

THROUGH THE SUNKEN LANDS

AND OTHER ADVENTURES



DANGER AND GLORY AWAIT THE BOLD...

In the common rooms of the great city's countless inns, in the bath-houses of the merchant quarter, and before the altars of a thousand gods, brave and desperate adventurers meet and make plans. They leave every day and seek their fortunes in the Sunken Lands.



TRAVEL WITH US THROUGH SUNKEN LANDS...

Lots of times, we want to play a roleplaying game but just don't have the time for all the prep work involved. No more. *Through Sunken Lands* is a kit to make a motley crew of sellswords, sorceresses, and cunning thieves, and send them off in search of gold and glory. Now we have this simple swords and sorcery roleplaying game that gives a group of players all the tools they need to play an exciting adventure in a single evening, no homework, no fuss.

- Inspired by the works of Michael Moorcock, Fritz Leiber, and Robert E. Howard.
- Character Playbooks and Scenario Packs for play in a single evening with no prep.
- Player driven setting design for fleshing out the great city and the world beyond.
- A sample sword and sorcery setting: the impossible city of Jundarr and the Hundred Seas.
- Nine Character Playbooks, including the Spell Thief and the Eldritch Sorcerer King.
- Three Scenario Packs: the Mysterious Island, the Treasure Hunt, and the Wizard's Tower.

ANOTHER ADVENTUROUS PASTIME BY FLATLAND GAMES



THROUGH SUNKEN LANDS AND OTHER ADVENTURES

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For Harold, who gave us more worn-out paperbacks and story recommendations than we can count, and, more importantly, took us to the city of Jundarr for the first time many years ago.

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The map of the Great City of Jundarr is based on a beautiful map by Dyson Logos released under CC-BY



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CORE RULES

Containing rules for making characters and playing games of

THROUGH SUNKEN LANDS
AND OTHER ADVENTURES

INTRODUCTION

Welcome to *Through Sunken Lands and Other Adventures*. This game provides players and gamemasters with a simple set of rules based on those of its sister game, *Beyond the Wall and Other Adventures* and similar to older versions of the world's most popular fantasy roleplaying game. The game is designed to be easy to learn and fast to use at the table. There are many such games available. *Through Sunken Lands* is different for two reasons:

1) Flavor - *Through Sunken Lands* will allow groups to model most kinds of fantasy stories, but is particularly well-suited for modeling those found in classic works of Swords and Sorcery, particularly Robert E. Howard's *Conan* stories, Fritz Leiber's *Lankhmar* adventures, and Moorcock's *Eternal Champion* series. These are tales of alien and dangerous lands, clever but desperate seekers of fortune, and decadent empires.

2) Out-of-the-Box Play - While the core rules of *Through Sunken Lands* are similar to those of the numerous other games based on the world's most popular fantasy roleplaying game, it does offer something that the others do not: tools to play the game almost immediately and with little prep. Using special Character Playbooks and Scenario Packs, a group of players with a single gamemaster should be able to play the game with absolutely no zero prep in about three to five hours, from making characters to tasting a glorious success or a bitter defeat.

The game still works perfectly well for traditional playstyles, but we made it as a vehicle for quick, on-the-fly play, as we often found ourselves wanting to be able to sit down and play a roleplaying game without all the fuss that is normally involved. *Through Sunken Lands* is made up of the following sections:

Core Rules - This section gives you all the rules you need to make characters and play the game.

How to Play - This section tells you how to sit down and play an entire game of *Through Sunken Lands* in a single evening, from making characters to the end of an adventure.

Jundarr and the Sunken Lands - This section describes the sample setting of Jundarr, a great city of impossible size where men from many lands meet and a thousand gods are worshipped. The city and the other lands are given only in

broad strokes so that a group of players can take this setting and easily make it their own. Likewise, gamemasters may use and change the setting as they will without feeling the need to study a long text.

Spells and Magic - This section contains lists of cantrips, spells, and rituals for mages, as well as several examples of magical items.

Bestiary - This section has a selection of monsters for use during play, as well as sections on making your own demons, elementals, and petty gods.

This work also contains several Character Playbooks to help you create a group of heroic travelers who have already shared an adventure together, as well as Scenario Packs, which help the GM set up an evening's game. The 'How to Play' section describes in detail how to use Playbooks and Scenario Packs.



SWORD AND SORCERY

There are a great many fantasy short stories, novels, comic books, television shows, and movies. Some are stories of daring heroes who risk life and limb to save a kingdom. Others are tales of young men and women of stout heart who learn magic, defeat a dark lord, and learn a lesson along the way. Still others read like dark histories of gritty realism which detail the rise and fall of noble houses and their machinations. The term “sword and sorcery” refers to a subgenre of fantasy which rarely has any of those elements.

Rather, sword and sorcery stories often involve rugged adventurers seeking their fortune amid crumbling ruins, living by their wits, and sometimes claiming a throne by the strength of their arms. The worlds in these stories often resemble ours in its ancient or classical period, rather than the high middle ages. There are rarely elves, dwarves, or faeries, but there might be ancient and alien evils that live in the dark places of the world or in the realms between space and time. The warrior queen of a barbarian people who travels the world and lives by her sword is a sword and sorcery hero, as is the decadent and learned priest-sorcerer who lives in opulence and trucks with terrible spirits.

Much has been written about sword and sorcery fiction (and better than we can). Further, it is rare that two people settle on an exact definition of the genre; most agree on the center of the style, but the edges are blurry.

Given that, we will describe our assumptions regarding sword and sorcery and the flavor it lends to this game, and leave further research to readers who are still curious about the genre.

As stated above, we take as our primary influences for *Through Sunken Lands* the *Conan* stories of Robert E. Howard, the *Lankhmar* stories of Fritz Leiber, and the *Eternal Champion* saga by Michael Moorcock, particularly the Elric and Corum stories. Also of note are the works of Clark Ashton Smith and Roger Zelazny. Additionally, H.P. Lovecraft’s stories, and their related mythos, also have a role to play in stories of sword and sorcery.

These are the primary assumptions that we take from these stories:

The World Feels Young - There are “civilized” lands in the world, where a man can buy exquisite silks, rest his bones in a bathhouse, and listen to the recitations of great poets, but there are many more places beyond the reach of such pleasures. Much of the world is unexplored and uninhabited, and there are still kingdoms to be carved by strength of arms.

The World is Old - Conversely, the world is ancient beyond imagining. Numerous civilizations have risen and fallen, and the world is dotted with the crumbling temples and forgotten pyramids to prove it. Even earlier than all of these civilizations, ancient and alien people held sway before falling to decadence and depravity.

The Spaces Beyond - This world is not all there is in the cosmos; in fact, it is utterly insignificant. There are other worlds and other planes of existence, all making up a great multiverse. Sometimes, people travel between the realms, adventuring in other places entirely.

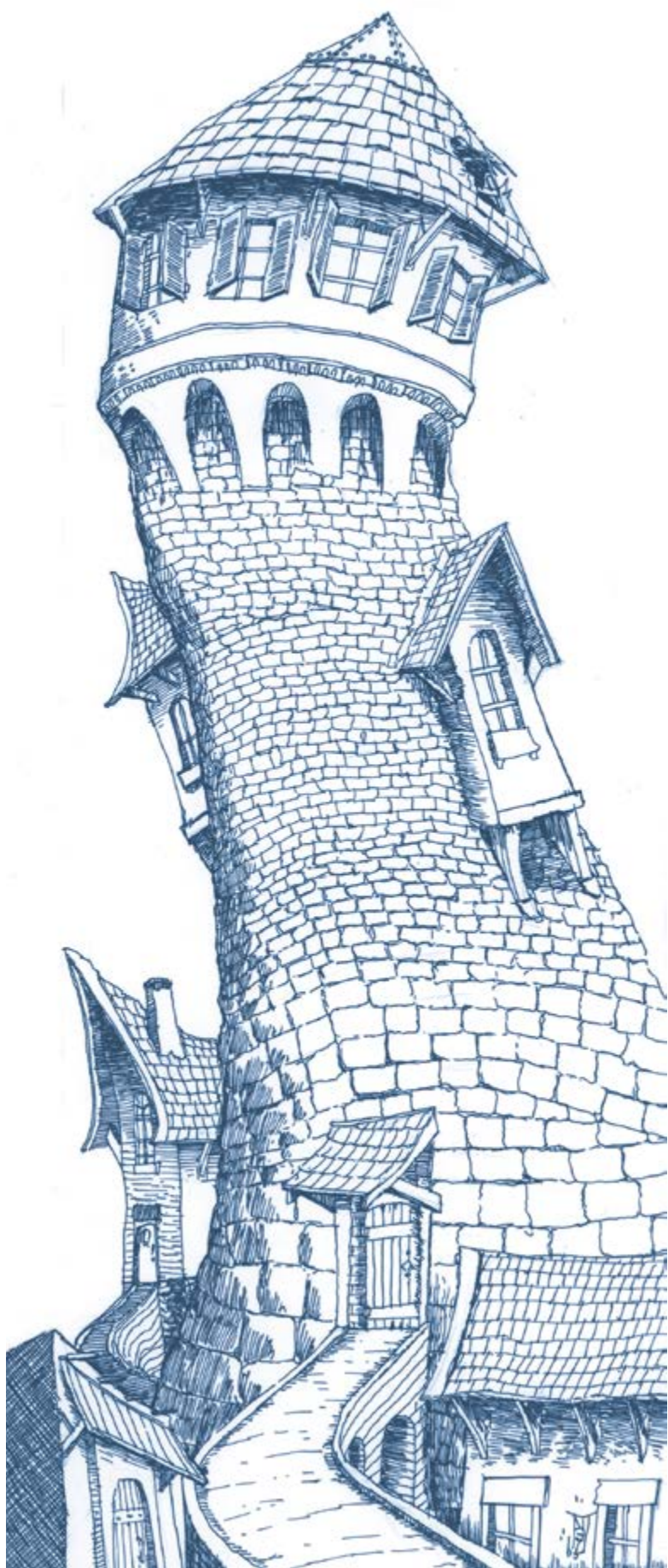
Law and Chaos - The multiverse is governed by two opposing forces, both ultimately incomprehensible to the minds of men. Law and Chaos engage in an eternal struggle against one another by their very natures, and are personified in the form of various deities and spirits. If characters adhere to one of these alignments, they may well find themselves drawn into cosmic battles.

Magic is Rare and Dangerous - Sorcerers and priests deal in things man was not meant to know and are best avoided. True practitioners of the sorcerous arts are exceedingly rare and often wicked. *Through Sunken Lands* will not present towns with magical universities, casual spellcasting, or potion shops.

Fortune and Adventure - The characters in sword and sorcery stories are always restless, always hungry for more. They want to go out and see the world, they want to get involved in things, and, most of all, they want to make their fortune. There is no room in these stories for someone desiring the simple life. Our heroes must seek treasure and glory! Characters in *Through Sunken Lands* should have at least two of the above motivations and should not wait around for adventure to come to them.

BASIC TERMINOLOGY

Through Sunken Lands assumes that players are familiar with the basics of playing roleplaying games. We use the following commonly accepted terms throughout the rules: a gamemaster, or GM, is the player running the adventure, a player character, or PC, is a character controlled by one of the players at the table, a non-player character, or NPC, is any other character or monster controlled by the gamemaster.



But We are Still Heroes - That having been said, we like to tell stories about people who are fundamentally the “good guys,” and, contrary to some critics, we believe that Conan and Elric fit this mold. Neither are shining heroes who always do the right thing and save the day for altruistic reasons, but they usually *do* save the day. Conan wants a fortune and then a kingdom, and he does some rotten things, but he also rescues lots of people in danger. Elric has a horrible run of luck, much of it due to his own poor choices, but ultimately fights a mighty struggle against the chaotic deities to whom he had once sold his soul. The characters in this game are after the gold for sure, and they probably are not angels, but they should also be willing to jump into situations where they are needed.

BEYOND THE WALL

As mentioned above, Through Sunken Lands is built from the core rules and assumptions of its sister game, Beyond the Wall and Other Adventures. Like Through Sunken Lands, Beyond the Wall has Character Playbooks, Scenario Packs, spells, cantrips, and rituals. However, Beyond the Wall is designed to model the classic works of young adult fantasy by authors like Ursula K. LeGuin, Susan Cooper, J.R.R. Tolkien, and Lloyd Alexander.

Where this game features brave adventurers armed with steel and magic who seek out glory and fortune, Beyond the Wall is about young heroes on the cusp of adulthood. Their home village is the primary setting, and the characters must thwart wicked goblins, help their neighbors, encounter strange fae, and face dangerous foes from distant lands.

All material made for one of these games is fully compatible with the other. Gamemasters and players should find it a simple matter to use Playbooks, spells, or anything else from one game with the other, though the flavor may differ significantly. Throughout this book there will be further suggestions for using material from Beyond the Wall and Other Adventures in games of Through Sunken Lands, and ideas for how to change the flavor to better match that of sword and sorcery fiction. On the other hand, many fantasy stories happily ignore such tonal differences, and there is no reason that a group could not decide to do the same.

WHAT THE NUMBERS MEAN

Characters and monsters in *Through Sunken Lands* are defined by the following statistics.

CLASS

The player characters in *Through Sunken Lands* are remarkable. We divide our heroes into three classes. Warriors are the best at fighting, rogues are particularly skilled and lucky individuals, and mages wield the power of magic. For the most part, only the PCs have a class, though some particularly important NPCs may as well.

LEVEL

A character's general level of competence in her class is reflected in her level. 1st level characters are already a cut above ordinary folks, who have no class and no level at all. These beginning heroes are naturally adept swordsmen, young thieves, or apprentice wizards. Characters of 5th level are great warriors, skilled leaders, or competent sorcerers. Characters of 10th level are the mightiest warriors in the land, preternaturally silent woodsmen, or masters of the arcane arts.

ABILITY SCORES

Character's ability scores represent their capabilities in different areas. A player might test his character's ability score when trying to accomplish a task. Additionally, each score gives a bonus or penalty to certain things, based on the score. Use the following table to determine a character's ability score modifiers:

Ability Score	Bonus
1	-4
2-3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18-19	+3

STRENGTH

You might test Strength when a character is trying to lift a large statue, break down a door, or shove an enemy over a cliff. A particularly high or low Strength will modify rolls to hit and damage rolls in melee combat.

Your Strength modifier is added to rolls to hit in hand-to-hand combat and to all damage rolls in hand-to-hand combat.

DEXTERITY

You might test Dexterity when trying to sneak through the woods or juggle in a tavern. A particularly high or low Dexterity will modify a character's armor Class and to hit rolls with ranged weapons.

Your Dexterity modifier is added to rolls to hit with ranged weapons and to a character's Armor Class.

CONSTITUTION

You might test Constitution when trying to run long distances in pursuit of the enemy or to stay awake for a whole night on watch. A particularly high or low Constitution will modify a character's hit points.

Your Constitution bonus is added to your hit points every time you go up a level.

INTELLIGENCE

You might test Intelligence to solve a difficult riddle, decipher a confusing bit of text, or figure out how a strange mechanism works.

Your Intelligence bonus is added to the number of languages that your character knows. Normally, a character only knows a single language. All characters are assumed to know at least one language, even if they have an Intelligence penalty.

WISDOM

You might test Wisdom to discover the motivations of someone who is trying to deceive you or find your way in the wilderness when you are lost.

A character's Wisdom modifier is added to all saving throws to resist magic which attempts to charm, frighten, or control his mind.

CHARISMA

You might test Charisma to impress a king's steward, charm the innkeeper's daughter, or talk your way past the guards at the city wall.

A character's Charisma modifier is added to the number of allies that may follow him. Normally, a character may have four allies.

ALIGNMENT

A character's alignment describes his general views toward the world and other people. More than that, Law and Chaos are primal forces which are constantly at work in the universe, and a character's alignment may indicate that he is a servant of one of these powers, unwittingly or not.

Some characters or creatures are fully pledged to Law, Chaos, or the Balance, and take an active part in the cosmic struggle. For more on this, see p.23.

LAW

Disorder is a threat to all peace and safety. Lawful characters and creatures oppose such disorder and believe that stability is best. They often value rules and hierarchy, though they are not above ignoring either if the ultimate goal is a situation which supports order. They prefer to know their place in a group and prefer for the others in that group to know theirs too.

Characters with the alignment of Law are not necessarily good or kind individuals. A hero who seeks to provide for her whole village and protect the lands, making them peaceful for all, is a lawful character, but so is a tyrant who punishes crimes overly harshly and stifles all celebrations and merriment in his lands so that things remain forever quiet and orderly.

CHAOS

Stability is stagnation. Chaotic characters and creatures would rather die than stagnate, and many would rather see the world burn than become a stale bastion of order and law. They value freedom and personal choice, and resent others placing them under a rigid set of rules and regulations.

Chaotic characters are not necessarily evil or selfish, though many are. A brave warrior who wanders the land, righting wrongs which bother him and ignoring those in which he has no interest, is a chaotic character, but so is a wicked thief with no respect for others' property, taking what he wants from other folk.

USING YOUR ABILITY SCORES

Most of the time, if you want to accomplish a great deed in game, you check one of these ability scores. For example, Imoryl, a cunning thief, is trying to slip unseen into an alley in the Temple District of the great city of Jundarr so that she can steal a great jewel from the sanctum of Kawkra, the raven god. This is a Dexterity check. Normally, Imoryl needs to roll equal to or under her Dexterity score (15 in this case) on a d20 to succeed at a Dexterity check. However, the gamemaster says that the streets are full of prying eyes, and so Imoryl has a -2 penalty, meaning she must roll 13 or lower on a d20.

For the full rules on tests and ability score checks, see 'Rolling the Dice,' on p.27.

NEUTRALITY

Most people and creatures are interested in neither the struggle of cosmic forces nor intense philosophies of life, and, therefore, are neither lawful nor chaotic. We say that these characters are neutral. They may believe in order as it relates to the laws and customs of their own town but despise the strong arm of the sheriff which punishes petty acts. In other words, they act like most of us, and their collective ambivalence pulls the world towards the balance.

Alternatively, some characters and creatures have a vested interest in maintaining a balance between the powers of Law and Chaos. Such rare individuals turn Neutrality into a philosophy of its own and seek to always bring a balance of the two.

A simple farmer who makes his decisions on a case-by-case basis, caring nothing for where those actions fall in a grand cosmology, is an example of a neutral character, as is a wanderer seeking to stop the worst ravages of chaos and the most stifling acts of law alike.

INITIATIVE

A character's initiative score determines the order in which he acts in combat. A character's base Initiative is equal to his level. This is further modified by his Dexterity bonus and his class. Rogues receive +2 to their Initiative score and Warriors receive +1. Mages have no bonus to Initiative.

BASE ATTACK BONUS

This characteristic is derived from a character's class and level. It shows how good a fighter the character is. You add this number to every roll to hit an enemy. Strength and Dexterity modify this number for melee and ranged combat respectively. Each class description lists the base attack bonus for all levels.

ARMOR CLASS

Armor class, or AC, is an abstract representation of how difficult a character is to damage physically. All normal humans have an AC of 10, which is further modified by wearing protective armor (see the Coin and its uses on p.16). This increase in armor class represents the character being able to

ATTACKING AN ENEMY

You may remember Imoryl, the cunning thief. After managing to enter the temple of the raven god undetected and making her way to the inner sanctum of the god, she is found and attacked by the eunuch guardian who watches over the jewel. Imoryl wants to dispatch him quickly with her shortsword.

First, Imoryl must determine if she can act before the thug. Imoryl's initiative score is 6 because she is a 3rd level rogue with a +1 Dexterity bonus. The guard only has an initiative score of 2, so Imoryl goes first.

As a 3rd level rogue, Imoryl has a base attack bonus of +1; her Strength score of 11 gives her no further bonus or penalty to hit in melee combat. When Imoryl thrusts with her blade, her player adds +1 to her 1d20 roll to hit.

The eunuch guardian has an armor class of 11. Imoryl rolls a 12 and adds her +1 bonus for a total of 13, hitting her foe.

Now, she rolls her shortsword's damage of 1d6, and gets a total of 5. The guard takes 5 hit points of damage and drops to the ground.

For the full rules on combat, see "The Clash of Arms" on p.32.

shrug off blows absorbed by his armor. Additionally, particularly quick and agile characters are good at avoiding being hit in the first place, also increasing their armor class. This is represented by adding a character's Dexterity bonus to his AC.

HIT POINTS

Hit points are an abstract measurement of how tough the character is, as well as how good at resisting harm. For every level, a character gains a number of hit points by rolling the die type indicated by his class' hit dice. For instance, a Rogue has a hit dice of d8, and so a character with the Rogue class gains d8 hit points every level. This number is modified by a character's Constitution bonus every time it is rolled. Additionally, all PCs gain the maximum number of hit points possible for a roll on their hit dice at first level; the above mentioned rogue would begin at first level with a full 8 hit points.

When a character loses hit points, he comes closer and closer to being taken out of a fight. Note that, no matter how low his hit points go, he is never seriously wounded while he still has some. All damage taken before reaching zero hit points represents narrow escapes, minor cuts and bruises, and painful, but not debilitating, wounds.

Once a character reaches zero hit points, he is out of the fight, either unconscious or nearly so. It is at this point that we can call a character seriously wounded, perhaps with a grave sword wound or a nasty blow to the head.

SAVING THROWS

A character's saving throws represent his ability to resist or avoid certain special actions against him, such as a dragon's breath weapon or a detrimental spell. What exactly happens when a character makes a saving throw is dependent upon the particular circumstances of the roll and the narration desires of the gamemaster and players. A successful saving throw made against the aforementioned dragon's breath may represent the character diving out of the way just in the nick of time and avoiding the worst of the flames, while one made against a mind control spell may represent the character's strong willpower warding off the attack.

Characters' saving throws, which are based on their class, get better as they gain levels. Each class description lists the saving throws for all levels.

There are five saving throws.

