, and one of the ways you do that is by giving a sense that the world of the game keeps on spinning with or without the players. Your city factions have their own motivations and move in shadow independent of whatever the PCs are up to, and the events of any ongoing plots will happen with or without PC intrusion. Your NPCs are real people, with real goals and motivations, and lives outside of whatever happens when they're 'on-screen' with the players. The mortal world spins on, people go about their daily lives, and they react to the PCs only if they give them reason to.

Now of course, it's not practical to actually simulate the goings on of every mortal and immortal alike within your city. The important message here is that it does have a life outside the PCs, and while they may be big damn heroes, or think they are, the rest of the world isn't just there to suit their narrative whims.

Monsters & NPCs

In accordance with this of course, you need major NPCs at least to have real characterization, or at least enough broad stroke detail to give the sense that they do. Even supernatural creatures have goals, desires, pet hates, daily routines, and so forth, and knowing those details can be important to the goings on in surprising ways, and also make the players work a little for their confrontations. Don't just have the vampire lord lie in wait for the inevitable conflict with the players. She may be a vicious and bloodthirsty killer and eater of mortal blood, but she has her own life to live, and the players may need to gather information about that life to know when the best time to strike is. By giving your NPCs a real sense of life, you can bring a lot more depth of decision making to the process, even if they are only there to be eventually stabbed and burned.

Similarly, even your pure monsters, your savage and unintelligent beasts and mindless killing machines, still have a pattern of behavior and a sense of self-preservation at least. The morale system exists for a reason: nothing in this world or the next wants to die, least of all creatures that may not even have an afterlife to look forward to, or face an eternity in one of the many hells. Many supernatural predators gain their prowess and reputation not just because they are ruthless killers when the fighting starts, but because they know how and when to pick their prey for maximum effectiveness. They are often



creatures of nature though, without free will, only an animal's instinct and an ingrained nature that they will act on as often as possible.

Sandboxing It

One of the other useful tools in a DM's kit for giving that sense of a living world is to give the players more free reign in exploring it and setting their own goals and missions. This can require some more prep and on-the-feet thinking on the part of the DM, but also means more fun world building time, and more fun for the players. The key here is presentation: you need to give your players the sense that there are indeed multiple setting goals available. The factions and details of your city will provide some of this: maybe they'll want to focus on taking down one of the major factions in the city, or on setting up their own (say a wizard's school in a town without one). When you're creating possible threats to the city, create more than one, and treat them from the start as merely rumors floating about. Let the PCs decide which they want to pursue. The world of *AR* is one of many new powers and foes jockeying for position, so while sometimes it is something as simple as 'stop these cultists before they summon Leviathan in Lake Squall,' it's just as often a decision between which creeping predator is posing the biggest threat to the mortal population right now. Give the players that information, and let them decide the best way to act, and just respond from there.

Forming a Party

Most games of *Arcana Rising* will be group affairs rather than the solitary actions of a wandering hero. Often in urban fantasy fiction this takes the form of a single troublemaker or supernaturally gifted individual, around which a web of connections and friends forms. This can be a good place to start if there is one player in the group prone to taking a leadership role, but can also leave others feeling like supporting characters to someone else's starring role. Another option is to bring the characters together by having them all encounter the same event, some major supernatural episode that winds up intertwining the lives of all of the PCs. You may also simply start *in media res*, on the assumption that the PCs already know each other prior to the first session. The PC's wrinkles can prove a particularly useful tool here if connections can be made between the different elements of their characters history: a shared enemy, mutual witnesses to the same past supernatural event, or even former rivals forced to work together can all grow from seeking such connections. Having players create their characters together in one shared session, rather than individually, can help these bonds form as well. Players will often quite naturally want to form connections with the others at the table as they imagine their characters.

What is Urban Fantasy?

'Urban fantasy' is a catch-all term that ultimately refers to any number of sub-genres, but basically focuses on the consequences of a modern world where the supernatural truly exists on some level, and on the rare heroes and heroines 'in the know'



enough to fight against those supernatural powers that lurk in the shadows and prey on humanity. Urban fantasy protagonists are often apparent lone wolves, who nonetheless wind up building a network of like-minded allies who find themselves thrust into battle as well.

In urban fantasy, there is a secret world behind the one we know that most people dismiss as legend and myth, studied more for intellectual curiosity than for their stark realities. The result is that truly ancient and even horrible secrets can sometimes be hiding right under mankind's nose, and those who seek to call attention to the grim reality are rare, for fear of drawing a bloody silence upon themselves or the ridicule of

the mundane world that sees such nonsense as the stuff of fairy tales.

But the truth is, there really are vampires. There really are fae creatures. There really are spellbooks and grimoires out there that teach real magic, or even incantations to summon ancient horrors and gods. The ancient ruins of the world really do hold more than just some dusty pottery shards and old papyrus scrolls, concealing actual artifacts of magical power that the denizens of this secret world will kill to get their hands on. And amidst it all, to humanity's fortune, there are those mortals who do know of this world, and have taken this terrifying knowledge and turned it into a weapon. They have chosen to fight for humanity's continued survival, even knowing that their heroism will go unnoticed and forgotten by the rest of the mortal world.

The *AR* World

The world of *Arcana Rising* aims to be a fairly typical urban fantasy world, taking the tales of folklore and fantasy and placing them in the real world, while providing the tools to create potential heroes that can face the supernatural world on its own terms and defeat it. *AR* characters don't necessarily start heroes, but they do start talented enough to have an edge, and 'in the know' enough to fight such creatures if they come knocking.

Facing supernatural horrors is a dangerous game however, and the hero business doesn't pay, though. There's a good chance that taking up sword and gun could leave the hero victorious against humanity's foes while penniless and broken in the eyes of the very humanity they seek to protect. *AR* characters are the rare and proud few that try to make that balance work anyway, juggling a day job with the rigors of slaying monsters by night.

The world of *AR* assumes that the supernatural element has only emerged relatively recently, but with an explosive return aided by the lingering presence of that

element in the real world before the return of magic. In the real world, scientists finally pierced into the actual waters of Lake Vostok in 2012, just a year prior to this game's publication. However, for practical purposes this book has been written on the assumption that the return isn't quite *that* recent, if only to ensure a decent milieu of genuinely present threats for the players to confront. The walls between the planes are thinning, and more and more supernatural events are occurring in this world, but not quite yet enough for it to be anything more than rumor easily explained by mundane excuses.

Making It Your Own

Of course, this is just our world, created for the sake of a baseline on which to build a game. *AR* deliberately takes a 'back to folklore' approach to the list of supernatural creatures, blended with a lot of classic tabletop fantasy tropes, to provide a pretty neutral but still hopefully imaginative base on which to build a game world. It is very likely you won't like some of it. It is very likely you'll have other ideas of what a certain creature 'should be like,' to which this author says: awesome! A game book is just one expression of a setting or idea, especially in a game with an implied setting like that of *AR*. The sections later in this chapter will even provide some more tools on tweaking the basic rules of *AR* to suit other genre takes and play styles, and of course the setting itself is full of room to create new freaky supernatural foes to play with.

You might also simply use this book as the tool for something else. Part of the design goal for *Arcana Rising* was to make something unique in the old-school fantasy space, but that could still be used to run such traditional fantasy. A bit of tweaking to the job system and classes and *AR* can run classic fantasy worlds quite well, and still presents a unique take on many classic fantasy tropes. This game is also more or less cross compatible with *Hulks and Horrors*, being powered by the same core system, meaning you can use bits from the other for creating your own weird science fantasy universes. What if the Atlanteans were more than just magical talents, but a genuinely technologically advanced society? Maybe there's some more techno wizardry to be found in the ruins rather than arcane artifacts.

Supernatural Knowledge

Whether you're running in our world, or in your own, one important consideration in any urban fantasy setting is just how much supernatural knowledge is out there in the world, how much of it is public knowledge, and how the secret world stays secret.

The simplest explanation is simply that there's not yet enough of it out there to be all that visible in the public eye. What strange and unexplainable events do occur are mostly explained away as unusual events that nonetheless have a perfectly rational explanation. It's not ghouls that gnawed on those bodies found in Central Park, it was just some kind of sicko serial killer. That wasn't a fireball spell that blasted that apartment building, it must have been a gas main explosion. People are very good at explaining away things that don't fit their world view, and the simple truth is that even most people who think they 'believe'

in the supernatural just plain don't believe their eyes when it's actually staring them in the face.

On the grander scale, some urban fantasy settings go a step further and ascribe some level of conspiracy behind the concealment of the supernatural from the public's view. Usually this means that some agency or faction that is in the know goes out of its way to suppress information that might let the public in on the secret. There may even be a whole branch of government or particularly powerful faction of supernaturals that explicitly work to make sure the public never knows what's 'really going on.' Usually this is out of some notion of protecting humanity from themselves, or out of simple self-interest.



The most radical solution to the question of course is to simply play in a world where the supernatural has 'gone public.' Perhaps by some major event, or simple inevitability as the supernatural has become once again more prevalent, the 'secret world' is no longer a secret. The intelligent factions of the supernatural community may even be open parties in local politics, or otherwise visible members of society, with varying levels of acceptance. This approach takes some thought, of course, as the existence of dozens of new alien species and of real magic and miracles are likely to shake a lot of society's core beliefs and assumptions about the world, and bring with it significant social conflict.

House Ruling

In accordance to Rule Number One, the DM may wish to create 'house rules,' custom rules that define the group's own peculiar flavor of *AR*. This can be a particularly powerful way of making the system suit your specific variation of the setting, or even to an original setting entirely. House rules can even be a great way to turn a game into almost a completely different one! Have fun and experiment; part of the joy of the DM is being your own amateur game designer now and then, tweaking the game to suit your nature. The only 'rule' to house-ruling, if there is one, is just to make sure that if there are some standard house rules you're applying to the game, make sure that any rules that the player needs to know have changed are indicated in advance. While the GM's word is law, that 'law' is as much a law of physics as of government, and it's hard to make decisions as a character if you don't know the laws of physics!

Optional Rules

The following are some common optional or alternate rules you might apply to your games when tweaking them to your liking. You'll find alternate means of determining stats or hit points, and some new ways of using other mechanics, some of which are used in the genre packages described later in this chapter.

Alternate Stat Generation

In general, the roll-under system used in *AR* means that even a low stat score can still make for a competent chance of success. 3d6 makes for a good standard roll for determining stats, and the default method also diverts from traditional old-school procedure to allow for more player selection for those with a specific character in mind. The following options however do provide some alternate means if the default method is decided to be unsuitable.

- **Beat the Average:** Roll 3d6 6 times, as normal, however, if the average of the 6 stats is under 10, you may re-roll the entire attribute set if desired.
- **High Powered:** Instead of a 3d6, roll a 4d6, but drop the lowest die.
- **Old-School:** Roll 3d6 once for each stat to determine its value.
- **Stat Array:** Instead of rolling randomly, assign the following array of numbers as desired to the stats: 15, 14, 12, 11, 10, and 8.
- **Point-Buy:** Instead of rolling randomly, instead, divide 65 points evenly between the stats.

Alternate Hit Points Methods

The default HP generation method provides a level that is consistent with a character who is competent but still new to the heroing business, and thus still faces the very real chance that they might prove short lived. HP levels for the PC classes are also designed to plateau at around 6HD (plus a flat bonus per level), so as to reflect the physical limits of the human body for taking punishment. Other methods may be more suitable either for more brutal and lethal campaigns on the one hand, or more high-powered campaigns on the other. Some suggestions:

- **Old-School:** Rather than taking the maximum value of the character's 1st-level hit die, have the player roll it instead, adding any bonus to HP from CON as usual.
- **High-powered:** This option provides a potentially more powerful starting point. Player HP starts at the value of CON, plus the roll of their first HD. Later levels roll hit dice and add CON bonus as normal.
- **Flat HP:** Rather than having the character roll for HP on their hit dice each level, instead simply take the average as a flat, standard value: d6 = 4, d8 = 5, d10 = 6, D12 = 7.

- Super-powered: For the most serious bruisers or high-action campaigns, start the players with CON value *plus* the max value of their HD. You may want to combine this with Flat HP to keep a consistent value at later levels.
- Full HD: Rather than capping at 6HD at level 6 and merely increasing by a flat value, characters receive their full HD every level up to 12. This produces considerable HP numbers at high level, but will make for PCs that can stand toe-to-toe with dragons in a test of pure attrition.

Stats Above 20

Normally speaking, stats are capped at 20. This is largely for mathematics purposes: Save for penalties to action, numbers beyond 20 are largely meaningless because you are always rolling on a 20-sided die. However, for those who want to play a higher powered game, or feel uncomfortable defining such a hard limit, there is an additional option to allow abilities to exceed this value.

When a stat goes over 20, rather than simply adding the additional points, you instead define the stat as 20/X with the X equaling the number that it went over the normal cap. When rolling on that stat, roll as usual against a stat of 20, but if the roll fails, make a second D20 roll against the number after the slash.

This effectively extends the attribute cap another 20 points to 20/20, and can be used with monsters as well, allowing their Save scores to exceed the usual cap. This can be useful for very powerful monsters with higher than 12 Hit Dice, or even for those monsters for whom the default value might seem insufficient.

Injury

Being a modern day hero is dangerous work, and few, if any, make it to retirement without some significant scars. For those who want to better reflect the more long-term dangers of adventuring, consider introducing permanent injuries.

Whenever a character is brought to 0 or fewer Hit Points and survives, they have taken permanent injury, in the form of scars, deep-tissue damage, etc. Roll 1d6 and count down the list of stats. The resulting stat is permanently reduced by 1. It is suggested that some kind of in-character excuse be mapped to this, based on the attribute affected and the source of the damage. For example, a character hit by a *fireball* who lost 1 CHA might have scarring on their face, while a character slashed with the claw of an escaped velociraptor who lost 1 DEX may have a torn ligament that reduces their agility.

For further danger, you may also introduce wound penalties during combat, to reflect the way injury slows the character's reactions and ability to act. For every 1/4 threshold of Hit Points a character takes during combat, incur a -2 to the target number of all rolls, whether to-hit, or checks.

Learning Magic/Prayer

AR's default assumption is that the use of magic or divine prayer requires a certain talent or spark of faith that sets the practitioner apart, and thus allows the caster to work



literal miracles. Optionally however, you may allow other classes to learn spells and prayers to a limited extent, under the assumption that such abilities can in fact be learned by others through careful study or by earnest entreaty to their respective deities.

For spells, this can take the form of learning to cast a spell from its scroll or a spellbook, provided they have enough WIS to have a positive bonus to Will with which to cast it. This means that untrained casters are effectively limited to no more than Level 5 spells unless they are from a race that has additional natural talent which provides Will points (such as elves), as this natural bonus to Will provides their only base pool from which to cast spells. Untrained casters also

cannot learn any spell of a higher level than their character level divided by 2. Learning the spell requires the usual time investment, but the student must make an INT + Arcana roll to learn the spell, and will suffer mishap on a simple failure even once the spell is learned. Untalented casters cannot learn cantrips.

For prayers, this requires the character be just as committed to faith and the tenets of that faith as any cleric or champion. So long as this is upheld, they may entreat their deity for aid by praying at a major holy site nightly for a week, and then making a WIS + Religion check. Provided the would-be worker of miracles succeeds, they will be granted one prayer of their character level divided by two. They must have a positive bonus to Faith, performing the prayer using their bonus Faith as the casting pool.

Ditching Day Jobs

The default campaign assumption for *AR* is that of people with ordinary jobs and lives apart from their monster hunting duties, who must balance the needs of work and life with that of the commitment they've made to defend their home city. That said, not all campaign concepts necessarily work with that model, and so there are a number of alternatives for modifying the day job system or even ditching it altogether for those campaigns where it doesn't fit.

One solution, good for campaigns where the PCs have left their mundane lives behind for whatever reason, is simply to treat the job packages as backgrounds. Characters still roll for education and acquire skills and their initial cash for equipment from their chosen job, but it is otherwise not used after character creation. Characters who live a relatively transient life might just live off the proceeds of tomb raids, or work as freelancers still in some capacity, and it is up to the DM as to whether living expenses must still be accounted for.

The other option is if the campaign focuses on a specific type of job role, then one can simply require all PCs to take that job, leaving considerations of Demand up to how well they perform it. A party of Soldiers for instance, might all serve in the same unit assigned to fight the weird stuff.

Normal People

The default assumption of *AR* is that the party is composed entirely of people with at least some latent martial or supernatural talent. However, sometimes in the course of supernatural events, completely ordinary people get caught up in things, with no more than a layperson's experience with the supernatural at best and possibly completely clueless about it. While some of the default classes can describe those individuals who at least have some combat prowess, there remains those who are simply average folks with day jobs who nonetheless find themselves drawn into the secret world. While such NPCs can be quickly handled using the Human entry in the *Monsterpedia*, for those PCs or PC-level characters, you can instead use the following guidelines.

Normals use a d6 hit die, and begin with Weak To-Hit in both categories, and no bonus to saving throws or weapon/armor proficiencies. If you wish to ensure a more 'average' baseline for the 'normal' character's stats, you can also choose to roll 2d6+3 instead of 3d6 for their stat roll.

Rather than starting with special abilities, the normal may be allowed four 'upgrades,' each of which can be spent in one of the following ways:

- Upgrade one of their To-Hit progressions by one level (e.g. from Weak to Average)
- Upgrade their Hit Die by one step to d8
- Upgrade to include a secondary Save bonus progression, or spend two upgrades to gain a main Save progression
- A free +1 to any skill. This may allow them to exceed the standard cap to a maximum of +4.
- +1d4 to a specific type of damage or attack. A further upgrade spent means the bonus increases with level every 3rd level after 1st.

Beyond these guidelines, roll education and choose job and skills as normal. The character can use a single month's excess income to buy equipment, but cannot purchase any weapon that might be illegal or restricted in the region the game takes place in. They

may take a companion, but only a Raised mundane animal, and roll for a single Wrinkle if desired. However, if the wrinkle is supernatural in nature, they will not be aware of that element of their past at the start of play.

If during the course of play the Normal should find training or other in-setting excuse to take on a proper class, they can then take on a full class from that point provided they meet the class requirements, essentially replacing their 'Normal' class with that of the new class for the purpose of their stats and abilities.



Madness and Terror

While the default world of *AR* is one in which most mortals are expected to respond to the supernatural with either acceptance or denial, a common trope in other fiction that deals with supernatural intrusions into the otherwise modern world is for the encountering of magic or monsters to induce actual madness and terror in those who encounter them.

Characters in these settings have an additional stat, called SAN or Sanity. This value is equal to the average of INT and WIS ($(INT+WIS)/2$), rounded down. The facing of horrific or terrifying things can cost SAN, and a character that loses all of their SAN has officially lost all rationality and lucidity, suitable only for the asylum.

Whenever a character encounters an alien monster for the first time, they must make a WIS save, with a penalty equal to the monster's HD divided by 2. On a failure, the character loses a point of SAN and is subsumed by fear for 1d6 rounds, and will either flee in terror or be frozen in fear (50/50 chance).

The studying of magic in such universes is similarly an act of danger, as to dabble in the arcane is to dabble with black arts and dangerous powers. Studying a new spell requires a WIS save, with a penalty equal to the level of the spell. A failure results in the loss of 1 SAN, though the spell is still learned. Additionally, arcane spell mishaps cause a loss of 1 point of SAN on a roll of 7 on the table.

Purchasing Ammo

By default, the purchase of a firearm or other ranged weapon is thought to include enough ammunition to fire it as often as needed when combat arises, albeit with occasional reloads. For those wishing to make firearms usage and their ammunition a bit more

precious, you may require the characters to purchase their ammo. Each full reload costs 10% of the original price of the firearm. For single-shot weapons, 10% of the purchase price buys a 'quiver' containing a number of shots equal to its cost in Astra. For example, a compound bow 'quiver' costs ~~A~~5 and contains 5 arrows. Throwing weapons however, must be purchased individually.

Creating New Classes

The classes in this book aim to mesh the classic archetypes of fantasy role-playing games with those of urban fantasy. It is hoped that for the most part, the classic 7 included (along with the skill system) will cover most character types, from gun-toting action heroes to street-wise modern shamans. The DM and players alike may however find from time to time that these classes are insufficient to cover some concepts, and wish to invent their own in order to expand the options or describe a particular character type. There are no hard and fast rules for class design, but some general guidelines have been followed throughout the classes designed within this book, and sticking to those should hopefully produce classes that follow similar progressions.

Each class is assigned a hit die, which informs much about their abilities to follow. D10 classes are heavy martial types, warriors with expert combat training or talent, and generally have at least Strong To-Hit in one or both categories (Melee and Ranged). D8 classes are specialists: they generally have Average To-Hit scores in both categories but have unique talents that make up for their low to-hit by hitting harder in certain circumstances, or having unique non-combat skills. D6 classes tend to be caster or magically talented classes, with Weak to Average To-Hit scores made up for by access to spells or prayers. The standard To-Hit bonus progressions are described in Table 61.

Table 61: Standard To-Hit

Level	Weak	Average	Strong
1	+0	+0	+1
2	+0	+1	+2
3	+1	+1	+3
4	+1	+2	+4
5	+1	+2	+5
6	+2	+3	+6
7	+2	+3	+6
8	+2	+4	+7
9	+3	+4	+7
10	+3	+5	+8
11	+3	+5	+8
12	+4	+6	+9

Hit Die progression itself proceeds at one per level until 6th level, and after that takes the form of a flat bonus of +2 HP per level for D6 and D8 classes, and +3 per level for D10 classes.

Saving throws allow for a main and a secondary save bonus. The main save has a +1 at first level, and additional +1 at levels 6 and 12, while the secondary save gains a +1 at 3rd level and an additional +1 at 9th level, this giving the character a boost to one or the other save roughly every 3rd level. Which stats the class receives bonuses to should depend upon the nature of the class.

For spell casting classes, the existing cleric and wizard classes should provide a solid example for a pure spell caster's Will/Faith and spell acquisition progression. You may however wish to create hybrid classes as well, which have lesser access to magical prowess in exchange for better martial ability and durability in

the form of a higher Hit Die. In such cases, the simplest method is simply to halve the Will/Faith progression, and space out access to new spell levels such that it caps at around Level 4 spells or prayers.

Special abilities will vary based on class concept, but in general, each class is built with four special talents that relate to the concept, with arcane casting or prayer access counting as two abilities so long as it progresses at full rate. Combat abilities that add to To-Hit or AC, or abilities that add bonuses to checks should generally cap out at +3, and most abilities that would improve damage potential cap out at around 4 to 5 dice. In general, most D10 class abilities focus on improving their martial prowess directly, while D8 classes have a wider range of specialties, and D6 class abilities generally relate back to their magical talent in some way.

Table 62: Standard Spell Damage

Level	Damage
1	1d8 damage + 1 per 3 lvls
2	2d8 damage + 1 per 2 lvl
3	3d8 damage + 2 per 3 lvl
4	4d8 damage + 1 per lvl
5	5d8 damage + 3 per 2 lvls
6	6d8 damage + 2 per lvl

Creating New Spells

The spells included in this book cover a range of abilities mostly taken from the traditional fantasy games upon which this engine was built, combined with a number of original spells inspired by fiction or folklore. It is not, however, a remotely exhaustive list of possible magical spells or prayers, and it is almost certain that many more exist, some

of which may even be of far greater power than even the 6 levels normally available to player characters. In general, damaging spells follow a standard progression as described in Table 62, but for most others the DM must simply go on example, treating each spell level as progressively more ‘epic’ in nature in terms of the show of power on display.

Genre Packages

As a game of urban fantasy, there are a number of common subgenres and similar genres to which this game is potentially well-suited with a few tweaks. The following are a few sample ‘genre packages,’ based on some common campaign and genre types. Each includes some quick house rules for that style of campaign, mostly making use of those described in the previous section, along with any custom rules needed to suit the purpose in question.

Alpha World

The world was once an advanced society with great technology beyond our modern understanding, but a great apocalypse destroyed civilization and re-awakened magic in one fell swoop. Now salvaged high technology, horrid monsters mutant and planar alike, and powerful magics all share one ruined world.

Stats: Old-School

HP: Old-School

Special: Monster PCs are allowed. The *Hulks and Horrors* rules (sold separately) can be used to generate high tech loot in dungeons and ruins, and *H&H* standard weapons are

available, costing equivalent Astra to their credit value. There's a 1 in 4 chance any character has mutated, roll 1d6 for type: 1-Extra Limb/Tentacle (1 free attack), 2-Extra Eye/Sense Organ (+1 WIS), 3-Scales (-1 AC), 4-Eyebeams (1d6 damage), 5-Telepath (as *message* spell), 6-TK (as *mage hand*, but can throw for 1d6 damage).

Britney the Demon-slayer

Young Britney has just discovered that she is the Chosen One, and now with the help of a mysterious benefactor, she and her friends must vanquish the demonic threats that terrorize Pleasantville!

Stats: High Powered for Britney, 2d6+3 or 3d6 for the rest.

HP: High Powered for Britney, standard method for the rest.

Special: Britney is created as a standard PC class, owing to her 'chosen one' status, while the rest of the Gang are created as Normal People. The Normals get a pool of 'plot points,' 1d6 per session, which they can spend at will to add or subtract 1d4 from any roll. Untrained magic/prayer learning is in effect for the Normals.

Call of Leviathan

The stars are right. The cultists and followers of the great beasts of chaos and lost old gods gather and scheme to summon their dark lords. Magic is a tool of madness as much as one of power.

Stats: Standard

HP: Old-School

Special: Injury rules are in effect. Madness and Terror rules are in full effect. Clerics and Champions are disallowed, and Forestwalkers suffer double SAN loss against unholy creatures of Chaos.

Catacombs and Chimeras

In another age and another world, desperate heroes raid ancient tombs and dungeons to vanquish evil beings or just to make a living on the treasures found inside.

Stats: Old-School

HP: Old-School

Special: This is a pure fantasy setting: firearms and other modern devices do not exist, and the Gunfighter class is disallowed. It is replaced with the Archer, which uses all bows and crossbows instead of firearms. Guns Akimbo is replaced with Rapid-Fire, which allows them to make an additional shot with their bow for every 3rd level of experience. Quick and the Dead allows the Archer to draw, nock, and fire in a single action (even with Rapid-Fire). Day jobs no longer apply, instead all classes simply begin with 1d6 skill picks at +1.

Delta Arcana

You are the elite soldiers of the Delta Arcana, a special operations team uniquely trained to combat supernatural threats to our nation.

Stats: High-Powered

HP: Standard

Special: All characters have the Soldier job, and Demand becomes their save against ejection from the unit should they fail to obey an order or otherwise commit acts unbecoming of a soldier in an elite unit. As all characters are military Special Forces trained, they may upgrade their Ranged To-Hit by one step if it is not already Strong. Injury rules are in effect.

Grand Theft Grimoire

This is a new age of crime, and the 3rd Street Owlbeats are an up-and-coming street gang who have discovered that a fireball is just as effective as a gat when taking out rivals and carving out new territory.

Stats: Standard

HP: High-Powered

Special: All PCs are of the Criminal job. Magical talent runs in the blood of the Owlbeats, and learning magic spells is possible for non-wizards as per the optional rule. As part of a single gang, Demand checks are not necessary so long as the PCs are contributing wealth back to the gang through criminal activity. The City is corrupt and the police response poor: Response is no higher than 5, and Corruption is always +2.

Monster: the Arisen

You are one of the monsters, an ancient creature struggling with the dichotomy between one's monstrous nature and a desire to redeem oneself as a moral being, and all while wearing a sweet trench coat and fighting the more monstrous of you with katanas and magical powers.