POISON

This saving throw is used when a character might become poisoned. It is also used to resist other effects, such as paralysis, which would attack a character's physical fortitude.

BREATH WEAPON

Players roll this saving throw when their characters are targeted by a powerful breath weapon or blast from a monster. It is also used to represent other circumstances where quick movement can help the character avoid a damaging effect.

POLYMORPH

This saving throw is used when a character is targeted by certain powerful effects which attempt to change his body wholesale, such as turning him into a pig, or changing him to a stone statue.

SPELL

This saving throw is used to resist the cantrips, spells, and rituals cast by hostile mages or monsters.

MAGIC ITEM

Certain magical items produce spell-like effects, and this saving throw is used to resist such attacks.



MAKING A SAVING THROW

As Imoryl is reaching for the raven god's jewel, she hears a cackle behind her. It is the high priest! He points a long-nailed finger toward her and intones ancient and dread words. Imoryl feels a powerful and magical slumber coming over her. According to the spell's description, Imoryl is entitled to make a saving throw versus spell to resist the magic. As a 3rd level rogue, Imoryl's saving throw versus spell is 15, and Imoryl's player needs to roll that or higher on a d20.

The player crosses her fingers and throws the die, scoring a 19. Imoryl resists the priest's magic and must now decide whether to face her foe or grab the jewel and run.

For the full rules on making saving throws, see 'Rolling the Dice' on p.31.

FORTUNE POINTS

Heroes are exceptional individuals, partially represented by their Fortune Points. These can be spent to give a character rerolls or to cheat death. See 'The Role of Fortune' on p.31 for the rules on Fortune Points. Only player characters have Fortune Points.

MONSTER AND NPC STATISTICS

Monsters have a much simpler set of statistics than player characters. Monsters do not have ability scores. They have alignment as normal. Instead of level, monsters have hit dice, an attribute which tells you how many dice of which type to roll to determine their hit points and acts as a rough gauge for how strong they are. For example, first level mages have 1d6 hit dice.

A monster's base attack bonus measures its martial ability and strength and is given in the monster's description; if converting monsters from another source, simply give them an attack bonus equal to their hit dice. Their initiative score is also equal to their hit dice.

Monsters use the same saving throw tables as warriors, with their hit dice counting as their level, unless otherwise noted in their descriptions. Monsters often have leathery or scaly hides, making them naturally quite tough, and so their armor class is given in their descriptions in the Bestiary.

MAKING A CHARACTER

Through Sunken Lands is designed to be played with the help of Character Playbooks for creating your character and beginning an adventure. Guidelines for using Character Playbooks can be found on p.53, and the Playbooks themselves begin on p.146. The rules in this chapter detail a quick method for making a character without such tools.

ASSIGN ABILITY SCORES

Roll 4d6, ignoring the lowest die roll. Sum the remaining three numbers. Repeat this five times, recording all of your answers, giving you six numbers between three and eighteen. Assign these numbers to the six ability scores as you like.

PICK A CLASS

There are three character classes, described below. Pick whichever you would like to play. Record the information about that class and make any decisions described in the class description. Optional rules for making multiclass characters are given on p.49.

PICK SKILLS

Give your character two skills. These are areas of expertise which will give him bonuses on rolls. Examples include: *Athletics*, *Cooking*, *Forgotten Lore*, *Stealth*, *Tracking*. Having a skill gives your character a +2 to ability scores when making checks. If you like, take the same skill twice to get a +4 instead.

LANGUAGES

Most characters begin the game speaking one or two languages, but those with high Intelligence scores may know more. If it is important to the game, go ahead and choose which languages the character knows now. Characters know a common language widely spoken in the world, as well as their native language (if it is different than that common tongue), plus a number of other languages equal to their intelligence bonus. Which languages are available will vary from game to game, so the group should talk about which ones exist in their game. The languages of Jundarr and the Sunken Lands are described on p.144.

SECOND LEVEL

The default assumption in *Through Sunken Lands* is that adventurers begin the game at second level. Remember that all characters begin with the maximum number of hit points possible at first level (6 for a mage, 8 for a rogue, and 10 for a warrior, plus any Constitution bonus) but must roll for each level thereafter. Therefore, roll an additional die of the appropriate type for your character's hit points, add any relevant bonus from the character's Constitution score, and add the sum to the initial total. Remember that you may reroll any result of 1.

As characters of different classes level up at different rates, we suggest that all characters begin with 2,500 experience points. This will mean that rogues are actually quite close to reaching 3rd level, while mages are just at the threshold for level 2. Starting with an equal experience point total in this manner will keep everyone on an equal footing

EQUIPMENT

A starting character begins with simple clothing and all of the basic equipment necessary to use his skills, if the player wants. A character who knows how to pick locks is assumed to have a set of lockpicks, a seamstress has needles and some thread, and a fisherman has some hooks and bait. A blacksmith may well have his smithing hammer, but he does not necessarily begin the game with a workshop and forge of his own.

Whichever skills you have, be sure to write down what equipment comes with them. If you do not tell the group that you have lockpicks, it's no fair having them magically appear in the middle of a game!

All characters also start with adventurer's equipment: a few feet of rope, flint and tinder, a water flask, a whetstone, and some other stuff; basically, what your character needs to survive in the wilderness. Anything out of the ordinary should be agreed upon and written down ahead of time.

Finally, a starting character receives 4d6 silvers to purchase additional equipment, such as weapons and armor.

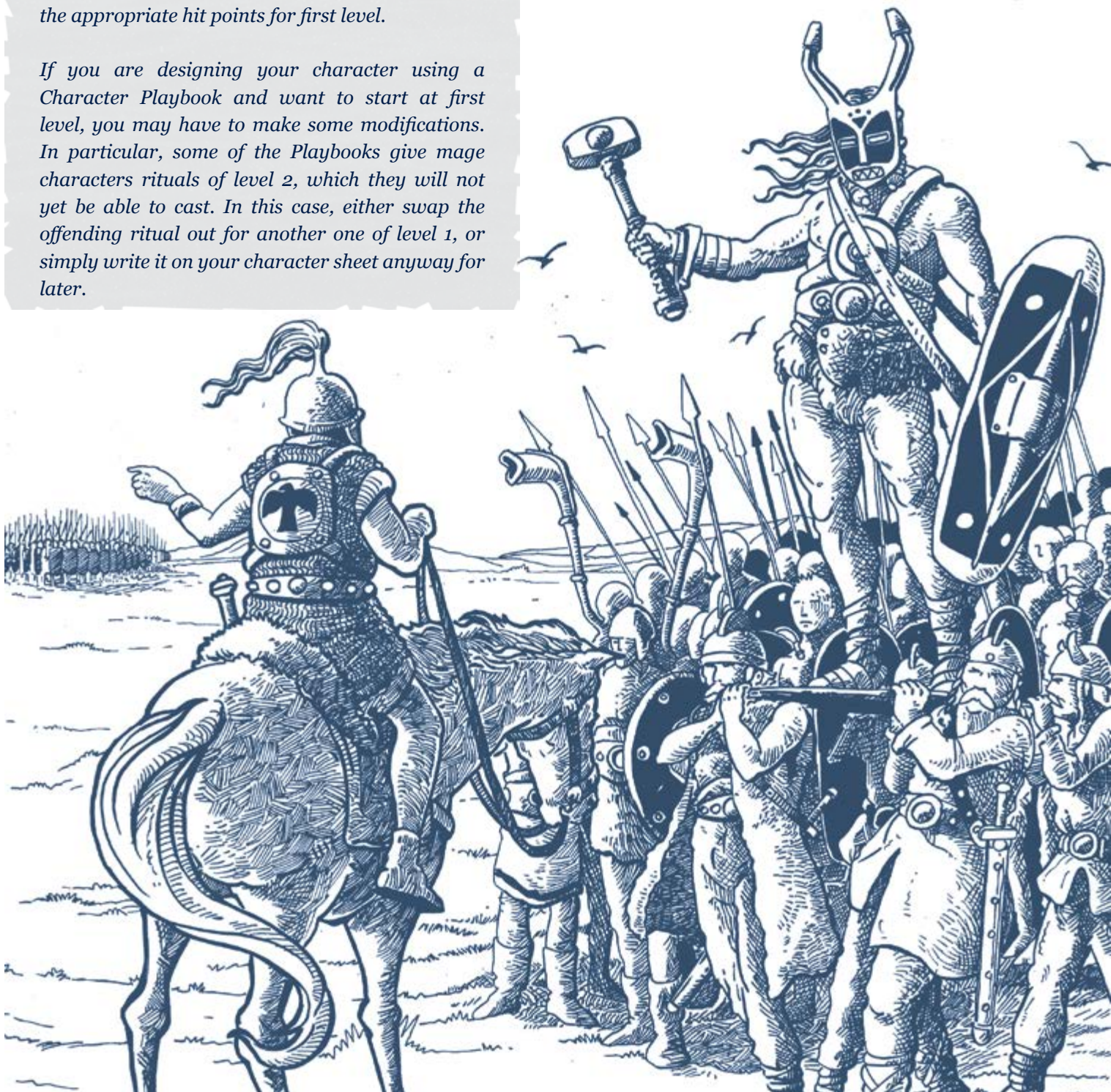


BUT I WANT TO START AT FIRST LEVEL

Through *Sunken Lands* is somewhat unusual in that it starts characters at level 2. This helps produce heroes who are appropriate to the sword and sorcery genre and who already have a strong bond, but who still come from disparate backgrounds.

If you wish to begin the game with first level characters, that is perfectly fine. Simply have the characters start with zero experience points, and the appropriate hit points for first level.

If you are designing your character using a *Character Playbook* and want to start at first level, you may have to make some modifications. In particular, some of the *Playbooks* give mage characters rituals of level 2, which they will not yet be able to cast. In this case, either swap the offending ritual out for another one of level 1, or simply write it on your character sheet anyway for later.



WARRIOR

Many brave adventurers win their fortune and protect their homes by strength of arms. Warriors are men and women who, by natural ability or specialized training, excel at martial combat. They make for hardy travelers and stalwart companions, be they brave knights, sharp-eyed archers, or feral barbarians.

Warriors are the best of all the classes at fighting, and they are tough as nails. They get the best hit points and can wear any armor. If you want to strike down your foes, stand your ground bravely against the tides of your enemies, and be the greatest swordsman or archer in the land, this is the class for you.

Hit Dice: d10

Initiative Bonus: +1

Armor: Warriors may wear any armor.

CLASS ABILITIES

Weapon Specialization - All warriors have a favored weapon with which they are particularly skilled. Pick one weapon at first level. Your character receives a +1 to hit and +2 to damage while wielding that weapon. A warrior begins the game with this weapon for free.

Knacks - Over the course of their careers, warriors pick up several tricks which make them even more formidable opponents. Pick one of the following Knacks at first level, then another at 3rd, 6th, and 9th levels. Knacks may be chosen more than once, in which case their bonuses stack.

Defensive Fighter: +1 AC

Fleet: +1 Initiative

Great Strike: +1 damage with all weapons

Resilience: +1 to all saving throws

Weapon Specialist: gain Weapon Specialization in another weapon

Level	Experience	Base Attack Bonus	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	0	+1	14	17	15	17	16
2	2,000	+2	14	17	15	17	16
3	4,000	+3	13	16	14	14	15
4	8,000	+4	13	16	14	14	15
5	16,000	+5	11	14	12	12	13
6	32,000	+6	11	14	12	12	13
7	64,000	+7	10	13	11	11	12
8	120,000	+8	10	13	11	11	12
9	240,000	+9	8	11	9	9	10
10	360,000	+10	8	11	9	9	10

ROGUE

There are those who lack great skill at arms or knowledge of arcane arts, but who nonetheless bring valuable skills to a party of heroes. These rogues are blessed individuals with a wide range of talents. They may be clever thieves, brave woodsmen, or savvy travellers. Of all the classes, rogues can easily represent almost any character idea, provided the character has a range of skills.

Rogues have far more skills than any other class and a much larger pool of Fortune Points. They can fight, but not quite as well as a warrior, have respectable hit points, and have impressive saving throws. If you always want to have a helpful trick up your sleeve or if you want to be a jack-of-all-trades, handy in and out of a fight, then pick this class.

Hit Dice: d8

Initiative Bonus: +2

Armor: Rogues may wear any armor lighter than plate.

CLASS ABILITIES

Fortune's Favor - Rogues have luck beyond that of other men. They receive five Fortune Points instead of the normal three. This means that they will always be able to help their comrades, have more opportunities to reroll unfortunate dice, and be more likely to survive falling beneath 0 hit points.

Highly Skilled - Rogues receive two additional skills at first level. They gain an additional skill every odd numbered level thereafter (3rd, 5th, 7th, etc). Instead of gaining a new skill, they may get better at one which they already have, increasing the bonus for that skill by a further +2.

Level	Experience	Base Attack Bonus	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	0	+0	13	16	13	15	14
2	1,500	+1	13	16	13	15	14
3	3,000	+1	13	16	13	15	14
4	6,000	+2	13	16	13	15	14
5	12,000	+3	12	15	11	13	12
6	25,000	+3	12	15	11	13	12
7	50,000	+4	12	15	11	13	12
8	100,000	+5	12	15	11	13	12
9	200,000	+5	11	14	9	11	10
10	300,000	+6	11	14	9	11	10

MAGE

Few have the mental ability or fortitude to master the art of magic. Doing so takes considerable study and diligence, and it is dangerous and often unpredictable. Mages are characters who have chosen this difficult path, whether they be academic students of the arcane, fae-touched hermits, or wise holy men.

Mages are the only characters who can cast magical spells, and so have access to a wide range of abilities that the other classes do not. They can fight, but not as well as the other classes, they have the lowest hit points, and they may not wear armor, making them the most fragile class. If you wish to wield arcane powers unavailable to any other character and do not mind being limited in other areas, choose a mage.

Hit Dice: d6

Initiative Bonus: +0

Armor: Mages may not wear any armor.

CLASS ABILITIES

Spell Casting - Mages may harness the power of magic in three different ways: cantrips, spells, and rituals. A mage begins his career knowing two cantrips, two spells, and a single ritual. For a full description, see the Sorcerous Arts section below.

Sense Magic - Being naturally sensitive to the world of magic, Mages may determine if a person, place, or thing is magical. Doing so requires concentration and a few minutes, so mages cannot tell if something is magical simply by being in its presence, and people tend to notice if a mage is staring at them intently and ignoring his food during a meal. The GM may rule that, when in the presence of particularly intense sorcery, the mage notices such immediately.

Level	Experience	Base Attack Bonus	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	0	+0	14	15	13	12	11
2	2,500	+1	14	15	13	12	11
3	5,000	+1	14	15	13	12	11
4	10,000	+2	14	15	13	12	11
5	20,000	+2	14	15	13	12	11
6	40,000	+3	13	13	11	10	9
7	80,000	+3	13	13	11	10	9
8	150,000	+4	13	13	11	10	9
9	300,000	+4	13	13	11	10	9
10	450,000	+5	13	13	11	10	9

COIN AND ITS USES

Most people who use money use silver coins. Coppers are used for small, everyday purchases, and 10 coppers equals 1 silver. Rich people occasionally carry gold, and a gold piece is worth 10 silvers. In remote lands, other types of coinage or money is sometimes used, or the people forego currency altogether resort to bartering for what they need. The prices below are only approximations and should vary according to place and time.

There is a staggering variety of coinage in use across the world. The rarest are the coins of the eldritch; one of these coins can often purchase a small ship from the right buyer. Others use carved wooden chits, slivers of jade, or scripts of promise.

For ease of play, it is usually best for players to record the amount of money they have in silvers, even if their characters actually hold it in a variety of coinage. Only special or particularly unusual money should be noted separately, like a large gem, a pouch of eldritch coins, or the promissory note of a foreign dignitary.



WEAPONS

Any character can use any weapon on the list below and be relatively proficient with it. Weapons are grouped by the die type they use for damage, and all weapons with a given damage type cost roughly the same amount of money.

Great swords and axes and halberds require both hands to use, and so may not be used with a shield or, more importantly, a lantern. They can also be troublesome in tight spaces.

d4	dagger, sling, club, wooden practice sword	4 coppers
d6	spear, staff, mace, bow, short sword, hand axe	8 silvers
d8	longsword, battle axe, longbow	16 silvers
d10	great sword, great axe, lance, halberd	32 silvers

Bows and longbows require arrows, which cost 1 silver for 20, which is also about how many can fit in a quiver. Bows have an effective firing range of about 50 yards, while longbows can shoot effectively up to 200 yards away. A Bowman may fire up to twice as far, but with a -2 penalty to hit for the extreme range. A sling can fire as a bow, but the ammunition for it is free, provided the slinger has a chance to grab an appropriate rock.

ARMOR

Certain classes are restricted in terms of what armor they can wear. Players should check the class descriptions. Only warriors may wear any armor they can afford. Certain kinds of armor give penalties to any rolls made to sneak or remain silent.

+2 AC	leathers	5 silvers
+4 AC	chain mail	75 silvers
+6 AC	chain and breast plate	800 silvers
+8 AC	full suit of plate	3,000 silvers
+1 AC	simple shield	1 silver
+2 AC	reinforced shield	10 silvers

In addition to the above suits of armor, a character may find it useful to carry a shield. A simple, wooden shield gives a further +1 bonus to armor class, while a heavy, reinforced shield of a larger size gives a further bonus of +2 armor class. Shields only protect their bearer from frontal attacks, so an assassin's knife to the back will bypass this bonus.

FOOD AND SHELTER

Everyone has to eat, even adventurers. The following are rough costs for typical meals and lodgings which come up during the course of gameplay. As always, the town and neighborhood will dictate the actual costs of these items.

lodging in the stables, a filling meal, a round of drinks, a day's rations	2 coppers
lodging in the common room, a bottle of wine, a day's iron rations	5 coppers
a private room at a nice inn, a sumptuous meal, a bottle of fine drink	1 silver

LIGHT SOURCES

Adventurers frequently find themselves traipsing about in the night or crawling into dark and secret places, and are therefore often in need of light. Torches and candles do for most circumstances, although a lantern is even better. Torches and lanterns illuminate about 40 feet, candles only about five. A candle or torch will burn for an hour or so, while a pint of oil will keep a lantern going for almost four hours.

10 candles or 3 torches	1 copper
a hooded lantern	7 silvers
a pint of oil for the lantern	1 copper

LIVESTOCK AND TRANSPORT

It is often useful to have beasts of burden for traveling and hauling. In some desolate, poor, or barbaric lands it is almost impossible to make such purchases.

a mule or an ox	20 silvers
a horse and tack	75 silvers
a warhorse	several gold
a week's feed	3 coppers
a cart	15 silvers
a coach or carriage	500 silvers
a small boat	40 silvers
a small trireme or longship	1,000 gold
a large merchant vessel	2,000 gold
a war galley	3,000 gold
a typical bridge or gate toll	1 copper
passage across a wide river	4 coppers
a week's passage in a ship's stowage	7 silvers
a week's voyage in a private cabin	35 silvers

ODDS AND ENDS

The following is a list of things adventurers often find useful in their quests. The availability of these items can vary wildly; almost anything is available in the great city, but some islands or settlements will have few of the following for sale.

a day's unskilled labor	2 coppers
a belt and pouch, fishing gear	5 coppers
50 feet of rope, a set of clothes	1 silver
a casket, an inaccurate map	3 silvers
a large sack, a shovel	5 silvers
a grappling hook, or parchment, quill, and ink	10 silvers
a drum or flute, fine clothing	16 silvers
lodestone, a finely embroidered cloak	20 silvers
20 feet of chain, a mirror	25 silvers
thieves' tools, an engraving set	28 silvers
a large, reinforced chest	32 silvers
average jewelry, a tent	40 silvers
a book, an exquisite amphora	50 silvers
furnishing for a room, fine jewelry	10 gold
a workshop or small business	200 gold



CHARACTER TRAITS

Groups looking for a more options for character customization are encouraged to use the optional rules presented in this chapter for character Traits. These are special abilities or bonuses which the character has and which are sometimes quite out of the ordinary.

If the group chooses to use Traits, each character should receive one and only one Trait during character creation. Each character should receive a further Trait at levels 5 and 9 representing the hero's growth and acquisition of new abilities.

Some Traits will be more effective in certain campaigns. The Linguist Trait is a clear example of this phenomenon: in some campaigns, languages and the ability to read lots of different clues will be terribly important, while other games will rarely even touch on languages.

Gamemasters are encouraged to pay close attention when players choose Traits for their characters. A choice of Trait is usually a sign of the kind of story in which the player is interested, so a good GM always makes sure that a character's Traits matter.

Traits are not recommended for one-shot play, unless with an experienced group. There is no reason to spend time going over this list or inventing a new trait for your character when you could be spending those 15 minutes playing the game and figuring out what is going on beneath the streets of the great city.

THE TRAITS

Following is a list of sample Traits divided into five categories. This should not be seen as a definitive list, and GMs and groups are encouraged to develop new Traits that are appropriate to their characters.

GENERAL TRAITS

ALWAYS PREPARED

This character often has unusual but helpful objects at hand. The character may spend a Fortune Point to have any item he might have reasonably procured along the way and which could fit in his bag.

FAST HEALER

Such a great hero cannot be held back for long. This character recovers two hit points when receiving a full night's rest instead of the usual 1 hit point.

FRIENDLY FACE

This character's good nature and handsome face cause strangers to trust her more than they otherwise would. The character gains +2 on all Charisma rolls with strangers.

GIFTED CLIMBER

While anyone can climb a rope or rocky outcrop with a simple Dexterity check, this character has the uncanny ability to climb almost any surface, including seemingly sheer rock faces. The character must make checks as normal when climbing in this manner, but is able to attempt climbs impossible to others without special equipment.

GREAT BRAVERY

While this character certainly becomes frightened, she will not back down because of fear. The character automatically passes any saving throw or ability score check related to fear.