Stats: Standard (modified by stats from monster type)

HP: Old-School (roll monster HD for HP)

Special: All characters are created from the same type of monster (vampires and werewolves are a popular choice), but may take any class, starting at level 1 as per the monsters as PCs rules in Chapter 14. Each character has a Humanity score, which begins equal to WIS, and decreases by 1 each time they do something horrific or evil. Humanity can be regained by sacrificing the XP bonus from heroic deeds. Reaching 0 means the character is effectively succumbed to their monstrous nature and is no longer fit as a PC.

Streerunners

It's 2033, the corporations have taken over, and those unlucky enough to be born poor live in the slums, taking shady jobs doing the corps' dirty work while living each day hoping they don't get carried away in the dark by the horrors that live in back alleys and dive-bar backrooms.

Stats: Standard

HP: Standard

Special: Injury rules are in effect, but can be bought off with ‘cyberware,’ essentially replacing lost stat points at **A**1,000 per point, provided the PC can afford it and explain what sort of cybernetics might fix the problem. Characters must make a Demand roll at character creation for their chosen job, and on a failure they are already unemployed, and must seek freelance work unless they spend **A**500 on a corp ID chip.

Wizard U

Yer a wizard, Harriet! You and your friends have been discovered as magical talents, and invited to study the art of wizardry at the secretive and prestigious Bumblewart University for Wizards, located in its very own pocket realm in the astral plane.

Stats: Standard, but roll 2d6+3 instead of 3d6 (you’re young, yet)

HP: Standard

Special: All the PCs are Wizards, and all PCs start with no day job, only the skill picks provided by a Basic education. All will effectively become Academics, in time, earning an additional single pick from the Academic job at +1 at a time each time they level until they reach level 6, whereupon they can apply to graduate and become working Wizards.

Awarding XP

As the DM, it is your job to adjudicate the awarding of XP to the characters that they might eventually gain new levels of experience. Characters earn XP by completing a number of in-game tasks, such as defeating monsters, recovering major treasures, and neutralizing threats to the city. Optionally, the DM can also reward XP for the completion of character goals, or for the confronting of a characters Wrinkles. The details for each of these methods are detailed below.

- **Monsters.** Characters who survive, defeat, parley, or safely evade a group of monsters receive an amount of XP equal to the number of HD of the monster type (or its leader if it was higher than the group’s) times 5, plus 2 XP for each additional monster of equal or lesser HD. So a group of 2 6HD monsters and 3 2HD monsters is worth 30 XP + 8 XP, for a total of 38.
- **Threat.** The resolution of a major threat to the city is worth 10 times the HD of the threat.
- **Treasure.** The recovery of a significant magical artifact or MacGuffin is worth XP to the party: 10 XP for a Major artifact, 20 XP for a Legendary artifact, and 40 XP for a MacGuffin at the center of an ongoing plot.
- **General Heroism.** The PCs are often the last bastions against the supernatural foes that threaten their city, and the DM should feel free to reward heroic or selfless acts from the PCs with up to 20 XP whenever seems warranted.
- **Goals.** (Optional) Players can track up to two goals they wish their character to achieve in the ongoing events of the game. These goals should be something major that leads naturally to character growth or achievement but would not

necessarily lead to XP on its own (DM's discretion). Succeeding at one of these goals is worth 20 XP.

- **Wrinkles.** (Optional) A way of adding some more mechanical effect to a character's Wrinkles, the DM can award 5 XP whenever the character acts in accordance with the effects of one of their wrinkles. 10 XP is awarded for confronting the major intrusion of that wrinkle into the ongoing events of the game.

RPG Conversions

In general, *Arcana Rising* should remain roughly cross compatible with most editions of the world's most popular fantasy role-playing game and its clones, and was particularly patterned after that game's "Basic/Expert" edition. Of particular note when making the transition between *AR* and other editions is that the TAAC0 rule in *Arcana Rising* is essentially inverted from similar rules in other games, and thus should be recalculated using the appropriate rules based on level or hit dice.

For those editions that do not specify a die type for monster Hit Dice because they only use D6, you may wish to use your own judgment based on the capability of the monster and adjust upward or downward as appropriate. For "1/2" and "1/4" Hit Dice creatures simply treat this as a 1d4 HD creature for simplicity's sake. In general though, most stats can be translated straight across to their equivalents between versions.

It is also important to consider when converting spells from other editions and OGL games that *Arcana Rising's* spells are often lower in damage across the board from those in other editions where wizards are capable of throwing astonishing numbers of dice onto the table with a single spell. It is therefore advisable to consider altering the damage of such spells to match the standard spell damages described earlier in this chapter in Table 62.



CHAPTER 14: MONSTERS

With the weakening of the barriers between reality and the outer planes, there are many new monsters, beasts, and planar beings reappearing in our world that were once thought to be merely the domain of legend and fantasy. Whether it be some sleazy vampire preying on lonely single mothers in the suburbs, a sidhe lord buying their way into politics with a horde of ancient gold, or a basilisk on the loose and leaving new statuary in the local botanical garden, there are increasingly all manner of creatures vying for power, wealth, or simply food in the mortal realm. The following chapter covers descriptions for a host of planar creatures and monsters, as well as guidelines for DMs to design and stat their own.

Monster Stats

In order to easily present the information that DMs actually need to handle a monster or hostile encounter in combat, and to simplify the process of tracking enemy abilities, monsters use a simpler stat set than player characters do. Each monster is defined by the following stats.

Origin: The plane of origin for the creature. This could be any of the outer planes or even a mere material being, or one created by magic. Generally this is synonymous with the creature's element, but if it is not, this will be listed separately in parentheses.

Hit Dice (HD): This is the number and type of dice rolled to determine the monster's hit points. This will generally be between 1 and 12 dice, ranging from a d4 to a d12 depending on how durable the critter is. An average is also provided for when numbers are needed more quickly.

Massive Damage (MD): This is the amount of damage the creature can withstand in a single blow without triggering a save against critical injury.

To-Hit (TH): The bonus the monster has to hit a target in combat. Unlike characters, monsters do not have a split value for melee vs. ranged attacks. This value is usually linked to Hit Dice: d12 HD monsters get +1 for each die, d8 and d10 monsters get +1 for every other die, and d4 and d6 monsters only get +1 for every third die.

TAAC0: For those DMs and groups using the optional TAAC0 rule, this calculation is provided.

Armor Class (AC): The armor class of the monster. This ranges from 9 to -2.

Initiative (I): The monster's base value for determining initiative order in combat.

Save (S): This is the number the monster must roll under whenever called upon to make a save or a non-combat roll.

Attacks (Att): The nature and damage of the beast's attacks. Each attack is assumed to be a melee attack unless denoted with an (R) for ranged attacks, or (M/R) for attacks that can be used in either mode. Note that this is only for regular attacks, and the creature may have other special attacks listed in their description.

Morale (M): This is the base value the creature rolls against when making Morale checks.

Price: The standard price a summoner must pay the creature when brought into the world to ensure its temporary loyalty.

Appearing: The number of monsters that typically appear in a group. Generally given as either a standard number or a die roll.

Description: A description of the monster's appearance, behavior and nature. If the monster has any special abilities, they will also be described here.

Creating New Monsters

This chapter describes a fairly extensive variety of planar creatures, though it is far from exhaustive. The planes are a nearly limitless space of magical creatures of all varieties, both known to folklore, and otherwise. DMs are encouraged to come up with their own planar beings of all descriptions, and the following guidelines should give them some grounds upon which to build their new creatures.

For starters, one of the most important considerations is the origin of the creature. Which plane does the creature hail from, or is it a product of earthly magic? Planes are more than mere representations of a classical element, their properties define the traits, behaviors, and attitudes of those who dwell within them. Planar beings are not like mortals, and they may or may not possess something like free will. They are also inherently bound to their natures as planar beings and to the way their home realm affects their behaviors and qualities. Creatures of Fire are often passionate and violent, while Earth creatures may be serene and slow to act, or simply unfeeling.

When working to adapt an existing folkloric or fantasy creature, try to imagine which of the realms best fits their traits. Consider not just what supernatural or magical abilities they bring to bear, but also their behavior and attitude. Similarly, when designing a creature from scratch, try to consider how they might fit within a given plane, or even how they don't. Planar politics and warfare make orphans and refugees of planar beings just as the real world ones do, just ask a halfling sometime.

You'll also want to have a general idea of what the creature is capable of before you start with the stat process. How strong is it, how fast, how brave, how much punishment can it take, and how does it attack its prey? Does it have any supernatural powers beyond simply being a creature from beyond with greater than human ability? Can it cast spells, perhaps having spell-like abilities taken from the wizard or cleric lists? What does it want from humans or the mortal plane, and why and how might it arrive there?

Statting Your Monster

Once you've a good sense of what a creature is like, you can start creating its stats. You will already know its Origin by this point, whether it's one of the outer planes, the astral realm, or even material or magical origin. The next step is deciding on its Hit Dice. Hit Dice determine a creature's base hit points, but also determine a number of abilities and derived stats, just as level does for a player character. A creature will have a type of Hit Die, and a number of them, such as 4d8. You can think of this as sort of a general 'class/level'

structure just like PCs have. D4 monsters are weaker combatants who often make up for it with clever action or spell-like abilities, while a d12 monster is a serious heavy hitter that can be a serious threat to PCs merely with their bare hands. In general though, a creature's hit dice are roughly equivalent to a PC with the same number of levels. A single 3d6 monster is roughly equivalent to a level 3 PC, though probably a bit less powerful.

Once you've decided on the creature's HD, you can also record their average hit points. Take the maximum possible roll, dividing it in half, and adding 1. This value can be useful if you need to pull one out quickly without having to roll for HP.

Next is determining the creature's Massive Damage threshold. The creature's MD is equal to the maximum value of the type of hit die it has, plus the number of hit dice. So a creature with 4d8 HD would have an MD threshold of 12, able to take 12 points of damage without being forced to make a save. Any CON bonuses to Save do not apply to this value, but do apply to the creature's save should it take damage greater than its MD.

Once you have their HD, you can also determine their To-Hit, or TH for short. TH is based directly off the creature's HD. The type of die determines the progression of their TH, while the number determines the final value. There's a general rule to this: D12 goes up +1 per die, d8 and d10 go up +1 every other die, and d6 and d4 go up +1 every third die. The left-hand side of Table 63 also contains these values for the most common range of HD values. TAAC0 can be calculated simply by adding 5 to their TH value.

Table 63: Monster To-Hit/Save

To-Hit Bonus				Save					
Hit Dice	D12	D8/ D10	D6/ D4	Hit Dice	D4	D6	D8	D10	D12
1	+1	+0	+0	1	5	6	7	8	9
2	+2	+1	+0	2	6	7	8	9	10
3	+3	+1	+1	3	7	8	9	10	11
4	+4	+2	+1	4	8	9	10	11	12
5	+5	+2	+1	5	9	10	11	12	13
6	+6	+3	+2	6	10	11	12	13	14
7	+7	+3	+2	7	11	12	13	14	15
8	+8	+4	+2	8	12	13	14	15	16
9	+9	+4	+3	9	13	14	15	16	17
10	+10	+5	+3	10	14	15	16	17	18
11	+11	+5	+3	11	15	16	17	18	19
12	+12	+6	+4	12	16	17	18	19	20

Next comes Armor Class. Standard base value for a creature's AC is 10 minus the number of HD they have, but you may wish to adjust this to greater or lesser values to suit the nature of the creature. More agile or durable creatures will have higher than average AC, while weaker or slower creatures might have lower. Note also that this value is the creature's natural unarmored AC; some intelligent creatures are capable of wearing armor just as humans do. When a creature is wearing armor, their AC is lowered by the same amount it would be on a human (though they still obey the -2 cap), so an AC8 creature wearing full leathers would have their AC reduced by -2, giving them a final AC of 6. This

can be a great way of modeling softer fleshed humanoids, providing a poor natural AC, but a common armor type and the resultant value.

Initiative follows, and the baseline here is the creature's number of HD plus 7. Particularly fast or wary creatures might have a higher value, while slow or dim-witted creatures may have a lower one.

Save value is determined as per the right half of Table 63, calculated based on the creature's HD as well: 6 plus the number of HD, with a +1 for every die type above a D8, and a -1 for every die type below. This is a generalized value rolled whenever a stat check or save is called for by the creature. This can be further modified by giving it bonuses or penalties to certain stats, such as +2 DEX for a particularly agile creature, which would allow it to roll against a Save value two points higher when that roll would normally be taken with DEX by a PC. It is recommended that these values not modify more than three stats, or add a bonus of more than +6 in total between them, for simplicity's sake. These values will also provide the stat bonuses gained when creating one of the creatures as a PC.

For the creature's attacks, regardless of type, their basic attack follows a certain standard progression based on their HD. For every 2 HD a creature has, they do 1 die of damage of the same type as their HD with their strongest attack. So a 4d10 HD monster would do 2d10 damage with their strongest attack, be it claws, acidic spray, or some natural magical utterance that shatters bone. Secondary attacks do less damage, 1 die per 3 HD, and any tertiary and further attacks do simply 1 die, decreasing in type from there if further attacks are required. So for instance, a 6d12 creature with 5 separate attack types would follow the progression of 3d12/2d12/1d12/1d10/1d8. Each attack is assumed to be a melee attack; mark it with (R) if it is a ranged attack, or (M/R) if it is both. Creature attack ranges are as per handguns: 50m, unless otherwise indicated or desired.

For a creature's Morale, begin with a base value equal to their Save, but from there you will want to adjust it based on the creature's behavior and typical response to violence. Exceptionally brave, ruthless, or savage creatures will generally have a higher Morale value, while cowardly, opportunistic creatures or those that tend to rely on ambushes will have lower ones.

A creature's summoning price will reflect its personality, and especially what things it values. Some intelligent creatures may be happy with simple astral coin, but others may demand something more symbolic, or more priceless. Animalistic creatures may have to be sated with some example of their favorite diet, a particularly choice morsel of some kind. In general, if assigning a cash value to the summon, the sacrifice should be worth roughly ten times their HD in Astra, but this is a fuzzy area, especially where the more metaphorical sacrifices become involved.

The number of creatures appearing will depend entirely on the creature's general behavior and society, and no real hard and fast rule can be applied. In general, weaker HD monsters tend to be more likely to attack in groups or packs, while huge high HD monsters might need only a single creature to be a true threat. A creature's sociability with its own

kind will also affect this number, as solitary loner creatures regardless of HD won't tend to congregate much with others.

Finally, the description of the creature itself may be as detailed as you like, or simply left to be described in play if you're only intending on using it with your own group. If the creature has any unusual abilities you will want to note down how they work and any rolls or saves that need to be made when employed. Feel free to be as creative as you like with these, but try to keep special abilities within the rough range of what a PC might be able to do at the same level as the creature's HD, in order to keep things more easily tracked.

Resistance

Many creatures have special resistance to certain types of elements or damage, or even are naturally resistant to all damage save for specific types that counter their planar nature. This a very common special ability of many planar creatures, described with a common term, Resistance. Resistance is rated with a value, from +1 to +5 (and even beyond in some cases), which is a bonus that creature applies to any saves against that type of damage source. It also reduces damage it takes from that source by the same value. This number will often be followed by a slash, and the name or names of a common elemental or damage type, against which the creature does not gain the benefits of their resistance.

Some creatures may only be resistant to a particular type of damage, and that will generally be described by appending the relevant element to the term, such as Unholy Resistance, which means that the Resistance value only applies to attacks of that type.

All creature attacks are assumed to be of the same type and element as their Origin, or the element listed there, unless otherwise specified.

Leveling Up Monsters

Most intelligent creatures are capable of improving in skill and power over time just as player characters are, and sometimes the DM wishes for a more powerful variant of a lower HD monster. Most intelligent humanoid creatures, for instance, are statted at relatively low HD, with the intent that DMs will improve them as needed and as befits a specific NPC's level of experience. Monsters and creatures can be improved simply by increasing the number of HD of the monster and adjusting the derived values accordingly. Note that the DM will want to take note if any of a monster's abilities have been altered from the baseline, and improve them in appropriate proportion.

For human-sized creatures or creatures that otherwise can only become so tough, one may also cap their HD at a set value, much as PC classes are. This is common for creatures with low HD to begin with. In general, a creature so capped may only gain up to 6 more full Hit Dice. Further advancement is possible, but rather than gaining full HD, they instead gain ranks, with each rank +1 HP if their HD is D4 or D6, +2 if D8 or D10, and +3 if a D12. Each new rank also adds to their HD for the purposes of calculating To-hit, Save, Initiative, and Morale, but does not increase the damage of any natural attacks the

creature possesses. In addition, its summoning price, if presented with a cash value, will also increase by $\text{A}10$ per rank.

The Fae

The fae folk are those who inhabit the sidhe realm, a massive sub-plane that stretches across the plane of Earth, from the Summer Court of the Seelie Sidhe bordering the plane of Fire at one end, and the Winter Court of Unseelie Sidhe bordering the frozen reaches plane of Water at the other. Most Fae beings owe fealty to one or the other, and their elemental nature reflects their loyalty (Fire for Summer, Water for Winter). Some are simply 'wild' fae who inhabit the unruly stretches between and owe no loyalty to either court, though some individual wild fae may at times serve one or the other court. Such wild creatures tend to bear the elemental countenance of Earth, being as they inhabit the wild and natural spaces of the greater part of the realm of the fae.

All fae creatures inherit the Iron Curse, which is an innate allergy to the tempered and forged product of mortal industry, a sympathetic memory of the days when steel and iron blades drove them from their former home in the mortal world. All Fae creatures take an additional +2 damage from iron and steel weaponry, and any such weapon which can embed itself in the target (such as a nail or a steel arrowhead) will cause them incredible pain, forcing a CON save to avoid merely collapsing in agony until the object can be removed.

Monsters as PCs

In general it is advised that the PCs be human, in order to keep the planar and supernatural beings properly apart from them and believable as threats and otherworldly entities, and for the practical reasons of having to explain how an extraplanar being manages to go unnoticed in modern human society. However, games set in the planes, or adaptations of these rules to other settings, may allow for some of these races to be available as player characters. Therefore, some simple suggestions are in order on how to handle such characters. This can also be a good alternate approach for creating more detailed NPCs of note.

In general, it is advisable that intelligent creatures of no more than 2HD be allowed as starting PCs, and each HD counts against the character's level maximum, so a 2HD monster being played as a PC class can only advance to level 10 under normal rules. At level 1, the character is rolled with normal stats, but these are then adjusted for any stat bonuses mentioned under the monster's Save value. The character otherwise gets all the normal abilities of their class and the class's To-hit bonus, though for 1st level they also roll their monster species' hit die instead of their class. They also gain any special abilities afforded that species as described in the creature's entry, including any natural attacks such as claws or bite.

Monsterpedia

The following entries are organized alphabetically, and will describe the most common monsters in the new age of magic to the extent known to present-day xenotherologists and wizards, along with game statistics. In general you will find many familiar creatures of fantasy and folklore within the following section. While many creatures may be familiar to you, it is recommended you give a read to the versions that follow as some may diverge from those in other fantasy games, or use older sources for their lore than the popular modern image of such beings. Some information may also be apocryphal, or even inaccurate, as xenotherology is a limited field still not taken credibly by most of academia, and gaining definitive information on extraplanar creatures is difficult at best. It is also certain that there are many more creatures in the planes besides those on this list, some of which may remain unknown to mortal lore entirely because they have never been seen in the material realms.

Angels

	Lesser	Greater	Superior	Supreme
Origin:	Divine (Holy)			
Hit Dice (HD):	6d10 (31)	8d10 (41)	10d10 (51)	12d10 (61)
Massive Damage (MD):	16	18	20	22
To-Hit (TH):	+3	+4	+5	+6
TAAC0:	8	9	10	11
Armor Class (AC):	4	2	0	-2
Initiative (I):	13	15	17	19
Save (S):	13	15	17	19
Attacks (Att):	Smite (M/R) 3d10	Smite (M/R) 4d10	Smite (M/R) 5d10	Smite (M/R) 6d10
Morale (M):	20	20	20	20
Price:	N/A – Angels do not bow to mortal will or material price.			
# Appearing:	1d6	1d3	1	1

Description: Angels are the servants of the divine will, possessed of absolute conviction in the service of the holy and the just. Their manifestation is as varied as can be, from humanoid forms to strange shapes and sights that defy mortal description. They tend to limit their appearances to mortal eyes, preferring instead to act subtly and invisibly in order to maintain the mystery of faith and the freedom to choose it in the mortal host. The term ‘angel’ itself is one of mere convenience, and technically a misnomer: divine agents of all descriptions have appeared and played a role in events of religious significance across the globe and in an incalculable number of forms, each serving one of the many heavens or the divine will itself.

Manifest at Will: An angel may conceal themselves at will from all mortal sight, and even magical sight. They simply do not exist in our reality until they wish to, though they can still witness it, and the form they appear in is entirely the product of their own will and the divine interest they represent.

Resistance: Mortal and even planar assaults hold no fear for the agents of the divine will. Only the forces of the unholy adversary present a true danger to them. All angels possess Resistance +5/Unholy.

Price and Summoning: An angel known by name can be summoned by a mortal wizard, however, the being's very arrival is at its own volition, and no price may compel it to act; it will only do so if assisting is in the interests of the divine will. Angels see themselves as a check on the power of mortal magic, and seldom feel very cooperative where the needs of mortal wizards are concerned.

Animals

	Bear	Boar	Gorilla	Tiger	Wolf
Origin:			Material		
Hit Dice (HD):	6d10 (31)	5d6 (16)	4d8 (13)	5d12 (31)	2d10 (11)
Massive Damage (MD):	16	11	12	17	12
To-Hit (TH):	+3	+1	+2	+5	+1
TAAC0:	8	6	7	10	6
Armor Class (AC):	4	6	7	5	8
Initiative (I):	13	12	11	14	10
Save (S):	13 (+2 CON, +2 STR)	10	10 (+2 STR)	13	9
Attacks (Att):	Claw 3d10, Bite 2d10	Gore 2d6	Fist 2d8, Bite 1d8	Claw 2d12, Bite 1d12	Bite 1d10
Morale (M):	14	11	13	13	11
Price:	N/A – Material creatures are not summonable by magic.				
# Appearing:	1	1d6	1d4	1	2d6



Description: It is sometimes common to encounter mundane animals of material origin, whether when exploring wild lands, or trained and employed as attack creatures by one's enemies. In addition, many of the planes are inhabited by familiar animal species that by some means or another have found homes in the outer planes. The preceding stats should describe some common dangerous creatures one might encounter in such a scenario. Assume all attacks listed above are melee attacks.

Aralia

	Typical	Demon-Bonded
Origin:		Unholy
Hit Dice (HD):	3d6 (10)	5d12 (31)
Massive Damage (MD):	9	17
To-Hit (TH):	+1	+5
TAAC0:	6	10
Armor Class (AC):	7	0
Initiative (I):	10	13
Save (S):	8 (+2 INT, +2 WIS)	13 (+2 STR, +2 INT)
Attacks (Att):	Fists 1d6	Infernal Blast 2d12 (R), Claws 1d12, Tail-blade 1d10
Morale (M):	10	15
Price:	N/A. No Aralia will serve a human willingly.	
# Appearing:	1d6	1d3

Description: Once mortal beings, the Aralia are an ancient race of slender, amphibious humanoids that evolved and lived alongside mankind in ancient times. Their name is taken from the ancient tongues of the Sumerian peoples and means ‘children of the underworld.’ There were Aralia on Earth at the time of Atlantis, and their skill for magic and especially the working of magic through arcane apparatuses rivaled that of the Atlanteans themselves. It was the Aralia who first gathered together the scattered human tribes of Mesopotamia and founded a civilization in what would become Sumeria, teaching the humans only enough to serve the Aralia as laborers and serfs. Statuary from this time still survives that depicts the ancient beings that once ruled there. In time the humans learned knowledge of their own, and growing dissatisfied with the ever more oppressive rule of the Aralia, they rebelled against their inhuman masters. With their enemies in Atlantis rapidly gaining control over the forces of magic in the mortal plane, and the human subjects beneath them growing too strong-willed to control, the Aralia fled the mortal plane entirely. Casting a great and terrible spell that opened a gateway to the underworld, they carved out a new realm in the infernal planes and plotted their return to the lands they saw as their own. When the great calamity struck Atlantis however, and sealed away magic in the mortal plane, the Aralia were forced to bide their time and study their arts in secret until the world was once again ripe for an invasion from the outer realms. In time they learned to master the power of the demonic and even bond with it, binding their body and mind to unstoppable demonic armor.

Water Affinity: While their time in the underworld has made shaped them in some ways, their origins as a mortal amphibious race have not totally diminished. They are still expert swimmers, gaining +2 to any checks made to perform tasks while swimming, and are able to remain underwater for twice as long as a human.

Arcane Brilliance: Aralia knowledge on spell-casting is an unbroken chain of knowledge that stretches back to the time of Atlantis and even before, and they did not lose it as mortals did after the end of magic. All Aralia have +1 Arcana, and there is a 25% chance that any

Aralia who is not demon-bonded is a spell-caster. Such a creature casts spells at a level equal to their hit dice, and is able to select spells at will from any on the wizard list.

Demon-bonded: Aralia are not by nature a strong race, and the slender creatures have often made up for it in many ways, but the most advanced development was the demon-bonding. A demon-bonded Aralia has bound their body and soul to a living suit of armor cast from demon bone and sinew, making them an unstoppable killing machine. In addition to gaining the stat profile above, the demon-bonded also possesses Resistance +2/Holy.

Banshee

Origin: Fae (Unholy)

Hit Dice (HD): 2d10 (11)

Massive Damage (MD): 12

To-Hit (TH): +1

TAAC0: 6

Armor Class (AC): 8

Initiative (I): 9

Save (S): 9

Attacks (Att): Deathly Touch
1d10

Morale (M): 11

Price: A mourner's tears

Appearing: 1

Description: The prophetic spirit of a departed sidhe woman, the banshee roams the halls of mortal and fairy domains alike. The banshee sees the flow of life around it, and can see those whose lives are dwindling to an ember. In sorrow over its own death and empathy for the doomed mortal or sidhe, she unleashes a deathly wail that can be heard for a kilometer in any direction. The sound of a banshee's cry chills to the bone, terrifying all who hear it, for those who hear its call may themselves be the being whose death the fallen sidhe announces. Banshee are known to sometimes place traps for mortals, leaving a material trinket (traditionally a comb) in an open space that once touched alerts the Banshee to the presence of new prey so that it may devour the victim's very soul to extend its life.

Deathly Touch: The touch of the banshee chills to the very core, tearing at the soul of its victims. Mortal beings slain by the assault of a banshee leave no soul behind, and thus cannot be resurrected.

Cry of Doom: The wail of the banshee announces the coming of certain death, and such terrible knowledge chills all mortal kind to the bone. Within 60m, mortal beings hearing the cry of the banshee must make a WIS save or be struck with fear and rendered catatonic with terror for 1d6 rounds. Even those beyond this range, up to 1km, must make a WIS save or suffer -2 to all rolls for the next round.





Immaterial: As immaterial beings, banshee resist the slings and arrows of mortal weaponry not imbued with the hated iron. They have Material Resistance +3/Iron.

Barghest

Origin: Astral (Magic)

Hit Dice (HD): 3d12 (17)

Massive Damage (MD): 15

To-Hit (TH): +3

TAAC0: 8

Armor Class (AC): 7

Initiative (I): 11

Save (S): 11 (+2 WIS)

Attacks (Att): Bite 1d12

Morale (M): 11

Price: A fresh human bone with flesh still attached

Appearing: 1d6

Description: Savage astral hounds that feast on lost souls and ghosts, barghests are the pack scavenger of the astral plane, roaming the reaches of the astral and devouring stray souls for sustenance. Huge and black, with smoldering eyes that seem to be kindling with flame, the barghest's supernatural nostrils flare with an intelligence unmatched by the keenest mortal hounds, and they can track a chosen quarry for days and hundreds of kilometers with unerring supernatural stamina.

Tracking Sense: The barghest's supernatural senses allow them to sniff out the presence of all ghostly and astral creatures within 1km of them, and once a barghest chooses a specific quarry it cannot lose the scent of it until the target is dead or it chooses a different target. Morale checks when attacking in pursuit of that quarry are made at +4.

Supernatural Speed: As astral beings, barghests move at the speed of thought as much as any material understanding of speed. They gain a +3 bonus to Save rolls to pursue a fleeing target, can move 120m per round, and can cover up to 100km per day when in pursuit of a chosen quarry.

Basilisk

Origin: Earth

Hit Dice (HD): 6d8 (26)

Massive Damage (MD): 14

To-Hit (TH): +3

TAAC0: 8

Armor Class (AC): 4

Initiative (I): 13

Save (S): 12

Attacks (Att): Bite 3d8

Morale (M): 12

Price: Valuable stone or gems worth at least $\text{\$}60$

Appearing: 1

Description: A solitary creature of the earthen planes especially at home in rocky places, this six-limbed beast appears like a crocodile or lizard with stony, scaly skin. On its face is a powerful chicken-like beak capable of crushing stone, which is its natural diet. Its glare can turn other creatures to solid stone, thus allowing it to create a diet for itself even from the living, and it is seldom especially picky about its dietary sources. The 'basilisk' is actually the male of the species, while the female of the species is called a 'cockatrice' and instead stands on two spindly legs like a chicken's, but otherwise bears the same basic traits. This was the source of much confusion for ancient medieval lore writers.

Stony Gaze: The basilisk's gaze can turn a target to stone at a look. A target that falls under the direct gaze of the basilisk must make a CON save to resist the attack, and should they fail, they are turned to solid stone. A *dispel magic* spell cast as if against a lvl 12 wizard will cure this effect, as will a *heal* spell. A basilisk which looks into a mirror will instead turn themselves into stone.



Behemoth

Origin: Earth

Hit Dice (HD): 12d8 (49)

Massive Damage (MD): 20

To-Hit (TH): +6

TAAC0: 11

Armor Class (AC): -2

Initiative (I): 18

Save (S): 18

Attacks (Att): Trample 6d8, Gore 5d8, Bite 4d8

Morale (M): 18

Price: “Only his Maker can draw His sword.” Behemoth will not bow to any mortal without command from the divine will.

Appearing: 1

Description: There is only one Behemoth, the primal archetype of all creatures that feed on the bounty of the earth, a great, towering beast 50m tall that roams the plane of Earth devouring all it surveys, grazing on even the trees as easily as a cow grazes upon the grass. Covered in a leathery hide few mortal weapons could even penetrate, and bearing both tusk and horn in abundance, the creature’s swaying tail can start a strong breeze, and its digestive waste is said to be singularly responsible for the fertility of the plane of Earth itself. Largely docile unless provoked or frightened, the creature is nevertheless capable of defending itself with brutal force matching its immense size and strength: enraging great Behemoth is something not even the most foolhardy elemental lord of Earth would dare attempt.

Resistance: Behemoth’s great hide turns the blows of mortal weapons and magic alike, and as such it possesses Resistance +5.

Brownie

Origin: Fae (Earth)

Hit Dice (HD): 1d6 (4)

Massive Damage (MD): 7

To-Hit (TH): +0

TAAC0: 5

Armor Class (AC): 9

Initiative (I): 8

Save (S): 6 (+3 DEX)

Attacks (Att): Fists 1d4

Morale (M): 6

Price: Milk, fresh from the cow

Appearing: 1d8

Description: The brownie is a house spirit which takes up residence in a home in exchange for regular offerings from the lords of the house, and will tend to things and clean up the place so long as they are never seen. Brownies take their privacy very seriously, for reasons perhaps known only to them, and seeing a brownie at work will be the end of its service in the household. They may even react to being spotted with open hostility. Brownies are tiny humanoids, generally no bigger than the average house cat. They are wildly popular as housekeepers among the sidhe lords and were once very common in homes and manors across the former Celtic lands.



Spells: Brownies possess the cantrips *alarm*, *animate tool*, *clean* and *spark flame*, and may cast them at will, as well as the level 2 spell *invisibility*, which they may cast without a check once per day as if a level 12 caster.

Bunyip

Origin: Water

Hit Dice (HD): 5d10 (26)

Massive Damage (MD): 15

To-Hit (TH): +2

TAAC0: 7

Armor Class (AC): 5

Initiative (I): 12

Save (S): 12 (+1 DEX, +2 STR)

Attacks (Att): Gripping Bite 2d10, Claw 1d10

Morale (M): 11

Price: A scream of true primal terror

Appearing: 1

Description: A vicious and sadistic ambush predator that once stalked the billabongs of the Australian continent, the bunyip is a massive amphibious marsupial, comparable in size to a rhinoceros but more strongly resembling a less cuddly and more vicious wombat with enormous canine teeth and powerful front claws. The bunyip is a master of vocal manipulation, able to imitate a wide range of creature cries in order to lure prey to where it lurks in the water. Once prey arrives it switches to a piercing and terrifying howl that freezes the target in its tracks, the better to make it a stationary target when the bunyip leaps from the water and drags its victim below with the grip of its bite. Once in the water, the bunyip will hold the creature down until it drowns, weakening its resistance further with vicious swipes of its claws.

Gripping Bite: Once the bunyip sinks its teeth into something, it is difficult if not impossible to escape. A successful bite from the bunyip effectively locks its victim in a grapple, and its strength is such to allow it to move that target with it at will so long as it isn't larger than the bunyip itself.

Primal Scream: In addition to its imitative abilities, the bunyip may unleash a scream of terror and fear that freezes the target in catatonic terror for 6 rounds unless a WIS save is made.



Cat Sith

Origin: Fae (Earth)

Hit Dice (HD): 7d12 (43)

Massive Damage (MD): 19

To-Hit (TH): +7

TAAC0: 12

Armor Class (AC): 3

Initiative (I): 14

Save (S): 15 (+2 DEX, +2 WIS)

Attacks (Att): Claws 3d12, Bite 2d12

Morale (M): 17

Price: A ball of fine silk thread worth $\text{A}70$

Appearing: 1

Description: The Cat Sith is a legendary fairy cat, a great black cat bigger than most hounds with a tuft of white fur on its chest, and said to be the King of all Cats. So elusive is this stealthy fae predator that it is not even entirely certain whether there is, in fact, only one Cat Sith or many, but only one is ever seen at a time. The Cat Sith is a terrifying foe and a reaper of souls, capable of not only claiming one's life, but even one's soul, devouring it before it can escape to the outer planes and on to its final destination. Angering a Cat Sith is an act of immortal peril, and in some parts of the world mortals still practice a late watch over the dead, setting up balls of string and saucers of milk near the casket in the hopes of distracting the Cat Sith from claiming the soul of the recently dead. However, pleasing the Cat Sith can prove quite the boon, as it is said that with the right gifts it might protect one's property and house and thus ensure prosperity through the coming year.

Eater of Souls: The Cat Sith can devour the very soul of a recently deceased mortal simply by passing over its body after death before it can be interred in the earth. The result is that a mortal being killed in combat with the Cat Sith will not return as a ghost nor pass on to the afterlife and cannot be resurrected by prayer or magic as no soul remains to return to the body. In addition, this gift for hunting souls makes them excellent ghost hunters, and the Cat Sith can see and strike spirits and ghosts as if they were physical beings.





Centaur

Origin: Fire

Hit Dice (HD): 4d8 (17)

Massive Damage (MD): 12

To-Hit (TH): +2

TAAC0: 7

Armor Class (AC): 6 (4 w/leather armor)

Initiative (I): 13

Save (S): 10 (+2 STR, -2 WIS)

Attacks (Att): Trample 2d8, Fist 1d8, can use melee weapons and archaic ranged weapons

Morale (M): 12

Price: Ⓐ40 per day

Appearing: 1d8

Description: Savage and barbaric tribes of nomads, the centaurs were once denizens of the Olympic realm, but their rebelliousness and cruelty earned them the ire of the Olympian gods and they were exiled to the plane of Fire as punishment. The centaurs took to their new home with aplomb, riding the burning sands and raiding salamander, halfling, and orc alike. They survive on plunder and violence, even cannibalizing the victims of their unceasing raids. They are, however, greedy and easily bought, and thus popular for those seeking extraplanar mercenaries, though one is always wise when working with centaurs to watch one's back and make sure the money keeps flowing. Centaurs are especially vicious to those who do not pay their debts.



Chimera

Origin: Fire

Hit Dice (HD): 9d10 (46)

Massive Damage (MD): 19

To-Hit (TH): +4

TAAC0: 9

Armor Class (AC): 1

Initiative (I): 16

Save (S): 16

Attacks (Att): Flaming Breath 4d10 (R), Bite 3d10, Claw 1d10

Morale (M): 16

Price: The smoldering remains of a mortal life

Appearing: 1

Description: Surly and terrifying creatures, the three-headed chimaera dwells in places of natural flame, such as near natural gas vents or volcanoes or other such geothermal anomalies. They attack all who travel within range of their nest, turning them to charcoal

with their flaming breath, and devouring the blackened corpse that remains. They are the apex predators of the plane of Fire, terrible and dangerous, and feared by even the salamander lords. Said to be the spawn of some ancient magical ritual or unnatural mating, each of the heads of the beast represents one of its purported ancestors: a fire-breathing dragon's head, the viciously toothed maw of a lion, and the serpent-tongued face of a fire giant. They are intelligent and capable of speech, but rarely do so as they are content merely to devour their prey, using speech only when brute force is unable to bow its prey to its mercy.

Flaming Breath: The chimaera's flaming breath sprays forth indiscriminately, hitting everything within a 45-degree cone in front of the dragon's head at a range of up to 60m. A DEX save will halve the damage.

Chupacabra

Origin: Unholy

Hit Dice (HD): 3d10 (16)

Massive Damage (MD): 13

To-Hit (TH): +1

TAAC0: 6

Armor Class (AC): 7

Initiative (I): 10

Save (S): 10

Attacks (Att): Bite 1d10, Claw 1d8

Morale (M): 10

Price: Fresh animal blood

Appearing: 1d4

Description: The chupacabra is the most recent name for a very old species of vampiric dog, infamous as well by other names, particularly in Eastern Europe and Indonesia.



Once turned to one of the undead, the beast's hair falls out and the skin becomes leathery and gaunt, giving it an almost reptilian appearance if seen in the wrong light. This fearsome spectacle is further enhanced by jagged spines that grow out of its back. The chupacabra feeds on the blood of other creatures just as any vampire, though in accordance with their animal origin they generally focus on livestock, draining whole flocks dry before slinking off to their lairs engorged on blood.

Undead Flesh: As one of the undead, the chupacabra is resistant to normal damage, possessing Resistance +2/Holy. However, they are burned by the light of the sun, taking 1d8 damage per round in direct sunlight.

Blood Regeneration: The consumption of blood allows the creature to heal its wounds. Successful attacks with its bite heal back 2 HP to the creature, and should it successfully kill and drain a victim, it can heal itself to full with a day's rest.

Cloud Giant

Origin: Air

Hit Dice (HD): 8d6 (25)

Massive Damage (MD): 14

To-Hit (TH): +2

TAAC0: 7

Armor Class (AC): 4

Initiative (I): 13

Save (S): 13 (+2 STR, -2 INT)

Attacks (Att): Fists (or weapon) 4d6, Thundering Clap 3d6 (M/R)

Morale (M): 13

Price: ₳80, or a dwarven-crafted silver manacle key

Appearing: 1

Description: The descendants of the legendary jotunns or titans, the cloud giants are the air-aspected spawn of that ancient race that once warred against Asgard and Olympus alike. In time they were defeated, and while old prophecy and whispered legend among their kind still tells of a day of final battle against their Asgardian foes, the cloud giants are no longer the force they once were. Broken at last by the Aesir, they now live under the yoke of the Aelfar as slaves. There are precious few free cloud giants left, and those that do live in hiding in forgotten peaks of the plane of air and sell their services as brutes to those that can afford them, or fight where they can as rebels against the power of the elves. The cloud giants are temperamental, but their nature belies the sadness of a once mighty race fallen under oppression and occupation.



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Thundering Clap: Such is the strength of the cloud giant that they may call into being a great clap of thunder merely by bringing their mighty hands together. Once done, all within 20m of the cloud giant will take 3d6 damage and be deafened for two rounds. A successful WIS save will halve the damage and avoid the deafening effect.

Couatl

Origin: Air

Hit Dice (HD): 9d8 (37)

Massive Damage (MD): 17

To-Hit (TH): +4

TAAC0: 9

Armor Class (AC): 1

Initiative (I): 16

Save (S): 15 (+2 INT)

Attacks (Att): Lightning Breath 4d8 (R), Bite 3d8, Claw 1d8

Morale (M): 15

Price: A pyre of maize, or a blood sacrifice

Appearing: 1

Description: The fallen gods of another age, the couatl are great feathered serpents: cunning, intelligent, and vanishingly rare even within the plane of air in which they now dwell. Once they ruled as gods over societies across Central and South America, but as their

followers fell to invaders and the couatl themselves fell to greed and bloodlust, they lost their power and place within the divine plane. They were ultimately cast out by the divine will for their hubris and corruption, and scattered to the four winds. Each couatl makes their own realm somewhere within the plane of air, keeping an iron-fisted hold on a dwindling kingdom of human captives drawn from the mortal realms generations ago, and who still worship them and feed their lust for blood. Couatl appear in their natural form as a flying serpent with feathered wings and body, but they may take on humanoid form, appearing as a clothed human in ceremonial dress or as a humanoid reflection of their true shape.



Lightning Breath: The couatl dwell within the plane of air and through

their command of the element they can make lightning arc forth from their mouths. The couatl's breath strikes the target automatically, though they may take a CON save for half damage. Should the target perish, any remaining damage arcs out as yet another bolt and strikes the nearest foe to the target, continuing until all damage is expended.

Sorcerous Wisdom: Couatl are intelligent beings and masters of the arcane arts, though their power has waned over the centuries. Couatl cast spells as a 9th level wizard, have 30 Will, and know the spells *mage hand*, *see magic*, *call lesser elemental (air)*, *cause fear*, *command person*, *gust of wind*, *third eye*, *call superior elemental (air)*, *lightning bolt*, *razor wind*, and *call superior elemental (air)*.

Godly Endurance: As former gods, the couatl still bear great resistance to mundane attack and to assaults of their own nature. They have Material Resistance +5, and Air Resistance +3.

Cyclops

Origin: Unholy

Hit Dice (HD): 10d6 (31)

Massive Damage (MD): 16

To-Hit (TH): +3

TAAC0: 8

Armor Class (AC): 0

Initiative (I): 15

Save (S): 15

Attacks (Att): Fist 5d6, Bite 4d6

Morale (M): 15

Price: A charged Leyden jar, or ~~A~~100

Appearing: 1

Description: The enforcers of the ancient Olympians, the Cyclopes were the sons of the ancient Titans, beings of such terrible strength and might that they were a threat to their parents and the gods alike. They were banished to the underworld, bound in the service of the infernal forges, and only set free to wage war in the name of Zeus. Immense one-eyed giants standing 6 meters in height, their strength is rivaled only by their temper and fury, and their hatred for the living who still may walk beneath the sun is vast. Cannibalistic, they feed often on the scraps of flesh left by demonic chaos and carnage, and when leashed in the mortal realm they will eat and devour any mortal kind that dare cross them with vicious abandon.

Demon

	Lesser	Greater	Superior	Supreme
Origin:			Unholy	
Hit Dice (HD):	4d8 (17)	6d8 (25)	8d8 (33)	10d8 (41)
Massive Damage (MD):	12	14	16	18
To-Hit (TH):	+2	+3	+4	+5
TAAC0:	7	8	9	10
Armor Class (AC):	6	4	2	0
Initiative (I):	11	13	15	17
Save (S):	10	12	14	16
Attacks (Att):	2d8 (M/R)	3d8 (M/R)	4d8 (M/R)	5d8 (M/R)
Morale (M):	10	12	14	16
Price:	The soul of a mortal of equal level			
# Appearing:	1d6	1d4	1	1

Description: These creatures are the chief denizens of the underworld, from underlings and servants, to the lords of the many Hells. Demons are beings of pure malevolence and evil, dedicated to the worship of death and infernal fire, and to the destruction of mortal kind and their souls. Some were once angels, cast down to the underworld for rebellion against the divine will or crimes against humanity, morality, or reason. Others are pure products of the underworld, created and forged by the land of the cursed dead in one of the many hells. Their appearance and nature vary wildly, both within individual realms, and across the spectrum of the underworld. Each represent the icons of evil in a host of religions and beliefs, or manifest as some wholly unique evil. To a one they are manipulative, deceitful, murderous, and without morality as we know it, seeing humans only as a hated enemy to be destroyed and tortured by any means imaginable and their very souls claimed for the underworld where they may be tormented until the end of time.

Attacks: Demonic assaults take on many forms, from simple claw and fang, to fiery breath, to infernal blades and spears forged in the fires of the deepest hells. All demonic attack, however, innately tears at the very soul of its victim. Any being taking damage from a demon's attack must make a WIS save or take 1 point of temporary WIS damage.

Possession: Demons may take over the body of a mortal host, and lesser demons cannot even manifest in the material plane under normal circumstances, and must inhabit a mortal body to enter our realm. The demon must have invitation to do so, but the nature of that 'invitation' can be vague and may not even be conscious to the victim (dreams are a common way in), and deception is the order of the day in acquiring it. Once gained, the victim may make a WIS save to attempt to reject the possessing demon, but on a failure the demon takes root, able to take command over the body even to the extent of driving it toward destruction. The mind and soul within may attempt further WIS saves to try to fight the demon's will, at a progressive -1 penalty for each time they fail. A demon may not possess the body of one faithful to the divine will, such as a cleric or champion.

Infernal Resistance: Demons are no mere mortal creatures, and they possess Resistance +3/ (Holy/Water).

Dinosaurs

	Ankylosaurus	Triceratops	Tyrannosaurus	Velociraptor
Origin:			Earth	
Hit Dice (HD):	9d8 (37)	8d8 (33)	10d10 (51)	2d12 (7)
Massive Damage (MD):	17	16	20	14
To-Hit (TH):	+4	+4	+5	+2
TAAC0:	9	9	10	7
Armor Class(AC):	1	2	0	8
Initiative (I):	12	13	15	11
Save (S):	13	14	17	10
Attacks (Att):	Tail Club 3d8, Charge 2d8	Horn Charge 4d8	Bite 5d10	Bite 1d12, Claw 1d10
Morale (M):	13	14	17	10
Price:	A90*	A80*	A100*	A20*
# Appearing:	1d6	1d3	1	2d6

Description: Once the proud rulers of the land even before the days of the Atlanteans, the dinosaurs roamed the earth for millions of years, yet in time catastrophe drove their kind to extinction. Some of the more successful species found their way through rifts into the plane of Earth, and in the ensuing millennia came to call that plane their home, taking on its properties and becoming denizens of Earth rather than mere material creatures.

Price: The price given in the stats above is not a direct cash price, but rather the equivalent value in appropriate foodstuffs needed to satiate the creature's appetite long enough to bend it to the summoner's will. Ankylosaurus and triceratops eat green plants, while tyrannosaurus and the velociraptors are carnivorous.

Dire Beasts

	Bear	Boar	Gorilla	Tiger	Wolf
Origin:	Astral (Magic)				
Hit Dice (HD):	8d10 (31)	7d6 (16)	6d8 (13)	7d12 (31)	4d10 (11)
Massive Damage (MD):	18	13	14	19	14
To-Hit (TH):	+4	+2	+3	+7	+2
TAAC0:	9	7	8	12	7
Armor Class (AC):	2	3	4	3	6
Initiative (I):	15	14	13	16	12
Save (S):	15 (+2 CON, +2 STR)	12	12 (+2 STR)	15	11
Attacks (Att):	Claw 4d10, Bite 3d10	Gore 3d6	Fist 3d8, Bite 2d8	Claw 3d12, Bite 2d12	Bite 2d10
Morale (M):	15	12	13	15	11
Price:	An idol or image of themselves worth A 10 times their HD				
# Appearing:	1	1d6	1d4	1	2d6

Description: Dire beasts are the primal archetypes of their mortal mirrors, immortal images fashioned by the astral plane from the nightmares of mankind. Savage and powerful doubles to their mundane kin on earth, the dire beasts roam the astral plane, feeding on each other just as they do in the mortal realm. Yet they also feast upon the dreams, nightmares, respect, and worship of mortals, gaining strength from the belief and mental imprint they bear within the mind of every human being and even the mortal animals.

Djinni

Origin: Astral (Magic)

Hit Dice (HD): 2d10 (11)

Massive Damage (MD): 12

To-Hit (TH): +1

TAAC0: 6

Armor Class (AC): 8

Initiative (I): 11

Save (S): 10 (+2 INT, +2 DEX)

Attacks (Att): Elemental Attack 1d10 (M/R), Fists 1d8

Morale (M): 10

Price: A word of one's true name

Appearing: 1

Description: Djinn (or jinn) are the second race of intelligent beings created by the divine will after angels, ancient beings created with bodies of pure energy and the first of the divine creations to be given free will and the knowledge of magic. Once they dwelt in the heavens alongside them, but in their jealousy over humanity's creation they rebelled and

were cast down. Due to their innately magical nature they came to reside instead in the astral, though they often intrude into the mortal realm, sometimes in seemingly human form. Djinn are masters of magic, and in times of old the great wizards would consult with particularly ancient and powerful djinn to learn the secrets of magic. Their knowledge of the astral plane is unparalleled, as they make their domains and whole societies within the reaches of the astral, though some choose instead to dwell in the hidden and remote places of the mortal world, and others were cast down into the underworld for their part in the ancient rebellion.

Elemental Nature: Djinn dwell within the astral plane, but each djinni inherits the nature of one of the four elements at birth. A djinni's element affects the element of their natural attack, and they possess Resistance +1/ (opposing element).

Shapeshifting: The natural form of the djinn is an ethereal humanoid shape wreathed in their natural element, but they are master shapeshifters, able to control the shape of their bodies in order to resemble other beings. The djinni may take on the form of any similarly sized humanoid or animal, though they retain their same natural statistics and characteristics.

Doppelganger

Origin: Astral (Magic)

Hit Dice (HD): 4d8 (17)

Massive Damage (MD): 12

To-Hit (TH): +2

TAAC0: 7

Armor Class (AC): 6

Initiative (I): 11

Save (S): 10

Attacks (Att): Astral Rend 2d8, Fists 1d8

Morale (M): 10

Price: N/A. Doppelgangers' sole desire is taking their double's place in the mortal realm.

Appearing: 1

Description: A doppelganger is the astral reflection of a mortal soul, an accidental imposter formed of the way in which the astral reflects the mental processes of the mortal beings that dwell in the material realm. A doppelganger is essentially the 'dream self' of a mortal, and thus believes itself to *be* that mortal, albeit trapped in the astral plane while some imposter walks in its body in the mortal realm. Over time, this creature grows mad, its mind shattered by its delusional imprisonment, and it craves only to take its rightful place in the material plane by slaying the mortal imposter. Should it find the soul of its mortal counterpart in the astral, it will seek to rend it apart and then take the place of the soul and return to its body. If it finds itself in the material plane, it will immediately attempt to seek out and destroy its mortal counterpart by any means and take its place.

Possession: If a doppelganger can successfully slay the soul of its counterpart, it may take that soul's place in the person's mortal body so long as the body itself is intact and it returns to it within 24 hours. Once within, the doppelganger presents no sign of possession, though it is vulnerable to supernatural exorcism, and its ability to successfully impersonate the original soul is limited by its own incomplete mental image of that person.

Manifestation: The doppelganger which finds itself in the physical plane will also take on the physical appearance of its mortal counterpart, and appears to be so to all visible senses, though it remains a magical creature and can thus be detected by *see magic* and its physical form can even be dispelled by a *dispel magic* spell cast as if against a 4th level caster.

Astral Rend: The main attack of the doppelganger is not a physical but a spiritual attack, reaching into the target's soul with its ethereal arms and rending chunks of it away, though it may only do so against its counterpart. As such it ignores the target's AC from armor, but the target may resist the damage with a WIS save. In addition, making the attack will give away its true nature as it reaches intangibly into the target.

Dragon, Celestial

Origin: Divine (Holy)

Hit Dice (HD): 12d8 (49)

Massive Damage (MD): 20

To-Hit (TH): +6

TAAC0: 11

Armor Class (AC): -2

Initiative (I): 19

Save (S): 18

Attacks (Att): Lightning Bolt 6d8 (R), Divine Flame 5d8 (R), Claw 4d8

Morale (M): 18

Price: The presentation of a true relic of holy power

Appearing: 1



Description: One of the most ancient creatures in existence, the celestial dragons are believed by some to be the first creations of the divine will, predating even the oldest of angels and all other divine beings. Great serpentine creatures that ride on the clouds of heaven itself, the celestial dragons are as old as time and wise beyond mortal reckoning. They serve as guardians of the flow of life and the elements from heaven, and of the creation of new souls. Though they are by nature benevolent, they are also capable of great anger, delivering justice on an epic scale to those mortals who defy and offend the divine will. Their very presence still causes any mortal to quake and tremble at their might.

Aura of Awe: The mere presence of a celestial dragon is palpable, such is the countenance of such an ancient and powerful divine being. All beings within the presence of a celestial

dragon must make a WIS save or be completely cowed to it, unable to make any hostile action towards it out of sheer instinctual reverence and fear.

Divine Flame: The dragon may call forth a breath of purifying flame from its lungs, dealing 5d8 damage to all within 40m of it. DEX saves for half damage.

Resistance: The dragon is a truly ancient creature and able to withstand blows that would be the instant doom of lesser creatures. Celestial Dragons possess Resistance +5.

Divine Knowledge: The knowledge of the celestial dragon is limitless, and some scholars and clerics even believe they are the beings which speak to the minds of divine servants to teach them their prayers. The celestial dragon knows all cleric prayers and casts them as if a 12th level cleric, and has 48 Faith with which to cast them. In addition, they are capable of bestowing knowledge of any one prayer to a cleric who proves worthy of such a heavenly gift.

Flight: For the celestial dragon, the heavens are like water to a fish, a medium in which they may move as easily as they move along the ground. All celestial dragons can fly, and do so at a top speed of 300km/h within the mortal plane.



Dragon, Elemental

Origin: Elemental Plane

Hit Dice (HD): 11d8 (45)

Massive Damage (MD): 19

To-Hit (TH): +5

TAAC0: 10

Armor Class (AC): -1

Initiative (I): 18

Save (S): 17

Attacks (Att): Elemental Breath 5d8, Claw 4d8

Morale (M): 17

Price: A priceless gem of elemental nature

Appearing: 1

Description: The elemental dragons are the children of the celestial dragons, lesser descendants of those primal forces, but still powerful and wise. The elemental dragons each took after one of the four elements which in unity defined the celestial dragons, and in time they were placed as the stewards and archons of the elemental planes. The elemental dragons vary in temperament according to their home plane, each taking after the character of it, though to a one they often seem mysterious and impassive to other beings, whether planar or mortal. In general they are slow to act, and only interfere with the events of the planes when something seems to be disrupting the balance and flow of elemental power within it. They appear similar to the celestial dragons and bear the same aura of power that awes all who witness them, but each takes on a hue matching their home plane: blue for

Water, red for Fire, green for Earth, and white for Air. Each also tends to exude a certain elemental aura of their natural element, wisps of cloud or fire or mist form around them as if their very physical form is made up of the element which defines them.