LEADER OF MEN

Like the heroes of past ages, the character commands respect by his bearing alone. By spending a Fortune Point, this character can give all of his companions +2 to all of their rolls during the next round.

LINGUIST

Due to study and a gift for languages, this character knows twice as many languages as she normally would.

MERCHANT'S EYE

The character has a gift for appraising objects of various sorts. Under ordinary circumstances, the character automatically knows the approximate value of any item.

RESERVES OF STRENGTH

Such is this character's willpower and drive that she may rise to fight her foes even in the direst of circumstances. A character with this trait may spend a Fortune Point to immediately recover 1d8 hit points + 2 hit points per level.

SURVIVALIST

This character is at home in the wilds. He can always find enough food and water for himself, though still must make foraging or hunting tests to feed others. This trait has no effect when in the harshest of conditions, such as a scalding desert or the Dark Lord's domain.

TENACITY

Some heroes don't know when to quit and will stay in the fight against all odds. The character gains an additional hit point per level, including any past levels if this Trait is chosen later in a character's career.

UNASSUMING

This character has an uncanny knack for escaping notice. At the beginning of any encounter she may spend a Fortune Point to be automatically hidden without any roll, provided that the surroundings would allow it.

VERY HELPFUL

When this character helps a friend by spending a Fortune Point, that character gains an additional +2 to his roll. If this character helps another without spending a Fortune Point (for example by using a skill) there is no additional benefit.

ALIGNMENT TRAITS

BREAKER OF CHAOS

Characters must have a Lawful alignment in order to take this Trait. Their touch is anathema to supernatural creatures of Chaos, such as demons and certain spirits and undead. If this character somehow has the opportunity to hold such a creature *and* concentrate for a full minute, it is wholly unmade. Be very careful: demons are unlikely to cooperate.

DEFENDER OF THE BALANCE

Characters must be of Neutral alignment to take this Trait. This character stands apart from the eternal struggle between Law and Chaos and gains a +4 bonus to all saving throws to defend against the magical powers of supernatural creatures of Law and Chaos, such as angels and demons.

ETERNAL HERO

Characters must be of Neutral alignment to take this Trait. The character will always fight in the cosmic struggle. If the character dies, the player may create a new character with the same experience point total and with all of the same Traits. The new character may even share some of the old character's memories and personality quirks.

FATE WEAVER

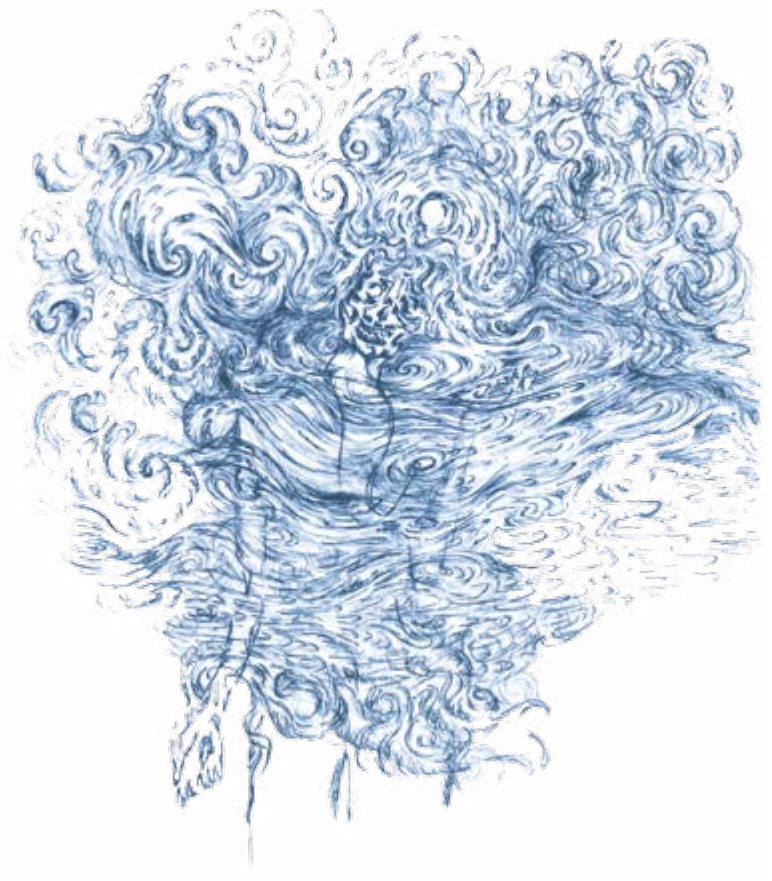
Characters must be of Chaotic alignment to take this Trait. The winds of chance and change blow slightly in this character's favor. She frequently wins at games of chance, and may spend a Fortune Point to force another character, NPC, or monster to reroll any die roll.

MERCURIAL WILL

Characters must be of Chaotic alignment to take this Trait. This character exerts a powerful aura of change and independence which creatures of Law find unbearable. Town guardsmen aren't particularly taken by him, either. Supernatural creatures of Law, such as angels and certain spirits, must pass a saving throw versus spell or leave this character's presence until the next sunrise. Once a given creature has passed such a saving throw it is never driven off by this character's presence.

PERFECTION OF LAW

Characters must be of Lawful alignment to take this Trait. The champions of Law act with the perfection and clarity of their patrons. The character may spend a Fortune Point to automatically succeed at an ability score check.



RESISTANT TO MAGIC

Characters must be of Lawful alignment to take this Trait. The character is infused with the stabilizing influence of Law. She has a 10% chance to resist any and all magical effects, whether beneficial or harmful.

SUMMONER

Characters must be of Chaotic alignment to take this Trait. The character may cast the Summoning ritual as a mage of his level and may use whichever ability score is highest of Intelligence, Wisdom, and Charisma when doing so.

TOUCHED BY CHAOS

Characters must be of Chaotic alignment to take this Trait. This character has been touched by the warping influence of Chaos and bears a beneficial mutation. While the mutation gives the character an advantage over unchanged humans, it also marks him as a servant of the powers of Chaos; all of the mutations are immediately obvious to a viewer, and many people will shun the bearer of such a mark. Below are three examples of such mutations, but the group should feel free to invent others of similar efficacy.

Bestial Legs - with goat, kangaroo, or insectoid legs, the character can outrun any ordinary man and gains a +2 on any rolls related to running, dancing, or jumping.

Gills - having noticeable gills on his neck and shoulders, the character can breathe underwater.

Horns - with horns of a goat or stag, the character can gore an opponent for 1d6 + his level in damage.

Psychic Vampirism - the character has a strange, cadaverous appearance; provided that the character has been around any people during the day, she recovers one hit point every night. Those who have spent time with her during the day do not recover any hit points for resting.

Skin of Chaos - whether covered in runic tattoos or with strange, metallic or rock skin, the character has a +1 bonus to AC.

Strange Eyes - due to strangely colored or enormous eyes, the character can see in any light.

WARRIOR OF LAW

Characters must be of Lawful alignment to take this Trait. The character may spend a Fortune Point in order to succeed automatically on any to-hit roll. Any attack made using this Trait will hit any opponent, even invisible or incorporeal enemies.

COMBAT TRAITS

COMBAT MASTERY

This character's skill at arms is unmatched. Provided that her level is more than double the hit dice of her strongest opponent, she gains an extra attack each round.

DISTRACTING FIGHTER

This character has a flashy and confusing fighting style which distracts his foes. He adds his Charisma bonus to his armor class instead of his Dexterity bonus.

DUELIST

A character with this trait is skilled at fighting opponents in single combat. If the character is fighting any other single human-sized opponent in a one-on-one duel, he receives a +2 bonus to hit and a +2 bonus to armor class. These bonuses promptly disappear as soon as the bystanders intervene.

FAVORED ENEMY

This character bears a grudge toward a particular type of foe, such as goblins, wizards, or dragons. When facing such foes, this character gains a +2 bonus to resist any of their powers or magic and does an additional 2 HP of damage when attacking them.

FIGHTING FINESSE

Due to training or natural talent, the character uses his Dexterity bonus to modify his melee to hit rolls instead of his Strength bonus. Note that his damage bonus remains unaffected.

KNIFE FIGHTING

When this character is armed with two daggers, he receives a +1 bonus to hit, a +1 bonus to AC, and does 2d4 damage in melee combat.

MIGHTY SHOT

This character can launch impossible shots with a bow, and adds 100 yards to the range of any drawn missile weapon.

PANTHER'S GRACE

When unarmored, the character receives a +3 bonus to AC. The character may still bear a shield or wear magical trinkets or jewelry and gain the benefits of this Trait.

SHIELD FIGHTER

This character's training with a shield allows her to save herself from even a devastating attack. While armed with a shield, the character may choose to ignore all damage from any single attack completely, instead having her shield break and become useless. A magical shield used in this manner is broken but not destroyed, and may be mended by a craftsman.

UNARMED COMBAT

The character is dangerous even without a weapon in her hand. This character's unarmed combat attacks do 1d4 damage.

SPELLCASTING TRAITS

FLEXIBLE RITUALIST

This character casts rituals in ways different from other mages. The player may pick two rituals and change which ability score is associated with tests for casting those rituals. The player may choose Intelligence, Wisdom, or Charisma for their casting rolls, and need not necessarily choose the same ability score for each ritual. The player is not required to pick both rituals when this trait is gained, and may instead "hold" some of his picks for later rituals.

POTENT MAGIC

The character's magic is particularly potent. Any spell cast by the character which allows for a saving throw now does so with a -2 to the roll.

SKILLED CASTER

After a great deal of practice, this character has mastered a particular type of magic. Choose two rituals known by the character; this mage gains +2 on all casting rolls for the magic in question.

TOUCHED BY MAGIC

Some have a wild, untrained gift for magic; others learn just a bit and then do not continue their studies. This character can cast a single cantrip, spell, or level one ritual. Cantrips and rituals may be tested as needed. Any spell gained this way may be cast once per day. This Trait does nothing for a mage, though it may be helpful to a multiclass mage.

ULTIMATE ENCHANTMENT

This mage may draw on his inner strength to cast a spell as a last ditch effort. After the mage has exhausted all of his spells for the day, he may cast one final spell, and immediately drops to 0 hit points and falls unconscious.

WAR WIZARD

Through martial training and practice, this mage has learned how best to harness the destructive powers of magic. The character may add +1 damage per level to the effects of all direct damage spells and rituals.

SUPERNATURAL TRAITS

CHILD OF THE SEA

The character has an uncanny connection to the water and never becomes lost at sea. The waves speak to her sometimes, and creatures of the deep might welcome her.

EARTH CALLER

Due to bloodline or oath, all manifested or aware earth elementals in near range of the character must present themselves, socially if they are capable of speech, or wordlessly if they are not. The character can perceive them even if they are invisible or inaudible. *Though rare, various relationships like this exist between mortals and elementals of all types.*

GHOST-TOUCHED

This character is marked in some way by the dead. After the sun has set, the character may see any ghosts in his presence. Note that this trait does not allow the character to see spirits or other invisible or incorporeal creatures.

INSIGHT

This character has the frightening ability to look into another's soul. When this character first encounters any important creature with a true name, she may spend a Fortune Point to gain a 1 in 12 chance that the creature's name will come to her that night in a dream.

KING'S TOUCH

The character's hands have the power to heal the sick and wounded. Once per day this character may lay hands on another and heal him of 2 HP of damage per level or hit dice of the recipient.

OATHKEEPER

When this character witnesses an oath or makes one herself, fate binds the oath taker to see it done. Anyone who makes an oath in the character's presence, including the character herself, must keep his word or find himself unable to regain Fortune Points or HP unless he is working towards fulfilling his oath.

SERPENTS' SPEECH

Whether because of heritage, a mystical pact, or an unknown gift, this character has a great affinity with snakes. She may speak with them, has a rough sense of when they are nearby, and gains a +2 on any rolls involving them. Note that this trait is very specific; the character has no special bonus with lizards or dragons.

SHAPECHANGER

Whether because of magic, a curse, or unnatural heritage, this character has the ability to take the shape of any one small, ordinary animal chosen at the same time as this Trait. However, doing so is very difficult. The character must spend a Fortune Point to change into this shape. Changing back either costs another Fortune Point or the character may wait and automatically return to human form at the next sunrise.

SPIRIT FRIEND

For some reason, spirits are naturally disposed to like or obey this character. Perhaps she is more real to them than other physical beings, or has a mystical heritage of some sort. The character gains +2 on all social rolls involving disembodied spirits and on all rolls to summon or bind them.

TRAITS AND PLAYBOOKS

Given group and GM approval, any character can gain any Trait with only rare exceptions (there is no purpose in someone who cannot cast spells gaining the 'War Wizard' Trait, for instance). However, some Traits obviously lend themselves more immediately to some characters. If you do not want to go through the whole list of Traits, choose one based on your Playbook using the following list of suggestions.

The Accomplished Sellsword - Great Bravery or Combat Mastery

The Cosmic Champion - any alignment Trait

The Barbaric Conqueror - Reserves of Strength or Unarmed Combat

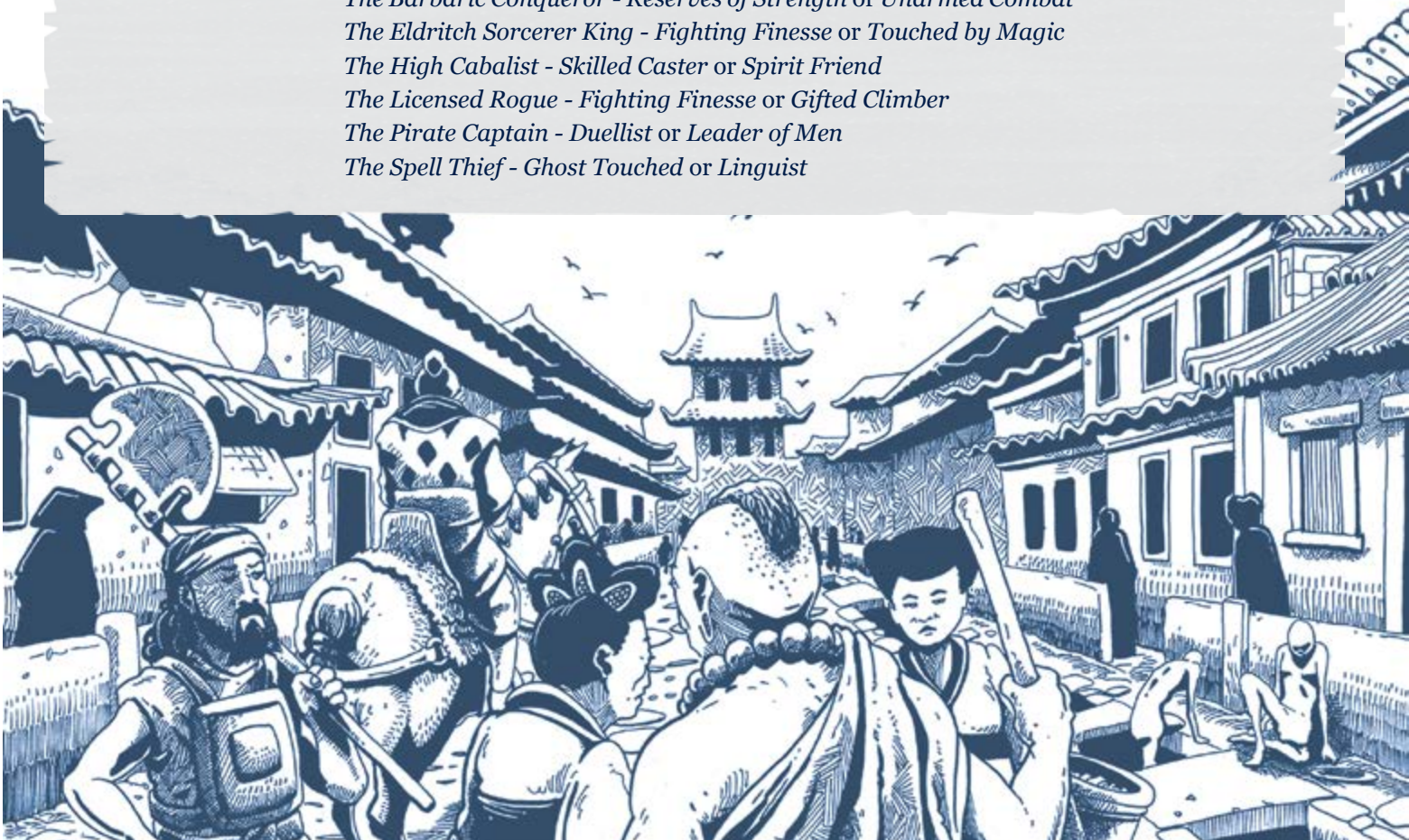
The Eldritch Sorcerer King - Fighting Finesse or Touched by Magic

The High Cabalist - Skilled Caster or Spirit Friend

The Licensed Rogue - Fighting Finesse or Gifted Climber

The Pirate Captain - Duellist or Leader of Men

The Spell Thief - Ghost Touched or Linguist



THE COSMIC STRUGGLE

There is, just beyond the ken of ordinary mortals, a constant and momentous struggle between the forces of Law and Chaos. These two forces and the tensions between them are the cause of all strife and therefore all existence. Most men know nothing of this struggle and are little more than flotsam on the tides of fate.

Some few mortals, however, choose to take part in the struggle, becoming active champions of Law, Chaos, or the Cosmic Balance. Heroes who do this find themselves locked in the struggle for the rest of their existence and sometimes beyond, knowing no peace or rest. They also find themselves empowered by the unknowable forces or deities to whom they are pledged, and their movements and actions upon their own planes of existence carry great import.

PLEDGING ALLEGIANCE

Any hero may pledge allegiance to any of the three powers. Obviously, it makes the most sense for a character to pledge herself to the allegiance corresponding to her alignment, but this is not strictly necessary. Should a character choose to pledge allegiance to another alignment, the player should immediately change the character's alignment to match.

Characters can become champions of one of the powers in many different ways, and the player and gamemaster should work together to set up the story concerns, or else wait until such an event occurs naturally in the course of play. Often, heroes find themselves pledging allegiance by making a pact with a particular deity of some sort, or by actively swearing to follow an abstract power while in a great temple or other sacred place. On the other hand, some heroes find themselves aligned after wandering for some time in the wilderness, or after swearing an oath in a dream.

After becoming a champion of one of the cosmic powers, the character experiences the following game and story effects:

A LIFE OF CONFLICT

The character will know no peace and enjoy no rest. Perhaps the character may find brief succor between battles or quests, but she will quickly be thrust once again into the cosmic struggle. Champions find that they either cannot settle down, start a family, and lead a simple life, or that, should they try, all such endeavors eventually end in tragedy.

DETECT ALLEGIANCE

Characters who become active participants in the cosmic struggle will find that they always recognize one another. A champion of any power will immediately know another champion and that champion's alignment and allegiance. Likewise, champions and supernatural creatures of one of the powers, like demons of Chaos or angels of Law, will immediately know one another as well. This can have both benefits and terrible drawbacks. This does not allow a champion to detect the alignment of other creatures and characters.

WHO HAS AN ALLEGIANCE?

Most mortals have no specific allegiance to Chaos, Law, or the Balance. To be sure, they do have an alignment, as described on p.8, but this is very different from actively swearing allegiance to one of the powers.

Some creatures have an allegiance by their very nature, such as demons of Chaos and angels of Law. These creatures count as having an allegiance to their respective powers without gaining any of the benefits described in this chapter for champions.

Finally, some other creatures or individuals straddle the line, being active participants in the cosmic struggle but not being full champions of a power. The children of Chaos, described on p.98 of the 'Bestiary' section, serve as a fine example of this; these pitiful mutants are often in the service of a mighty champion, and often do battle in the cosmic struggle, but are not themselves champions of Chaos.

We leave these lines intentionally blurred. When the GM introduces a mutant of Chaos into a scenario, it is up to her to determine if this mutant is an ordinary mortal who happens to suffer from a mutation (no allegiance), a servant of Chaos (an active participant in the struggle), or a mighty hero in the service of a chaotic deity (a champion of Chaos).

ANIMOSITY

Champions or spiritual participants in the struggle will hate those of other allegiances. The GM should assume that, for instance, any demons, chaotic champions, or unholy deities encountering a champion of Law will immediately recognize that champion and likely hate him with an intense passion. This will not necessarily lead to immediate martial conflict, though it may.

EMPOWERED

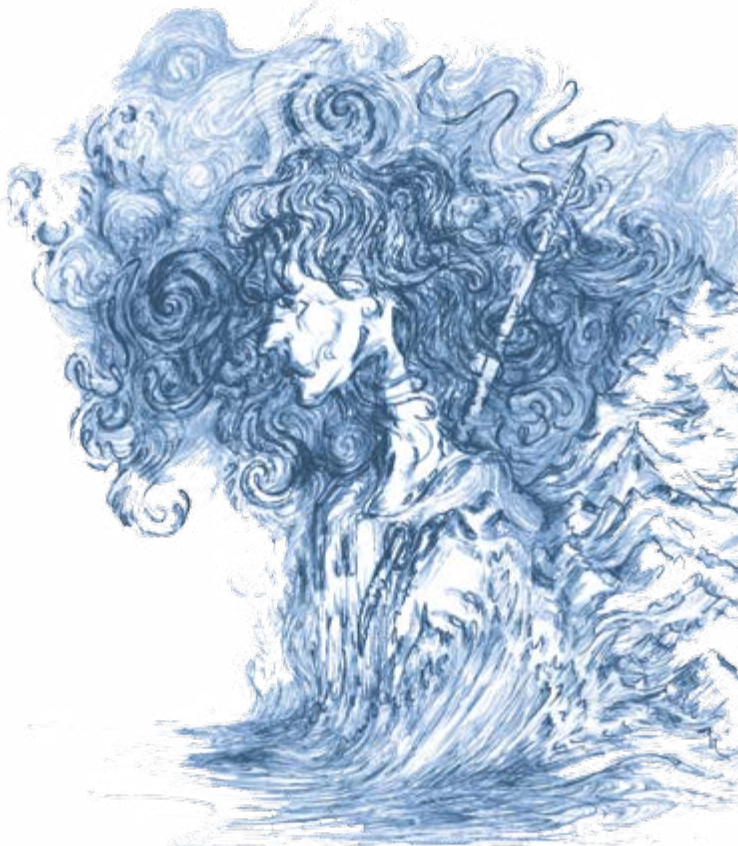
A character who becomes a champion immediately gains an alignment Trait (see p.19) appropriate to the new allegiance. This is in addition to any other Traits that the character might have or might gain later.

COSMIC GENERAL

Champions are the natural leaders of their powers, and find themselves quite skilled at leading followers in the cosmic struggle. A champion receives a +3 bonus to any rolls to lead, inspire, or cajole other active participants of the struggle of their same allegiance or alignment.

SUMMONED

Having sworn an allegiance in the struggle, champions find that they can be summoned to other planes of existence. All champions can be summoned by sorcerers using the Summoning ritual described on p.80.



CHANGING ALLEGIANCE

Under very rare circumstances, a pledged champion may change her allegiance. She may not become unpledged entirely; once a participant has joined the struggle, there is no respite. However, she might find that she has chosen the wrong side and decide to leave her previous patron for another. Should this happen, the character loses her previous allegiance and gains a new one. She keeps any Traits gained from the previous allegiance, and also suffers a terrible curse for the rest of her days.

THE CURSE OF CHAOS

The character is forever plagued by demons and other petty spirits of Chaos. There is a 25% chance every session that a demon will attempt to meddle in the character's affairs. Should this happen, the GM may prefer to have the demon replace an existing encounter, attack the champion outright, impersonate one of the character's friends, or disrupt her home activities while she is away.

THE CURSE OF THE BALANCE

The character will always suffer in the struggle. In every battle in which the character takes part, for the rest of his life, he will suffer a wound of some sort. If the GM is having trouble making this happen, she may simply have the first combatant in any encounter attack the character and automatically hit. At the start of any combat, the player may spend a Fortune Point to ignore this curse temporarily, though it will return during the next combat.

THE CURSE OF LAW

The character finds herself less skilled and less able to cope in the world. She permanently loses a single Fortune Point, and may never regain it under any circumstances.

ETERNAL REST

Is there any way for a hero to remove himself from the cosmic struggle after entering it? The rules presented in this chapter say 'no,' but there are legends of some rare champions, who, questing for a way out of their curse and away from the struggle, find some sort of peace, whether on another plane, free from all gods, or in a hidden city of peace. If there is a way to find such rest, it would take the actions of an entire adventuring career to do so.

HIRELINGS AND ALLIES

Sometimes, a group of fortune seekers will need some help. When this happens, coin is a wonderful persuader. With a convincing leader, many brave men might pledge their lives for a share of the loot. Hirelings are skilled or unskilled laborers, warriors, and craftsmen who work for the PCs; allies are significant NPCs attached to individual player characters, like lieutenants and familiars.

HIRELINGS

Anybody can buy mercenaries or hirelings to aid him if he has the coin. An ordinary NPC with no particular skills costs about 2 coppers a day to employ, and will expect his meals to be provided. A trained soldier with his own equipment would cost about 5 coppers. A specialist, such as a scribe or skilled blacksmith, costs 1 silver per day's labor or more. These latter types are unlikely to become adventuring companions, though they often sell their services to adventurers. NPCs with levels and classes like the player characters are extremely rare. They almost never hire themselves out in this way, but may well become allies, as described below.

The availability and cost of hirelings varies greatly from location to location. Most villages can spare only a few men for an adventurous expedition before they look like ghost towns, and the chances of these men having their own weapons and equipment are slim. Likewise, most villages only have a few specialized craftsmen. Large cities, on the other hand, have many specialists and men available for hire. Ultimately, we leave the availability and expenses involved up to the gamemaster, but provide the following table for your convenience. It is usually unimportant to have ability scores or statistics for hirelings. If the gamemaster needs or desires them, you can roll for them or just assign them as you like. If you need to know a hireling's statistics but don't want to go through the trouble, assume that they have a score of 10 in all ability

Occupation	Daily Cost	Monthly Cost
porter	2 coppers	6 silvers
animal handler	3 coppers	9 silvers
armed soldier	5 coppers	15 silvers
smith/craftsman	1 silver	30 silvers
herbalist	2 silvers	60 silvers
scribe	3 silvers	90 silvers
learned sage	10 silvers	300 silvers

scores except for the one most closely tied to their area of expertise, in which they have a score of 13. If you would like to give them a little color, consider a 7 in one ability score.

Trained hirelings will have an appropriate skill or two as well. Highly skilled hirelings, such as learned sages, will have their skill or skills 'twice,' meaning they gain a +4 to those rolls instead of the usual +2 as described in the 'Skills' section on p.11. It is perfectly reasonable to assume that a hireling is using a skill to help one of the PCs make her own roll; in fact, many people hire a skilled craftsman for just such a reason. See the full rules for helping with skills below on p.28.

If hirelings stick around for awhile, the gamemaster may find it advantageous to check every week or month to see how loyal they remain to their employers. If you wish to do so, make a Charisma check using the employer's score and assign bonuses or penalties depending on how the character has treated her hirelings. See the full rules for ability score checks below on p.27.



ALLIES

Allies are rather different from hirelings. They are NPC adventurers, or adventurers-to-be, whom a character has convinced to follow her into danger. They are not lackeys, but are themselves after a share of the treasure and glory to be had. They are friends, companions, and fellow adventurers. They may or may not have levels and classes, but are always valued compatriots. A mercenary captain's right-hand-man is probably an ally, but his soldiers are hirelings. The captain's lieutenant will almost certainly have a name and personality all his own. A mage's familiar is also an ally, as is a barbarian wanderer's traveling companion.

While traveling with a PC, allies will expect funds to support them, and will require a share of any treasures found. Their loyalty is not just bought, but also earned; an ally who feels betrayed may turn upon the PC at the most inopportune time.

Gaining an ally requires special circumstances determined by the gamemaster and players. A simple hireling might become a loyal ally after his trust has been earned, or an NPC who particularly admires the PC may - after some convincing - decide to join him on his quests. Some rare allies are of an altogether different sort, such as minor elementals, intelligent apes, or spirits of Chaos. In general, allies are gained during the course of playing the game, and only after a significant event. For instance, when a character becomes the captain of a pirate ship, he might gain a first mate. If an adventurer rescues a foreign dignitary's daughter from a wicked cult, she might decide to follow the character into harm's way.

Allies should be no more powerful than the PC to whom they are attached. It would be appropriate for a 5th level hero to have a 1st level warrior ally who leads a small band of mercenaries, but not a mighty hero of 8th level with his own agenda. As a rule of thumb, assume that allies are at least two levels lower than the player characters, if they have levels at all.

Normally, a character may have no more than four allies, but Charisma modifiers affect this number.

In some cases, former hirelings might become allies. Over the course of several games, the group may find that a trusted retainer is now more appropriate as an ally. In these cases, such a character might even gain a class and become a level 1 NPC.

During play, we usually find it best for the gamemaster and player in question to share the responsibility of 'controlling' the ally. If an ally stays around, it may become useful to have a character sheet for him, in which case the group should consider referring to the 'Bestiary' section or designing a new character. If you are designing a human ally like a player character, it is probably best to use the method described on p.11. Alternatively, if the ally has already developed a personality, strengths, and weaknesses, the gamemaster or group might simply want to assign ability scores and skills to the ally without going through the fuss of making a character.

It is also worth noting that allies can make excellent replacement PCs should a character meet an unfortunate end, and the blow dealt by losing a character may be lessened if there is a beloved ally waiting in the wings with his own story to tell.



ROLLING THE DICE

Outside of combat, players will make two sorts of tests with the dice: an ability score check or a saving throw. Characters make saving throws to avoid unwanted effects from their adversaries or the environment. They make ability score checks when they want to accomplish something important in the game.

ABILITY SCORE CHECKS

Making ability score checks is simple: the player rolls a d20 and compares the result to the character's rating in the relevant ability score. If the number on the die is equal to the rating or lower, the character succeeds. If it is higher, then the character fails. This means that a character has a 50/50 chance of succeeding if he has a 10 in the relevant ability.

Example: Tehar, a barbarian wanderer, is tracking a dangerous and many-limbed beast to its mountain lair. He reaches a deep fissure in the rock and must leap across. His player must make a Strength check, rolling equal to or under Tehar's Strength score of 17.

An unmodified roll of 1 is always a success, while a 20 is always a failure.

Obviously, some things which a character might try will be harder than others. Making an unmodified ability score check represents the character attempting a moderately difficult task while in a stressful situation. Examples of moderately difficult checks would be climbing a tree while enemies are in pursuit, sneaking through the streets of a city at night, or trying to read old runes on a temple wall in flickering torchlight.

If a character is attempting to do something particularly difficult, the gamemaster might give a penalty to the ability score before the roll. Maybe the tree the character is trying to climb is very high with few handholds, or the runes he is trying to read are in a particularly difficult and rare dialect. In the case of hard tasks, we recommend a -2 to the relevant ability score before rolling.

Example: Tehar can see the beast's lair now, but it is above him, up an almost sheer wall of rock which is moss covered and quite slippery. The gamemaster determines that making such a climb is a hard task and assigns Tehar a -2

penalty to his Dexterity score of 10. His player must make a Dexterity check, rolling an 8 or under.

For a really difficult task we recommend a -5 to the relevant ability score before rolling. This might be appropriate for climbing a stone wall at night, trying to pick a masterwork lock, or breaking open a heavy wooden chest. Some tasks are truly the feats of legend, but the gamemaster still might judge them possible and give a character a chance to succeed with a -10 (or even higher) to the ability score. Such a large penalty might be appropriate for tracking a savvy group of woodsmen in their home territory, discerning the motivations of an ancient and terrible demon, or convincing a warlord to give you temporary command of one of his armies.

Likewise, characters occasionally attempt things which are much easier than a standard task. In general, we recommend not rolling for such things at all; if a character wants to tie a rope to a tree so that the party can keep their boat near the shore of a river, the GM can just assume that the character succeeds. If a winged beast is swooping down on him while he is doing it, however, a test is definitely in order. Players should only roll the dice when it is dramatic and appropriate, or when the character's action will result in a change in the story.

If a character is attempting an easy task and it is still important enough to roll for, the gamemaster should give the character a +2 or higher to the relevant ability score before rolling just as she would give a penalty for particularly difficult tasks.

Whatever the difficulty of the roll, the player should tell everyone (especially the GM) how far over or under the target number he was. This will help everyone get a good picture of how things are going, and it will help the whole group to narrate the results.

CONTESTED ROLLS

If two or more characters are striving directly against each other, such as in an arm wrestling contest or a duel of wits, each should make the appropriate ability score check. Whoever succeeds by the most is successful by that very margin. If all parties fail, it does not matter who failed the worst; nothing is accomplished.

SKILLS

In addition to ability scores, most characters have one or more skills. If a character has an appropriate skill when making an ability check, modify the ability score by +2 before making the roll. Some characters might be extremely skilled in an area and so have a +4 to their ability score when making checks with a skill. Each level of a skill grants +2 to appropriate ability score tests.

Often skills can be helpful for a wide range of tests. For instance, a character with a skill in boating might get a bonus to his Intelligence check in order to repair a boat or a bonus to his Dexterity check in order to keep one afloat in a swift-moving river. It might even give him a bonus to his Charisma check to impress the riverfolk with his deep knowledge of the ways of the water.

Players and gamemasters are encouraged to create whatever skills they feel a particular character should have and to look to one another for approval. The group should remember that the skill represents an area of expertise for a character, giving a bonus on an ordinary ability score check; in most cases a character does not need a skill at all.

For instance, a character with a high Dexterity score is already going to be quite good at sneaking around and hiding in shadows, and does not necessarily need a skill like Stealth. Having a skill represents special training or practice which makes the character even better at that skill and able to help others when they need assistance.

Example: Now that Tehar has made his way to the entrance of the beast's lair, the gamemaster wants to see if he can tell that the beast is home. The GM calls for a Wisdom check to see if Tehar notices anything. Tehar's Wisdom is 12, and he has the Alertness skill. The GM agrees that it applies in this situation, so Tehar needs to roll a 14 or under.

There is no definitive list of skills available to characters. Instead, characters should receive whatever skills are appropriate to their areas of specialization. There is certain to be overlap between certain skills. For instance, some characters might have an Ancient History skill, others a Folklore skill, and yet others a Forbidden Knowledge skill. There are certainly some cases in which any of those skills might be applicable to remember a fact or story, but they also each have their own niche and flavor.

For examples of appropriate skills, see the Character Playbooks.

TYPICAL BONUSES AND PENALTIES

Easy task: +2, *climbing a rope ladder under pressure, sailing on an open bay, reading a dusty parchment*

Normal task: +0, *climbing a tall tree, sailing on calm seas, reading hurriedly with dim light*

Hard task: -2, *climbing over jagged rocks at night, sailing against the wind on choppy seas, reading the runes on a worn and forgotten altar*

Very Difficult task: -5, *climbing steep and treacherous cliffs, sailing in a great tempest, reading the forbidden texts of the sorcerer king*

Almost Impossible task: -10, *climbing the Walls of Glass, sailing through the Water Lord's barriers, reading the names of the gods at the End of Time*

WHAT CAN A CHARACTER TRY TO DO?

In general, any character can attempt any task; having a relevant skill simply gives a bonus to the check. Sometimes, however, the gamemaster may deem a particularly specialized task impossible unless a character has an appropriate skill. For example, anyone can try to climb a rocky outcropping or sneak into a camp at night, but it requires special knowledge even to begin to pick a lock or recall an obscure fact from ancient history.

In these instances, a character without an appropriate skill automatically fails the check.

HELP!

Characters often want to lend a helping hand to their comrades and allies. If a character has an applicable skill, he can help his friend with a task, giving the normal skill bonus (usually +2, but sometimes +4 or more as described above).

So, what is the downside to helping someone? Not much. Working together is a good thing, and frequently necessary to the survival of a band of adventurers in dangerous territory. However, a character must be present and able to help to give this bonus, and the helper will often share in the negative results of failing such a roll.

Example: Tehar's companion, Jinliang, meets him at the entrance to the beast's lair and is trying to decipher the tracks that he sees in the dusty rock. Tehar helps him with his Tracking skill, giving Jinliang a +2 bonus to his Wisdom score.

A character without an applicable skill is usually unable to help her friends in any meaningful way; she simply doesn't know how to lend aid in the circumstances. However, see the rules for Fortune Points on p.31 for more information.

GROUP ACTIVITIES

Often, the whole group will want to make a roll to accomplish a single task. This is natural, as the characters are all comrades and share common goals. However, it is usually best in these circumstances for a single player to make the roll, perhaps with the help of another character.

In most cases it will be clear who the main actor is in a situation. If the party is going to spend the evening in the inn making a feast for the whole common room to celebrate their latest success, pick the cook in charge and have him make the roll.

Sometimes, on the other hand, the question is not who is in charge, but who is most likely to cause the group to fail. In such circumstances, we like to use Luke Crane's "slowest and loudest" guideline, which he first described in the *Adventure Burner* supplement to his *Burning Wheel* game. Using this rule, when characters are all attempting a group task such as sneaking into a castle or running from a monster, the character with the lowest ability score should make the check. This is a good time for other characters to help with a skill or Fortune Point.

This guideline serves several purposes. In addition to getting rid of unnecessary rolling and encouraging an atmosphere of camaraderie, it helps the characters in difficult situations. If a large party is running from a pack of wolves and they each roll the dice, odds are one of them will fail, even if they are all expert runners.

Example: Now ready to proceed, Jinliang swiftly orders Tehar to silence himself as they enter. Jinliang is much stealthier, so Tehar's player will have to make the check. Tehar tries to enter as quietly as he can, and Jinliang uses his Stealth skill to help with his roll, adding a +2 bonus to Tehar's Dexterity score of 10. His player must make a Dexterity check, rolling a 12 or under.

PERCEPTION AND SEARCHING

At many tables, one of the most common reasons for rolling the dice is to determine whether characters notice something important, whether a hidden attacker or simply a small object or clue. If a character is actively searching for something, the player should make an Intelligence check. A player should do this when his player is searching the streets for clues or hunting through forgotten temple for something in particular.

On the other hand, if the gamemaster wants to see if the character passively notices something without actively seeking, the player should make a Wisdom check. A player should do this when his character is about to walk into an ambush or when a stranger is trying to sneak out of the inn.

At some tables, it is normal procedure for the GM to make passive perception rolls in secret, as the players often know something is amiss when asked to roll the dice. At others, this is considered bad form, and players can become upset if they do not have the chance to use their Fortune Points to affect the roll. We leave it to the gamemaster and players to decide what is best for their group.



CHARISMA AND REACTIONS

Players often want to roll their Charisma to convince an NPC to aid them, bluff their way past wary guards, haggle over price with a merchant, and other such actions. In addition to these types of rolls, the gamemaster may want to check a character's Charisma to see how NPCs are likely to react to the characters; the result of the roll tells the GM how inclined the NPCs are to be friendly to the characters, or if they are distrustful of them.

If the PCs have a character who regularly acts as their spokesman and speaks to strangers, use that character's Charisma for the reaction test.

Reaction rolls are not just for other humans whom the characters might meet. The GM can just as well use a reaction roll to determine how a group of strange many-eyed fishmen might react to the characters upon first meeting them, or to check whether a godling is willing to engage in a game rather than destroy intruders immediately.

There is no need to roll for reaction every time the PCs meet people. In fact, some gamemasters prefer never to check for reactions in this way. The GM should only use this tool whenever she feels the need.

Some typical modifiers to reactions rolls are presented below.

meeting a stranger after saving his village	+6
giving a feast in someone's honor; presenting an exquisite gift	+4
having an upstanding reputation as helpful, or even a hero; dressing extremely well	+2
armed in the presence of strangers; having a reputation as a brawler or troublemaker	-2
attempting to parlay with known enemies; trespassing, armed, without announcing yourself	-4
caught in another's home uninvited	-6

If the reaction roll is successful, the NPCs will treat the character or characters in a friendly manner, and will be happy to trade goods and stories. Potential enemies will be willing to talk.

If the roll is successful by a wide margin (5 points or more), the NPCs will likely offer hospitality, or be willing to talk about personal matters. Potential enemies are likely to cease being hostile, if not become trustful.



If the reaction roll is failed, the NPCs will speak to the character, but will be distrustful and want to end the conversation as quickly as possible; merchants will still sell goods, but will not be willing to haggle, and may cut the deal short. A situation with potential enemies is likely to become hostile.

If the roll is unsuccessful by a wide margin (5 points or more), the NPCs will attempt to leave the PCs' presence; a business owner may ask the characters to leave, strangers will walk away, and potential enemies will attack immediately.

SAVING THROWS

Saving throws work a bit differently than ability score checks. In order to make a saving throw, roll a d20. If the result is equal to the saving throw number or higher, the roll was a success. An unmodified roll of 20 is always a success, while a 1 is always a failure.

The gamemaster is the one who calls for saving throws for the characters. Players do not choose to make saving throws in most circumstances.

WHEN DO I ROLL CHARISMA?

Different groups vary wildly in terms of how often they like to roll the dice for social interactions. Some players like to roll any time they speak to an NPC to determine how the interaction goes, while others prefer not to roll at all, and simply to speak in character at all times and have the gamemaster determine how the conversation progresses. Many groups are, of course, somewhere in the middle, and prefer to make Charisma checks, but only when a player is attempting to coerce or bluff an NPC in an unusual manner. There is no right way to play. In any case, it is important to remember that Charisma checks are not mind control. Rolling the dice to rouse villagers to help defend their homes is great; rolling the dice to see if they are willing to give the PCs their homes and all their possessions is another thing. There is no die roll penalty large enough to convince a stranger to kill himself, so don't roll at all.

THE ROLE OF FORTUNE

Characters in *Through Sunken Lands and Other Adventures* are heroes and exceptional individuals. This notion is represented in the rules by the fact that the player characters, and only the player characters, have Fortune Points. By spending these points, characters are able to cheat death and accomplish tasks where ordinary individuals would fail.

Most characters have three Fortune Points, though rogues have five.

A character may spend a Fortune Point in the following ways:

Help a Friend: Normally, a character may only help a friend with an ability score check if he has a relevant skill. By spending a Fortune Point, a character may lend a helping hand and thereby give his compatriot a +2 to his score for a single roll, even without having an appropriate skill for the task at hand.

Second Chance: A character may spend a Fortune Point to get a reroll on any failed roll during the course of play, such as an ability score check, saving throw, or to hit roll.

Cheat Death: Once a character reaches 0 hit points, he is considered to be dying and loses one additional hit point per round until reaching death. A character in such dire straits may spend a Fortune Point to stabilize at 0 hit points and not continue taking damage. Characters who do so are safe from death (though still in a bad place!) for 24 hours, after which they will continue to lose hit points again if they have not received any effective medical attention.



THE CLASH OF ARMS

Combat proceeds in a series of rounds until one side has prevailed. Here is a quick run-through of a combat round. Each section is addressed in more detail after this summary.

First, the gamemaster should determine if anyone is caught by surprise, perhaps as the result of an ambush or a particularly stealthy opponent. Anyone who is surprised will not be able to take any action on the first round.

On a given round of combat, the characters involved, PC or NPC, take turns. The group should start with the character with the highest initiative and work their way down from there. In case of a tie, a PC always goes before an NPC.

When player characters are tied, they go in the order the players are sitting. When everyone has taken a turn, the round is over. When a character's turn comes around, that character can do one thing, in addition to perhaps saying a few words. This action will be resolved before the next character's begins. Since each round is just long enough for a quick exchange of sword-blows, or the loosing of an arrow, any action that takes more than about 10 seconds will need to be spread out over several rounds.