Aura of Awe: Like their celestial ancestors, the elemental dragons exude power and authority with such force that it shakes the very bones of all who witness their presence. All beings within the presence of an elemental dragon must make a WIS save or be unable to take any hostile action towards it.

Elemental Nature: Each elemental dragon is defined by one of the four elements, and this element defines the damage type of their attacks. It also gives them complete immunity to all attacks of that element, and Resistance +4/ (opposing element).

Elemental Breath: The dragon lives and breathes its natural element, and may exhale a great torrent of damaging elemental magic to all within a 45° cone 40m long in front of it. The attack deals 5d8 damage of their elemental type, and DEX saves for half damage.

Elemental Knowledge: The elemental dragons are intimately familiar with the flow of their home element to a degree that rivals mortal wizards. Each elemental dragon knows all arcane spells of their elemental type, and casts them as a 10th level wizard with 35 Will. In addition, an elemental dragon may bestow the knowledge of one single spell directly into a worthy wizard's spell memory as a gift.

Flight: The elemental dragon's mastery over the elements and the inheritance of their celestial ancestors gives them power to defy gravity itself, traveling aloft by elemental power as easily as walking. All elemental dragons may fly at up to 300km/h.

Dragon, Infernal

Origin: Unholy

Hit Dice (HD): 10d8 (41)

Massive Damage (MD): 18

To-Hit (TH): +5

TAAC0: 10

Armor Class (AC): 0

Initiative (I): 17

Save (S): 16

Attacks (Att): Infernal Breath 5d8, Claw 4d8

Morale (M): 16

Price: A mortal soul of at least 10th level

Appearing: 1

Description: The first betrayers, the infernal dragons were once the children of the celestial dragons just as their elemental brethren. They turned away from the divine



light, corrupted by their own power and avarice. Jealous of mortal creation just as the demons were, they joined with them in their rebellion and became rulers and lords within the underworld. As they became corrupted by their own wicked minds and the infernal realm in which they lived, they became creatures of nightmare, losing their celestial nature. Without it the power of flight and the aura of divine authority were lost to them, and they instead took on leathery wings and a countenance of pure terror and rage. Many of the infernal dragons fled to mortal realms, taking up residence in the west and tormenting ancient mortals, feeding on mortal flesh and hoarding their wealth out of pure avarice.

Infernal Breath: The infernal dragon's breath is a cone of pure infernal doom, dealing 5d8 damage to all within a 45° cone 40m in front of them, though a DEX save will halve the damage. The breath attack deals either Fire or Unholy damage, whichever will most harm the target.

Arcane Knowledge: With their banishment from the heavenly realms, the dragons lost the access and right to divine prayer. Instead they took up the powers of the arcane as a substitute, working unholy magics in profane mirror to the power of the divine. Infernal dragons cast as if a 10th level wizard with 35 Will, and possess the following spells: *see magic, spark flame, burning hands, call lesser elemental (fire), cause fear, acid arrow, command person, darkvision, third eye, call superior elemental (fire), dispel magic, explosive runes, fireball, animate dead, fireseed, polymorph, wall of fire, baleful polymorph, call supreme elemental (fire), steal body, cloudkill, disintegrate, gate, geas, greater polymorph, and vengeful whisper.*

Aura of Fear: The presence of the infernal dragon is the stuff of night terrors and dread. All beings within the presence of the dragon must make a WIS save or flee in fear.

Flight: The dragon's wings give them flight akin to the fastest birds, despite their great size. The dragon may fly in air at up to 300km/h so long as it may move its immense wings.

Dryad

Origin: Earth

Hit Dice (HD): 1d6 (4)

Massive Damage (MD): 7

To-Hit (TH): +0

TAAC0: 5

Armor Class (AC): 9 (may wear light armor)

Initiative (I): 8

Save (S): 6 (+1 CHA, +1 CON)

Attacks (Att): Fist 1d4 (May wield non-bladed weapons)

Morale (M): 6 (12 in their home forest)

Price: A fresh, living sapling

Appearing: 1d6



Description: Dryads are the wardens of the great forests of the plane of Earth, nymph-like women born of the trees themselves and sworn by blood to protect their home forest. Generally they are friendly and personable folk, though they will retaliate with great anger and vengeance on any that threaten the health of their own forest. A dryad will rarely ever leave its home forest, but some dryads may make home in mortal forests. Some forestwalkers even speak of dryads still being born from trees in the darker and more untouched forests of the world.

Graceful Lure: Despite their role as protectors, the dryads typically abhor violence. They instead prefer to lull hostile foes into a state of peace, bestowing on them the same sense of home and comfort that the dryad feels for its forest. By singing a whispery song as lovely as rustling leaves, all within earshot of the dryad's song must make a WIS save or feel compelled to remain in the dryad's home forest. An additional WIS save can be made per hour to shake the effect, and attacks against the victim will break the effect.

Dwarf

Origin: Earth

Hit Dice (HD): 1d10 (5)

Massive Damage (MD): 11

To-Hit (TH): +0

TAAC0: 5

Armor Class (AC): 9 (may wear armor, typically chain-mail for AC5)

Initiative (I): 8

Save (S): 8 (+1 STR, +1 CON)

Attacks (Att): Fists 1d6 (may wield weapons, typically a battle axe for 2d6)

Morale (M): 8

Price: #10 in gold

Appearing: 1d8

Description: The Dvergar are one of the great powers of the plane of Earth. Stocky humanoids with pale skin and jet black hair, the dwarves dwell within great halls and mines within the mountains and caves of the astral plane, and their lust for gold and skill at crafting is legendary throughout the planes. Once one of the allied powers of Asgard, since that realm's decline they have taken their fate into their own hands, carving out an alliance with the gnomes and building an empire across the plane of Earth. They have grown wealthy in the trade of mystically crafted dwarven and gnomish wares, and from countless wars of plunder across the earthen realm.



Darkvision: Dwarves see excellently underground, and thus have the equivalent of the spell *darkvision* as a permanent ability.

Direction Sense: Dwarves must be able to find their way easily through the labyrinthine halls and caves of the plane of Earth, and so they have developed an innate sense of the local magnetic north and an eidetic memory for the smallest details. A dwarf can always find his way back to anywhere he has been underground.

Elementals

	Lesser	Greater	Supreme
Origin:	Elemental Planes		
Hit Dice (HD):	2d8 (9)	6d8 (25)	10d8 (41)
Massive Damage (MD):	10	14	18
To-Hit (TH):	+1	+3	+5
TAAC0:	6	8	10
Armor Class (AC):	8	4	0
Initiative (I):	9	13	17
Save (S):	8	12	16
Attacks (Att):	1d8(R/M)	3d8(R/M)	5d8(R/M)
Morale (M):	8	12	16
Price:	N/A		
# Appearing:	1d6	1d3	1

Description: Elementals are living manifestations of the pure force of one of the elements, born either by the will of a wizard's magic, or by the natural expression of one of the elemental planes. Each elemental is a living force composed solely of its elemental material: a walking flame, a living wave, a swirling cloud, or a moving stone. They may take on a roughly humanoid shape, or be merely a pure and untamed manifestation of animate elemental material. Natural elementals are intelligent creatures, with a fickle nature but one that nonetheless reflects the character of their element.

Elemental Attack: Each elemental embodies a specific element, and their attacks can either be a physical strike with their body, or project that element at a target at a range of up to 100m. Their attacks will thus induce some practical effects, as follows:

- Fire attacks have a 1 in 4 chance to ignite any flammable material on the target's body
- Air attacks project lightning, and have a 1 in 4 chance of overloading any electronic equipment on the target's person
- Water attacks can similarly short out electrical or electronic equipment on a 1 in 4 chance.
- Earth attacks strike with earthquake force, and the target must make a DEX save to avoid being knocked down.

Travel Power: Their elemental nature gives them unusual ability to travel within their chosen medium. An elemental within its chosen element can travel at up to 100km/h, and can

charge into melee range with an opponent and attack on the same round so long as that element is present in some fashion.

Elf

Origin: Air

Hit Dice (HD): 1d8 (5)

Massive Damage (MD): 9

To-Hit (TH): +0

TAAC0: 5

Armor Class (AC): 9 (may wear armor, typically leather armor for AC7)

Initiative (I): 9

Save (S): 8 (+2 DEX, +2 CHA)

Attacks (Att): Fists 1d4 (may wield weapons, typically an arming sword for 1d8)

Morale (M): 8

Price: #10

Appearing: 1d8



Description: The Alfar are one of the great powers of the plane of Air. Once allies to the Aesir of Asgard, they are now a great power among the planes in their own right, ruling even over the fallen jotunns of the air, the cloud giants. Lovely, cunning, and increasingly ruthless, the elves are a powerful force in the outer planes. Their influence even stretches to the mortal plane, inspiring countless artworks and creations throughout the centuries in order to gain them influence in the eternal war for control of the outer realms. Even now, the King of the Elves is rumored to be seeking means to displace even the Sylph as the high lords of Air. Elves are arrogant, but wise, and skilled craftsmen whose works nearly rival those of their dverggar brethren in the plane of Earth.

Magical Talent: Elves have an innate talent for wizardry, fostered from birth. All elves possess at least a little magical talent, essentially completing their youth schooling with 3 Will and 2 cantrip spells of their choice.

Swordmasters: Elves are a martial people in the present eon, honed into warriors in the service of their King's limitless ambitions, especially with swords. All Elves gain +1 to-hit with swords.

Feareater

Origin: Astral (Magic)

Hit Dice (HD): 4d12 (25)

Massive Damage (MD): 16

To-Hit (TH): +4

TAAC0: 9

Armor Class (AC): 6

Initiative (I): 12

Save (S): 12

Attacks (Att): Claws 2d12, Bite 1d12

Morale (M): 12

Price: A terrified animal or child

Appearing: 1

Description: Known throughout the world by many names, such as the bogeyman or bugbear of Western cultures, the feareater is a being of dreams and terror, drawing sustenance off the terror of mortal souls. The feareater's natural form is that of a humanoid insect or arachnid, a bear sized monster of darkly gleaming carapace, hissing and clattering with glee at the sound of mortal terror. The creature is in actuality a shapeshifter, able to reach into a mortal's mind and manifest as whatever creature might terrify it the most.

Shapeshifting: The creature may change its appearance to match the object of a victim's nightmares. It can be any being no larger than a grizzly bear, and its natural attacks will be replaced by attacks of equivalent damage from the target being. So rather than a claw, it might strike as a mortal serial killer with a lethal hatchet, or as the barbed tail of an enormous scorpion. Witnessing one's truest terror inspires terrible fear, requiring a WIS save to avoid succumbing to terrible fear and fleeing the creature.

Feareating: The creature feeds on the fear of others. Showing terror in its presence provides it with sustenance, healing 1d6 damage per round when in the presence of mortals terrified for their own life.

Fir Bolg

Origin: Fae (Earth)

Hit Dice (HD): 2d8 (9)

Massive Damage (MD): 10

To-Hit (TH): +1

TAAC0: 6

Armor Class (AC): 8 (may wear armor)

Initiative (I): 9

Save (S): 8 (+2 STR, +1 WIS)

Attacks (Att): Fist 1d8 (may wield weapons)

Morale (M): 12

Price: £20 or a piece of Irish soil

Appearing: 2d4



Description: The Fir Bolg were once one of the ancient races of Ireland, ruling over the five counties before they were eventually defeated by the Tuatha de Danaan, those who would later become the sidhe. The Fir Bolg fought hard against the arrival of the Tuatha, though they were eventually defeated. Such was their might that they impressed the new invaders, who gave the surviving Fir Bolg their own lands, and eventually a place in their court. The Fir Bolg are known for their martial might and courage in the face of all odds, unshakeable when in the grips of a battle rage, but also excellent and hardy tillers of the land.

Battle Rage: It is thought that the Fir Bolg came from barbarian stock, and they are famous from their warrior's rage. Once per day, the Fir Bolg can enter a battle rage, which increases their To-Hit and damage by +2 for 2d4 rounds, and causes them to automatically pass Morale checks while the rage boils through their blood.



Fire Giant

Origin: Fire

Hit Dice (HD): 8d10 (41)

Massive Damage (MD): 18

To-Hit (TH): +5

TAAC0: 10

Armor Class (AC): 2

Initiative (I): 13

Save (S): 15

Attacks (Att): Fists 4d10, Flaming Breath 3d10 (R)

Morale (M): 15

Price: ~~A~~80 or the charred remains of an elf

Appearing: 1

Description: The exiled descendants of the ancient jotunns, the fire giants have taken up a life of raiding, violence, and endless rage, channeling their anger over the lost glory of the jotunns into a life as an endless burning scourge across the plane of Fire. Towering humanoids with a shock of pure fire where their hair once grew, fire giants

attack any and all that dare enter their territory, and raid patches of civilization for supplies. They sometimes can be reined in long enough for mercenary work under the salamander lords. Fire giants loathe the elves especially, and were they not reduced to chaotic and disorganized bands and solitary brigands, could one day prove a great threat to their power once more.

Flaming Breath: The fire giant can belch forth a stream of pure flame against those foes that face him, dealing damage to all creatures up to 40m away and in front of the giant.

Blood Rage: The fire giants' rage and hatred burns in their blood, and they can channel that rage into becoming an unstoppable force in combat. Once per day, the giant enters a frenzy for 2d6 rounds, during which it will pass all Morale checks, and deals an extra +4 damage on all attacks.

Fomorian

Origin: Fae (Water)

Hit Dice (HD): 4d8 (17)

Massive Damage (MD): 12

To-Hit (TH): +2

TAAC0: 7

Armor Class (AC): 6

Initiative (I): 11

Save (S): 10 (-2 CHA, +2 STR)

Attacks (Att): 2d8/1d8

Morale (M): 10

Price: Ⓐ40

Appearing: 1d6

Description: Fomorians were the first denizens of the Emerald Isle, a cursed race of treacherous giants and mutants who warred with almost every subsequent inhabitant tribe and race that followed until they were finally driven into the sea by the



sidhe. Fomorians are ugly, misshapen creatures, often composed partially of animal parts, such as a goat's head or fish fins for arms. Aquatic features are especially common as they are said to have both come from, and returned to, the sea. Those Fomorians who continue to survive largely inhabit a stretch of the fae realm that crosses over with the plane of Water. They sometimes still serve as mercenaries for Winter Court actions that need deniability, though working with the Fomorians is a dangerous prospect as they do not have the same commitment to honor as the sidhe. Many a young and ambitious sidhe lord has found a Fomorian knife in their back, paid for by their own Astra.

Underwater Breathing: Fomorians came from the sea, and today they live in the sea. As such they breathe water as if it were air.

Variable Appearance: While they are largely in the shape of humanoids up to 3m in height, the Fomorians often possess a wide variety of animal shapes, from heads to limbs to more specific facial features. As such their attack methods vary, from claws and teeth to horns and fists. They may also wear light armor, and wield weapons so long as their grasping appendage is capable.



Frost Giant

Origin: Water

Hit Dice (HD): 8d10 (41)

Massive Damage (MD): 18

To-Hit (TH): +4

TAAC0: 9

Armor Class (AC): 2

Initiative (I): 15

Save (S): 15

Attacks (Att): Fists 4d10, Chilling Breath 3d10

Morale (M): 15

Price: A80 or the blood of an Asgardian

Appearing: 1d3

Description: Heirs to the crumbling remains of the great jotunn empire of old, the frost giants were first among the jotunns, and those who led the unceasing war against Asgard in the days of old. Dwelling now in their home realm of Jotunnheim in the plane of Water, a crumbling and ruined city of shattered and

broken icy towers, the surviving frost giants scheme and plot with impotent resentment against the Alfar and the surviving Asgardians. In recent times they have even struck an accord with the Winter Court of the sidhe, though their power is still far from ready for serious action. Towering men and women of ice and frost, the frost giants are cold, cruel, and bitter as the winter chill, but they still cling to a proud sense of honor as the scions of a once great empire that threatened all of humanity. A deal struck with a frost giant will be honored to the last, if only to the letter should such a deal prove disadvantageous to their cause.

Chilling Breath: The breath of a frost giant's lungs can freeze the blood in mortal veins, or even the air around them such as to leave them trapped in a shroud of ice. All targets in a 45° cone 30m ahead of the giant take 3d10 damage, and must make a DEX save to avoid being frozen in place by a sheet of ice, which deals a further 3 damage per round until they can make a STR check to break free.

Resistance: Winter is an enduring and unstoppable force, and so are its giant children. All frost giants have Resistance +2/Fire.

Ghost

Origin: Astral (Magic)

Hit Dice (HD): 2d8 (9)

Massive Damage (MD): 10

To-Hit (TH): +1

TAAC0: 6

Armor Class (AC): 8

Initiative (I): 9

Save (S): 8 (+2 DEX, +2 CON)

Attacks (Att): Ghostly Strike 1d8
(special)

Morale (M): 8 (10 in place of haunting)

Price: An artifact of their former life

Appearing: 1d4

Description: Ghosts are the souls of departed mortals, trapped in the astral or physical realms because of some failure to pass on into the afterlife. Sometimes this is because something was especially traumatic or sudden

about their death that left their soul unable to realize it had happened; other times it is because they were left behind by either divine or underworldly powers as their death represented a failure of the cosmic balance or important unfinished business that must first be corrected. Sometimes it just means someone somewhere in the heavenly bureaucracy screwed up some paperwork and now no one knows where they're headed, and so they're left to wander in limbo until they prove themselves worthy of one or the other, or are destroyed and thus truly rendered to oblivion. Ghosts initially resemble an incorporeal reflection of their mortal selves, but over time their attachment to mortal form decays and takes on a faded quality and even symbolic trappings related to their death. As this form is the literal manifestation of their soul, such decay can cause a slip into insanity until little remains that can even be communicated with intelligently, at which point they become wraiths.

Incorporeal: Ghosts do not possess physical form, and thus even when present in the mortal realm they may not act upon it or be physically interacted with. Ghosts possess complete immunity to physical damage, and must be struck with magic or magically imbued weapons or attacks. They are generally invisible to normal sight unless they first make a Save roll in order to manifest visibly and audibly, though this manifestation is fleeting and lasts only 2d6 rounds.



Ghostly Strike: The attack of a ghost strikes not the physical body, as this is impossible, but the soul of the target. Within the physical plane, the attack does no HP damage, but instead deals 1 point of temporary stat damage to INT, WIS, or CHA (roll 1d3). In the astral plane and against other incorporeal supernatural creatures, the strike has the same effect, but also deals 1d8 damage to the target's astral body.

Ghoul

Origin: Unholy

Hit Dice (HD): 3d8 (13)

Massive Damage (MD): 11

To-Hit (TH): +1

TAAC0: 6

Armor Class (AC): 7

Initiative (I): 12

Save (S): 9 (+2 DEX, +1 Stealth)

Attacks (Att): Bite 2d8, Claw 1d8

Morale (M): 9

Price: Fresh human flesh

Appearing: 1d6



Description: Ghouls are among the most ravenous and animalistic undead, once living beings risen as shapeshifting supernatural predators through possession by the demonic spirit of a fallen djinni. Ghouls feast on the corpses of the dead and then take the form of their most recent meal in order to conceal their nature and thus lure their victim's surviving compatriots into an early end. In their natural form they appear as hunched and emaciated humans, their skin a grey pallor and their mouths stretched unnaturally wide with teeth sharpened to a razor's edge. They often lurk in graveyards of the mortal realm, feasting on the recently interred or on the grieving widows and orphans of those buried there.

Flesh Feast: Ghouls gain life and sustenance from the flesh of the living and recently dead, healing wounds even before one's eyes after tasting of fresh meat. Successful ghoul bites heal the ghoul for 25% of the damage dealt, to a minimum of 1. Because the ghoul bites to tear and swallow rather than to wound, such injuries are harder to heal: after being injured by a ghoul a victim will take twice as long to heal as non-supernatural healing will only heal half the usual HP.

Shapeshift: The ghoul may change shape to appear as the deceased person they most recently feasted upon, though this version of the person will retain the same pallor of death and even any visible serious injuries. The ghoul has only a limited understanding of what the living truly appear like, and is merely able to mimic the dead. Older ghouls who have advanced to 6HD or more may also take animal form, typically a hyena or other desert predator.

Gnoll

Origin: Fire

Hit Dice (HD): 2d8 (9)

Massive Damage (MD): 10

To-Hit (TH): +1

TAAC0: 6

Armor Class (AC): 8 (can wear light armor, usually leather armor AC6)

Initiative (I): 9

Save (S): 8

Attacks (Att): Bite 1d8, Claws 1d6 (can use weapons, usually battle axe 2d6)

Morale (M): 10 (12 if protecting clan or territory)

Price: ~~A~~20, and will only serve women

Appearing: 2d4

Description: Gnolls are a race of uplifted spotted hyenas, raised by magic and breeding into intelligent humanoids by the salamanders as skirmisher forces for their armies. However, the gnolls proved unruly as subjects, relatively loyal to their own clan (if deeply competitive within it) but not particularly loyal to their largely male-dominated salamander overlords. Gnolls are deeply matriarchal creatures, much as their hyena ancestors were, and generally will not respect the commands or instructions of a male of any species. A clan of gnolls is generally led by a clan mother, though in day to day activities individual families in a clan will be fairly independent and even openly compete with each other for raiding spoils or even breeding rights with desirable males of another clan. If their territory is threatened, however, or if brought together by the clan mother for a proper cause, they will defend clan and honor fiercely and with great vengeance upon any that threaten it.



Gnome

Origin: Earth

Hit Dice (HD): 1d6 (4)

Massive Damage (MD): 7

To-Hit (TH): +0

TAAC0: 5

Armor Class (AC): 9 (may wear armor)

Initiative (I): 8



Save (S): 6 (+2 INT, +2 CON)

Attacks (Att): Fists 1d3 (may wield 1H weapons)

Morale (M): 8

Price: Ɱ10 in gold

Appearing: 1d8

Description: Gnomes are the elemental lords of the plane of Earth, devastatingly intelligent subterranean humanoids whose diminutive size belies a fierce determination and wily nature. Gnomes are close allies of the dvergar as well, and together they rule a vast subterranean empire, with the most ancient and wise gnomish king appointed to the role of emperor. The position itself is largely as an advisory figurehead, as the respective high kings of either race generally handle their own affairs except in matters of mutual interest. Gnomes are particularly clever artificers of magical devices from weapons to staves, and are naturally talented

wizards. They have a love for gold and gems that rivals that of the dwarves, though they often apply it to more practical ends than mere hoarding.

Wizardry: Gnomes' natural intelligence makes them expert casters. A gnome which takes up the wizard class counts its level as one higher for the purposes of spell effects.

Artifice: Gnomes are expert craftsmen, and even those who do not pursue it as a profession gain enough talent to hone their own weapons with magical properties. A gnome's weapon always counts as Magic damage so long as they have had 24 hours to prepare it.

Goblin

Origin: Fae (Earth)

Hit Dice (HD): 1d6 (4)

Massive Damage (MD): 7

To-Hit (TH): +0

TAAC0: 5

Armor Class (AC): 9 (may wear light armor)

Initiative (I): 8

Save (S): 7 (+1 Stealth, +1 Security)

Attacks (Att): Fists 1d3 (may wield 1H weapons)

Morale (M): 7

Price: ⚔10 or a set of clothes

Appearing: 2d4

Description: Squat, ugly little humanoids with a greenish pallor, goblins are the working class of the realms of fae. There are goblins serving under the Seelie and Unseelie Courts alike, though each court's goblins are slightly different. Seelie goblin folk are known as 'hobgoblins,' and are slightly smaller and generally helpful creatures. Unseelie goblins are more brutish and violent, and while neither goblin would ever disobey an order from their sidhe lord or master, the Unseelie one will be a lot more likely to complain about it. Most goblins serve in various kinds of drudgery, from housekeeping to mining, but Unseelie goblins in particular also serve as foot soldiers in the conflicts of their court as their violent nature makes them particularly determined. Left without a master, however, goblins of either court are often prone to the criminal life, and Unseelie goblins in particular are notorious thieves.



Golem

Origin: Magic

Hit Dice (HD): 5d8 (21)

Massive Damage (MD): 13

To-Hit (TH): +2

TAAC0: 7

Armor Class (AC): 5

Initiative (I): 12

Save (S): 11 (-2 INT, -2 WIS, +2 STR)

Attacks (Att): Fists 2d8

Morale (M): 20

Price: ⚔100 (see below)

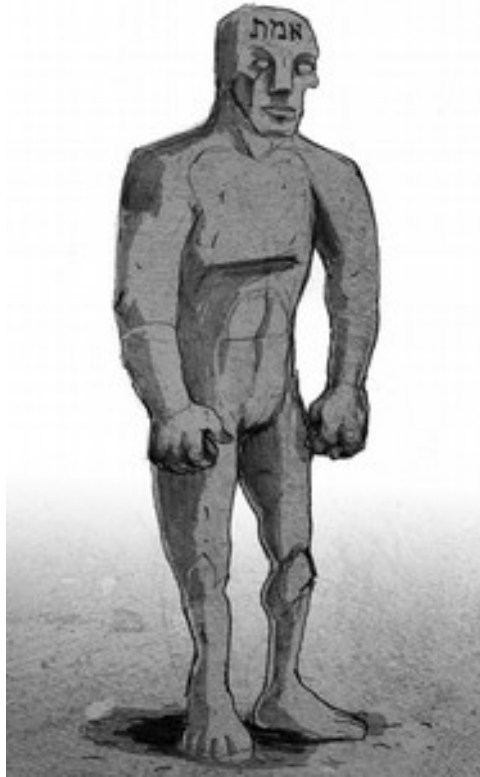
Appearing: 1

Description: A golem is a magically constructed automaton, animated from mud or clay in mimicry of the act of creation, or from pieces of human flesh in some more grisly and unholy versions of the rite. A wizard assembles the golem and performs an extended magical ritual to first animate the creature, and from then on may command it, and even deactivate it by removing the final words of the spell from the creature's mouth or face. A golem is perfectly loyal, and will follow all instructions to the letter, but it possesses no intelligence of its own and thus cannot interpret those instructions or act on its own

initiative. A golem whose master perishes is thus without a driving command, and will continue to perform its last assigned duty if possible. If it is not, it will become enraged and violent and may attack those near it at random.

Supernatural Resilience: Because the golem is an animate construct without mind or emotion, it thus does not feel pain or anguish. As it is constructed of supernaturally imbued materials, it is quite resilient in the face of physical attack. A golem possesses Physical Resistance +3.

Mark of Creation: The golem is animated at last by the final word of the incantations that created it being inscribed or written somewhere on the golem's person, usually either carved on its head or written on paper and placed in its mouth. Should this mark be marred or destroyed the golem will crumble to nothing, and the original wizard may also deactivate it by removing the mark, reanimating it later simply by reapplying it.



Create Golem: A golem is not summoned, but created. This is a magical spell of exceeding rarity, called *create golem*. It is Magic in element, and level 6, and requires **A**500 in materials and 24 hours to cast. On completion of the ritual the golem is permanent unless the creature's mark of creation is destroyed by someone other than the wizard.

Gorgon

Origin: Unholy

Hit Dice (HD): 9d10 (46)

Massive Damage (MD): 19

To-Hit (TH): +4

TAAC0: 9

Armor Class (AC): 1

Initiative (I): 16

Save (S): 16

Attacks (Att): Claws 4d10, Elemental Breath 3d10 (R), Snake Bite 1d10

Morale (M): 20



Price: The head of a hero

Appearing: 1

Description: Beings of ancient legend, the Gorgons were once the daughters of Titans, and have served many roles throughout their immortal lives. Ultimately however, these snake-headed monstrous women have found their place as the guardians of the entrance to the underworld. There are always three Gorgons, one standing at each entrance to the unholy plane. Each stands at the borders of Earth, Water, or Fire, and each gains some flavor of elemental power through their

brush with the planar gates. The ancient Medusa was a Gorgon of Water who betrayed her duty as gatekeeper to instead plague the mortal world and lost her immortality and her life as a result. Whenever a Gorgon is lost by such actions, the gate is left unguarded until the now mortal Gorgon is slain, and a new one is birthed from the ground beneath the planar gates.

Elemental Breath: The Gorgon may breathe forth a damaging torrent of their gate's element, dealing 3d10 damage of that elemental type to all in a line 60m in front of them. DEX saves for half damage.

Snake Bite: The bedraggled serpents that form the hair of the Gorgon are living creatures in and of themselves, and possess a poisonous bite. When in grapple with a Gorgon, the snakes may bite for 1d10 damage per round. Unless a CON save is made they inflict a terrible poison that deals 1d4 damage per round until it is healed, and can only be healed by a cleric with the *dispel unholy* or *heal* prayers.

Stone Gaze: The gaze of the Gorgon turns mortal flesh to stone. Falling within sight of a Gorgon requires a CON save, or the victim is permanently turned to stone. The effect may be dispelled by a *dispel magic* or *dispel unholy* check against a 9th level caster.

Grey

Origin: Astral (Magic)

Hit Dice (HD): 5d4 (11)

Massive Damage (MD): 9

To-Hit (TH): +1

TAAC0: 6

Armor Class (AC): 5

Initiative (I): 12

Save (S): 9 (+2 WIS, +1 Investigation)

Attacks (Att): Astral Weapon 2d4, Fists 1d4

Morale (M): 9

Price: ~~A~~50 or the sweat from a fever dream

Appearing: 2d4

Description: Known in their present form, the greys are slender, almond eyed beings of grey skin. In truth they are only the latest visual manifestation of a very ancient astral being responsible for many other supernatural abduction and assault fantasies throughout human history. Greys stalk the astral, peering into the dreams of mortals. They find those who already suffer from some kind of traumatic nightmare, and ‘help’ them by snatching them away to the astral plane and acting out for them a living nightmare of invasive horror. They thus replace the victim's mortal trauma with one of pure fiction for which there can thus be no cure, and the grey may then feed off the psychic energy of their terror and distress for the rest of the victim's life. Most popularly in the late 20th century this nightmare has been an alien abduction. As time evolves, the standard narrative may change, and they seem to organize their stories so as to lend credence to the fantasy. In past times they would appear as the incubus or succubus, and in others, take on the guise of false memories of evil fairies ‘abducting’ them as children. The ultimate goal is to instill a lifetime of traumatic memories in one already suffering such, and this has the double benefit of also overshadowing real trauma the victim may have witnessed, making them popular allies for evil summoners who hire them to cover up horrible deeds.

Change Form: The greys’ true form is as little more than a pulsating wisp of arcane energy, throbbing from opal darkness to vivid blood red, but they may take on the form of nightmares drawn from a target's mind. This new form typically involves some form of weapon which then forms their main attack.

Intangibility: While in the mortal realm, the grey and its illusory constructs appear only to those it has chosen to see them, unless by magical sight. They also possess Physical Resistance +4.

Create Illusion: The greys have a mastery of illusion, able to shape visible and tangible illusions in both the mortal and astral realms. Material illusions can only be made visible to a few people at a time, usually only the target of their ‘assistance.’ Such illusions appear and feel as real as material substance to those witnessing it, though magical senses will be able to detect their illusory nature, and a successful WIS save will allow the witness to think of it as a hallucination (though they will still be unaware there is an intelligent presence behind it.)



Gryphon

Origin: Air

Hit Dice (HD): 7d10 (36)

Massive Damage (MD): 17

To-Hit (TH): +3

TAAC0: 8

Armor Class (AC): 3

Initiative (I): 14

Save (S): 14 (+2 DEX, +2 STR, -2 INT)

Attacks (Att): Claw 3d10, Bite 2d10

Morale (M): 14

Price: A freshly killed horse

Appearing: 1

Description: Majestic creatures of the plane of Air, the gryphon is one of the classic symbols of nobility and might. An apparent cross between an eagle's front and a lion's hind with great feathered wings, the gryphon nests in aeries atop the high and cloud shrouded peaks of the plane of Air, laying eggs of pure precious stone. Gryphons are apex predators, unrivaled in the animal kingdoms of the planes, with the strength of a lion and the speed and flight of an eagle. Purely carnivorous, the gryphon will feast on any meat it may hunt and kill: in days of old it developed a particular taste for horses, and the men who rode

them, but they would also hunt even the infernal dragons and other beasts of lore. Tame gryphons are rare, as containing a beast of such power is no mean feat and generally requires raising them from a hatchling, but the sylph lords are known to keep a personal aerie of gryphons for use as hunting beasts.

Grasping Strength: The gryphon possesses powerful grasping talons, which can both strike with cutting force, and grip like a vise. This enables them to raise prey aloft in order to drop it from a height and let the fall do the work of killing. The gryphon can lift aloft up to 1,000kg without slowing their flight, and can thus carry aloft any creature it can succeed in a grapple check against.

Flight: The gryphon's great eagle wings give it swift and agile flight, able to travel at up to 100km/h on a clear day.

Halfling

Origin: Fire

Hit Dice (HD): 1d8 (5)

Massive Damage (MD): 9

To-Hit (TH): +0

TAAC0: 5

Armor Class (AC): 9 (may wear light and medium armor)

Initiative (I): 8

Save (S): 8 (+2 DEX, +2 WIS)

Attacks (Att): Fists 1d3 (may wield 1H weapons)

Morale (M): 10

Price: ₳10

Appearing: 1d6

Description: A hardy stock of nomadic folk, halflings once made their home in burrow homes in the plane of Earth, content to live out their days in peace on the fruit of the land. To this day all halflings still dream of a return to their ancestral home, but the planes can be harsh to those who only wish to be left alone. The idyllic life of the halflings was shattered by conflict when their pact with the gnomish empire was broken by dwarven greed and they were driven from their homeland. They eventually settled into a nomadic life on the harsh grasslands and deserts of the plane of Fire, carving out a place for themselves amongst former orcish lands by blood and steel. Skirmishes and conflicts with the orcs are regular, and the once simple farming folk have become hardened warriors to the last, especially when it comes to fighting orcs.

Orc Hunter: Halflings' survival in the plane of Fire has depended on their ability to compete with the orcs for grazing land and safe passage across the deserts, and as such every halfling is trained to fight them. All halflings gain a +1 bonus to-hit against orcs.



Dwarven Enmity: Halflings loathe the dvergar, whose greed drove them from their ancestral homeland, and any halfling will struggle to keep their temper in a dwarf's presence. They are at -2 CHA to any checks involving a dwarf, but they deal +2 damage on all strikes against a dwarf.



Harpy

Origin: Air

Hit Dice (HD): 2d10 (11)

Massive Damage (MD):
12

To-Hit (TH): +1

TAAC0: 6

Armor Class (AC): 8 (may wear light armor)

Initiative (I): 11

Save (S): 9 (+2 DEX)

Attacks (Att): Talons 1d10,
Bite 1d8

Morale (M): 9

Price: ⌘20 in human food

Appearing: 1d6

Description: Greedy and spiteful harridans, the harpies were once operatives of the Olympians, employed to abduct mortals to the

underworld or to attack an army's food supplies in order to weaken their forces. With the torso and head of a woman, but the wings and legs of a carrion bird, the harpy nests in trees near travelling routes. Flocks of them attack travelers and steal their food or even carry them away to become food or breeding stock, as the harpies may breed with either man or fowl. They are still sometimes employed in snatch-and-grab work by summoners and planar powers, as their talent for swift and stealthy kidnappings can be occasionally quite useful. So long as they are fed well, they will work relatively honestly, though they are generally deeply ill tempered.

Flight: The harpy flies swiftly at up to 100km/h, and may do so while holding up to 100kg within its talons.

Swift Striker: Harpies are quite quick on the assault, able to dive swiftly into combat with a quick stroke of their wings. A harpy may move into melee range with a target and attack in the same round.

Hellhound

Origin: Unholy

Hit Dice (HD): 6d12 (37)

Massive Damage (MD): 18

To-Hit (TH): +6

TAAC0: 11

Armor Class (AC): 4

Initiative (I): 13

Save (S): 14 (+2 DEX, +2 WIS)

Attacks (Att): Infernal Bite 3d12,
Claws 2d12

Morale (M): 14

Price: The flesh of an evil mortal

Appearing: 1

Description: The bloodhounds of the infernal realms, hellhounds are demonic canines in the service of the underworld. They are sent forth to hunt a specific soul and claim it, living or dead, for the underworld. Often, they are specifically sent to claim a particularly vile soul, or to claim a soul promised to a demon, but on rare occasion they may even be sent to claim a soul that has somehow escaped the underworld. Appearing as great black dogs with viciously powerful jaws and a mane and eyes wreathed in pure infernal fire, the sight of a hellhound is one of pure terror, as almost no mortal ever sees a hellhound without being claimed by it thereafter.



Infernal Bite: The jaws of the hellhound burn with an infernal heat, and as such they sear the flesh on contact, cauterizing the wound instantly and making it that much harder to heal. Victims of a hellhound's bite heal at half the normal rate, and even divine healing is less effective, healing half the resulting roll in HP.

Unerring Tracking: The hellhound never fails to find its quarry eventually, as its scent is not a physical one, but the trace of its very soul. Even if the hellhound is driven off, it will nonetheless find its quarry within 24 hours, as it travels not by physical means but by traveling the planes from one point or another, finding ways between to cut the distance. In addition, the hellhound is not fooled by any illusion and may see through invisibility or other magical concealment as if it were not even employed.

Homunculus

Origin: Magic

Hit Dice (HD): 3d6 (10)

Massive Damage (MD): 9

To-Hit (TH): +1

TAAC0: 6

Armor Class (AC): 7

Initiative (I): 10

Save (S): 8

Attacks (Att): Fists 1d6, Bite 1d4

Morale (M): 8

Price: N/A

Appearing: 1

Description: A homunculus is the coalescence of magical energies into an intelligent physical being, either by magical accident or deliberate spell work. Unlike the mindless golem, the

homunculus has a mind, albeit a chaotic one composed of the thoughts and emotions that went into its creation. As such, homunculi vary wildly from creature to creature, depending on the character of the spell or the wizard who created them. A homunculus created of an unholy spell or an evil wizard might be cunning and vicious, while one created of a simple spell or simple mind may be an oafish thing. The one common element is that homunculi are generally fairly small creatures, no bigger than a gnome at the most and often much smaller, and generally quite willful even when dealing with the wizard that created it. Homunculi in fact, often resent their wizard creators, seeing them as either fools or the last shackle between the homunculus and true free will. Even one under control of its master may find its first chance to end the wizard and be free.

Create Homunculus: Some homunculi are merely the accident of magical forces of creation gone awry, but it is possible to create a homunculus deliberately. This is a Magic spell, of 6th level, and requires the wizard to sacrifice a sample of his or her blood or genitive essence in the creation of a small effigy which will be animated by the spell. The ritual takes 24 hours. On completion the process of genesis in the effigy will begin, and the creature must be kept in an artificial womb for two weeks before it will be fully formed. The resultant creature is permanent, and it will obey the will of its caster, but otherwise possesses free will and intelligence.



Human

Origin: Material

Hit Dice (HD): 1d6 (4)

Massive Damage (MD): 7

To-Hit (TH): +0

TAAC0: 5

Armor Class (AC): 10 (may wear armor)

Initiative (I): 8

Save (S): 6 (+2 INT, +2 WIS)

Attacks (Att): Fists 1d3 (may wield weapons)

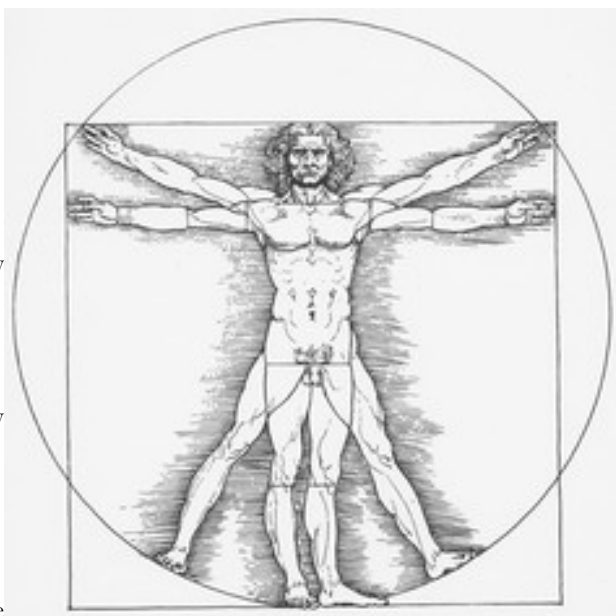
Morale (M): 8

Price: N/A

Appearing: 1d6

Description: Humans are occasionally found dwelling in the outer planes, even in mass numbers, having been stolen away from the mortal realms by the fae or by elemental lords seeking slaves or mortal mates. In addition, encounters with human adversaries are of course still common even in the life of a monster hunter, as supernatural threats will generally employ human pawns on some level or another. Humans are, surprisingly to those who have lived among them, particularly ingenious and resourceful examples of the humanoid template, with a will and adaptability that continues to enable them to survive and thrive through the centuries despite the vast numbers of horrifying things that see them as little more than food or slave labor.

Adaptive Learning: Humans do not suffer penalty to their class level when taking one of the classes in this book, and take that class' hit die for their first level and bonuses instead of the default human hit die.



Hydra

Origin: Water

Hit Dice (HD): 11d10 (56)

Massive Damage (MD): 21

To-Hit (TH): +5

TAAC0: 10

Armor Class (AC): -1

Initiative (I): 16

Save (S): 18

Attacks (Att): Poisonous Bite 5d10, Poisonous Cloud 4d10



Morale (M): 18

Price: An ancient relic touched by Hercules himself

Appearing: 1

Description: The Hydra is a singular dragon-like entity of pure noxious violence and destruction, created by the Olympians to guard the mortal entrance to the underworld. It was slain by Hercules and thus its form was banished back to the planes, eventually reforming in the plane of Water where it has claimed its place at the gates between Air and Water, forever guarding it and tormenting those fool enough to settle near its border. The Hydra is immortal; slaying the Hydra results only its spirit being sent to the underworld until it can in time reform itself, and even this limited “death” can only be accomplished by severing each of its heads and cauterizing the stumps before they can regenerate. Its breath and bite are

pure lethal poison, corrosive and noxious to the extreme, and its appetite is almost limitless, the better to feed the regeneration of its many heads.

Regeneration: The Hydra is an immortal being, and its flesh regenerates itself endlessly unless its heads are removed and cauterized by fire. It possesses Resistance +3/Fire, and each Hit Die is that of one head. 6 damage is enough to remove one head, however if the head is not removed by a Fire attack or the stump seared with fire, it will regenerate the next round.

Poisonous Bite: The bite of the Hydra is pure venom, and any bitten by the Hydra must make a CON save or die instantly. In addition, it may bite multiple targets at once in a round: the 5d10 can be split into individual dice and applied to individual targets, though to-hit rolls must be made for each.

Poisonous Cloud: The breath of the Hydra is toxic to life, corrosive to mortal flesh and even the plants around it. By exhaling, it can make a cloud 60m in diameter around it which will damage all within for 4d10 damage. CON saves for half damage.

Kelpie

Origin: Fae (Water)

Hit Dice (HD): 4d8 (17)

Massive Damage (MD): 12

To-Hit (TH): +2

TAAC0: 7

Armor Class (AC): 6

Initiative (I): 12

Save (S): 10 (+2 CHA)

Attacks (Att): Kick 2d8, Bite 1d8

Morale (M): 10

Price:

Appearing: 1

Description: A solitary predator of the fae lands, the kelpie is a shape changing aquatic horse that dwells in rivers and streams. The kelpie will often take the form of a



lovely woman or man in order to lure prey to it, then present itself in horse form as a willing ride, only to respond by plunging into the water and drowning the hapless rider. The kelpie then devours its victim, flesh, bone, and organs, save for the heart and liver which are left to float downstream or fertilize the rushes and reeds it often lurks beneath when awaiting prey. Kelpies are seldom tamed, but some sidhe of the Winter Court have accomplished it from time to time, and breaking one to riding is a feat of legend (and swimming ability) sure to be sung about by bards for generations to come.

Shapeshifting: The kelpie may take the form of an attractive member of the prey's species at will, and only magical sight may see through this illusion.

Adhesive Flesh: The kelpie's skin is smooth and cold like a seal's, but this belies its sticky nature. Actually mounting the back of a kelpie will leave one adhered to it, and it will take a STR check to remove one's self, and a further DEX check to avoid reattaching to the creature in the struggle.

Swimming: The kelpie is an amphibious creature, and breathes in water as naturally as in air.



Kobold

Origin: Fae (Earth)

Hit Dice (HD): 1d4 (3)

Massive Damage (MD): 5

To-Hit (TH): +0

TAAC0: 5

Armor Class (AC): 9 (may wear light armor)

Initiative (I): 8

Save (S): 5 (+2 DEX, +2 Stealth, -2 CHA)

Attacks (Att): Fists 1d3 (may wield 1H weapons, +1 to-hit with daggers/knives)

Morale (M): 5

Price: Ɱ10

Appearing: 2d4

Description: Kobolds are the saboteurs and spies of the fae world, mischievous and even vicious little humanoids with a penchant for mayhem that is occasionally turned to a sidhe lord's benefit when needed. Left to their own devices, these tiny, tawny humanoids will often take up residence in mines and manors alike, and steal household items, sabotage tools, leave unsightly messes, make spooky noises, and generally act as a nuisance. However, sufficiently and regularly satisfying a kobold's voracious appetite will sometimes win them over enough to be helpful from time to time. Their talent for stealth has made

them invaluable in court intrigue, sabotaging enemy forces, or even the occasional wet works, giving them a murderous reputation maintained by kobolds' tendency to kill anyone who actually sees a kobold in the flesh. Despite their diminutive size, a pack of kobolds is not to be trifled with, and making an enemy of them is not a recipe for sound sleep.

Invisibility: Kobolds are already masters of stealth, but their gifts are not limited to skill, but also to an innate talent as partially spiritual beings. Kobolds may cast *invisibility* at will as a 1st level caster.

Kraken

Origin: Water

Hit Dice (HD): 9d12 (55)

Massive Damage (MD): 21

To-Hit (TH): +9

TAAC0: 14

Armor Class (AC): 1

Initiative (I): 16

Save (S): 17

Attacks (Att): Tentacle Crush 4d12, Tentacle Slap 3d12, Bite 2d12

Morale (M): 15

Price: A king's ransom in pure gold coin or herring

Appearing: 1

Description: One of the great sea beasts of legend, kraken are great tentacled mollusks of immense size, capable of crushing entire ships beneath the grasp of their tentacles. Their appetite is such that during their feeding period they eat continuously for three straight months, their ravenous hunger knowing no limit or restraint, and it will consume any and all things aquatic or otherwise within its reach. The unusual metabolism of the kraken allows it to digest nutrients from nearly any solid matter during its long dormant months, but it

has a particular taste for gold and wealth, or for a good haul of fish. It is this peculiar taste in foodstuffs that drives it to attack the ships and vessels of humans and other intelligent seafaring creatures. Legends sometimes tell of truly mighty beings of mastery over the sea able to command such creatures,



though only a master wizard could possibly contain such a beast long enough to even gain its services for a day, and the logistics of feeding its hunger could bankrupt empires. It is rumored that feeding the beast one's own beating heart may bind one to the creature, though how and what being might survive such an ordeal is another matter entirely.

Chameleon Skin: Like their smaller octopus brethren, the kraken have a remarkable talent for changing their appearance, changing color, texture, and to a limited extent even shape, in order to blend into their surroundings and thus either ambush passersby or hide from danger (not that much can threaten this great beast). It is thought this talent may account for the varying nature of the creature's early descriptions. The creature effectively has +3 Stealth, and magical senses will not spot the illusion as it is a purely physical change by all appearances.

Tentacle Crush: One of the main means by which kraken soften unruly or overlarge food is simply to crush it within their powerful tentacles. The kraken makes a grapple attempt against the opponent, and on a success, may deal 4d12 damage to it each round unless the tentacle is severed (requires at least 12 damage dealt).

Leviathan

Origin: Water/Unholy

Hit Dice (HD): 12d12 (73)

Massive Damage (MD): 24

To-Hit (TH): +12

TAAC0: 17

Armor Class (AC): -2

Initiative (I): 19

Save (S): 20

Attacks (Att): Flaming Breath
6d12, Bite 5d12, Claw 4d12

Morale (M): 20

Price: N/A. No mortal may command Leviathan.

Appearing: 1

Description: Leviathan is the great ancestor of all terrible sea beasts, an unholy dragon-like creature of pure chaos and violence that roams the plane of Water and destroys all life it finds and devours the remains. An immense creature larger than any human vessel ever constructed, the Leviathan bears a great maw that ever smolders with unquenchable infernal fire, a hide of armored scales as strong as steel, enormous fins that propel it through the waters with incredible speed, and leathery dragon wings that allow it to leap free of the water and be



borne aloft for short bursts to torment its prey from the air. Leviathan was created by the divine will itself, but its endless hunger knows no loyalty. Though the divine will may still force obeisance from it, its heart is of pure malice, chaos, and envy, and not even the demon lords may gain its favor. Only the mad would prostrate themselves before a being of such terrible hunger for oblivion.

Flaming Breath: The belly of the Leviathan belches forth pure infernal fire, dealing 6d12 Unholy/Fire damage to all within a 45° degree cone 100m in front of it. DEX saves for half damage.

Impenetrable Flesh: The Leviathan's flesh is wrought of stuff beyond mortal weapons or even most magic to penetrate, granting it Resistance +5/Holy.



Lich

Origin: Unholy

Hit Dice (HD): 11d6 (34)

Massive Damage (MD): 17

To-Hit (TH): +3

TAAC0: 8

Armor Class (AC): -1

Initiative (I): 18

Save (S): 16

Attacks (Att): Fists 1d6 (may wield weapons)

Morale (M): 16

Price: ₳110 or a spell beyond its knowledge

Appearing: 1

Description: Liches are the spawn of an unholy magical working. These vile wizards have gained immortality by binding their soul to a single object, a phylactery,

which preserves their spiritual essence while leaving the body that once hosted it to die, animated only by the wizard's will. Liches are undead creatures, walking corpses that trade an eternity to continue to work their art for any semblance of natural life. This conversion takes its toll on the mind, and in time the lich will cease to value life and mortality and become callous, cruel, and even evil. A lich is immortal, so long as its phylactery is preserved. Should their body be destroyed, they will simply manifest a new one from the corpse of the old, regardless of how little of it remains. If they possess the spells to do so, they may even possess the body of another mortal, though that too will begin to die and rot in time.

Undead Flesh: The lich is an undead creature, and knows no pain or fear of mortal wounds and a savage endurance to it. The lich gains Resistance +2/Holy.

Immortality: The lich's body may in time rot and fall away, or be destroyed, but so long as its phylactery remains intact it will regenerate a new one in 1d10 days from the date of death. The phylactery itself will vary, sometimes a chest or gem, or even a severed body part or organ from its original form. In general the object will be constructed with such materials and magical defenses as to possess at least as many hit points as the lich itself.

Becoming a Lich: Becoming a lich requires the performance of a rare and sought after level 6 spell, which will bind the caster's soul to a created phylactery. The materials for the spell cost at least ~~A~~20,000, and the caster itself sacrifices a level of experience due to the trauma of having its soul ripped from its flesh. The ritual typically takes at least 2 weeks to cast, during which the strain on the subject's body deals 1d6 damage per day. If the version being used entails the wizard's own severed anatomy to be employed as the phylactery, an assistant must be present to end the wizard's life to remove it, and then to revive them by sacrificing their own life to finish the spell and revive the dead wizard as a lich.



Lizardfolk

Origin: Fire

Hit Dice (HD): 2d12 (7)

Massive Damage (MD): 14

To-Hit (TH): +2

TAAC0: 7

Armor Class (AC): 8 (May wear armor)

Initiative (I): 9

Save (S): 10 (+2 DEX, +2 WIS)

Attacks (Att): Claws 1d12, Bite 1d10 (May wield weapons)

Morale (M): 10

Price: ~~A~~20

Appearing: 1d6

Description: Once the servant race to their masters the salamanders, in time their loyalty and cunning in service to the great fire lords elevated their status to the true right hands of their lords, granted rule as lesser lords and knights in the service of the great Smoldering Emperor. Lizardfolk value family loyalty, with each belonging to a clutch from which they were raised and to which they return in peaceful times, though these are rare in the always tumultuous and war-stricken plane of Fire. Each clutch as well owes loyalty to one of the houses of the salamanders, and it is through their loyalty and service to these that individual lizardfolk and their familial clutches might elevate their standing and even gain the notice of more powerful houses, thus carving out lordship all of their own.

Fire Resistance: As beings of the plane of Fire and loyal servants of the salamanders, they bear a resistance to Fire's scalding embrace, gaining Fire Resistance +1.

Knights of the Flame: The plane of Fire is a war-scarred and violent place, and those who seek to tame it under salamander's power must be fierce warriors and know the ways of war of their enemies. Lizardfolk have +1 to Xenotherology checks involving Fire creatures, and strike Fire plane creatures at +1 to-hit.

Longneck

Origin: Water

Hit Dice (HD): 6d6 (17)

Massive Damage (MD): 12

To-Hit (TH): +2

TAAC0: 7

Armor Class (AC): 4

Initiative (I): 13

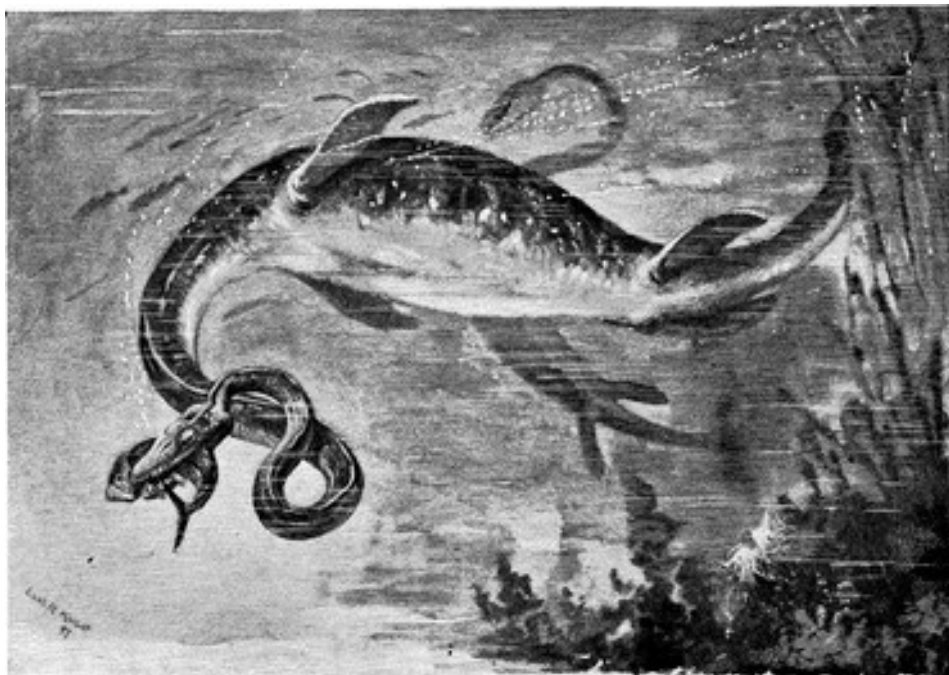
Save (S): 10

Attacks (Att): Bite 3d6, Fin Slap 2d6

Morale (M): 10

Price: Ⓐ60 in fresh seafood

Appearing: 1d3



Description: Longnecks are the distant descendants of ancient plesiosaurs who found a home in the seas of the plane of Water. Relatively docile creatures who mostly prefer fish and seafood to intelligent prey, they can be quite adept at taking down larger foes if need or hunger dictates. Long necks and a four-finned limb structure make them equally adept at high or low water hunting, and some have even been known to snatch sea-birds or coastal sea mammals for a snack. From time to time, longnecks manage to stray through rifts or openings between the planes and appear in lakes on the material plane. Such incursions have given rise to many legends of lost dinosaurs dwelling in out of the way lochs and inland seas, and a fair amount of tourist money goes into keeping those dreams alive.