A character does not always have to attack someone when in combat; she might want instead to cast a spell, help a

comrade, climb a tree, or run for her life. In fact, characters will frequently find themselves doing things other than just striking at the enemy. If there is any question of your action's success, the player will need to make a roll.

Actions are resolved with a d20 roll. First, the player should check for any appropriate bonuses or penalties. The GM will let the players know of environmental modifiers such as a high wind on a narrow bridge, or the darkness of the Forgotten Pyramid. Ability score checks during combat follow all of the normal rules described in the previous chapter on p.27. For martial actions, a player must roll above the target's armor class. After rolling, the player should announce the result, whereupon the GM will help narrate the results.

INITIATIVE ORDER

In a given round of combat, characters and their opponents operate in order of their relevant Initiative scores. Because a character's Initiative is static and recorded on his character sheet, the players may find it beneficial to sit in Initiative order at the table so that the gamemaster can simply go around the group clockwise as the characters act, inserting the actions of all the monsters and NPCs as their initiative scores come up.



DO I ROLL HIGH OR LOW?

Sometimes people get confused in older versions of fantasy roleplaying games because rolling high is good in some situations, while in others you want to roll low. This is not as confusing as it might seem at first. There are three circumstances under which you need to roll a d20 check in Through Sunken Lands. If you are attacking an enemy or making a saving throw, you want to roll high. If you are doing anything else, you are making an ability check and want to roll low. You will get used to it, we promise.

ATTACKING AN ENEMY

Most of the time, characters will wish to attack an enemy in combat. In order to do so, a player rolls a d20 and adds his attack bonus. This is a character's base attack bonus (based on his class and level; see the class descriptions on p.13) plus any relevant modifiers from high ability scores, weapon specialization, or magical items.

Just as with ability score checks, the difficulty of an attack may give bonuses or penalties to your roll. The GM might give a bonus or penalty because of higher ground, detrimental weather conditions, or poor light sources.

After totalling the to hit roll, any modifiers, and the attack bonus, simply compare it to the enemy's Armor class. If the number equals that Armor class or exceeds it, the attack was successful. Otherwise, the attack missed.

An unmodified roll to-hit of 20 is always a success, regardless of an opponent's AC or other considerations. A roll of 1 is, likewise, always a failure.

DAMAGE

Assuming a successful attack, a character or monster inflicts damage equal to their damage roll using the dice of its weapon or natural attack, lowering the opponent's hit points by that amount. See the weapon charts on p.16 or the individual monster descriptions for more details.

If a character is attacking unarmed, with bare fists, feet, and elbows, the attack causes 1 hit point of damage.

Characters who have reached 0 hit points need help immediately. They will continue to lose hit points at the rate of 1 per round unless they receive medical attention. Should a character's hit points reach -10, he is dead.

HEALING AND RECOVERY

Over the course of an adventure, characters often find themselves battered, wounded, and, worse, out of precious Fortune Points.

Characters recover 1 hit point every night that they receive a full night's rest. This means not taking a watch, but instead sleeping selfishly through the night. Being tended to by a character with an appropriate skill can increase this recovery to 2 hit points per night. Full bed-rest means that the character recovers an additional hit point during the day, but few adventurers have that luxury.

A character who is at 0 hit points or lower needs immediate medical attention and is in serious danger of dying. Remember that such characters continue to lose 1 hit point per round and are dead if they reach -10 hit points. Another character may make a Wisdom check (helped by a skill such as Healing or Herbalism if available) to patch up the dying character. If successful, the character stabilizes and will no longer lose further hit points every round, though he is still badly in need of rest and healing.

Fortune Points are a different matter. Characters are only able to recover their Fortune Points between adventures and begin each new adventure with their full allotment of Fortune Points.

DAMAGE FROM OTHER SOURCES

Adventurers seem to fall a lot. Falling causes the following damage:

5ft = 0 HP

10ft = 1d6

20ft = 3d6

30ft = 6d6

any more = death

Fire can also be a frequent source of problems for adventurers (and for the monsters they face!). Fire causes the following damage per round of exposure:

Torch = 1d6

Burning Oil = 1d6

Bonfire = 3d6

Burned at the stake = 6d6

Other natural sources, such as exposure to the elements, may also cause damage at the GM's discretion. Just remember that 1d6 is a basic amount of damage, while serious situations, such as a lightning strike, may cause as much as 6d6 damage or simply kill a character outright.

WAR AND BATTLE

Sword and sorcery heroes often find themselves at the heads of armies or mercenary bands, or occasionally thrust onto the battlefield under the command of a king or emperor. When such large scale battles occur, the above rules for combat will not suffice.

These mass combat rules are designed to help play through an epic battle shaped by the PC's own contributions. They are not designed to focus on the strategy of the battle, but rather to provide a plausible story in which the characters can prove their mettle and have a meaningful effect on their fate.

An epic battle means hundreds or thousands of soldiers on each side arrayed across a large battlefield. Usually commanded by a powerful general, each side will have numerous heroes leading hundreds of soldiers. The player characters are disproportionately powerful in the battle, able to affect it during preparation and in the fighting itself, each time with as much effect on the outcome as a major lord or demon of chaos. The battle itself can be broken down into three phases.

PREPARATION

During this phase the PCs help their army prepare to fight its enemies. It is here that we play through the nervous wait in the trenches surrounding the Twisted Spire of Eldritch Sorcery, the rousing speech on the city walls before the barbarian hordes launch their assault, or the desperate scouting mission behind enemy lines. The aid and preparation of the PCs will establish a modifier called the Tide of Battle.

THE BATTLE ITSELF

During this phase the PCs and the common soldiers make their stand and fight. Here is the clash of steel, the screams of the dying, and the fall of the great. The generals make their Battle Rolls, modified by the Tide of Battle, and players may roleplay vignettes of their characters fighting their foes and, perhaps, altering the course of the battle.

THE AFTERMATH

During this phase the PCs and the GM discover the toll of the battle and count their losses and victories. Here comrades fall, objectives are seized, and a war can be won. The sides take turns using their success in battle to seize their objectives and destroy their foes.

PREPARATION

If the battle is not a surprise, the players can roleplay vignettes and make skill rolls to aid their side in the battle. These are the camp scenes the night before the big battle, the scouting of the battlefield, or the laying of clever traps. Each player is allowed to have their character meaningfully impact the coming battle in one specific way, almost always through an appropriate skill roll. The gamemaster should go around the table in initiative order and ask each player what he would like his character to do. The GM is, as always, the final arbiter of what is an appropriate action, what penalties or bonuses may apply to the roll, and what skills might be applicable.

The degree of success of each of these preparation rolls will add to the Tide of Battle according to the following table. This Tide of Battle number will modify the roll for the battle itself in the next phase.

Preparation Roll Results	Modifier
lose by 10 or more	-4
lose by 6-9	-2
lose by 1-5	-1
made it by 0-5	+1
made it by 6-9	+2
made it by 10 or more	+4

Since players will tend to succeed most of the time, larger groups will have a decided advantage. If all of the players are on the same side of a battle, the GM should give the other side a +1 modifier for every two players.

Example: Tehar, Imoryl, and Jinliang find themselves in command of a mercenary force, facing down the Hued Horde, a fearsome band of mutants in the service of a great Champion of Chaos. Before the battle, Tehar drills the soldiers, Imoryl scouts the terrain, and Jinliang gives a speech to boost the morale of the troops.

The GM settles each of these actions with an ability score check. Tehar does a poor job with the drills, and fails his roll by 2, giving a -1 to the Tide of Battle. Imoryl succeeds by a stunning 9 on her roll to scout the terrain, giving a +2 to the Tide of Battle, and Jinliang's speech succeeds by 3, giving a further +1. Their side's Tide of Battle stands at a +2 for now.

Because the PCs' side has three characters, the GM gives a +1 to the opposition's Tide of Battle.

If the player characters are surprised, such as by a clever ambush, they not only skip this phase, but also take a -4 to their Tide of Battle.

Between vignettes, the gamemaster should take stock of the armies on each side, briefly describing each of them. We provide sample units based on the number and power of the soldiers in it, but these are only guidelines. Each unit gives its side plus 2 to the Tide of Battle.

Example: The PCs mercenary force contains 3000 footmen, 1000 archers, and 500 cavalry. Checking the chart below, the GM sees that these exact force numbers are not represented, but can easily figure out a rough equivalence. She gives them a +6 to the Tide of Battle. Their Tide of Battle score now stands at +8.

Their enemies outnumber them and have 5000 barbarian mutants, the Champion of Chaos and his retinue, and a band of 500 elite mounted warriors. The GM gives them a +7 to the Tide of Battle. Their Tide of Battle now stands at +8.

In *Through Sunken Lands*, war stories tend to have grand battles pitting thousands of souls against each other. The GM can use the same system for battles of different scales by picking out one of the smaller units on either side, assigning it a bonus of 2 points, and then scaling the bonus for all the other units based on that. Alternatively, the GM can use the list below but decrease the unit sizes by a factor of 10.

Each of these fearsome bands grant their general +2 to the Tide of Battle.

- 1000 Legionnaires
- 3000 Barbarian Warriors
- 2000 Fish folk
- 1000 Elite Barbarians
- 6000 Scared Peasants
- 4000 Pressed Soldiers
- 10 Eldritch Dragonriders
- 500 Eldritch Warriors
- 1000 Sacred Warriors of The Dancing Flames
- 1 Necromancer and his horde
- 500 Elite cavalry
- 1500 Horse riders
- 2000 Longbowmen
- 1 Major Demon and its retinue
- 3000 Children of Chaos

The lay of the land. The land is often a participant in the battle. Through the clever use of terrain and maneuver, a

skilled general can gain the upper hand. The GM may give one side the advantage and a bonus from 1 to 3, or compare positions from the table below.

Lay of the Land	Modifier
Attacking across the river	-2
Holding the high ground	+2
Landing from boats	-3
Holding a castle	+4-8
Flanking	+1
Flying against the land-bound	+3

Example: Tehar, Imoryl, and Jinliang have been clever and chosen a site for the battle which is helpful to them, a rocky outcropping overlooking a narrow valley. The GM gives their side a +2 bonus to their Tide of Battle score.

THE TIDE OF BATTLE

Each side will have probably gathered a significant set of bonuses for troops, positioning, and the forbidden arts of their summoners. This can lead to large, unwieldy numbers, so we **take the NPC's bonus and subtract it from our players' side to get the modifier for their general's roll.** If players are on both sides of the battle, give the bonus to the player with the advantage. We call this modifier the final Tide of Battle.

Example: After all preparations and modifiers are accounted for, Tehar, Imoryl, and Jinliang have a Tide of Battle total of +10, while their opponents have a +8. Simplifying this number, the GM determines that the PCs and their mercenaries have a Tide of Battle score of +2.

THE BATTLE OF FIVE ARMIES, AND OTHER LOGISTICAL NIGHTMARES

If you find yourself in a situation where there are three or more major forces trying to hurt each other, all in the same place and at the same time, use this handy technique.

Take the average of all the different sides' bonuses and make a note of it. Then, subtract that number from each side to get their final Tide of Battle. Each side will roll separately, and will take turns choosing their victims in clockwise order, starting with the side with the greatest success on its battle roll.

THE BATTLE ITSELF

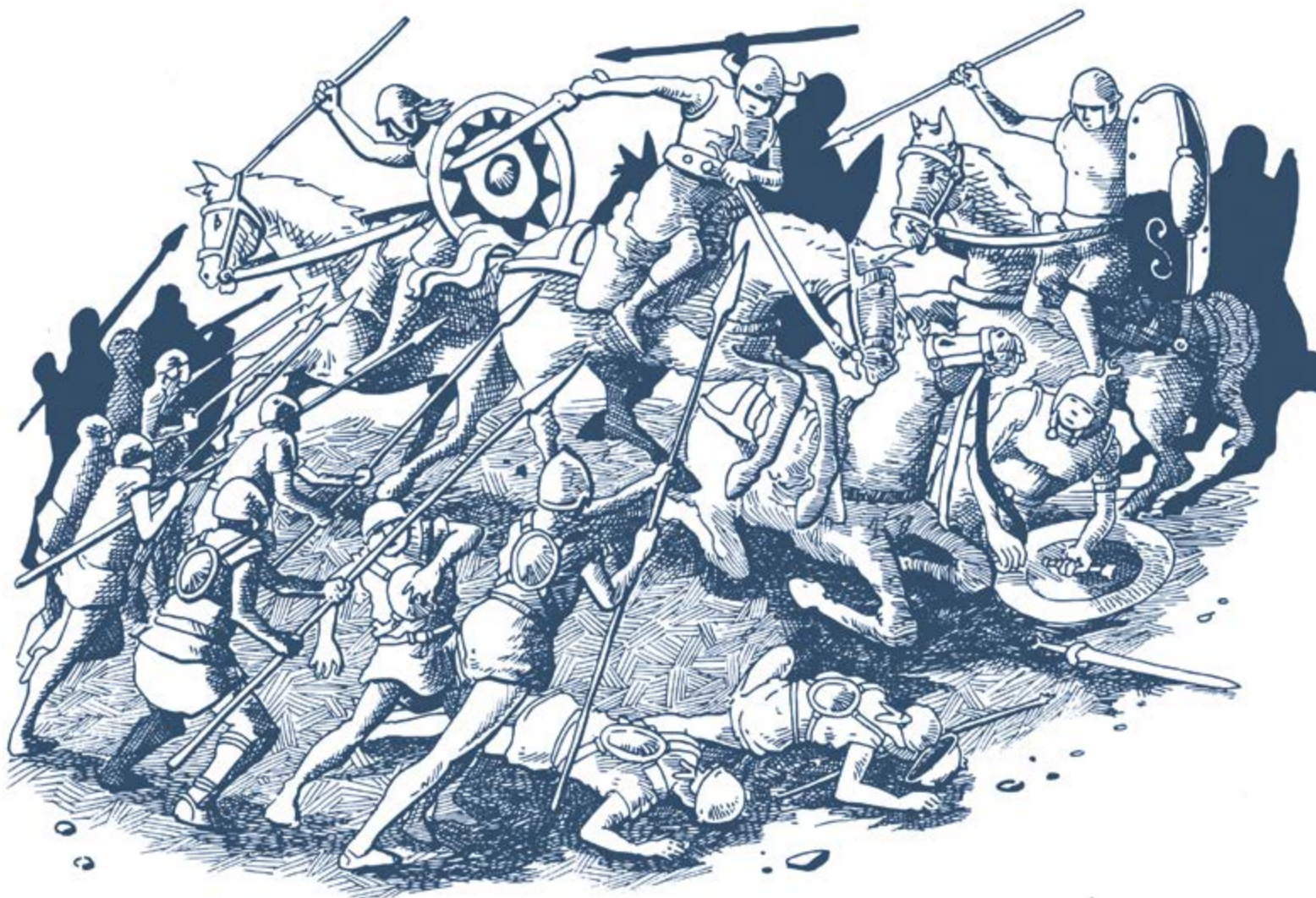
To determine the results of the battle, take the Tide of Battle established during the Preparation phase and apply it to a Battle Roll made by each side's general. Once this is established, our heroes can try to bend fate to their will by participating in the fighting personally.

THE BATTLE ROLL

Each general will make a Battle Roll by testing the most appropriate ability score and applying the Tide of Battle modifier and any personal skills. No matter how physical one's leadership style, there is no way to make a Strength check to win a battle on this scale. Instead, a general will, based on her leadership style, rely on Intelligence, Wisdom, or Charisma to achieve her goals. Skills such as Tactics or Strategy will obviously affect this role.

If an NPC is the leader of the troops, a player will roll for the group's side nonetheless. *The GM should remember that the characters, not the players, have Fortune Points.* The gamemaster will roll for the villains as usual. The results of these two tactics rolls will largely determine the course of the battle. Each side will gain a number of successes and failures based on this result, as described below.

Most NPCs do not have ability scores, but the GM will obviously need something to check for the opposition during this step of the battle. We recommend making a quick decision on the fly, remembering that 10 is an average ability score. If the GM needs a rule of thumb, she can simply give the opposition's leader an ability score of 9 plus the leader's hit dice or level.



Example: Tehar leads the charge, and the rest of the players agree that he is the natural leader of the army, so his player makes a Wisdom check. His target is 9, modified by the Tide of Battle. Tehar's player must roll an 11 or lower. He does so, rolling a 7 and succeeding by 4. The GM rolls for the enemies, deciding that the Chaos Champion will lead with his Charisma. Since the NPC does not have ability scores, the GM quickly assigns him a 12 in this ability score. The GM rolls and gets a 13, just barely failing by 1.

Before the results are tallied, however, the characters can now decide to flee, to take on a side mission under cover of the fight, or to leap in and change the course of the battle.

Each PC may take part in one vignette during the battle itself, after the Battle Rolls. This vignette may be a scene of a small combat (three rounds or so), or an ability score check which highlights the character's contributions. If the character risks herself in the battle, the margin of success or failure in the scene will modify the results of the previously made tactics roll. She might save the battle or lose it with these heroics, so players must weigh their options carefully. Since these vignettes come after the Battle roll, that means that the players have an opportunity to see how the battle is going before determining just how much they want to jump in and help.

The GM is free to have the results of the characters' participation modify the Battle Roll in any way that she feels is fit; there will naturally be some subjective decision making as part of this process. We recommend giving the PCs' side a +2 bonus for a successful scene, meaning a successful and pertinent ability score check, or a couple of rounds of combat which obviously go in a character's favor. Likewise, we recommend a -2 penalty to the Battle Roll for a failed ability score check or a bad personal combat which results in a PC's defeat during the battle.

If a PC does particularly well during a vignette, such as by slaying a dozen foes or succeeding on their ability score check by 10 or more, the GM might consider a larger bonus to the Battle Roll.

Example: Jinliang sees that the battle is going well and, wounded from a previous encounter, decides to stay safely at the clifftops.

Imoryl has made friends amongst the archers and fights in their ranks. Her player rolls for a few volleys against the hordes of chaos climbing the cliffs. She neatly skewers several and starts a small rockslide for a +2 bonus to the PCs Battle Roll.

Tehar's player wants to see how he did leading the charge, and, perhaps, facing down the Chaos Champion itself. The GM has him play out several rounds of combat against the Champion and his followers, after which Tehar has wounded the Champion and slain a member of his retinue, while only being lightly damaged himself. The GM quickly determines that this is worth a +2 bonus to the PCs Battle Roll.

All told then, the enemy's Battle Roll remains at a failure of 1, and the PCs have managed to succeed on their Battle Roll by 8. The day ends in victory for Tehar, Imoryl, Jinliang, and their surviving mercenaries!

Combining the Battle Roll and the efforts of the PCs' scenes, each side looks up its results on the table below. The results from this table happen during the Aftermath phase for both sides as determined by their Battle Rolls. Yes, this means that if I missed my roll by ten, and my opponent succeeded by ten, then she picks three successes and I pick three failures on the table below.

Battle Roll Results	Aftermath
lose by 10 or more	pick 3 failures
lose by 6-9	pick 3 failures and 1 success
lose by 1-5	pick 2 failures and 1 success
just made it	pick 1 failure and 1 success
made it by 1-5	pick 2 successes and 1 failure
made it by 6-9	pick 3 successes and 1 failure
made it by 10 or more	pick 3 successes

Example: Jinliang and the mercenaries succeeded by 8, so they get to pick 3 successes and 1 failure during the Aftermath. The Chaos Champion's forces failed by 1, so they must pick 2 failures and 1 success.

THE AFTERMATH

Once the course of battle has been determined and the players have played through their part in the story, it is time to determine the results of the battle. Now, each side must claim its results from the following tables of successes and failures.

The sides will pick their successes and failures in order, starting with the more successful. Successes and failures may be taken in any order but they must all be taken. Note that some of the results may reverse the other side's successes, and the sides may want to be strategic about when they take certain choices, such as capturing hostages.

Example: After taking turns with the GM picking success and failures for each side, the results of the battle stand as follows.

Jinliang and his friends chose 3 successes and 1 failure, ending with two instances of the 'deal damage' choice, and one of the 'claim territory' choice. They destroyed most of the Chaos Champion's mutant force and forced him from the valley, claiming it for themselves. For their failure, they chose 'routed,' and the GM describes the Champion's cavalry driving their archers from the field.

DEATH IN BATTLE

To determine how an NPC of note fared in the battle, roll under their Armor Class. Use this during battle to highlight a key scene for the NPC, or to determine their fate once the PCs have recovered sufficiently to inquire.

If make it by 10 or more, take no damage.

If make by less than 10, lose 1 HP.

If tie, or miss 0-4, lose half their HP.

If miss 5-9, go to 1 HP.

If miss, 10+, die.

The opposition chose, as their one success, the 'prisoners' option. The GM describes the Chaos warband taking away over 100 men before the end of the battle in order to sacrifice them to their dark gods, and the PCs immediately have their next mission in mind. She also chose, for their two failures, 'routed,' and 'lose territory,' which she describes as the Champion's own retinue fleeing the field and the warband having to retreat from these lands altogether after being forced from the valley.



SUCCESSSES

DEAL DAMAGE

Choose a unit of your opponent's forces and describe how, during the battle, they were scattered. There will be some survivors, of course, but you can rest assured that the regiment will not be brought back together without an adventure.

ROUTE ENEMY

Choose two groups from amongst your opponents' troops. They are dispersed, perhaps routed, and while there are many survivors, their spirit is broken. It will be difficult to reform those groups.

TAKE HOSTAGES

Your forces have captured, but not killed, one of the enemy leaders or an important character. When the game resumes after the the battle, they will be ready for questioning, or worse. Villains love to use this result might be used on the PCs themselves.

RESCUE

If someone has been taken hostage during the battle, choose this to stage a rescue. Since the sides take turns choosing their results, a single character might be captured and rescued several times during a battle.