Lycanthrope

	Werebear	Werhawk	Weretiger	Werewolf
Origin:			Magic	
Hit Dice (HD):	7d10 (36)	3d12 (19)	6d12 (37)	4d10 (21)
Massive	17	15	18	14
Damage (MD):				
To-Hit (TH):	+3	+3	+6	+2
TAAC0:	8	8	11	7
Armor Class (AC):	3	7	4	6
Initiative (I):	14	12	15	12
Save (S):	14 (+2 STR)	11 (+2 DEX)	14 (+2 DEX, +2 STR)	11 (+2 DEX, +2 STR)
Attacks (Att):	Claw 3d10, Bite 2d10	Claw 2d12, Bite 1d10	Claw 3d12, Bite 2d12	Bite 2d10, Claw 1d10
Morale (M):	14	11	14	13
Price:			N/A	
# Appearing:	1	1	1	1

Description: Lycanthropes are humans or other intelligent beings who are capable of using magic to transform themselves into the shape of an animal, whether by magic, shamanism, or curse. In most cases, the lycanthrope takes on the form of a particularly large and aggressive version of an animal, though sometimes it may instead appear as a humanoid form of the creature. Regardless of shape or form, their capabilities generally remain the same. Many legends exist about these creatures throughout mortal culture, especially regarding their purported durability and the requirement of special tools or means to destroy them. By and large these are simple exaggerations of the creature's natural durability as an intelligent dire animal, and when not in their animal form they are as fragile as any other mortal. Nonetheless they can be quite dangerous hunters, and not to be trifled with under any means.

Human Form: A lycanthrope only assumes their form under certain circumstances, or at will, depending on the nature of their gift. The remainder of the time they appear as a normal human being or other intelligent mortal, with the appropriate statistics while in that form.

Manticore

Origin: Earth

Hit Dice (HD): 7d12 (43)

Massive Damage (MD): 19

To-Hit (TH): +7

TAAC0: 12

Armor Class (AC): 3

Initiative (I): 14

Save (S): 15

Attacks (Att): Bite 3d12, Claw 2d12, Poisonous Spines 1d12 (M/R)

Morale (M): 15

Price: ₳70 in raw beef

Appearing: 1

Description: Manticores are vicious and venomous predators of the plane of Earth, stalking its plains and forests alike. It is a great beast with the head of a giant, the body of a lion, and the tail of a scorpion. The tail can shoot forth barbed spines tipped with a paralyzing poison, allowing it to easily and completely devour its prey, bones, clothes, and all, though it is more than capable of taking down most prey purely on its own power. Solitary creatures, manticores are hostile even to their own kind, and some manticores even engage in cannibalism. Some legend states that a manticore that devours enough of its own kind grows leathery wings and may even ascend to the plane of air, though even claimed sightings of such a beast are vanishingly rare.

Poisonous Spines: The tail of the manticore may strike in melee range or spit barbs at range, dealing the same damage regardless, and requiring a CON save on hit to prevent the poison taking effect. A failed CON save means the target is now paralyzed and unable to move for 2d4 rounds, after which it may make another CON save. On a failure, the second stage of the poison takes effect and kills the victim outright; otherwise, the paralysis will shake off after another 1d6 rounds.

Merfolk

Origin: Water

Hit Dice (HD): 2d8 (9)

Massive Damage (MD): 10

To-Hit (TH): +1

TAAC0: 6

Armor Class (AC): 8 (can wear light armor)

Initiative (I): 9

Save (S): 8 (+2 DEX, +2 CHA)

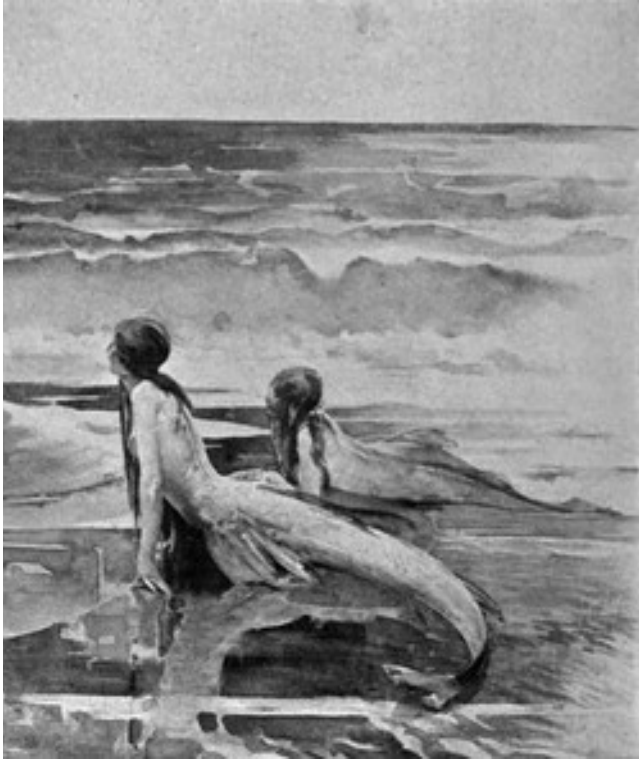
Attacks (Att): Tail Slap 1d8, Fists 1d6 (can wield weapons)

Morale (M): 10

Price: A20

Appearing: 1d6

Description: Merfolk are the sons and daughters of the undine. In their queens' absence, they have become the de facto ruling power of the plane of Water. As the Mothers of Sorrow hide themselves away in despair, it is the merfolk who are left to rule in their stead. They have built a vast undersea empire of peace and prosperity, stewarding the seas with a steady hand and a strong belief in their mothers' wisdom. The



undine are technically the nominal rulers of the merfolk realms, especially the seated Queen of Sorrow, but it is the merfolk who take the positions of the council of stewards which actually handles day to day matters. The merfolk command a sizable army, with which they fight against the encroaching Winter Court of the sidhe, occasional shows of power from the frost giants, murderous and unruly sirens, and the cultists of Leviathan and the deep underworld below. Sturdy and lovely humanoids with the tails of fish in place of legs and hair like the green plants of the sea, the merfolk are naturally expert swimmers and especially gifted warriors with spears and pole arms.

Swimming: Merfolk are an aquatic race, and gain an additional +2 to any DEX rolls involving swimming or while underwater, and they may swim as fast as 50km/h in short bursts, or move at twice the human rate normally. In addition, they may breathe equally well in air or water.

Harpoon Masters: Merfolk are experts with spears and pole arms, and gain a +1 to-hit with such weapons.

Speak to Fish: Merfolk are themselves part fish, and thus learn from a young age to communicate with fish and other sea creatures, though the information gained thereby from all but the most intelligent species may be of limited utility.

Naga

Origin: Earth/Water

Hit Dice (HD): 2d10 (11)

Massive Damage (MD): 12

To-Hit (TH): +1

TAAC0: 6

Armor Class (AC): 8 (may wear armor)

Initiative (I): 11

Save (S): 9 (+2 DEX, +2 WIS)

Attacks (Att): Bite 1d10, Fists 1d8 (may wield weapons)

Morale (M): 9

Price: #20

Appearing: 1d6

Description: Naga are subterranean serpent folk who dwell in a subterranean realm bordering the many hells, said to be the offspring of an ancient snake god of India. The realm of the naga is a palatial one, filled with palaces of many splendors designed by ancient Hindu demons, and within its many halls are said to be untold treasures. It is because of this that the naga have often found themselves in conflict with the ever greedy dwarves, and they have found themselves on untold occasions battling dwarven invaders and plunderers from above, and underworldly threats from below. But the naga are many, and they are wily and difficult foe, for their unusual mastery of water gives them a particular edge in cramped underground caverns.

Water Affinity: Naga are spoken of in legend as spirits of water, and in truth they are indeed adept at the elemental working of Water despite their subterranean home. Naga wizards always cast Water spells as if 1 level higher.

Venomous Bite: The bite of the naga is one of venomous pain, inflicting coursing agony and mortal damage to the blood of those bitten by the naga. Being bitten by the naga requires a CON save, and on a failure, the victim will continue to take 1 damage every round until cured by an anti-venom or magical intervention.

Neurophage

Origin: Water/Unholy

Hit Dice (HD): 4d12 (25)

Massive Damage (MD): 16

To-Hit (TH): +4

TAAC0: 9

Armor Class (AC): 6

Initiative (I): 12

Save (S): 12 (+2 DEX, +2 WIS)

Attacks (Att): Psychic Assault 2d12 (R),
Gripping Bite 1d12, Claws 1d10

Morale (M): 12

Price: A human brain

Appearing: 1d3

Description: The gibbering and sadistic worshippers of a callous and unholy god, neurophages are beings of chaos and madness who worship great Leviathan as a deity, and Kraken as its lesser servants. With the face of an octopus, shriveled and flightless wings like a bat's, and a leathery, slick skin, the neurophages look the part of true children of their false gods, and they take their name from a favorite diet: brains. Neurophages see thought and reason as the



products of order and the enemies of true chaos and the oblivion of the abyss, so they shatter the minds of their victims through supernatural assault, and then devour the flesh once the victim is reduced to a comatose state. Yet their madness can be set aside at times to work together for the common goal of bringing an end to life. They often war with the merfolk, who they see as a hateful plague of order spreading across the beauty of the untamed and chaotic seas, and against the frost giants and Winter Court, seeing ice and frost as perversions of water's fluid purity to a corrupt and crystalline order.

Psychic Assault: The neurophage's preferred first phase of attack is to lash out with its own mad will in a mystic and unholy assault directly on a victim's mind. This does not require a to-hit roll, but instead requires a WIS check on the part of the neurophage in order to concentrate on the attack. The victim in turn may make a WIS save to resist the assault. Failure means the subject takes 2d10 Unholy damage and 1d6 temporary damage distributed evenly between WIS and INT.

Gripping Bite: Once the target is weakened, the neurophage seeks to latch its tentacles around the skull of the victim so that it may dig its beak into the victim's skull and begin devouring the brain within. This requires a successful grapple check first, and then on subsequent rounds it may attempt attack rolls to bite. Success not only deals 1d12 physical damage, but 1 point of permanent INT damage.

Nymph

Origin: Earth

Hit Dice (HD): 3d6 (10)

Massive Damage (MD): 9

To-Hit (TH): +1

TAAC0: 6

Armor Class (AC): 7

Initiative (I): 11

Save (S): 10 (+4 CHA)

Attacks (Att): Elemental Assault
2d6 (M/R), Fists 1d6

Morale (M): 10

Price: A sampling of nature's bounty worth **£30**

Appearing: 1d6

Description: Nymphs are ancient nature spirits, born of the fertility of the land around them. Appearing as impossibly beautiful young women, nymphs tend to dwell in places of lush and unspoiled nature, from green fields, to fertile riverbeds, to even lofty and majestic forests and mountain peaks. It is said there are even nymphs that live among the stars, their radiant beauty forming the twinkle in the most beautiful stars. Nymphs are carefree spirits who often avoid humans or other

species, but young nymphs have been known to frolic with passing mortals and romance them, assist travelers by feeding them and aiding their wounds, and in some ancient legends even rescue and raise mortal children, eventually ascending them to the status of nymphs themselves. An encounter with a nymph is always a memorable one, and rarely unpleasant, though despoiling their sacred grounds can indeed enrage them and their control over the elements is great enough to pose a truly dire threat for those foolhardy enough to cross them.

Surpassing Beauty: Nymphs embody the beauty of Mother Nature herself, so stunning to look upon that it is difficult to pull oneself away from their presence without their leave,



requiring a WIS save to resist the invitation of a nymph or to leave its presence once accepted.

Elemental Mastery: A nymph commands the waters and earth around them with a power befitting a minor deity. The nymph may lash out with a simple strike of shaped earth for 2d6 Earth damage, but its control is far greater than that, able to shape the earth into restraints, pull foes down beneath it, or command the trees to intervene.

Divine Nature: Though by nature earth spirits, the nymphs call upon the divine power to work minor healing and miracles. Nymphs possess divine prayers, casting as if a 4th level cleric with 8 Faith and the following spells: *cure light wounds*, *heavenly warmth*, *purify food and drink*, *remove fear*, *sanctuary*, *know soul*, *multiply food*, and *speech of the wolf*.



Ogre

Origin: Fae (Earth)

Hit Dice (HD): 5d10 (26)

Massive Damage (MD): 15

To-Hit (TH): +2

TAAC0: 7

Armor Class (AC): 5 (may wear light armor)

Initiative (I): 12

Save (S): 12 (+2 STR, -2 INT, -4 CHA)

Attacks (Att): Fists 2d10, Bite 1d10 (may use weapons)

Morale (M): 12

Price: ₳50 in gold, or human flesh

Appearing: 1d3

Description: Ogres are nasty,

brutish, cannibalistic humanoids of the fae realms, sometimes employed as enforcers or muscle, but also known to lair across the lands of fairy and attack and eat passers-by. Tall, muscular, and quick-tempered, the ogre has a particularly ugly mug, with jagged teeth designed to be able to gnaw through bone and sinew alike. Ogres are thought to be descended from the Fomorians, or to be some other early resident of the Isles, who responded to encroaching human beings by developing a taste for their flesh. Ogres find human beings to be especially tasty, and will in fact fight especially viciously against human foes for purely appetite-related reasons.

Cannibal Hunger: Ogres' taste for human flesh makes them especially frenzied when fighting against them. They gain +1 to-hit and +2 to Morale against human opponents.

Onachus

Origin: Fire

Hit Dice (HD): 8d6 (25)

Massive Damage (MD): 14

To-Hit (TH): +2

TAAC0: 7

Armor Class (AC): 2

Initiative (I): 13

Save (S): 13

Attacks (Att): Charge 4d6, Burning Stomp 3d6, Head-butt 2d6

Morale (M): 13

Price: The ashes of a great tree

Appearing: 2d4

Description: The onachus are the great herd animals of the plane of Fire, massive bison-like creatures with scaled skin and curved rams' horns that burn the ground around them into ash and then devour the charred remains. The creatures are largely docile, however they can be territorial, especially of favored feeding grounds, as it consumes a fair deal of energy to exude the smoldering fire that chars their food. An onachus may only employ the flaming stomp that sears the land once or twice in a day, while spending the remainder of the day or even week slowly grazing on the ashes.

Charge: The onachus is a charging animal, and will barrel into threats with curved horns forward. This attack moves them into melee range immediately and should the strike succeed deals 4d6 damage to the target.

Burning Stomp: The stomp of the onachus ignites the air around it, burning everything within 60m for 3d6 damage, and all opponents within range must make a DEX save to drop and roll or be ignited. The onachus may only perform this feat 3 times per day.

Orc

Origin: Fire

Hit Dice (HD): 1d12 (7)

Massive Damage (MD): 13

To-Hit (TH): +1

TAAC0: 6

Armor Class (AC): 9 (may wear armor)

Initiative (I): 9

Save (S): 9 (+2 STR, +2 WIS, -2 CHA)

Attacks (Att): Fists 1d6 (may wield weapons)

Morale (M): 11

Price: Ɱ10

Appearing: 2d4

Description: Orcs are nearly as old as humanity, dark red-skinned humanoids said to be created by an ancient demon lord or even the adversary himself out of spite for the divine will's new creation. For untold ages the orcs lived as slaves and subjects to the demon lords' cruel tyranny, but the demons' creation held within it the same spirit of rebellion as their creators, and eventually they revolted, casting off their chains and fleeing the underworld to the plane of



Fire. Those orcs who remained behind were destroyed utterly by their demonic masters for the rebellion of their escaped kin, while the ones who made it to the upper plane found themselves lost, distrusted, and starving as they struggled to survive in their new home. Their bedraggled state soon left them at the mercy of the salamander lords, who took them in at first as guests, then betrayed and enslaved them for the second time. But rebellion still flowed in their veins, and the orcs would not give up their freedom so readily. Taking the knowledge and the tools of the salamander lords and turning them against them, the orcs rose as one and rebelled, carving out in time their own realm in the plane of Fire and gaining at last their independence. Now the orcs stand as a proud and defiant power of spirited and passionate warriors, forging a kingdom of stone and obsidian and hardened steel that has stood against the salamanders, their lizardfolk children, the raiding centaurs, and the interloping halflings alike.

Courage of the Slave: Orcs are proud of their freedom and independence, and fight fiercely and bravely in all things, knowing little fear even in the face of supernatural threats. Orcs gain a +2 bonus to WIS saves against fear and other mind-controlling effects.

Demonic Heritage: Orcs struggle against their own origins, societally and personally. Though not unholy beings themselves, they still bear the demonic spirit of rebellion, distrusting orders and commands from non-Orcs almost instinctively. They also resist the touch of the demonic, gaining Unholy Resistance +1.

Owlbear

Origin: Earth

Hit Dice (HD): 5d10 (26)

Massive Damage (MD): 15

To-Hit (TH): +2

TAAC0: 7

Armor Class (AC): 5

Initiative (I): 12

Save (S): 12 (+2 DEX, +2 STR, -2 WIS)

Attacks (Att): Bear Hug 2d10, Claw 1d10, Bite 1d8

Morale (M): 12

Price: The meat of a giant rodent

Appearing: 1

Description: Owlbears are savage beasts with the face and beak of an owl, the powerful arms and claws of a bear, and a huge feathered body that combines the both of them. While owlbears are less resilient than their true ursine cousins, and lack the flight of the great owls, they more than make up for it with a primeval rage that makes them terrifying to confront nonetheless. Ironically, it is fighting back against an attacking owlbear that creates the worst result. While an owlbear might be willing to flee from a failed ambush, it grows ever more enraged when attacked and may instead decide to settle for nothing less than certain death for its foe or itself. There are some among the surface-dwelling races of the plane of Earth who worship the owlbear for its courage and savagery, but the owlbears themselves are nothing more than mad animals, and a few of those worshipers have met an untimely end at the grip of their 'god.'

Bear Hug: The owlbear's preferred method of killing larger prey is to grasp it within its powerful arms and crush the creature to death. An owlbear that successfully grapples a target may apply 2d10 damage per round automatically.

Primal Rage: The owlbear is a creature of great fury, vicious on the attack but even more vicious when assaulted in return. Every time an owlbear takes damage from an attack, its Morale increases by 1, and it must make a WIS save or enter a rage. Once enraged the owlbear gains +2 to hit, +2 to damage, and automatically passes Morale checks for 2d4 rounds.





Panoptes

Origin: Astral (Magic)

Hit Dice (HD): 7d6 (22)

Massive Damage (MD): 13

To-Hit (TH): +2

TAAC0: 7

Armor Class (AC): 3

Initiative (I): 14

Save (S): 12 (+2 INT, +2 WIS)

Attacks (Att): Guilt-trip 3d6 (R)

Morale (M): 12

Price: Proof of another's guilt

Appearing: 1

Description: The panoptes is a terrifying and psychically dangerous lurker in the

shadows of the astral plane. A great sphere covered in ever watching eyes and judging faces, the panoptes is a manifestation of human paranoia, cynicism, guilt, and voyeurism made flesh by the flow of the astral plane, and they grow in number as time ticks by and mankind's urge to plunder each other's private lives continues to deepen. Panoptes see themselves as arbiters of justice, but it is a warped judgment, built on half-truth and a horrifying morality that would see all humankind guilty and worthy only of death. They reach into the minds of their victims and dredge up the worst of their crimes and overwhelm them with guilt, driving them mad with guilt and even killing them with it. Panoptes have no concept of thought vs. action, and only a broken understanding of morality, and none escape a guilty verdict in their eyes for all have sinned in thought if not in deed. They lurk in the dreams of mortals and store away the darkest deeds as evidence of a corrupt mind.

Know Soul: The panoptes' great eye sees into the mind and soul of a mortal being, effectively allowing them to cast *know soul* at will. While in the astral plane the panoptes can also read and witness the dreams of mortals as they sleep.

Guilt-trip: The panoptes' reaches into the mind of a victim and dredges up its worst deeds, assaulting their mind by forcing them to relive them and crushing them with feelings of guilt and shame. The attack deals 3d6 damage, and the victim must make a WIS save or be paralyzed in horror for 2d6 rounds.

Arcane Knowledge: The panoptes' probing of the minds of mortals has given them knowledge of magical practice, and they have thus gained spell casting ability. The panoptes casts as a 7th level wizard, has 20 Will, and knows the following spells: *message*, *Rosetta's sight*, *see magic*, *sharpen sense*, *cause fear*, *magic missile*, *sleep*, *universal tongue*, *darkvision*, *locate object*, *third eye*, *wizard's shield*, *dispel magic*, *penetrating gaze*, *lightning bolt*, *lesser globe of invulnerability*, and *confusion*.

Phantasm

Origin: Astral (Magic)

Hit Dice (HD): 3d6 (10)

Massive Damage (MD): 9

To-Hit (TH): +1

TAAC0: 6

Armor Class (AC): 7

Initiative (I): 10

Save (S): 8

Attacks (Att): 2d6/1d6

Morale (M): 8

Price: N/A

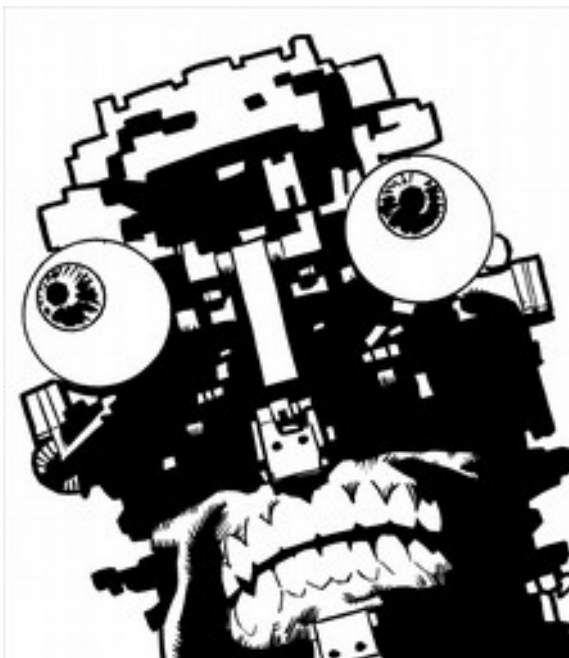
Appearing: 1d3

Description: A phantasm is an independent astral reflection, a product of imagination made real. Phantasms are the most common form of life in the astral plane,

shadows of human fancy and dream manifesting in ethereal and self-directed form in the astral plane. There are whole stretches of the astral plane made up of completely autonomous communities of phantasms, and the intelligence of them ranges from fully realized beings (common in reflections of common shared dreams or fictional characters), to hollow echoes able to only parrot simple lines like characters in a computer game. On rare occasions, some phantasms also come to be from an illusion spell gone wrong, given too much of a spark of independence or creativity and thus going beyond the intended bounds of the spell. The lucky ones find homes in the astral plane, but the worst go mad from their own existential confusion, and echoes of such mad phantasms sometimes account for the oldest ghost stories.

Attacks: The phantasm's mode of attack will vary wildly, just as the forms of the phantasms themselves do. The numbers provided in the above stat block represent the standard damage for the primary and secondary attack modes of most phantasms, though more advanced and powerful ones may exist.

Intangible: Phantasms are not physical beings, and thus outside the astral realm they cannot interact with those who do not believe in the illusion that creates them. A successful WIS save to see the phantasm for its true nature will render one immune to its attacks, and the phantasm itself has Physical Resistance +10 while in the material plane.



Phoenix

Origin: Divine (Holy)

Hit Dice (HD): 12d8 (49)

Massive Damage (MD): 20

To-Hit (TH): +6

TAAC0: 11

Armor Class (AC): -2

Initiative (I): 19

Save (S): 18

Attacks (Att): Cleansing Fire 6d8 (R),
Claw 5d8, Bite 4d8

Morale (M): 18

Price: N/A. Phoenix acts in the interests of mercy and the divine, not mortal will.

Appearing: 1

Description: The legendary bird of revival, Phoenix is a singular entity of the divine plane, the living embodiment of rebirth, resurrection, and healing. It is said that a single feather from the Phoenix's radiant, fiery plumage can raise the dead to life and heal the sick and infirm to health, though only if that feather is given willingly. Each night, the great fire across its feathers reduces the creature to ash, and each morning, it arises anew from the flames, fully formed and bright as the sun. The manifestations of the Phoenix are rare, and spoken of only in legend. Some lore from the Atlantean age speaks of it appearing on the battlefield during the Great War with Atlantis, sprinkling its down upon the fallen warriors of the divine.

Healing Touch: The touch of the Phoenix, or even one of its feathers, can resurrect the dead. Should the recipient of that touch make a WIS save, they will rise, alive and fully healed. Living creatures touched by the phoenix's feather are instead healed instantly for 6d8 damage, and cleansed of any disease, poison, or temporary stat damage.

Phoenix's Ashes: Even the ash left behind where a phoenix has burned out in the night still retains some of its healing properties. A solution of phoenix ash in liquid form grants its consumer a CON save to shake off poison and disease, and applying an ointment made of the ash to wounds will heal 3d8 damage.

Phooka

Origin: Fae (Earth)

Hit Dice (HD): 3d8 (13)

Massive Damage (MD): 11

To-Hit (TH): +1

TAAC0: 6

Armor Class (AC): 7



Initiative (I): 11

Save (S): 10 (+2 DEX)

Attacks (Att): 2d8/1d8

Morale (M): 10

Price: Fresh grain of the summoner's own harvest, or ~~30~~

Appearing: 1d3

Description: A race of shape changing fae creatures with a peculiar taste for the fruits of man's labor, the phooka present themselves as spirits of luck, though often that 'luck' has more to do with their own actions. Like many of the fae they are divided between the Winter and Summer courts, which in the case of the phooka largely informs their modus operandi. Summer phooka will often promise good luck in one's harvest or work in exchange for a share of it, secretly assisting



in the work to ensure a good return for themselves. Winter phooka behave more like a protection racket, threatening ill omen if tribute is not given, then appearing in the night and sabotaging or spoiling the fruits of the harvest. Some phooka remain wild, and instead harass travelers by spoiling wild fruits and berries, attacking them, or on rare occasions, appearing in horse form and offering a ride that proves to be a frightening one indeed, and not guaranteed to end anywhere near one's destination.

Shapechanging: Phooka are able to take many forms, and even the sidhe are not entirely certain what the true 'natural' form of the phooka is. The most common is that of a great horse, sometimes bearing broken chains as if once bound. It also often appears as a goat, a rabbit, or even a bogeyman. In all its forms it always appears with jet-black fur or hair and bears golden, luminescent eyes. Their attacks thus vary depending upon the form they take.