CLAIM TERRITORY

Describe an area near the battle: a nearby hamlet, a bridge across a mighty river, the sacred stone where the summoning ritual must happen. Your forces hold this securely after the battle. Once a territory has been claimed, it cannot be taken from the player except through choosing Lose Territory.

LOOT

Gain wealth at the expense of others. If the battle ranges across a village, or city, there will naturally be plenty of loot to take from the hapless non-combatants caught in your path. This would also be appropriate for seizing the scepter of a fallen mage, or to claim the Ark of the Covenant Between Man and Gods after a battle with the Dark Blades of Tarn.

COLLATERAL DAMAGE

Organize the destruction of a nearby structure. For example, choose this to destroy the bridge across the river, or to cast down the great statue of the Lich Lord. Describe the plan as it gets into place and ready to act. Another side might choose Protect Collateral Damage to thwart you.

PROTECT COLLATERAL DAMAGE

Save a nearby structure targeted for destruction. Describe the effort to stop its destruction. Since the sides take turns choosing their results, a single structure might be threatened and rescued several times during a battle.

FAILURES

TAKE DAMAGE

Choose a unit of your own forces and describe how, during the battle, they were scattered. There will be survivors, of course, but you can rest assured that the regiment will not be brought back together without an adventure.

ROUTED

Choose two or more groups from amongst your own troops. They are dispersed, perhaps routed, and while there are many survivors, their spirit is broken.

LOSE TERRITORY

Describe an area near the battle you once controlled: a nearby hamlet, a bridge across a mighty river, the sacred stone where the summoning ritual must happen. The enemy forces hold this securely after the battle. One may use this to negate an advantage claimed earlier in this process. Describe how your forces gained but then lost the territory.

LOSS OF LOOT

If you claimed some loot earlier in this phase, relinquish it here. Describe its loss, either during flight, or to a greedy or vengeful foe.

LOSS OF PRISONERS / HOSTAGES

If your forces held prisoners, either before the battle, or as the result of a success chosen earlier in this phase, describe the escape or rescue of a group of hostages.

SAILING THE MANY SEAS

In *Through Sunken Lands*, heroes must often journey to exotic locales and distant lands in order to find their fortunes, confront their adversaries, or discover arcane secrets. Just as Conan, the Grey Mouser, or Elric, these journeys often involve travel across dangerous or magical seas. The rules provided in this chapter can help the GM make such travel interesting without slowing down play.

EAST TRAVEL

The simplest and easiest method for handling sea travel in a game of *Through Sunken Lands* is for the gamemaster to provide a simple bit of narration and then have the characters arrive at their destination. While some groups thrive on the nitty gritty details of journeys on the high seas, others have no interest in approaching their travels in this manner, and prefer simply to get on with the action. The GM can also give the players an opportunity to add to the color of this quick narration before reaching their destination; perhaps one character would like to work on a crafting project, while another would like to engage one of his fellows in conversation. In this way the players can take advantage of their downtime on a long journey.

DETAILED TRAVEL

For groups who are interested in the details of a journey, the GM can run such an endeavor using the system provided in the *Further Afield* supplement for *Beyond the Wall and Other Adventures*. Using this system, the group explores the map one hex at a time, often accidentally discovering interesting locales as they go and learning more about the world around them. They also manage supplies and rations along the way, and occasionally encounter friendly or hostile men, dangerous monsters, or natural obstacles. They must balance their thirst for adventure against the realities of their remaining supplies as they make their way around or through the dangers of the seas.

Should the group prefer this detailed method for traveling and hex crawling, *Further Afield* provides region tables which could be useful for many of the important areas in the *Sunken Lands* and across the *Hundred Seas*. These tables can be found in Appendix II on p.70 of *Further Afield*. Customize them and create your own to define your group's own vision of the *Sunken Lands*.

MONTAGE TRAVEL

The rules for montage travel here provided are a middle option. Using this simple system, the captain of the ship (or its lead navigator) makes an ability score check and consults the following tables. Depending on the degree of success or failure on this roll, the GM will then present a number of obstacles to the group, either in the form of simple resource or hit point losses, or as fully played scenes for the characters to face.

In order to use this system, the GM must first determine the approximate length of the sea voyage at hand. A short journey is any voyage lasting a week or less, a moderate journey lasts up to two weeks, and any other voyage is a long journey.

Once the gamemaster knows the length of the journey, she should next have the captain or navigator make a wisdom roll modified by any appropriate skills, like sailing or navigation. The GM is encouraged to apply a bonus or penalty to this roll as appropriate; sailing through the treacherous waters of the *Enchanted Depths* is much more difficult than sailing through civilized waters.

LEVEL OF SUCCESS VS LENGTH OF JOURNEY

	Short	Medium	Long
Succeed 6+	Safe journey	Safe journey	Pick One
Succeed 1-5	Safe journey	Pick One	Pick Two
Fail 1-5	Pick One	Pick Two	Pick Three
Fail 6+	Pick Two	Pick Three	Pick Four

TYPES OF OBSTACLES

Roll	Obstacle
1	Monster : A single great beast with Hit Dice equivalent to the party's combined levels
2	Weather : Ability Check or lose supplies, take damage, or lose hirelings
3	Humans : pirates, tax collectors, pleasure yachts
4	Humans : desperate pirates, people in distress, a lower class of merchant
5	Supernatural : haunted seas, water elementals, ghost ships
6	Geography : reefs, strong currents, narrow fjords

TRUE NAMES

Many creatures, such as spirits, demons, and the eldritch, have common names, which they will give out freely, and true names, which they keep secret. Demonic true names are often nearly unpronounceable to humans and appear as gibberish when written, though mortals may still memorize them with some difficulty. Spirits usually have true names in ancient, forgotten tongues, and the true names of the ancient dwellers beneath the waves sound like water splashing on rock. A god's true name is a word of such power that most fear to utter it aloud.

Humans and many other creatures do not have true names. However, it is possible for them to gain them in naming ceremonies, often when they come of age, thereafter using a common nickname when among all but their dearest friends. Some human cultures practice this regularly. It is up to a player to decide if his character has received a true name or not.

A creature's true name can be used against it. Knowing someone's true name gives a character great power against him.

By calling out the name, a character gains +5 to all actions taken against the creature, including attacking it.

Uttering the name also gives a character a +5 bonus to all saving throws against the bearer's powers and spells.

Sharing your true name can also have a benefit. If a character calls out a friend's true name while using the helping rules, the character receives an additional +1 to the roll (usually for a total bonus of +3).

Furthermore, if a character is magically healing another and calls his true name, the recipient receives an additional hit point.

Note that in all cases a character must call the true name aloud in order to receive any benefit. This means that it is usually only done in complete privacy, or when in great need.

COMMANDING SPIRITS

Mages who possess the 'Second Sight' cantrip have special power over demons and spirits. If such a character knows a spirit's true name, she may attempt to command it to perform a specific task for her. To do so, she must make a successful Charisma check; she does receive the normal +5 bonus for knowing her target's true name. However, should the mage fail in her Charisma check, the spirit is free of her power, and she may never attempt to command it in this way again. For this reason, most mages are wary of trucking too often with spirits, as they can be very, very dangerous and vengeful when free of a mage's power.

LEARNING TRUE NAMES

Kept ever secret, true names are difficult to learn. Discovering an adversary's true name will therefore make for a bit of an adventure in and of itself. Such a hunt will usually involve trying to find a source of information, such as a forgotten library, or a foreign scholar. Once found, the characters will usually have to accomplish a particular task in order to get the knowledge they seek.



A character's knowledge skills and background will give the player a cue to go to a person or place to ask for the name. The initial step is usually an Intelligence or Wisdom check to determine where to seek the true name.

If your character is an academic, her lore will point her to a library, or perhaps a particular scroll, with the desired name. A disgraced aristocrat, however, might know a scholar or priest who could be asked, while a pirate captain might seek a hermit on a forsaken island.

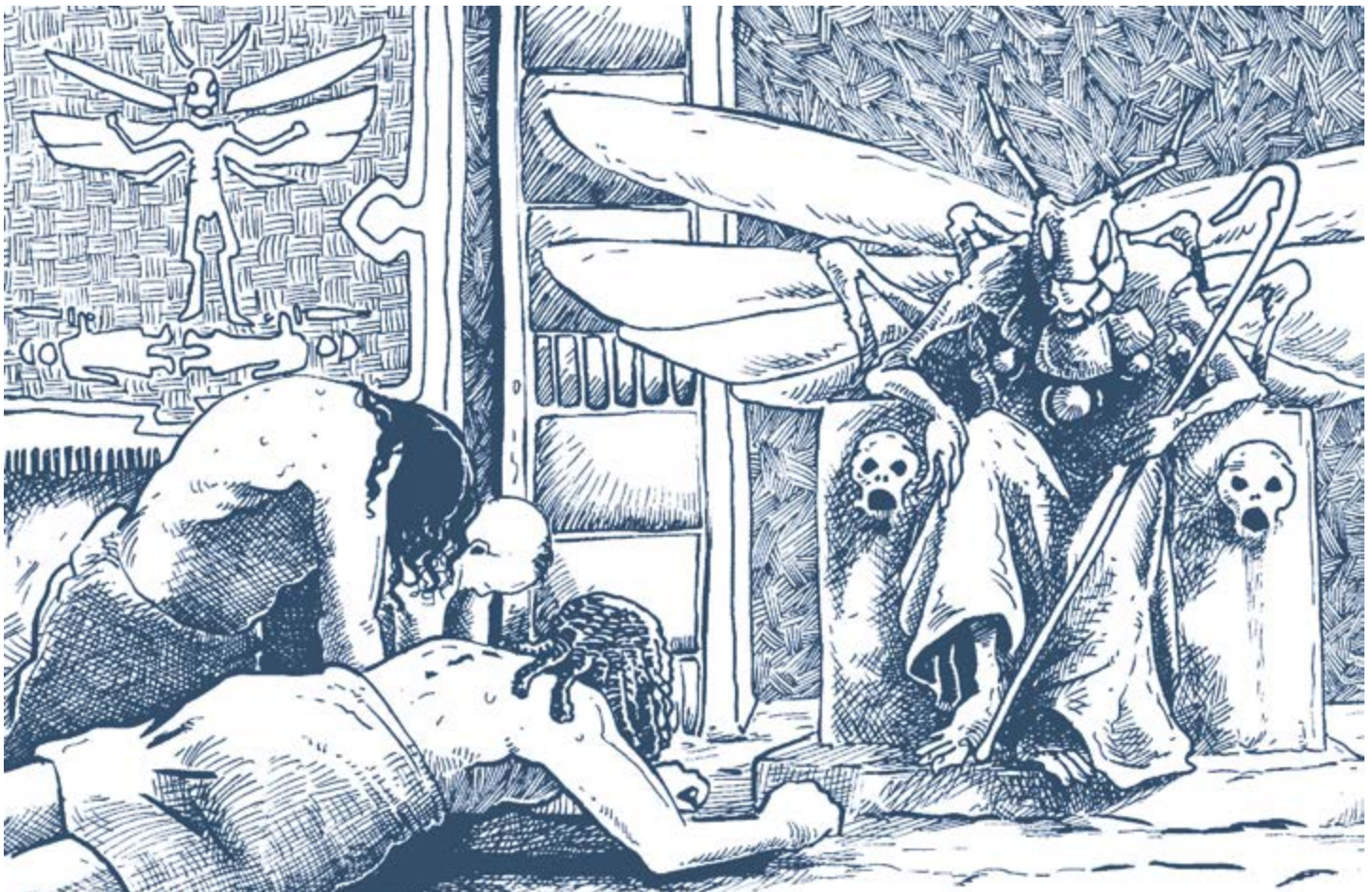
The characters should then have to travel to the person or object to be queried. This can make for a good, short adventure, or for part of a longer one. There will surely be several challenges for the characters on their journey.

Once there, it is up to the player to figure out just how to get the information. Perhaps they must cajole, threaten, or buy the information from the person, or perhaps they must decipher musty scrolls in an ancient monastery.

TRUE NAMES FOR ALL?

The group may decide that all characters have true names, not just supernatural creatures. If this is the case, then all of the player characters, as well as everyone they know in the village and beyond, have true names which can be used against them. Keep your name secret, save in the direst need and with those whom you trust.

Characters with true names most likely received them in some sort of naming ritual when they came of age, thereafter using a common nickname when among all but their dearest friends. Alternatively, your character might have never been given his true name; he still has one, it is just so secret that even he does not know it. Learning your own true name can make for a great adventure.



EXPERIENCE AND LEVELS

All player characters in *Through Sunken Lands and Other Adventures* have a class and a level within that class. They gain higher levels in their classes by accumulating experience points. Each of the class descriptions has a chart showing how much experience it takes a character of that class to achieve the next level. As characters gain levels they become more powerful and competent.

Characters gain experience points by facing and overcoming various challenges over the course of an adventure. The most obvious way of gaining experience is from defeating enemies in combat, but characters often improve the most by accomplishing goals and completing adventures.

Every monster listed in the bestiary has an experience value, which characters gain should they overcome that monster; all such experience gains should be divided between the members of the group. Note that characters do not necessarily have to kill a monster in order to overcome it; in fact, it is often more prudent for the characters to defeat their adversaries in other ways, such as by convincing a god-king's followers to turn against him, making an alliance with a previously hostile mercenary band, or banishing a destructive demon back to the Realms of Chaos. Simply avoiding a monster or adversary, while often prudent, is not sufficient to receive these experience points.

Characters also gain experience by finishing stories and accomplishing their goals. Solving a mystery, driving off a marauding monster, or gaining possession of a magical artifact which they were hunting should give all participating characters 500 experience points. Accomplishing greater tasks, such as exploring a large and unknown island or defeating a great nemesis should be worth 1000 experience points, and even greater accomplishments, such as making a quest for the city beyond the realms, should be worth 2000 experience points or more. This sort of experience award is a valuable tool for the gamemaster to use in order to get the characters involved in the world; the GM is encouraged to let

the characters follow their own motives and to reward them for doing so.

Gamemasters are also encouraged to award extra experience for clever ideas which help the characters along, or for particularly impressive roleplaying. Such occurrences are worth 50-100 experience points at a time.

Finally, characters may spend material wealth in order to gain experience points. When a character spends money or treasure *in a manner which in no way materially benefits her*, then she receives 1 experience point for every silver spent. This will encourage the characters to seek wealth and treasure and then to spend it like water, emulating the characters from classic sword and sorcery tales. The GM is the final arbiter of whether the expenditure benefits the character or not. A clever sorcerer who spends his treasure on building a fortified tower with elaborate herb gardens full of ritual components should not receive experience in this manner, though it is a great idea for him to do so. On the other hand, a cunning thief who blows most of the gains from her most recent heist on a jewelled dagger (which is no better than an ordinary blade) would receive this reward.

Once a character has accumulated enough experience points to reach the next level, the character 'levels' up, gaining any appropriate bonuses as described in her class description.

Over the course of a longer campaign, groups may find it appropriate to award other advantages for leveling up. For instance, we often like to allow everyone to gain a simple +1 to two different ability scores at levels 3 and 7, or instead to award a character a new skill when it makes sense for her to have learned something new and exciting.

When playing with Traits, characters may also gain new Traits as they level, furthering increasing their power. See p.18 for more on this.



THE SORCEROUS ARTS

In *Through Sunken Lands*, a mage may work magic in three different ways. The rules for all three are presented below. The 'Spells and Magic' section contains lists of cantrips, spells, and rituals, as well as some examples of magic items.

All spells and rituals (though not cantrips) have the following characteristics:

Range: This tells how far the mage can cast a spell. A range of Self means that the magic only works on the caster. Touch is self-explanatory. Near spells only affect targets within the immediate presence of the caster (perhaps 50 yards in an open field, or in the same room if indoors). Spells with the range of Far can affect things at even greater distances; the spell description will say just how far. Some few spells have a range of 'the Cosmos,' meaning that they affect things from outside of our own plane of existence, such as creatures within the realm of Chaos, or the hidden homes of the elemental lords.

Duration: This tells you how long a spell lasts, either in terms of rounds or, for longer lasting magic, in terms of hours, days, or other real measurements of time.

Save: Magic which affects people directly often allows the target to make a saving throw to resist the spell. This entry tells you whether the target gets a save or not. Unless otherwise noted, the target should make a saving throw versus spell.

Cantrips do not have all of these characteristics, as they are always assumed to have a range of Near, special durations explained in their text, and they always allow their targets to make a saving throw. Their entries, therefore, do not list a range, duration, or save.

Additionally, cantrips and rituals require ability score checks, and so each listing tells you whether the cantrip or ritual in question checks Intelligence or Wisdom.

CANTRIPS

Cantrips are simultaneously the weakest, most flexible, and most dangerous type of magic. Each cantrip covers a wide range of related minor effects which are possible. A mage casts these lesser magics "on the fly," making up the particulars of the casting on the spot.

Mechanically, the mage makes either an Intelligence or Wisdom test (each cantrip's description says which). Success means that the cantrip works more or less as desired. When a mage fails a cantrip roll, one of two things can happen at the player's discretion: either the mage finds himself robbed of his magical energy until he has rested, or the magic spins out of control.

If the player chooses to run out of magical energy, then the mage has exhausted himself and is unable to use magic of any sort until he has had a full night's sleep. Additionally, any spells or rituals which the mage had cast earlier and which are still in effect immediately stop (barring, of course, spells with a duration of Permanent).

If the player decides to have his cantrip miscast, then the magic has gone horribly wrong. This is dangerous, because now the GM may decide what happens with the magic. In all instances, the spell should have a deleterious effect on the character or his friends; perhaps a light spell darkens an area just when the party needs some light, or a hex meant for an enemy affects the mage himself instead.

In general, cantrips produce only minor effects. They cannot damage a target, they only work at 'Near' range, and they do not produce any permanent effect. The description of a particular cantrip covers roughly what it can do. If the game-master determines that a mage is stretching the abilities of a given cantrip, he may assign a penalty to the check.

Some cantrips allow a caster to impose penalties to die rolls on opponents, such as by cursing or hexing them. However, the magic of cantrips is too weak to give any opponent a penalty worse than -2 to a die roll.

Cantrips are the earliest form of magic that most mages learn, and they tend to find it extremely difficult to learn other types as they progress in their careers. Each mage begins knowing two cantrips and may only learn more after significant study and practice as determined by the gamemaster.

The description for the Mage Light cantrip follows, as well as an example of its use:

MAGE LIGHT (Intelligence)

This cantrip produces a moderate amount of magical light. This light may appear from a physical object in the possession of the caster, such as the tip of his staff or an amulet, or as a simple ball of floating light. The cantrip produces enough light to illuminate an area of about 30 yards; the light is dim, but just strong enough to read by.

A mage may attempt to produce more light at a penalty to his casting roll; attempting to summon the light of several torches into a room gives a -3 penalty, while the equivalent to full daylight would call for a -5 penalty. Producing several globes of colored light that move about on their own would call for similar penalties, as would trying to cast the cantrip in such a way as to produce the light in a particular spot at a distance from the caster (for instance, before the eyes of an enemy, in order to distract him).

Lights produced with this cantrip last as long as the caster is able to concentrate on them. Being struck in combat or failing the roll for another cantrip will make this spell end immediately.

Example: Calista, a pledged priestess, is walking through the temple woods at night when she hears men approaching. She quickly ducks behind a tree and sees that they are armed and apparently hostile. She wants to distract them by summoning a small ball of floating light, far off in the woods, away from her.

Normally, to cast the Mage Light cantrip, Cassandra must make an ordinary Intelligence test, but the gamemaster assigns a -3 penalty to her Intelligence as she is attempting to summon the light at a specific distance, far away from her.

SPELLS

The simplest and most reliable sort of magic comes in the form of spells, codified effects taught to mages by their masters or studied from books. Each spell works in a particular way every time it is cast. They tend to be more powerful than cantrips and weaker than rituals, though they are safer and more dependable than either. A mage may cast a number of spells per day equal to his level. After that, he is considered to be exhausted and may cast no more, though he may still attempt to cast cantrips or rituals.

Mages spend a long time learning spells and recording them for their own use. In order to learn a new spell, a mage must spend a full week studying it from a book or a mentor and then make an Intelligence test. If the test is successful, the

mage now knows that spell and may cast it as normal. If the test fails then the mage must wait to attempt to learn it again until he has gained another level.

The description of the False Friend spell follows, as an example:

FALSE FRIEND

Range: Near

Duration: 1 day/level

Save: yes

Magic is an alluring force. If the target of this spell fails his saving throw, he believes that the caster is his trusted ally and bosom buddy. While he will not commit suicide for the caster, he will go to great lengths to please him, acting in all ways as a trusted ally and friend of the caster. If the target is being threatened by the mage or the mage's allies, he will receive a +5 to his saving throw. If cast in combat, the spell simply will not work at all, as the target's sense of self-preservation will override any power the magic might have over him.

RITUALS

For the greatest of sorceries, a mage must spend a great deal of time studying and bending the forces of the universe to his will. Rituals are the most powerful form of magic detailed in *Through Sunken Lands*, and also the most time consuming.

Every ritual has a level associated with it, and a mage must be of that level or higher in order to attempt to cast it. For instance, a level 3 ritual is simply beyond the abilities of a mage of level 1 or 2, and he cannot attempt it at all.

Casting a ritual requires a number of hours equal to the level of the ritual, as well as special ingredients detailed in the ritual's description. The mage requires complete concentration during this time, and things may go disastrously wrong if he is interrupted.

Should the mage spend the time and special ingredients necessary to cast the ritual, he must then make an Intelligence or Wisdom check (each ritual's description says which). If the test is successful, the ritual works as described. Should the test fail, the general effects of the ritual take place, but with some sort of twist. The gamemaster decides just what goes wrong. A ritual to summon a great cloud of fog may produce a mist of an unnatural color, covering an area greater than intended, while a ritual to send a whispered message over great distances may send garbled words from realms beyond our own instead.