Green-Black Thumb: The phooka have a gift for coaxing the life into plants, or removing it. A phooka may, at a touch, either bloom and guarantee great harvest from a fruit or grain-bearing plant, or instantly cause it to wilt and die.

Arcane Tricks: The phooka possesses a few magical talents, able to cast the following spells at will: *animate tool*, *clean*, *haywire*, *mage hand*, *spark flame*, *sleep*, and *invisibility*.



Pixie

Origin: Fae (Earth)

Hit Dice (HD): 1d4 (3)

Massive Damage (MD): 5

To-Hit (TH): +0

TAAC0: 5

Armor Class (AC): 9 (may wear light armor)

Initiative (I): 8

Save (S): 5 (+4 DEX, +2 WIS)

Attacks (Att): Fists 1d3 (may wield short blades)

Morale (M): 7

Price: A scrap of ribbon

Appearing: 2d4

Description: Playful and diminutive sprites

often found in the woods or in rings of forest mushrooms, the child-like pixies are the ever youthful spirits of lost sidhe children, living out a playful existence free of adult supervision. Each pixie grows no bigger than knee-high, and the eldest and most spirit-like of them eventually grow gossamer wings with which to flitter about the forests. The pixies prefer to spend their days playing, dancing, and wrestling, and are generally harmless to most travelers, wanting only to play. As unattended children sometimes do, however, they are occasionally prone to engaging in mischievous pranks on such visitors. On rare occasion they have been known to steal away small children to join them in their revels, who slowly become pixies themselves the longer they stay with their new playmates. Pixies also have a deep loathing for their sidhe parents, seeing them at best as unwelcome adult interlopers, and at worst with bitterness as the unfeeling and careless creatures that abandoned them. In the past, whole wars have been fought between pixie and fairy, the tales of which still survive in some parts of England to this day.

Eternal Childhood: Pixies do not age as mortal things do, remaining ever childlike, but as time passes and they grow more in tune with their pixie nature and more spirit like, they take on new traits. For every 4 Hit Dice or levels a pixie advances, they gain Resistance +1/Iron, and at 6th level they gain a pair of gossamer wings, able to fly about freely at the same speed as walking.

Magical Nature: Pixies are beings of magic, the souls of sidhe and mortal children unburdened by the imagination-dampening powers of age and law, and this gives them an innate knack for spell work, provided they can manage to focus long enough to learn. All pixies know one cantrip they may cast at will, and gain a +2 to any rolls to learn or attempt casting new spells.

Rakshasa

Origin: Unholy

Hit Dice (HD): 7d8 (29)

Massive Damage (MD): 15

To-Hit (TH): +3

TAAC0: 8

Armor Class (AC): 3

Initiative (I): 14

Save (S): 13 (+2 STR, +2 INT)

Attacks (Att): Fist or Claw 3d8,
Bite 2d8 (may wield weapons)

Morale (M): 13

Price: A fresh human body,
prepared for consumption

Appearing: 1d3



Description: Rakshasa are shapeshifting demons from the nether realms, appearing in their natural form as humanoids with animal heads, most often tigers, lions, or cruel birds, but they may take on many forms. Natural spell casters and illusionists, rakshasa are capable of assaulting their prey with either physical or mystical attack, and have a vicious blood lust so great that it is said their first act was to begin devouring their own creator. Rakshasa feed on human flesh and blood especially, and their hunger can be such as to threaten whole villages. They can also be cunning and evil manipulators, hiding in the shadows of society in human form in order to sustain their diet without unwelcome intrusion.

Shapeshifting: In their natural form, the rakshasa appears as a humanoid animal, but it may take on human form, appearing to all normal senses as a human. This illusion may be detected by magical sight, which will see the aura of unholy magic that sustains it.

Spell casting: Rakshasa are expert spell casters with a particular talent for illusions. All saves to disbelieve a Rakshasa's illusion are at -2, and the Rakshasa casts as a 7th level wizard with 20 Will and the following spells: *mage hand*, *see magic*, *sharpen sense*, *spark flame*, *burning hands*, *cause fear*, *charm person*, *universal tongue*, *color spray*, *darkvision*, *invisibility*, *mirror image*, *phantasm*, *third eye*, *wizard's shield*, *circle of invisibility*, *dispel magic*, *fireball*, *charm monster*, *confusion*, *fireseed*, and *hallucinatory terrain*.

Redcap

Origin: Fae (Water)

Hit Dice (HD): 5d12 (31)

Massive Damage (MD): 17

To-Hit (TH): +5

TAAC0: 10

Armor Class (AC): 5

Initiative (I): 13

Save (S): 13 (+2 STR, +2 DEX)

Attacks (Att): Iron Pike 2d12, Claws 1d12, Bite 1d10

Morale (M): 13

Price: Enough human blood to dye its cap

Appearing: 1

Description: Redcaps are mad and bloodthirsty fae folk, bound by a terrible blood compulsion. Redcaps settling in ruined castles and manors, and must constantly murder and drain the blood of travelers and interlopers to this domain, using it to dye the caps they wear blood-



red. It is said that if the cap ever dries and fades from its brilliant red hue, the redcap will perish, though whether this is true or merely a delusion of the killer's mind is uncertain. In appearance they appear as stout and muscular sidhe, but with terrible talons at the end of their fingers, and a maw of jagged teeth. Every redcap forges his own pike of an oak shaft and an iron spike, leaving tell-tale scars on its clawed hands from handling the dreaded iron. It wears boots of iron as well, so that the pain might drive it on in pursuit of its prey.

Tireless Pursuit: The redcap is tireless in its pursuit of its victims, and though it can be driven off by combat, it cannot be fled. All checks to flee combat against a redcap fail automatically.

Roc

Origin: Air

Hit Dice (HD): 10d12 (61)

Massive Damage (MD): 22

To-Hit (TH): +10

TAAC0: 15

Armor Class (AC): 0

Initiative (I): 17

Save (S): 18

Attacks (Att): Claw 5d12, Bite 4d12

Morale (M): 18

Price: A live elephant or similarly sized fauna

Appearing: 1

Description: Rocs are the sons and daughters of lost Ziz, the rumored Air-born counterpart to Behemoth and Leviathan. The most terrifying and dangerous predators of the plane of Air, and indeed of the planes in general, rocs are great eagle-like creatures of such size and wingspan that they can carry aloft massive prey, carrying them away to their nests to devour. Rocs nest atop the highest peaks in the plane of Air, and a single roc egg is enough to feed an entire village, though acquiring such a feast would almost certainly require the creature to be away from home: even one of its young can swallow a man whole. Rocs generally do not prey on humans, but largely only because human beings are too small a prey to be much of a morsel, and they have been known to carry them away to feed their hatchlings.

Flight: The roc flies aloft on wings the span of sailing ships, and may swiftly travel at over 600km/h. It generally prefers to attack prey by flying in great arcs before diving down to grab it and carry it off, able to carry away up to 10,000kg in weight without slowing down.

Swallow: The roc's beak is enormous, able to swallow a human whole without effort. Should the roc successfully strike and deal damage with its bite, the victim must make a DEX check to avoid being swallowed whole.

Salamander

Origin: Fire

Hit Dice (HD): 5d10 (26)

Massive Damage (MD): 15

To-Hit (TH): +2

TAAC0: 7

Armor Class (AC): 5 (may wear armor)

Initiative (I): 12

Save (S): 12 (+2 STR, +2 WIS, +2 CHA)

Attacks (Att): Fiery Breath 2d10 (R), Claw 1d10 (may use weapons)

Morale (M): 14

Price: A pledge of fealty to the lords of Fire

Appearing: 1d6

Description: Tall humanoids with fire-red, scaly skin and a crown of ever burning fire, the great salamanders are the high lords of the plane of Fire, ruling much of its reaches with savagery and cruelty and demanding absolute obedience from all beneath them. The great Smoldering Emperor rules the salamander lords, and the other lords fall beneath him in obeisance, but not beneath each other. The fire lord houses connive, scheme, and even war with each other, a situation the great Emperor encourages. Those who survive the bitter game of powers will be ever stronger and thus better instruments against the enemies of the salamander, especially those who dare rebel against the power of the fire lords. Those salamander houses who earn his great trust are afforded a seat in the Iron Court at the foot of the Smoldering Throne, and power and wealth galore, but one's tenure in that seat must

be defended from assassins, usurpers, and endless schemes against their honor and prestige in the court.

Command Fire: Salamanders are the elemental lords of fire, and manifest this by the ability to literally command it to their will, able to instantly extinguish any flame at a word, or call forth flame from their words as a stream of fiery breath. In addition, they are immune to the touch of fire of any kind, even that of the infernal beasts and demons.



Satyr

Origin: Earth

Hit Dice (HD): 3d8 (13)

Massive Damage (MD): 11

To-Hit (TH): +1

TAAC0: 6

Armor Class (AC): 7

Initiative (I): 11

Save (S): 10 (+2 CON, +2 CHA)

Attacks (Att): Kick 2d8, Punch 1d8

Morale (M): 10

Price: ¤30 in fine spirits

Appearing: 1d3

Description: The male counterpart to the nymph, satyrs are goat-like humanoid nature spirits that embody the untamed and shameless side of the natural world. Shiftless layabouts with a love for music and drink, they while away their time entertaining themselves and pursuing their nymph cousins

for amorous trysts. As they grow older, they take on more and more goat like features in reflection of their lack of care. It is wise not to underestimate a satyr. While a satyr encounter might otherwise merely involve being lured into a night or three of drunken entertainment and debauchery, threatening a satyr's wood or its nymph cousins will enrage it, and it will attack and eliminate the threat with due prejudice.

Piper's Song: Most satyrs craft their own pipe or pan pipes from the nearby wood and reeds, and they are innately expert players, capable of producing music of irresistible charm. The satyr makes a CHA check, and on a success, all within earshot must make a WIS save to resist its lure, following the satyr wherever it be and indulging in whatever delights it offers.

Sidhe

Origin: Fae

Hit Dice (HD): 2d8 (9)

Massive Damage (MD): 10

To-Hit (TH): +1

TAAC0: 6

Armor Class (AC): 8 (may wear armor)

Initiative (I): 9

Save (S): 8 (+2 INT, +4 CHA)

Attacks (Att): Fists 1d8 (may wield weapons)

Morale (M): 10

Price: Varies. A sidhe's price is always a matter of negotiation.

Appearing: 1d4

Description: The descendants of the ancient Tuatha De Danaan, former rulers and perhaps even gods of the Celtic lands, the sidhe were driven back by new mortal invaders, and banished to great mounds beneath the earth which opened into an otherworld that is now known as the Fae realm. Here they have continued to thrive, founding a realm so vast as to be a plane in and of itself, a substantial domain that spans across the plane of Earth and



even into the planes of Fire where the Summer Court dwells, and the icy reaches of the plane of Water where Winter holds its own court. Every true sidhe owes fealty to one of the two courts, though within each there is endless politicking and intrigue, and between the two no small amount of conflict. Summer, or Seelie, sidhe are the 'kinder' of the two courts, as opposed to the cruel Unseelie of Winter, though this is a relative measure when it comes to the fae. Their morality is often alien to that of mortals, more bound to ancient laws of courtesy and hospitality than to ethics and moral judgment as humans know it. Impossibly beautiful and magically gifted, sidhe wield the arcane and divine powers alike with such effortless ease that even skilled wizards have difficulty shielding themselves against a sidhe wizard's onslaught. Sidhe are shrewd negotiators and revel in a bargain, and

are often eager to make an exchange with a mortal, but the price can be dangerous indeed. *Geas* is a favorite spell of sidhe mages, and often the 'price' in such a deal.

Glamour: Sidhe are innately in tune with the power of magic and the divine, and their powers operate on a whole different source of power from mortal magic called 'glamour,' which makes their spells difficult to resist and counteract. Sidhe cast spells and prayers count as one spell level higher than normal for the purposes of magical defenses, and targets suffer a -2 to save against sidhe magic.

Ancient Knowledge: Sidhe are ancient beings, and are believed by some to have once been gods, and as such the distinction between the arcane and divine magic is less relevant to their nature and knowledge. All sidhe wizards may learn one divine prayer in each spell level they have access to, and they may learn *geas* at 5th rather than 6th level just as clerics do.

Light and Dark: The sidhe courts are more than simple political structures, but demesnes of natural forces, and this reflects upon the sidhe themselves, especially in the passing of time and the seasons. During their season of influence they gain power, and such power also flows with the movement of the sun and moon. Summer sidhe take a -2 penalty to all actions at night, while Winter sidhe suffer the same penalty during the day, and both factions gain a +1 to-hit and a +1 to damage during their season.



Siren

Origin: Water

Hit Dice (HD): 4d10 (21)

Massive Damage (MD): 14

To-Hit (TH): +2

TAAC0: 7

Armor Class (AC): 6 (may use armor)

Initiative (I): 11

Save (S): 11 (+3 CHA, +2 DEX, +2 INT)

Attacks (Att): Claws 2d10 (may use weapons)

Morale (M): 13

Price: The breath from a dead lover's lungs

Appearing: 1d3

Description: The sirens are the fallen of the undine, sister water spirits whose sorrow over the undine's choice has turned to rage and anger. Sirens consider themselves apart from the great kingdom of the undine. They dwell under their own sinister ruler, the Queen of Torments, who is also second in line to the throne of the empire of Water. Unlike the undine, the sirens simply choose not to take the choice between immortality and

companionship. Instead they enslave those of other races, carving out their own strength and striking out at the impotent gods of old, the agents of the underworld, and at the mortal races, all of whom they blame for their cursed state. Sirens turn their song of sorrow and love into one of seductive lure, drawing in a mortal suitor, and then murdering him, either by drowning, by strangulation, or by blade.

Siren's Song: The siren's voice is almost as lovely as her sisters among the undine, albeit with a slight knife's edge to its tone beneath the layers of seductive allure. The siren who makes a successful CHA check commences a song that lures all mortal men to her presence should they fail a WIS check, and should they fail by 5 or more they are helplessly at her mercy, willing to do whatever is asked of them.

Swimming: Sirens are an aquatic race. They gain an additional +2 to any DEX rolls involving swimming or while underwater, and they may swim as fast as 50km/h in short bursts, or move at twice the human rate normally. In addition, they may breathe equally well in air or water.

Siyokoy

Origin: Water

Hit Dice (HD): 2d8 (9)

Massive Damage (MD): 10

To-Hit (TH): +1

TAAC0: 6

Armor Class (AC): 8 (may wear leather armors)

Initiative (I): 9

Save (S): 8 (+2 DEX)

Attacks (Att): Bite 1d8,
Claws 1d6 (may use weapons)

Morale (M): 8

Price: A20

Appearing: 1d8



Description: A race of secretive and territorial aquatic humanoids, the siyokoy dwell near tropical islands in the warmer parts of the plane of Water. Short but muscular, with scaly skin, webbed feet, gills, and large fins on their main limbs that assist their swimming, the siyokoy also possess additional tentacles, up to four of which grow out of either shoulder and can be used to grasp small objects and assist in catching fish and other aquatic creatures. The siyokoy are fiercely insular, and few outside their number have even managed to interpret more than snippets of their throaty, gurgling tongue. This warbling language is all but unpronounceable by humans, so little is known of them save that they seem to possess some kind of animistic religion and a shamanistic connection to sea

predators in particular, often seen with rays, sharks, and carnivorous squid in accompaniment and even seemingly trained to obey their commands.

Tentacles: The siyokoy possess up to four tentacles which grow from their back and shoulders. Each tentacle is limited in its strength: they can only comfortably lift up to 20kg and cannot swing them with enough force to injure, but their grip is quite difficult to shake, and they will thus often use them to tie up an enemy's limbs in combat. An opponent in a grapple with a siyokoy does not gain a bonus to-hit against the siyokoy, nor does it possess a penalty to hit.

Amphibious: The siyokoy are fully amphibious, and may breathe comfortably through their gills in water, or with their lungs on land. In addition, they are expert swimmers, gaining a +2 to DEX for any checks involving swimming, and may swim twice as fast as a human.



Skeleton

Origin: Unholy

Hit Dice (HD): 1d8 (5)

Massive Damage (MD): 9

To-Hit (TH): +0

TAAC0: 5

Armor Class (AC): 9

Initiative (I): 8

Save (S): 7

Attacks (Att): Fist 1d8 (may wield weapons)

Morale (M): 7

Price: N/A. Skeletons are not summoned, but created.

Appearing: 1d8

Description: Skeletons are the bones of mortal beings reanimated by magic, undead creatures without mind or soul. They remain under the control of their creator so long as the creator's will over them holds. Should the original creator be destroyed, or they be animated without a will to bind them, they

will instead wander aimlessly and attack any mortal creatures that come near until they themselves are destroyed.

Naught but Bones: As the skeleton is nothing more than animated bones, and lacks any sense of pain or mortal flesh to be injured, they are quite difficult to kill, as they must instead simply be bludgeoned to uselessness. Skeletons possess Resistance +2/(Holy, Blunt).

Sluagh

Origin: Fae (Unholy)

Hit Dice (HD): 5d10 (26)

Massive Damage (MD): 15

To-Hit (TH): +2

TAAC0: 7

Armor Class (AC): 5

Initiative (I): 12

Save (S): 12

Attacks (Att): Ghostly Rake 2d10

Morale (M): 12

Price: The blood of a living sidhe

Appearing: 1

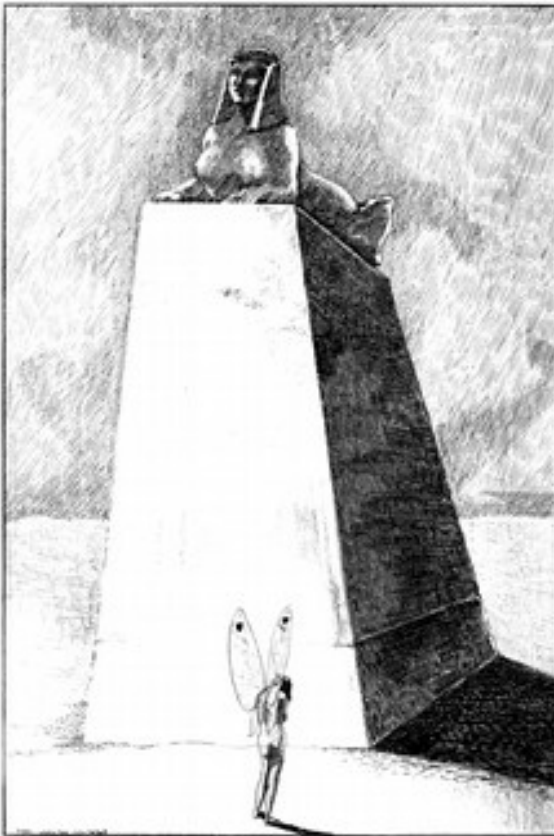
Description: Not one single entity but a host of them, the sluagh is a swarm of unholy fae spirits, the souls of truly evil sidhe and other fae beings so sinister that neither Seelie nor Unseelie court would have them. In death they have returned not to the earth or to the afterlife, but been left to roam the lands of fairy as an unholy swarm of the unliving. Sluagh are evil to the core, pure ravenous spirits of deadly hunger and rage, flowing about the land and devouring all they touch, body, mind, and spirit. Appearing at times like a cloud of indistinct specters in grey and black tattered clothes, or as an indistinct swarm of screeching birds as black as night, the most terrifying manifestation of the sluagh is that of the Wild Hunt, a great thundering spectral hunting party that tears across the sky and slays all before it who will not submit and become part of the hunt. This unhallowed hunt is always lead by a great rider on a black horse, who leads behind him a horde of spirits in the shape of shadowy riders on black horses, with the baying of dark hellhounds before them.

Intangible Swarm: The sluagh is not a physical being, or even a single intangible being, and is thus difficult at best to strike with any assault, even magic. The sluagh has Resistance +4/Iron.

Soul Eaters: The sluagh devours its victims completely. Those slain by the sluagh who will not join the host are devoured utterly, their souls ripped apart by the swarm. Victims of the sluagh cannot be resurrected, and do not even experience the pleasure or pain of the afterlife.



The Wild Hunt: An ancient ritual thought to perhaps predate even the sidhe, the Wild Hunt is a great gathering of the sluagh at the behest of the lord of the Hunt, typically held at least once in a year but sometimes more. Once the lord of the Hunt works his glamour, it gathers about them every sluagh of the realm, forming a great and terrible hunting party. All its participants take the form and shape of the black riders and their steeds and hounds. The Wild Hunt is no mere swarm but a force of nature, an unstoppable hunt that tears across the fae realm and into the mortal world, destroying all who dare resist it. One does not combat the Hunt, one either joins it, avoids it, escapes it, or falls before its might. Those who fall within the path of the Wild Hunt must make that choice: if they join it, they will be claimed as a new soul for the sluagh and ride with the Hunt, if they resist, they have no choice but to flee, requiring a DEX save to evade the coming torrent of death. Should they fail, they are consumed utterly, for the Wild Hunt rends the very souls of its victims.



Sphinx

Origin: Divine

Hit Dice (HD): 12d12 (73)

Massive Damage (MD): 24

To-Hit (TH): +12

TAAC0: 17

Armor Class (AC): -2

Initiative (I): 19

Save (S): 20

Attacks (Att): Bite 6d12, Claw 5d12

Morale (M): 20

Appearing: 1

Price: N/A. Sphinxes obey only the divine will.

Description: The divinely appointed guardians of the borders of the divine plane, the sphinxes bear the body of a lion, the face of a human, and the wings of a great eagle. Powerful beyond words, and wise beyond human imagining, it is the sphinxes who judge the living and

the dead who would presume to enter the plane of the divine. None may pass into the many heavens without consent from the sphinxes. In legend, this often takes the form of a riddle presented to the traveler, meant to demonstrate their worthiness and mental acumen.

In truth, no such ritual is necessary, for sphinxes communicate directly with the divine will and may see the souls and minds of all who stand before them. Those who would dare war with the sphinx or try to force their way in, or who prove too vile to even stand before the gates of the divine, are slain where they stand and devoured, their souls passed into the underworld to be tormented for eternity.

Divine Resilience: The sphinx is a divine being of incredible power, and can withstand withering blows with scarcely a shrug. All sphinxes have Resistance +5.

See Soul: The sphinx may look upon the bare soul of any mortal that dares before it, and cannot be fooled by any mortal attempt at dishonesty, for it knows the heart and nature of mortal kind even better than they do.

Stone Giant

Origin: Earth

Hit Dice (HD): 8d8 (33)

Massive Damage (MD): 16

To-Hit (TH): +4

TAAC0: 9

Armor Class (AC): 2

Initiative (I): 13

Save (S): 14 (+2 STR, +2 CON, -2 INT)

Attacks (Att): Hurl Stone 4d8 (R),
Fists 3d8, Shake the Earth 2d8

Morale (M): 14

Price: ⌘80 in gold or jewels

Appearing: 1

Description: Of the great jotunn diaspora, the Earth planar stone giants are perhaps the most peaceful, though they are still known for their great temper when their homes are intruded upon. The towering, grey-skinned giants appear to be hewn from solid granite, and they dwell in caves and other sheltered places, preferring largely



to be left alone. Stone giants seldom organize in any fashion, content to live a hermetic existence, but they have banded together from time to time into loose tribes when under threat, such as against the ever rapacious dwarves. Of course, the same stone giants have in other ages served as heavy muscle for the dwarves against other earthen foes. They do

make largely dependable, if occasionally slow-witted, allies, should you be able to gain one's trust.

Shake the Earth: The stone giant lets loose a great stomp that shakes the very ground to its core. All within 60m of the giant must make a DEX save or take 2d8 damage and be knocked flat, requiring a round to get back to their feet.



Sylph

Origin: Air

Hit Dice (HD): 3d8 (13)

Massive Damage (MD): 11

To-Hit (TH): +1

TAAC0: 6

Armor Class (AC): 5

Initiative (I): 12

Save (S): 10 (+2 DEX, +4 INT)

Attacks (Att): Gust of Force 2d8 (M/R) (may use weapons)

Morale (M): 10

Price: A30

Appearing: 1d6

Description: As arrogant as they are intelligent, the sylphs are the elemental lords of Air, brilliant minds bound to ethereal bodies cast of wind and sky. The sylphs rule the plane of air from the White Towers, great spires thrust from the peaks of Air's mountains

and into the clouds, where they flit about from platform to platform miles above the surface below. Sylphs take an academic interest in everything, their keen intellect endlessly absorbing information. They see themselves as innately superior to all creatures who dwell below them in the planes, not out of any sense of racial superiority, but because they believe none possess the wisdom or knowledge within even a single sylph's mind. As rulers they can be alternately callous and ruthlessly moralistic, though their idea of morality often owes more to the endless debates of sylph academics than any practical or spiritual ethic. Sylph rule is an aristocracy of self-appointed philosopher kings whose righteousness stems from their own elevated opinion of their intellectual fiber. Sylphs rarely war with the other forces of Air, seeing such acts as beneath them, but in the interests of asserting their moral judgment and superiority they have at times taken to the skies to quash some new rebellion against their rule. Many speculate that a confrontation with the elves is all but inevitable.

Ethereal Body: Sylphs are beings of air and wind, and they do not thus possess typical physical bodies, though wounds may still disrupt the bonds that hold them together. They may appear as roughly solid forms much of the time, but their physical form is fluid and may reshape itself as needed, to avoid blows or even carry additional loads. Sylph only suffer half penalty for attacking twice in a round (-1/-2), and have Resistance +2/Air.

Arcane Knowledge: Sylph possess an eidetic memory, and a sylph never forgets any piece of information it learns. As such, sylph wizards do not require a spell book. Instead, all spells a sylph learns are retained. In addition, a sylph created as a character gains a free +1 to any one of the following skills: Arcana, History, Language, Medicine, Religion, Science, and Xenotherology.

Tarasque

Origin: Fire

Hit Dice (HD): 10d10 (51)

Massive Damage (MD): 20

To-Hit (TH): +5

TAAC0: 10

Armor Class (AC): -2

Initiative (I): 17

Save (S): 17

Attacks (Att): Flaming Breath 5d10 (R), Bite 4d10, Tail Sting 3d10

Morale (M): 20

Price: A hymn of faith from a true and holy believer

Appearing: 1

Description: An immense, dragon-like turtle beast, the Tarasque is said to be the solitary creation of an ancient pairing between the infernal and chaotic Leviathan and the ever burning Onachus. The Tarasque bears the spiny shell of a turtle, six legs like that of a bear's, a lion's head, and the tail of a scorpion. It breathes terrible fire from its mouth, and injects burning poison with its tail, and in all things seeks only to endlessly devour all before it, a never wavering force of pure appetite and destruction. It is said that only a true believer in the divine will may tame the beast, as no lesser will than that which is in the heavens could even slow its tireless advance and insatiable hunger.

Flaming Breath: The creature belches out a breath of flame so powerful it may melt steel. There is a 10% chance that the creature simply melts either weapon or armor of its target on hit. Unless a DEX save is made to avoid it, the target themselves are ignited by the breath of the Tarasque.

Burning Poison: The sting of the Tarasque is not venom, but liquid fire, continuing to burn its victim for 1d10 damage per round for 1d8 rounds unless a CON save is made.

Soothing the Beast: The song of one truly faithful and charmed may calm the Tarasque. A cleric or champion of at least CHA 15 may attempt a CHA check to soothe the beast with

their song, and in so doing the creature will turn cowed and docile and harm neither the believer or their allies from that moment on.