Learning new rituals is a difficult and time-consuming process. Mages usually find new rituals recorded in arcane tomes or on delicate scrolls, though they can also learn them from other mages who are willing to teach their secrets. To attempt to learn a new ritual, a mage must be of an appropriate level to learn the spell, and must spend a week in study per level of the ritual. After this time, a mage must make an Intelligence test. If the test is successful, the mage now knows the ritual and may cast it whenever he is able. If the test is a failure, the mage may only try to learn the spell again after gaining a level.

Mages may attempt to cast rituals which they do not know if they have an appropriate source, such as a book or scroll detailing the ritual. This is quite dangerous, however, and the test at the end of the ritual suffers a -10 penalty. Remember that the ritual still happens if this test fails, but will be accompanied by unintended consequences. This means that the mage is still incredibly likely to make something happen, but very unlikely to control that something. Many foolish apprentices get themselves into a great deal of trouble doing this.



CHOOSING SPELLS

Level one mages can be assumed to know two cantrips, two spells, and one ritual. Characters made with Character Playbooks will gain their magic from the results of the tables in their Playbooks. All other spells must be learned during play as described in the rules for cantrips, spells, and rituals.

When not using a Character Playbooks, the gamemaster and the player of the mage character should work together to determine the starting spells for the character. If you wish, you can easily randomize the beginning spells by rolling dice, or you may select a set of cantrips, spells, and a ritual that all make sense together.

For instance, a grim summoner might begin with the cantrips Hexing and Second Sight, the spells Abjuration and The Howling, and the ritual Steed of the Sorcerer. A young court sorcerer, however, may begin with the cantrips Glamour Weaving and Mage Light, the spells False Friend and Greater Illusion, and the ritual Unseen Servant.

Alternatively, it might be fun to have the player and gamemaster take turns choosing spells for the character one at a time, building a story of the mage's apprenticeship as you go. Each cantrip, ritual, or spell could represent a particular phase of the mage's training, and so help to create an interesting backstory for the character.

GATHER MISTS (**Intelligence**) LEVEL 1 RITUAL

Range: Near

Duration: 1 hour/level

Save: no

This ritual allows a mage to summon a dense, billowing fog over a nearby area. The mist obscures all vision into the area and within it; those trapped in the mists can barely see anything. Normal weather does not affect this witch fog, though a very strong wind from a great storm might blow it away.

A mage wanting to cast this ritual must chant in the tongue of the wind and perform elaborate gestures for the hour it takes to cast it, and must burn incense while doing so. At the culmination of the ritual, he must swallow the tail feather of a bird of prey as he speaks the last words.

APPENDIX: OPTIONAL RULES

This section contains several optional rules that you may want to use in your games. Most of these are things which have appeared in several other versions of the world's most popular fantasy roleplaying game, and so players will be familiar with them in principle and may be very excited about a multiclass or nonhuman character. Working these rules into your game should be very straightforward.

SIMPLIFIED SAVING THROWS

Some players may prefer a smaller set of broad saving throws for their characters and monsters. If so, use the following three saves instead of the normal five. Any time a monster description, trap, environmental hazard, or spell calls for a saving throw, the gamemaster should choose which of the three applies in that circumstance. Usually, this is a fairly clear decision. Descriptions of each of these three simplified saving throws follow.

FORTITUDE

Roll this saving throw when your character is attempting to withstand damage or a hazard which threatens to transform him or twist his body.

REFLEX

This saving throw represents a character's ability to dodge incoming attacks, traps, or environmental hazards.

WILL

Roll this saving throw to resist mental control or magical effects, whether from magical items or the spells of a mage.

Each of the three classes has one 'good' saving throw and two 'poor' saving throws, representing their natural defenses and abilities. Warriors have good Fortitude saves, Rogues have good Reflex saves, and Mages have good Will saves. All three classes advance their saving throws at the same rate as they gain levels. Use the following chart for all classes.

ALWAYS ROLL HIGH

If you find it frustrating to sometimes roll low (for ability score checks) and sometimes roll high (for attack rolls and saving throws), consider using this simple tweak to make things more consistent.

Level	Good Save	Poor Save
1	15	16
2	15	16
3	13	15
4	13	15
5	11	14
6	11	14
7	9	13
8	9	13
9	7	12
10	7	12

Now, when characters are making ability score checks, simply roll a d20 and add the character's ability score modifier. Skills and help add +2 to the roll as normal. Bonuses and penalties for particularly difficult or easy actions follow the same modifiers on p.28. If the total after rolling and applying modifiers is 12 or higher, the character has succeeded.

Be aware that this will reduce ability scores to simple bonuses, and the actual number of the score is unlikely to matter unless the characters are in a position to raise their scores and increase their bonus. Using this system means that there is no functional difference between a character with 10 Dexterity and one with 12.

COMBAT OPTIONS

Some groups like to add a little more spice to their combat encounters and give the players more tactical choices when combat breaks out. These options should give the players a little more to think about when it is their turn to roll the dice. Be careful when using these options that you do not let them stifle your creativity; these are just some simple rules to guide you, but fantasy roleplaying games are at their best when players come up with crazy plans of their own devising.

SPACE AND THE BATTLEFIELD

If the characters are fighting in a cramped dungeon or the common room of an inn, the GM will simply have to adjudicate who can attack whom and how far the opponents are from one another; experienced GMs are quite used to this. These rules can provide a baseline for those assumptions.

In an ordinary combat encounter, where all the combatants have enough room to maneuver and attack, *one hero can hold two enemies at bay*, not allowing them to pass his guard or escape. Should the enemies truly wish to do so anyway, the hero immediately gets to make an attack against them while they hurry past his guard. This attack happens immediately, out of initiative order.

Example: Urguna and Caius are facing two drunken mercenaries who dreamhave attacked them at the harbor. Caius is an expert archer, and so drops back and begins firing his bow. Urguna keeps both of the mercenaries at bay so that they cannot pass her guard and go after Caius.

After one of the mercenaries is shot, the other decides that Caius is too dangerous, and so rushes past Urguna to attack the archer. On the mercenary's turn, when he does so, Urguna immediately gets a free attack against that mercenary and cuts him down.

If there had been a third mercenary present, he could have passed straight by Urguna while she was busy with the other two and attacked Caius anyway.

Gamemasters will have to use common sense when applying these rules. A very large opponent, like a dragon, is not going to be so easily controlled. Likewise, very small opponents, like rats and bats, can easily slip their guards. Nonetheless, these rules should work for most roughly man-sized combatants, from the size of a kobold to that of a bugbear. For creatures of more unusual sizes, simply disregard this rule.

STANCES

A character's chance to hit an enemy and his AC are representations of how he fights most of the time. Our characters are assumed to be balancing themselves between attempting to take their opponents out of the fight and protecting themselves. With these rules for combat stances, characters can make themselves either more aggressive or more guarded from turn to turn. Characters may always choose a new stance at the beginning of their turn in combat. The effects of the stance last until their turn comes up again during the next round. If a character chooses not to dictate a stance, assume that he is fighting normally.

GMs are free to have the monsters and opponents of the heroes use stances as well, but it can, frankly, become too much to deal with. Most of the time it is better to let this be a special option for the PCs and ignore it for the monsters and NPCs.

Normal Stance - This is the assumed mode of combat. There are no changes to the rules.

Aggressive Stance - The fighter is attacking wildly and trying to take down his opponent as quickly as possible, though probably leaving himself open to their attacks. The character gets a +2 bonus to hit but a -4 penalty to AC.

Defensive Stance - The opposite of aggressive stance, this represents a fighter being more cautious and on his guard. The character gets a +2 bonus to AC, but a -4 penalty to his own attack rolls.

Protective Stance - Using this stance, the character attempts to guard a friend or companion who is near to him. The character in protective stance gets a +2 bonus to AC but may not attack at all. If the protected companion is hit by an attack this turn, the character using protective stance may choose to take the hit instead.

Commanding Stance - The character makes himself conspicuous to the enemy but exhorts his companions to greatness. The character gets a -6 to AC and may not attack, but may make a Charisma check to give his companions and followers +2 to hit for the round.

FIGHTING WITH TWO WEAPONS

Players really seem to like having their characters wield two weapons at once. We did not address this in the core rules for *Through Sunken Lands* because it can often become a mess. We prefer, instead, just to assume that a character can choose which of the two weapons to use at any given time and go with that. However, if you are still looking for more rules for using two weapons, choose one of these options:

Two Attacks - The character may attempt to attack with both weapons at once. The character gets two separate attack rolls, one for each weapon, but both are at a -5 penalty.

Versatility - The advantage of having two weapons is mainly a matter of versatility, as the character may choose to either use his offhand weapon to parry or to support his attacks. Each round, the character may either gain +1 to his attack rolls or +1 to his AC.

MORE ON FORTUNE POINTS

Spending a Fortune Point to get a reroll and then watching the die come up as a failure again can be very unpleasant. Consider allowing Fortune Points simply to add a +5 bonus to any roll made in the normal course of play instead of granting a reroll. The player can roll the dice first, then decide whether to spend the Fortune Point, so there is no chance of wasting the point. Players may apply this +5 bonus to any roll during the course of normal play, including damage rolls, but may not do so while rolling for new hit points upon gaining a level.

If you choose to use this rule, you can have it replace the normal chance for a reroll given by Fortune Points, or you can leave both options available to the players.

Also, Fortune Points normally only refresh after a full rest, such as between adventures. You could also allow a character to regain a Fortune Point for a particularly heroic or noble act during the middle of a game. This can encourage characters to act like true heroes. If you decide to allow this, be sure not to give this bonus too frequently; save it for when the characters are truly acting like the good guys.

MULTICLASS CHARACTERS

For some players, the basic three classes just will not do. If a player is dying to make a warrior who also knows magic, or a rogue with greater fighting abilities, or any other combination of two of the three classes, use these guidelines to design a custom, hybrid class for the character in question.

This section does not contain hard and fast rules, and gives only an approximated play balance, so the whole group will have to eyeball any custom classes and be sure that they seem right.

First, the player should choose two classes. The multiclass character will have some abilities from each of these classes. The character uses the experience chart of whichever of the classes requires more experience to reach level two. Then, the player should go through the following checklist of class features, choosing as he goes which class the character will favor for each category. The trick is to alternate roughly between choosing the more favorable choice for some categories and the less favorable choice for others as you go. For instance, a warrior/mage might have the Base Attack Bonus or hit dice of a warrior, but the armor restrictions or poor Initiative bonus of a mage.

Base Attack Bonus - Choose to follow the progression of either of the two classes. One will be obviously better than the other.

Hit Dice - Choose the hit dice of either of the two classes. Alternatively, average the two together; we find that d8 is a good size hit dice for just about any multiclass character.

Saving Throws - Choose the saving throw progression of either of the two classes. There is often not an obviously better or worse choice for this category, so pick one that seems right to you.

Armor - Choose either of the two allowed armor lists. Alternatively, choose to be allowed some, but not all, of the armor on the more favorable list. For instance, a warrior/mage might only be able to wear leather or chain armor.

Initiative - Choose the base initiative bonus of either of the two classes. Alternatively, average the Initiative bonus of the two classes together. An Initiative bonus of +1 is a fine choice for most multiclass characters.

After designing the basics of the class, the player should choose which of the special abilities the multiclass character will have access to from each of the two classes. As above, the player should try to take roughly half of the abilities from each class. Alternatively, it may be fine with your group if the character heavily favors the special abilities of one of the given classes over the other. However, we usually find it best if a multiclass character avoids ever having all of the special abilities of any one class.

Warriors have access to weapon specialization and knacks. These two abilities, on top of their high base attack bonus and hit dice, make them the best fighters of all the classes. For most multiclass warriors, the player will choose one or the other of these abilities. If the player chooses to give the character access to knacks but not weapon specialization, the character cannot then later take the Knack: Weapon Specialization. That would be exceedingly silly.

Rogues have access to a great number of skills, which is their primary advantage over other characters. They also have extra Fortune Points, which is often a bigger help than it seems at first. Most multiclass rogues will choose one of these abilities or the other.

Mages are the most complicated class to work with. They have the ability to sense magic and to cast three different kinds of magic. Most multiclass mages will do fine with

having either the ability to cast cantrips and rituals but not spells, or the ability to cast spells but not cantrips or rituals. There is a lot of room to play around with these combinations though, so make sure everyone in the group agrees it's a fair deal.

After the player has made all of these choices, he should have a complete custom class. As an example of a multiclass character, take a look at our Eldritch Sorcerer King, a classic hybrid of a warrior and a mage, as well as a good example of a character from one of the eldritch race described above.

The following character Playbooks contained in *Through Sunken Lands and Other Adventures* use the multiclass options. Each has its full class rules detailed on the last page of its Playbook.

THE PIRATE CAPTAIN

This character is a warrior-rogue. She has access to the knacks of a warrior and fights quite well. She also has the additional skills of a rogue, many of which are geared toward captaining her ship.

THE SPELL THIEF

A special kind of thief, this character has the extensive skills of a rogue and may cast spells as a mage. He fights as well as a full-class rogue and has d8 hit dice. He does not have access to cantrips and rituals, or to additional Fortune Points.

THE ELDRITCH SORCERER KING

An eldritch hybrid of the warrior and mage classes, this character fights as well as a full warrior, specializes with a weapon, and can wear any armor, but has smaller hit dice and no knacks. He can cast cantrips and rituals, but not spells.

THE ELDRITCH

In many sword and sorcery stories, the world was once ruled by an ancient race wholly unlike men. The remnants of these eldritch rulers still linger in decadent and crumbling citadels and glorious cities, dreaming of their past glories and honoring millenia-old pacts with forgotten gods. Sometimes these beings have origins on other planets or in other planes of existence. We present the following rules should players wish to create their own eldritch characters.

Members of the eldritch race superficially resemble humans, though they are long-limbed, fair-featured, and of alien temperament. They are naturally sorcerous, and are more akin to spirits or demons than to common folk. Fae, otherworldly, and often cruel, they are feared by mortals. Occasionally, one of the eldritch will journey to the lands of men and seek lost knowledge or something else. Sometimes they take human mages as their apprentices, sharing sorcerous secrets not known for centuries or even millenia. Rarer still, once in an age, a whole band of these creatures may take to the seas and seek to reclaim what was once theirs.

Ancient Pacts - The eldritch have pacts and agreements with almost all of the spirits, demons, and elementals of the multiverse. This gives the eldritch character a +1 bonus to all Charisma rolls when interacting with such spirits, including rolls related to magic involving them. Furthermore, all eldritch know the Abjuration spell and may cast it as a mage of their level, regardless of class.

From Another Age - The time of the eldritch is long since past. Eldritch characters have one fewer Fortune Point than they otherwise would. This means that most eldritch characters will have only two Fortune Points, while eldritch rogues would have four instead of the usual five.

Unaging - The eldritch maintain their youth and vigor for their entire, long lives. Some say that they are actually immortal. The eldritch are fair of form. They automatically resist all forms of non-magical disease and poison.

True Name - Like the spirits which are their kin, all members of this race have true names, and those with the knowledge may use an eldritch's name against him. Knowing an eldritch's true name gives a character great power. By calling out the name, a character gains +5 to all actions taken against the eldritch character, including attacking it.



THE ELDRITCH SORCERER KING

The Eldritch Sorcerer King is a member of a crumbling royal line, either exiled from his homeland or on an errand of his own making. This character can cast cantrips and rituals like a mage, but is also a skilled fighter.

Class: Warrior-Mage

Hit Dice: d8

Initiative Bonus: +1

Armor: The Eldritch Sorcerer King may wear any armor.

CLASS ABILITIES

Weapon Specialization - The Eldritch Sorcerer King has a favored weapon with which he is particularly skilled. Pick one weapon at first level. Your character receives a +1 to hit and +2 to damage while wielding that weapon.

Sense Magic - Naturally sensitive to the world of magic, mages may determine if a person, place, or thing is magical. Doing so requires concentration and a few minutes. See p.15 for more information.

Spell Casting - The Eldritch Sorcerer King learned magic in the ancient style of his people, and may cast cantrips and rituals, but may not cast spells.

Ancient Pacts - The eldritch have agreements with most of the spirits, demons, and elementals of the multiverse. This gives eldritch characters a +1 bonus to all Charisma rolls when interacting with such spirits, including rolls related to magic involving them. Furthermore, all eldritch know the Abjuration spell and may cast it as a mage of their level, regardless of class.

From Another Age - The time of the eldritch is long since past. Eldritch characters have one fewer Fortune Point than they otherwise would.

Unaging - The eldritch maintain their youth and vigor for their entire, long lives. Some say that they are actually immortal. The eldritch are fair of form. They automatically resist all forms of non-magical disease and poison.

True Name - Like the spirits which are their kin, all members of this race have true names, and those with the knowledge may use an eldritch's name against him. Knowing an eldritch's true name gives a character great power.

Level	Experience	Base Attack Bonus	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	0	+1	14	15	13	12	11
2	2,500	+2	14	15	13	12	11
3	5,000	+3	14	15	13	12	11
4	10,000	+4	14	15	13	12	11
5	20,000	+5	14	15	13	12	11
6	40,000	+6	13	13	11	10	9
7	80,000	+7	13	13	11	10	9
8	150,000	+8	13	13	11	10	9
9	300,000	+9	13	13	11	10	9
10	450,000	+10	13	13	11	10	9

HOW TO PLAY

Containing rules for using Playbooks and Scenario Packs for

THROUGH SUNKEN LANDS
AND OTHER ADVENTURES

INTRODUCTION

One of the main goals of *Through Sunken Lands and Other Adventures* is to provide groups the tools they need to play a game, from character creation to either victory or defeat, in a single evening, with little to no prep work on anyone's part.

We love a good, long-running campaign as much as anybody, but have often found, as we have gotten older, that it is hard to schedule a frequent and consistent meeting time, and many people do not seem to have the free time to prepare between sessions. Moreover, we strongly believe that it is beneficial for there to be a way to pick up a fantasy role-playing game for the first time and play it more or less right away, straight out of the box. New and old gamers should have available to them an option for playing a quick and fun game with little fuss.

This basic version of the game comes with nine different Character Playbooks and three Scenario Packs. New Character Playbooks and Scenario Packs can be found at www.flatlandgames.com. Flatland Games encourages players to make your own and share them with friends. If you come up with one you particularly like, let us know!

The 'Core Rules' section gives standard rules for creating simple characters, but most groups will prefer to use the provided Character Playbooks instead. With a set of these Playbooks, the players can, in an hour or less, create a group

of interesting characters who share a bond and a home in the great city, a metropolis of impossible size and wonder.

It is important to remember that the characters that the group will make with these Character Playbooks will already come with all of their ability scores, skills, special class abilities, and everything else, including starting equipment and some extra coin to spend. If a player uses a Character Playbook, he should completely ignore the quick and easy rules for making characters found on p.11 in the 'Core Rules' section.

Meanwhile, *Through Sunken Lands* also provides Scenario Packs for the gamemaster to use. These booklets give a GM everything necessary to provide a satisfying off-the-cuff adventure: monsters, motives, npcs, and even short dungeons. Such Scenario Packs differ from traditional adventure modules in that they provide a different play experience every time, and the events of the Scenario Pack are directly tied to the characters' shared backgrounds and their lives in the great city which the group will detail together.

This section gives the group information and advice for playing using these Character Playbooks and Scenario Packs.

The world is vast, your arm is strong, and there is treasure for the taking!



GETTING READY TO PLAY

The first thing the group should do, after finding some comfortable seats and grabbing some dice and pencils, is design their characters together. Each player should choose a Character Playbook that looks interesting to him and let the other players know what he has. The gamemaster, meanwhile, should be preparing to take notes in her Scenario Pack. She will also have her hands full keeping up with the players' ideas and helping shape a background narrative for the group.

WHAT DO THE PLAYERS DO?

EARLY LIFE

The first two tables in each Playbook deal with a character's family and early life. The characters should take turns rolling on the tables one at a time. Some of the characters probably come from disparate backgrounds, but others may well have known each other since childhood. Did two of the characters grow up in the great city? If so, does that mean that they knew each other in those days? Things like this can make your adventurers a tighter group, one with even more shared history. Even if this is not the case, players should pay attention to their friends' results anyway; they may matter to you a lot later, and you will soon be connected by your shared adventure in any event.

UNUSUAL ABILITY SCORES

Very rarely, a player may defy the odds and end up with an ability score of 20 or even higher while making a character with a Playbook. The highest that any ability score can start at is 19, and any points over that limit are simply wasted. While this might be disappointing, the player should not feel cheated! The benefits of having such a marvelous score will probably outweigh any points which might be lost by going over, and the ability score in question is likely to be one very important to the character's class.

A generous gamemaster may allow a character with a score of over 19 to spend two points from the high score to raise any other ability score by a single point.

The important thing for the group to remember is to slow down and elaborate on the results as they go. It is no fun just rolling dice, one after the other, and making notes, so the players should talk and collaborate. The results on the tables only give a bare bones description of background events, and it is up to the players to weave a story out of it all. The players do not need anything too elaborate here (the best stories come up in play anyway), but they can certainly start learning a lot about their characters.

The Character Playbooks presented in this book come in four varieties:

The Great City - characters from these Playbooks were raised in the great city itself. For some of them, the city is all they have ever known.

Foreign Lands - these characters were raised in other "civilized" lands and have now made their way to the great city in search of adventure.

Barbarian - these characters are from distant lands where men still live in loose tribes or clans. They bring different skills than their companions from urbanized regions.

Eldritch - this character is a remnant of the great sorcerer kings and queens of the eldritch race and has entered the world of mortals.

If one character shares the same background as another (that is to say, if two players picked Playbooks of the same variety), the players should feel free to bounce off of each others' results. To this end, if one player with the same variety of Playbook has already rolled on the first early life table, other players with the same type of Playbook are allowed to skip rolling altogether and choose the same result if they would like. This can help to ensure that two barbarians are from the same tribe or that two citizens of the great city are related if that is what the players want.