Thunderbird

Origin: Air

Hit Dice (HD): 7d10

Massive Damage (MD): 17

To-Hit (TH): +3

TAAC0: 8

Armor Class (AC): 3

Initiative (I): 14

Save (S): 14

Attacks (Att): Lightning Bolt 3d10 (R), Claws 2d10, Thunderclap 1d10 (R)

Morale (M): 14

Price: Fresh whale meat

Appearing: 1

Description: Thunderbirds are great raptors of the plane of Air, once the Western cousins to the great Roc. These enormous black birds bear

vast wings whose beats can rumble forth thunder, and their eyes can cast forth bolts of lightning. The thunderbirds once flew over the Americas long ago, hunting whales and nesting in the great peaks and caves of the Cascade and Olympic Mountains. Thunderbirds are more than meets the eye, however. Not mere birds of prey, the thunderbird is a spirit of keen intellect that can shed its bird form like a cloak and walk amongst humankind. It is said that thunderbirds have even married humans, founding families and even whole tribes. To this day there are those who claim lineage to one of the great thunderbirds of old. Thunderbirds are territorial creatures, and do not suffer the intrusion of any being into their nesting grounds, but they also hold great compassion for humans. In the past they have fought the other great spirits of the land and sea in order to aid humankind in times of need.

Lightning Bolt: The gaze of the thunderbird can call forth lightning, striking its targets with electric haste and even arcing to other foes within range. The lightning bolt strikes automatically, and any damage over the target's hit points arc out and strike the next nearest target, continuing to do so until all damage is expended.

Thunderclap: The beating of the creature's great wings can shake mountains. All creatures within 60m of the thunderbird must make a DEX save or be thrown down by the force of the shockwave and take 1d10 damage.

Human Form: The thunderbird may shed its avian form, removing it like a cloak or a suit of feathers and hiding it away, revealing a human form underneath which is indistinguishable from any other. No magic will detect the trace of its supernatural origin. The thunderbird, or its descendants, can do this cloak to once again take their true form.

Flight: The thunderbird is a swift flyer of great speed and power, able to travel at supersonic speeds, up to 1,500 km/h.

Toad Lord

Origin: Unholy

Hit Dice (HD): 6d8 (25)

Massive Damage (MD): 14

To-Hit (TH): +3

TAAC0: 8

Armor Class (AC): 4

Initiative (I): 13

Save (S): 12 (+2 INT, -2 CHA)

Attacks (Att): Acidic Belch 3d8 (R), Bite 2d8, Claw 1d8 (may use weapons)

Morale (M):

Price: The blood of a lawyer

Appearing: 1d3



Description: The *Ba'al-Karpadim*, or 'toad lords,' are a breed of vile toad-like demons that worship and glorify pure chaos. Belching forth pure acidic bile, and dripping with toxic, hallucinogenic slime, the toad lords' repulsive appearance belies a clever mind for the arcane craft and the dismantling of order. Their society and organization is little known, and some have speculated that in fact if they possess any social structure it is likely a fractious one. Manifested toad lords have been known to turn on one another even in the midst of combat, and generally seem to defer to each other only through fear of those of greater strength and power. Indeed, some have suggested that the very title of 'lord' in their name may be self-appointed, the product of pure egotism rather than any actual internal power structure.

Acidic Belch: The toad lord can belch forth an unholy stream of acid and bile onto a target. On hit, the acid deals 3d8 damage to the target, and reduces the AC of the target's armor by 1. In addition, any creatures within 10m of the target must make a DEX save to avoid taking 1d8 damage from the splashing acid.

Arcane Knowledge: Toad lords are talented spell casters, and cast as a 6th level wizard with 16 Will and the following spells: *haywire*, *see magic*, *spark flame*, *burning hands*, *cause fear*, *jump*, *universal tongue*, *color spray*, *degauss*, *knock*, *phantasm*, *wizard's shield*, *call superior elemental (fire)*, *dispel magic*, and *fireball*.

Toxic Skin: The toad lord's skin exudes a toxic slime with hallucinogenic effects which overwhelm the victim with chaotic images of horror and destruction. Toad lord slime is always a bad trip, and skin contact with the toad lord requires a WIS save or the subject will be completely consumed by madness for 2d4 hours, though they may continue to make a new check to shake the effect every hour.



Treant

Origin: Earth

Hit Dice (HD): 9d6 (28)

Massive Damage (MD): 15

To-Hit (TH): +3

TAAC0: 8

Armor Class (AC): 1

Initiative (I): 14

Save (S): 14 (+2 STR, -2 DEX)

Attacks (Att): Crush 4d6, Fists 3d6

Morale (M): 14 (20 in their home forest)

Price: An axe, re-forged into a plowshare

Appearing: 1d3

Description: Treants are, as the name helpfully suggests, animate intelligent trees, tall as oaks and just as sturdy. Treants stand watch over the forests of the plane

of Earth and protect them from those that would hew and burn the trees by axe or flame, ensuring that the majestic woodlands of the planes remain whole despite the predations of other creatures. Treants are slow to act and to anger, but once engaged are no small threat to those who would themselves threaten the trees. They are similarly ponderous thinkers, but often quite wise and particularly interested in the deep thoughts of mortals. Some legends of talking trees throughout histories are in fact treants who had happened to already be present and unnoticed, as the treant at rest appears to the untrained eye to be no different from any other tree.

Tree Shape: While treants in motion do possess a more or less humanoid form, at rest they may sink their feet into the earth and will appear just as any other tree, perfectly camouflaged from view. WIS checks to spot the presence of the treant are at a -4 while it is at rest.

Crush: The grip of the treant's limbs is mighty as the trees are tall, and should the treant succeed in a grapple check against an opponent, it may attempt to simply crush the hapless foe, dealing 4d6 damage per round to the enemy so long as the grapple is maintained.

Troll

Origin: Fae (Earth)

Hit Dice (HD): 6d8 (25)

Massive Damage (MD): 14

To-Hit (TH): +3

TAAC0: 8

Armor Class (AC): 4

Initiative (I): 13

Save (S): 12 (+2 STR, +2 INT)

Attacks (Att): Fists 3d6 (may use weapons)

Morale (M): 12

Price: A good riddle, or ~~60~~

Appearing: 1d3



Description: The cleverest and most varied of all the descendants of the jotunns, trolls have an unfair reputation thanks to modern writers as dim-witted and thuggish, but the truth is far different. After the defeat of the jotunns, the ancestors of the trolls fled to the mounds, and found themselves in the realm of the sidhe. Their talent for witchery, and the useful combination of cleverness and strength, made them useful allies for the sidhe lords, especially those of the Summer Court who sought agents who could work by night. Trolls cannot bear the light of the risen sun, and must hide away during the day or be turned to stone. Thus they may only be active at night, making them useful watchmen against evening encroachments by the Winter sidhe.

Stone Nature: The trolls are creatures of the earth and stone by nature, and the touch of the sun will return them to that nature. A troll caught in daylight is turned to stone, forever to become part of the scenery.

Witchery: Like the sidhe, the trolls have a gift for a unique brand of their own magic, an ancient witchcraft as old as the gods that is difficult for mortals to confront, who take a -1 penalty to saves against troll witchcraft. All trolls are spell casters, casting arcane and divine spells alike as if they were arcane magic, cast as a 6th level wizard with 18 Will and the following spells and prayers: *animate tool, baywire, light, mage hand, see magic, charm person, circle of protection, cure light wounds, resist magic, sleep, universal tongue, color spray, command person, darkvision, disrupt magic, invisibility, know soul, mirror image, multiply food, third eye, hold person, and penetrating gaze.*



Undine

Origin: Water

Hit Dice (HD): 4d10 (21)

Massive Damage (MD): 14

To-Hit (TH): +2

TAAC0: 7

Armor Class (AC): 6

Initiative (I): 11

Save (S): 11 (+4 CHA, +2 WIS, +2 INT)

Attacks (Att): Fists 2d10

Morale (M): 11

Price: A lover's lament

Appearing: 1

Description: The undine are the true elemental queens of the plane of Water, a wise but sorrowful race of immortal water spirits, cursed by their own nature and beauty to either live a lonely existence or

sacrifice their immortality and home in order to continue their species. All undine are female, and they can only produce offspring by joining with a mortal being, but in so doing they lose their immortality. Only by pledging their love to a mortal of the land may they produce a new undine to follow them; mating with a being of the sea only begets new merfolk. Tormented by this terrible choice between loneliness and mortality, many undine shut themselves away from even their merfolk children, and some even go mad and become sirens. It is for this reason that the ruler of the undine is called the Queen of Sorrows. Though she is the nominal ruler and empress of the lands beneath the waves, even she hides herself away lest her temptation for love cost her immortality, and leave her mad sister the Queen of Torments, ruler of the sirens, to ascend to the throne.

Haunting Song: The undine sing songs of great sadness to mourn their place in life, music of such incredible beauty and woe that all who hear it struggle to feel anything but sadness and empathy themselves. Even the mightiest and the most callous and evil may be brought to tears by the song of the undine. On a successful CHA check from the undine, all within earshot of her song must make a WIS save or be overcome with emotion and be unable to act against her for as long as her song continues. Should they fail by 5 or more they are overcome with weeping, and may take no action for 2d6 rounds.

Undine's Curse: To wed an undine is a sacred bond taken with mortal solemnity, and the betrayal of that bond grants the undine the right to bestow a terrible curse on the unfaithful. The unfaithful victim of the undine's curse must forever make a CON save every time they go to sleep, lest their breath stop in their chest, and they drown on dry land.

Swimming: Undine are an aquatic race, and gain an additional +2 to any DEX rolls involving swimming or while underwater. They may swim as fast as 50km/h in short bursts, or move at twice the human rate normally. In addition, they may breathe equally well in air or water.

Unicorn

Origin: Fae (Holy)

Hit Dice (HD): 4d10 (21)

Massive Damage (MD): 14

To-Hit (TH): +2

TAAC0: 7

Armor Class (AC): 6

Initiative (I): 13

Save (S): 11 (+2 DEX)

Attacks (Att): Horn Attack 2d10, Kick 1d10

Morale (M): 11

Price: N/A. Only one of true virtue can tame the spirit of a unicorn

Appearing: 1

Description: An untamed and wild horse that today roams the fields of the fae realm, the unicorn is a primal creature, utterly wild and untrainable. Unicorns are dangerously hostile to any who would dare try to tame them, or even any who dare encroach upon their domain. However it is said that one of true virtue can tame the creature at a touch, able to ride it as a noble steed, though even in the hands of such a virtuous rider it will take no saddle, bridle, or shoe. Its great horn is written of in many legends as a thing of divine power that can heal and purify at a touch, but as none but the innocent can even approach



the creature and few could even slay it, much of this lore is largely exaggerated accounts and snake oil. Still, the divine connection still runs through the creature, and its blows strike the undead and other unholy evils with deadly force, making it a truly great mount for any cleric or champion lucky enough to encounter the creature.

Valkyrie

Origin: Air

Hit Dice (HD): 5d12 (31)

Massive Damage (MD): 17

To-Hit (TH): +5

TAAC0: 10

Armor Class (AC): 5 (may wear armor)

Initiative (I): 14

Save (S): 13 (+2 STR, +2 DEX)

Attacks (Att): Diving Charge 2d12, Fist 1d12 (may use weapons)

Morale (M): 15

Price: ~~Å~~50, but they will accept orders from no man less than a god

Appearing: 3

Description: The Valkyries are an order of peerless warrior women who once served Odin of Asgard. They are now an independent power all to themselves, staking a claim of their own in the plane of Air and defending it from all comers. The Valkyries are not a



race, but a chosen order. They recruit by invitation or volunteer some of the greatest warriors from amongst the women of the mortal races, and train them to be soldiers and fighting women of such might and grace that no man could be their peer. In so taking up the mantle of the Valkyrie, these recruits eventually become supernatural creatures themselves. Such is the power and skill of the Valkyries that legends often attached them to the forces of death, or even suggested they had control over fate itself, so incredulous were the ancient mortal warriors at their prowess. It is said that none who face a Valkyrie on the field of battle ever bears more than an even chance of survival, and it is this legend that lead to the belief that it was they who chose the spirits taken into Valhalla to be trained for Ragnarok as einherjar. Though the order of the Valkyries itself is open only to women who have taken the mantle, they can and do marry mortals, founding a household with them

apart from the shared quarters of the Valkyrie soldiers. These families are considered under the protection of the Valkyries for as long as their vows of matrimony are kept.

Wings of the Swan: Once a recruit to the Valkyries is accepted as a full member of the clan, they enter a rite of apotheosis, taking on the mantle and wings of the swan. From this day forth, the Valkyrie bears great white wings which may bear it aloft with some haste. They are able to fly at twice their running speed, execute a diving charge with their weapon that deals 2d12 damage, and may take the form of a swan at will. Once a Valkyrie is accepted into the fold and graced with this mantle, they will never age, though they may still perish from injury or illness.



Vampire

Origin: Unholy

Hit Dice (HD): 6d12 (37)

Massive Damage (MD): 18

To-Hit (TH): +6

TAAC0: 11

Armor Class (AC): 4 (may wear armor)

Initiative (I): 13

Save (S): 14 (+2 STR, +2 DEX, +2 INT, -2 CHA)

Attacks (Att): Claw 3d12, Bite 2d12 (may wield weapons)

Morale (M): 12

Price: The summoner's blood

Appearing: 1

Description: Vampires are the most evil and dangerous of all the living dead, pitiless and calculating living nightmares devoid of all morality, a mind without a soul to match. Their soulless nature drives their eternal bloodlust, and they see mortal kind as nothing more than prey with which to feed their endless desire for the blood of the living, their existence without souls sustained by the life that flows from the veins of the mortal creatures of the world. It is said that the first vampires were humans who had committed such abominable horrors that the underworld dared not allow them body or mind even in hell, and so their corpses were left to roam the earth, living but without souls. There is no redemption for the vampire, its soul is already damned by the underworld, and they know it on the most primal level. Nihilistic and destructive to the core, vampires view morality as a fabrication, and the only true goal is survival: constant flight from the oblivion that awaits them all.

Undead Resilience: Vampires are no longer among the living, and bear no fear of pain or injury as all will be healed in time. Vampires possess Resistance +3/Holy, and automatically heal 1d4 Hit Points per round. In addition, they do not age from the time they are turned to the unliving and will not truly perish by any means other than destruction by Holy damage.

Detached from Life: Vampires are not living beings, lacking souls and the true breath of life. As such while they may work magic, they cannot master the elements. Vampire spell casters may only cast Unholy and Magic spells. In addition, cleric and forestwalker healing abilities deal damage rather than healing to the vampire, and resurrect abilities instead slay the vampire if it fails a WIS save to resist.

Creating a Vampire: Vampires are singularly evil and unholy entities. The creation of a vampire is no mere infection to be passed along like a virus, but an unholy state of being brought about by the sins of the mortal that becomes one. Vampires may enslave mortals by feeding them their corrupted blood, creating a powerful addiction in the mortal victim who must return night after night for a fresh taste of it, but doing so alone will not turn them to the undead. To return from death as a vampire one must have committed such sins as to deserve such a curse, and so the vampire seeks out those already truly monstrous in their mortal life or attempts to create monsters of its blood thralls by leading them into heinous acts of evil. The vampire then drains the mortal of life while giving them some of their own corrupted blood. Should the mortal be worthy of the curse, they will indeed arise as a vampire. Otherwise they will remain a shambling corpse at best, a zombie and nothing more. Ingesting a vampire's blood requires a WIS save to resist falling under its narcotic allure, craving more nightly and requiring a WIS save not to obey whatever it asks in order to gain more. Should the addicted thrall prove vile enough, they may be slain and raised as the undead. They return as a vampire if a further WIS save fails, or as a zombie if it succeeds, allowing their soul and mind both the release of death and the afterlife.



Vodyanoy

Origin: Water

Hit Dice (HD): 3d8 (13)

Massive Damage (MD): 11

To-Hit (TH): +1

TAAC0: 6

Armor Class (AC): 7 (may wear light armor)

Initiative (I): 10

Save (S): 9 (+2 DEX, +2 CON, -2 CHA)

Attacks (Att): Bite 1d8, Slap 1d6 (may use weapons)

Morale (M): 9

Price: ₳30

Appearing: 1

Description: River and lake-dwelling

humanoids with webbed hands and feet and a toad-like face, the bearded vodyanoy are surly, ill-tempered, and territorial, and rarely interact with other species on anything like a

friendly basis. Some vodyanoy are known to drown swimmers for fun, and a sizeable portion of the vodyanoy workforce are surface dwellers dragged to their underwater caves to serve as slaves. Villagers living near vodyanoy lairs have been known to leave offerings at the shores of the river, as such gifts seem to serve as protection money, keeping the predations of the vicious creatures at bay. Little is known of the life-cycle and society of the vodyanoy, as few ever escape enslavement by them, and surface encounters usually end in the flight of the vodyanoy or the death of the human witness. Since the fall of magic, they have largely set up shop in the plane of Water, and their ill manner has raised the ire of enough of the locals there that others have even relocated to the Earth plane as well, where they might find fewer foes capable of seeking out their underwater lairs.

Amphibious: Vodyanoy are amphibious beings who breath as readily underwater as above, and swim at twice the speed of a human.

Will-o-the-wisp

Origin: Magic

Hit Dice (HD): 1d4 (3)

Massive Damage (MD): 5

To-Hit (TH): +0

TAAC0: 5

Armor Class (AC): 9

Initiative (I): 8

Save (S): 5 (+4 DEX)

Attacks (Att): Ghostly Touch 1d4

Morale (M): 5

Price: N/A. Wisps have little mind left with which to negotiate.

Appearing: 1d4

Description: Will-o-the-wisps, or simply wisps, are spirits who have faded almost to nothingness. Once ghosts or even wraiths, these lost souls have dwindled down to nothing more than vague lights and shadows no longer even recognizable as former humans, but as indistinct balls of ethereal matter. Wisps have lost all but a scrap of their mind and soul, the spiritual equivalent of a permanent vegetative state. They often lurk about in places marking something that was important in their lives, as if out of some forgotten memory of who they once were. They are particularly common in remote places like lakes, swamps, and forests, where a soul might have died and awoken still lost in a foreign place, going slowly mad and fading into nothing before ever finding its way back home or into the astral plane. Other wisps will lurk around the site of their burial, or the hiding place of something particularly important in their lives, leading to Nordic myths that such creatures guarded treasure.

Insubstantial: Wisps are as insubstantial as a thing can get without simply ceasing to exist, and as such have Resistance +5/Magic.



Winged Devil

Origin: Unholy

Hit Dice (HD): 5d8 (21)

Massive Damage (MD): 13

To-Hit (TH): +2

TAAC0: 7

Armor Class (AC): 5

Initiative (I): 14

Save (S): 11 (+2 DEX, +2 WIS)

Attacks (Att): Claws 2d8

Morale (M): 11

Price: The ramblings of a madman

Appearing: 1

Description: The winged devil is a demon of terror and madness, known throughout the ages by many names and even appearances but always appearing as the form of a winged humanoid figure. Winged devils serve as agents of chaos and nightmare, appearing before mortals to torment them with fear, counting on their descending madness to spread amongst the populace and sow distrust and terror among humanity. Often it is only necessary that they appear before the right mortals at the right time to have the desired effect, but their practice of terrorism sometimes goes further. Often they focus on local or even national tensions to create folk devils of people, committing strange and unspeakable acts with just enough of a breadcrumb trail to lead to one group or the other and turn a community into a paranoid war zone. Others will simply stalk the night and rely on their stealth to pick off a community one by one in order to stir the whole of an entire city into a terrified panic. Winged devils exist only to cause the fabric of order and reason to crumble, and they will strike when, where, and how it is necessary to do so.

Winged Leap: While the winged devil is accurately named, they do not actually possess the power of flight. Their wings are too small to hold them aloft for long, but they do make for an expert assisted jump. All winged devils can effectively cast *jump* at will without a roll.

Vanish Into Thin Air: The work of the winged devil counts on an absolute escape, and as such they are gifted teleporters as well, capable of casting *teleport* and *invisibility* on a successful WIS check.

Maddening Fear: The sight of the winged devil terrifies on a primal level. Witnessing the creature requires a WIS save, or the victim is paralyzed with fear for 2d6 rounds, and those who fail this save by 5 or more are touched by madness, losing 1d3 WIS permanently.



Wraith

Origin: Astral (Magic)

Hit Dice (HD): 4d10 (21)

Massive Damage (MD): 14

To-Hit (TH): +2

TAAC0: 7

Armor Class (AC): 6

Initiative (I): 13

Save (S): 11 (+2 DEX, +2 WIS)

Attacks (Att): Wraith Strike 2d10,
Unhallowed Scream 1d10 (R)

Morale (M): 11

Price: An artifact of their mortal life

Appearing: 1

Description: Wraiths are ghosts that have gone mad: mad with rage, mad with hate, mad with grief, or even were simply formed mad from the day their mortal host died. Unlike ghosts, wraiths

have begun to lose their humanity and their identity, their souls torn by too many spiritual wounds. A wraith is seldom left with anything like a rational mind, seeing other souls as villains in their own personal nightmare, and the living as objects of jealousy so intense it drives them to attack and torment them. As the wraith lacks the innate sense of material vs. spiritual, they are more capable of interacting with the real world and thus acting on their rage in the mortal realm. This can be doubly dangerous in the case of those wraiths who were already monstrous or evil in life: now free of the shackles of a physical form they may wreak all new havoc against mortal kind.

Wraith Strike: The wraith's strike may indeed strike at physical beings, unlike that of a ghost, though it deals only half damage to physical targets. However, like the ghost's strike, the cut of a wraith's blow is not a merely physical blow, but a spiritual one as well. Those struck by the ghost also take 1d3 points of temporary damage to one of the three mental stats (INT, WIS, CHA).

Intangible: The wraith is still an incorporeal being. While it has the ability to appear visibly and even physically interact with objects, such ability is at its own will, and so strikes against the creature are substantially less effective. The wraith has Resistance +5/Magic.

Unhallowed Scream: The wraith unleashes a scream of its own torment and rage that shakes the target to its core. If it is another spirit, this attack does 1d10 damage, but any victim of the scream must make a WIS save or be paralyzed with fear for 1d4 rounds.

Wyvern

Origin: Water

Hit Dice (HD): 7d10 (26)

Massive Damage (MD): 17

To-Hit (TH): +3

TAAC0: 8

Armor Class (AC): 3

Initiative (I): 14

Save (S): 14

Attacks (Att): Bite 3d10, Claw 2d10,
Barbed Sting 1d10

Morale (M): 14

Price: Ⓐ70 of poisonous fish

Appearing: 1



Description: Wyverns are the unholy spawn of the Leviathan, winged dragon-like sea creatures with two powerful talon-bearing legs. They roam the oceans feasting on whatever living thing they can find, but have a particular taste for poisonous fish species, as the wyvern does not actually produce much of its own poison but rather processes it from the glands of other poisonous species like blowfish. Ravenous and hostile, wyverns are still rather intelligent creatures despite their aggressiveness. While they do not appear to speak, they do understand speech and often take advantage of that fact when plotting attacks on other intelligent creatures.

Barbed Sting: The tail of the wyvern possesses a barbed sting which delivers the poison it stores up from its diet. In addition to the barb's damage itself, being struck with it injects the target with a deadly paralyzing poison. The victim must make a CON save or be paralyzed for 2d4 rounds. Any result higher than 5 rounds of effect requires a second CON save or the victim's heart will simply stop, killing them.

Yeti

Origin: Air/Earth

Hit Dice (HD): 2d8 (9)

Massive Damage (MD): 10

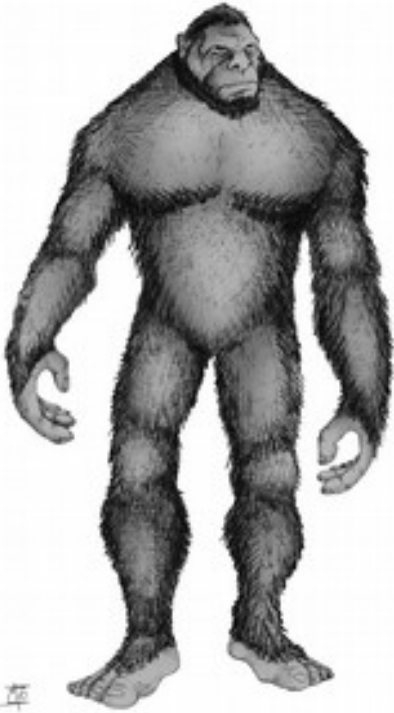
To-Hit (TH): +1

TAAC0: 6

Armor Class (AC): 8 (may wear armor)

Initiative (I): 9

Save (S): 8 (+2 STR, +2 DEX)



Attacks (Att): Fists 1d8 (may wield weapons)

Morale (M): 8

Price: Ⓐ20 worth of mortal foods of the forest

Appearing: 1d4-1

Description: The lost descendants of another ape-descended race of humanoids, “yeti” is but one name for these elusive creatures, known by any number of other legends. It is uncertain whether the yeti are indeed lost Neanderthals specifically, or some other species from that time. It is known that they once competed with humans in the mortal plane before being driven to near extinction and fleeing to the outer planes. Equally at home in the lofty and snowy peaks of Air or the forests of Earth, yeti are generally skittish and nervous about other humanoids. They live largely as nomads in order to avoid leaving any settlement or trace of their presence that might be targeted by other beings that might prove hostile towards them. Yeti rarely attack others, though they have been

known to spook off those who would encroach on their gathering grounds. Deeply committed to the family unit, and in tune with the spirits of nature, many yeti are natural forestwalkers with a gift for the natural world.

Naturewalk: Yeti are experts at traversing difficult terrain such as deep woods and mountain peaks, and suffer no reduction in travel time when passing through such areas. Their hairy coat resists cold temperatures, effectively allowing them to comfortably walk bare through temperatures as low as -40C.

Forestwalker: Yeti make talented forestwalkers due to their innate sense for the natural world and the life they lead as nomadic gatherers. Yeti forestwalkers receive double their seasonal bonus, and double their CHA bonus when adding it to healing.

Zombie

Origin: Unholy

Hit Dice (HD): 1d10 (6)

Massive Damage (MD): 11

To-Hit (TH): +0

TAAC0: 5

Armor Class (AC): 9 (may wear armor)

Initiative (I): 8

Save (S): 8 (+2 CON, -2 DEX, -2 INT)

Attacks (Att): Fists 1d10, Bite 1d8

Morale (M): 20

Price: N/A. Zombies are created by magic.

Appearing: 2d6

Description: Zombies are corpses animated by magic, undead creatures created at the behest of unholy magic. Mindless abominations, they follow the commands of their creator without question so long as their will remains. Without that will, the zombies fall into an unrestrained cannibalistic hunger, roaming free and devouring any mortal kind they come across without reservation or even concern for their own well-being.

Undead Flesh: The zombie feels no pain or fear or remorse and it thus resists the attacks of mortal weapons and magic alike. All zombies have Resistance +3/Holy.



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Version 1.0a

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Name: _____ Gender: _____

Class: _____ Character Level: _____ Current XP: _____

Day Job: _____ Demand: _____ Income: _____

Wrinkles: _____

Description: _____

Stats		Bonuses		Combat			
STR		HP		HP	Max	Current	
DEX		Will/Faith		Will/Faith	Max	Current	
CON		Melee TH		Melee TH	Base	Total	TAACO
INT		Ranged TH		Ranged TH	Base	Total	TAACO
WIS		AC		AC	Armor	Total	
CHA		Melee Damage		Saves	DEX	CON	WIS
HD		Spell Save		Weapon	Damage	Ammo	Current
MD		Spell Damage		Weapon	Damage	Ammo	Current

Special Abilities	
Spells/Prayers	
Skills	
Equipment	