Example: Scott is using the High Cabalist Playbook and Jill the Pirate Captain. As they are both playing characters classified as foreigners, they have the option of sharing results on the first table in their Playbooks. Scott rolls first and determines that his character is from a prosperous and outward looking kingdom on the southern continent. When it is Jill's turn to roll, she considers foregoing the dice and simply

agreeing that her character is from the same kingdom and shares the same table result. In the end, however, she chooses to go ahead and roll for herself, determining that her pirate captain is from a different place altogether.

IMPORTANT RULE FOR PLAYERS!

While rolling on the various tables in the Character Playbooks, a player may get a particular result that he absolutely hates, or may just see a result that he missed but that he really loves. Once during character creation, a player may ignore the result of a roll and pick anything he likes from that particular table. It is no fair going back and doing this later! The player should do this when it feels like he needs to so that he can make the character conform to his vision.

CLASS TRAINING

The next five tables in each playbook determine how a character became a warrior, rogue, or mage, and what his early adventures were like. These tables are different for all the Character Playbooks, so the players are unlikely to have any repeat actions showing up here. Again, all the players should take turns making their rolls and let the other players know what happened to their characters growing up.

By the third table in this section all characters, regardless of background, will have made it to the great city where the game will begin. The third table describes someone in the city whom the character has befriended or whom he trusts. There is a lot of overlap across Playbooks on this table, so this is another good time to find common ground between the characters. It is likely that several of them share friends or contacts in the city.

Players can learn a lot about a character's life in the great city as they make these rolls. Did the character study at the temples and libraries there? Does she still visit them? Do the other characters spend time there too?

The fourth table in this section is special, as it involves not just one character, but also the character belonging to the player to the right. This may be the first time the two characters met, or they could have known each other beforehand; that is up to the players to decide. The group will learn about something that the two characters did together from this table, and the result will affect both of the characters. These past events will all lead to the entire group meeting up and having an adventure together when the game begins.

The last table is also a little different; it gives the character a special item of some sort. That item might be some extra money, a minor magic item, an odd trinket, or even a townhouse in the great city. The value of these items might not be immediately apparent, but the GM is very clever, and she is likely already scheming about their history, purpose, or fate.

THE OTHER BITS

After rolling on all of the tables, the character is almost complete. The player should total up the character's Ability Scores and jot them down on the character sheet, as well as any other information needed from the Playbook, such as saving throws. The player should also pick an Alignment now. The rulebook describes the three Alignments on p.11, but if a player is really unsure, he should just pick Neutral. The character also probably has some money to spend, so the player can pick a couple items that he might really want and give the gamemaster some time to plan things for the adventure ahead.

The player also will need to record the character's class abilities. Most of these will have been taken care of when rolling on the charts in the Playbook. For instance, rogues will have already generated their extra skills, mages their various spells, and warriors their weapon specialization. However, a rogue's special 'Fortune's Favor' ability, and a mage's 'Sense Magic' ability should be recorded now.

Also, if the group thinks it is important, the player can pick the languages that the character knows. Everyone speaks a common language which they share, but characters with high Intelligence scores can know more.

WHAT DOES THE GM DO?

MAKE NOTES

The things the players are rolling on their Playbooks' charts and their embellishments as they chat around the table are gold for you. The GM's Scenario Pack has lots of places for the gamemaster to write down important people, places, and things that come up during this part of character creation.

In particular, many (but not all) of the Scenario Packs have a table or two with blank spots for things that come up while the players are making their characters. The gamemaster will need to fill those in now, as the players are chatting and rolling, so that she can figure out the results of that table when the time comes. Any time something from their tables or their own brainstorming grabs the GM's interest, she should make a note of it in the Scenario Pack on these tables.

This is a good chance for the players to test out the rules and learn how to make tests. As mentioned, the character played by the player to the left was there for the event as well, so he can help out if he has a relevant skill or a Fortune Point. Any Fortune Points spent during this part of the process will be unavailable to the character when play begins.

The GM should do her best to make the results of these rolls meaningful. If the characters succeed on an interesting check during their recent event, let them start right off with a clue as to what is going on or information about whom they need to watch. Do not give everything away, but it is certainly okay to let the players know some things now; it only makes it easier for them to start the game right away.

A given Recent Event can only happen once. This means that if a player rolls the same event as one that has already happened, he will need to go to the end of the table and find the special events. The first unused special event happens instead of what he originally rolled.

Some Scenario Packs have different types of Recent Events, such as a single group event that all of the characters take part in and which immediately jump starts the adventure.

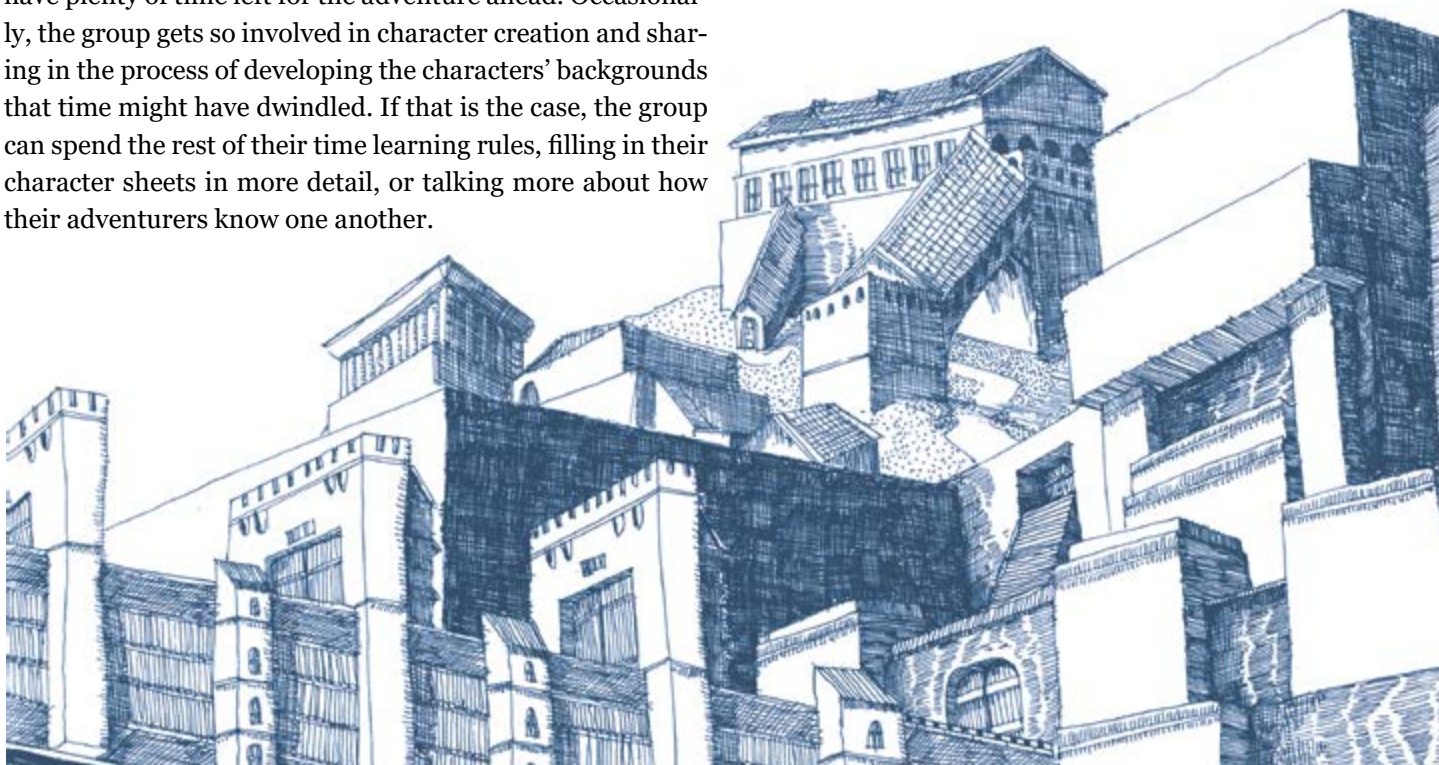
TAKE A BREATHER

The group is ready to start the game now! It is usually a good idea for the players to take a couple of minutes to grab a drink and let the GM finish making notes. Everyone should have plenty of time left for the adventure ahead. Occasionally, the group gets so involved in character creation and sharing in the process of developing the characters' backgrounds that time might have dwindled. If that is the case, the group can spend the rest of their time learning rules, filling in their character sheets in more detail, or talking more about how their adventurers know one another.

THE GAMEMASTER'S MOST IMPORTANT JOB

The gamemaster is going into this game with a fair amount of information overload; a lot of things are coming from a lot of directions. Cool. You have a lot to play with that way. Your job is to figure out how to relate the best bits of the player characters' backgrounds that they are getting from their Playbooks with what you're getting from your Scenario Pack. This requires finesse and creativity, but we find that most people get the hang of it.

Remember, these Scenario Packs are not traditional adventure modules: they don't give you a pre-made game session, ready to go. The whole point is for you to make up your own adventure scenario and play it in a single evening, so have fun and roll with the punches. If you need a minute to figure out how two or three things go together, just tell the players that you need to think, come up with something that seems fun, and go with it.



RUNNING THE GAME

After the players have filled in their character sheets and the GM has had a chance to catch her breath, it is time to get to the adventure itself. The gamemaster should have everything necessary to get the players hooked and interested. The Recent Events tables in the Scenario Pack probably already have the characters ready to take up arms to win their fortunes. This section addresses the GM directly, giving her tips and tricks to run a game with minimal preparation.

KEEP THINGS MOVING

When things start getting slow during the adventure, ramp up the drama. Ideally, the players will be driving the story forward from the beginning of play; after all, they have experienced a lot of odd recent events, or the Scenario Pack is starting them off *in medias res*. However, sometimes things drag, or the characters find themselves lost without a clue as to what to do.

When this happens, the GM should throw something new at the players. The cliché example is a sudden attack. That certainly works, but so might a stranger with a special, unforeseen clue, or a message from a forgotten god of Law or Chaos.

The secret here is this: most players want to roll dice, and they want their rolls to matter. The gamemaster can achieve this by picking interesting obstacles and clues that play to the information on the character sheets: ability scores, skills, spells, and personal history.

A THIRST FOR ADVENTURE

Through Sunken Lands is very intentionally designed to evoke the feeling of one particular sub-genre of fantasy, that of classic swords and sorcery tales. This means that the game is about adventurous, puissant, and sometimes greedy and reckless heroes out for glory and gain. The world of these heroes is vast, dangerous, and often untamed. It is also ancient beyond reckoning, filled with treasures and temples of bygone eras.

The success of the hero in a sword and sorcery tale is not a foregone conclusion. There are many who delve into forgotten tombs in search of ancient treasure, only to die a lonely death at the bottom of a dark pit. The heroes in a game of *Through Sunken Lands* might well end up like those poor

souls. However, they are also men and women of impressive talent; they have high ability scores, begin at second level, and have a pool of Fortune Points to see them through difficult times.

The burden of making an exciting game falls every bit as much on the players as it does on the GM, and the gamemaster can encourage this most by working with her players to create characters who have solid motives for adventuring. Since treasure hunting is a classic motive for heroes within the genre, we have built-in mechanics, such as spending money for experience points, to encourage players and their characters to move forward in their desire for material gain.

This need not be the only motive within the group, however. One character may wish to find a means of ingress by which his god might come fully into the world, while another may be hunting for clues about her lost people. Good characters have at least two motives, if not more, and the gamemaster should exploit these motives at every opportunity.

AVOID ILLUSIONISM

Illusionism is a term used to describe a particular problem with seat-of-the-pants GMing in roleplaying games. Illusionism happens when a gamemaster makes sure that every choice the characters make is the right choice (or vice versa). For instance, the characters enter some dank sewers and come to a junction. One way leads to the end of their adventure, the other to something else. The GM waits for the characters to say which way they are going, and then immediately places the end of the adventure in that direction.

This is certainly not the worst thing in the world, but it can make some players feel that their choices do not matter at all, and they would be right. If the evil wizard will be down the right hand path if I choose it, but down the left if I choose that way instead, then why did I choose at all? Why didn't the gamemaster just make a single hallway taking me straight to the destination he had in mind?

The GM can avoid Illusionism fairly easily, even while running things on the fly. If there are two ways to go, the gamemaster may simply decide which way leads to the evil wizard, even if she only makes that decision five minutes (or five seconds) beforehand.

CIVILIZED VS. SAVAGE

A common trope of sword and sorcery fiction is the tension between “civilized” cities and empires and “barbaric” or “savage” folk who live in tribes, clans, or villages, often disdaining the trappings of the nobles and merchants of the walled settlements in distant lands.

While words like “barbarian” can have a negative connotation, it is used without judgment here. Indeed, in much of the source fiction, the barbarians prove themselves to be of sounder mind and heart than those in the largest cities, universities, or throne rooms.

We prefer to play up this trope simply by having the various barbaric cultures add to the cosmopolitan feel of the setting. There are folk in the world of a hundred cultures, and all can find a home or unimaginable dangers in the great city or in other lands.

Just as discussed above, let your imagination roam when describing these other cultures of the world, and look for inspiration outside of the medieval European pastiche. Do some light research about barbarians of the ancient world, tribes from across the globe, and people from all the continents of the real world, then mix and match to your heart’s content. Most importantly, do not fall into the trap of making your barbarians stupid or ignorant; these are folks who know every bit as much about the world, especially their immediate surroundings, as any other people. They are likely to have their own gods, languages, writing systems, and methods of governance. Having the characters encounter a host of different peoples in their journeys and even in the great city helps make the world feel large and alive.

In our sample setting of Jundarr and the Sunken Lands, just as in the real world, the term “barbarian” likely just means someone who does not speak the dominant language.



SPELLS AND MAGIC

Containing cantrips, spells, rituals, and magic items for

THROUGH **SUNKEN LANDS**
AND OTHER ADVENTURES

INTRODUCTION

This section contains all of the information you need to use magical items, cantrips, spells, and rituals in your games of *Through Sunken Lands and Other Adventures*. At the beginning of each section, the rules for each type of magic are repeated for clarity. While this document contains no new rules for the casting of magic, many rules from the 'Core Rules' section are reproduced here for ease of use.

The lists of spells that follow are by no means definitive, but rather contain the most common types of magic encountered in the game.

Gamemasters and players should feel free to design other spells and rituals for use in their own games of *Through Sunken Lands*, or to adapt some of their favorites from other games. If there is a question as to whether a new spell or ritual is too powerful or too weak, we find it best simply to ask the rest of the group for an opinion on the matter.

There are no rules in this document for making magical items beyond some simple potions which may be created by magical rituals. Gamemasters and players are encouraged to find a fun and interesting way to create their own magical items if doing so suits them. There are three systems presented for creating magical items in the *Further Afield* supplement for *Beyond the Wall and Other Adventures*.

All spells and rituals (though not cantrips) have the following characteristics:

Range: This tells how far the mage can cast a spell. A range of 'self' means that the magic only works on the caster. Touch is self-explanatory. Near spells only affect targets within the immediate presence of the caster (perhaps 50 yards in an open field, or in the same room if indoors). Spells with the range of 'far' can affect things at even greater distances; the spell description will say just how far. Some few spells have a range of 'the Cosmos,' meaning that they affect things from outside of our own plane of existence, such as creatures within the realm of Chaos or the hidden homes of the elemental lords.

Duration: This tells you how long a spell lasts, either in terms of rounds or, for longer lasting magic, in terms of hours, days, or other real measurements of time.

Some spells list 'concentration' as their duration. Such magics last as long as the caster is able to focus and direct the magic. It may make things a little more difficult, but while maintaining concentration, a caster may hold a conversation, search a room, and even engage in combat. However, he may not cast any other magic and, should he be struck in combat, he must pass a Constitution check with a penalty equal to the amount of damage suffered or else the spell will end.

Save: Magic which affects people directly often allows the target to make a saving throw to resist the spell. This entry tells you whether the target gets a save or not. Unless otherwise noted, the target should make a saving throw versus spell.

Cantrips do not have all of these characteristics, as they are always assumed to have a range of near, special durations explained in their text, and they always allow their targets to make a saving throw. Their entries, therefore, do not list a range, duration, or save.

Additionally, cantrips and rituals require ability score checks, and so each listing tells you whether the cantrip or ritual in question checks Intelligence or Wisdom.

A MAGE'S SPELLBOOK

We assume that our characters have committed any spells, cantrips, and rituals which they know to memory, and so have no use for carrying around a spell book containing that information.

However, a wizard must have learned spells somewhere, and that often means that these spells were written down and studied initially. Players of mage characters may elect to carry with them a written book of spells and rituals which they know. Characters may also find other such books in the course of their adventures, offering them opportunities to learn new spells.

If a player chooses to have a mage character carry a book of spells, there is no immediate benefit for doing so, but it may give the character extra bargaining power with other NPC wizards who might wish to trade arcane knowledge.

CANTRIPS

To cast a cantrip, the mage makes either an Intelligence or Wisdom test (each cantrip's description says which). Success means that the cantrip works more or less as desired. When a mage fails a cantrip roll, one of two things can happen at the player's discretion: either the mage finds himself robbed of his magical energy, or the magic spins out of control.

If the player chooses to run out of magical energy, then the mage has exhausted himself and is unable to use magic of any sort until he has had a full night's sleep. Additionally, any spells or rituals which the mage had cast earlier and which are still in effect immediately stop (barring, of course, spells with a duration of 'permanent').

If the player decides to have his cantrip miscast, then the magic has gone horribly wrong. This is dangerous, because now the GM may decide what happens with the magic. In all instances, the spell should have a deleterious effect on the character or his friends; perhaps a light spell darkens an area just when the party needs some light, or a hex meant for an enemy affects the mage himself instead.

In general, cantrips produce only minor effects. They cannot damage a target, they only work at 'near' range, and they do not produce any permanent effect. The description of a particular cantrip covers roughly what it can do. The gamemaster may determine that a mage is stretching the abilities of a given cantrip and so assign a penalty to the check.

Some cantrips allow a caster to impose penalties to die rolls on opponents, such as by cursing or hexing them. Cantrips are too weak to give any opponent a penalty worse than -2 to a roll.

BEAST KEN (Wisdom)

A mage with this cantrip speaks the language of the beasts, and may even attempt to call them to him, as the wolf howls to its pack. The caster may speak to any non-magical beast. Casting this cantrip also predisposes most animals to speak to the caster where they otherwise might have fled or attacked.

A mage may attempt to speak to multiple types of animals at once, incurring a -3 for each additional type. Convincing animals to take action would also call for a -3 penalty if the caster is attempting to convince the beasts to act outside of their own perceived best interest. In general, animals will not endanger themselves for the user of this cantrip, though a mage may try with a large penalty of -6.

BEGUILEMENT (Wisdom)

Manipulating the minds of the weak, the mage warps and twists the emotions of her foes and playthings. This cantrip instills a single basic emotion in the target, like anger, sadness, or joy. The precise effects of such emotions are left to the gamemaster, but they may give someone a bonus or penalty to a Charisma roll with the target as appropriate, or could be so distracting as to cause the target to suffer a -1 (but no higher) penalty to rolls while affected.

If the mage wishes to cause a wild swing in a target's emotions, such as becoming overwhelmed with joy while in a deep sadness, she suffers a -5 penalty.

BLESSING (Wisdom)

With a touch and a word of hope, this cantrip allows the mage to help an ally with a specific future task, giving him +2 to a single roll. When a mage casts the spell, she must name the task for which the character will receive the bonus (e.g. "Smite your enemies!" or "Craft a wondrous sword for the Duke!").

The mage may attempt to give even greater bonuses to her subject, taking additional -5 penalties for each additional +1 she wishes to bestow.

CONJURE SOUND (Intelligence)

A mage with this cantrip is a master of aural trickery, and may produce sounds with but a wave of his hand. Sounds such as footsteps, clattering, and screams are all at his beck and call. Normally this cantrip produces an indistinct, quiet sound.

A mage may take penalties to make these sounds louder or more specific. For instance, producing indistinct music to the right of a target would give a -3 penalty, while a very specific noise, such as a particular song emanating from directly behind a target, would give -6.



GLAMOUR WEAVING (Intelligence)

Mages with this cantrip are illusionists, able to conjure silent images. These illusions are simple visions with no depth or weight. Normal use of this cantrip produces the image of a small, immobile object of unimpressive design.

A mage may produce larger or more detailed images by taking a -2 penalty. Creating moving illusions is even harder, and gives a -4 penalty.

HAND OF WILL (Intelligence)

The caster is able to exert her will upon the world, moving small objects at a distance. Successful use of this cantrip allows the caster to move any object in near range. The caster may only move small or light objects (up to ten pounds or so), and must concentrate on maintaining this cantrip. The caster may only move the object; any fine manipulation is impossible by the normal use of this cantrip.

The caster may attempt to move heavier things. Each additional five pounds results in a -1 penalty. The caster may attempt finer manipulations with a -5 penalty.

HEXING (Wisdom)

The caster fixes the target with his will and utters a curse. The caster must specify an action such as “strike with a sword,” “climb a tree,” or “talk to a noble,” and the victim then receives a -1 to his next roll involving this type of action.

The caster may utter a stronger curse, giving his victim a -2 to his roll instead, but must take a -3 penalty to do so. The caster may take a -6 penalty to have this cantrip affect the victim until the next sun-up or sun-down.

MAGE LIGHT (Intelligence)

This cantrip produces a moderate amount of magical light. This light may appear from a physical object in the possession of the caster, such as the tip of his staff or an amulet, or as a simple ball of floating light. The cantrip produces enough light to illuminate an area of about 30 yards; the light is dim, but just strong enough to read by.

A mage may attempt to produce more light at a penalty to his casting roll; summoning the light of several torches into a room gives a -3 penalty, while the equivalent to full daylight would call for a -5 penalty. Producing several globes of colored light that move about on their own would call for similar penalties, as would trying to cast the cantrip in such a way as to produce the light in a particular spot at a distance

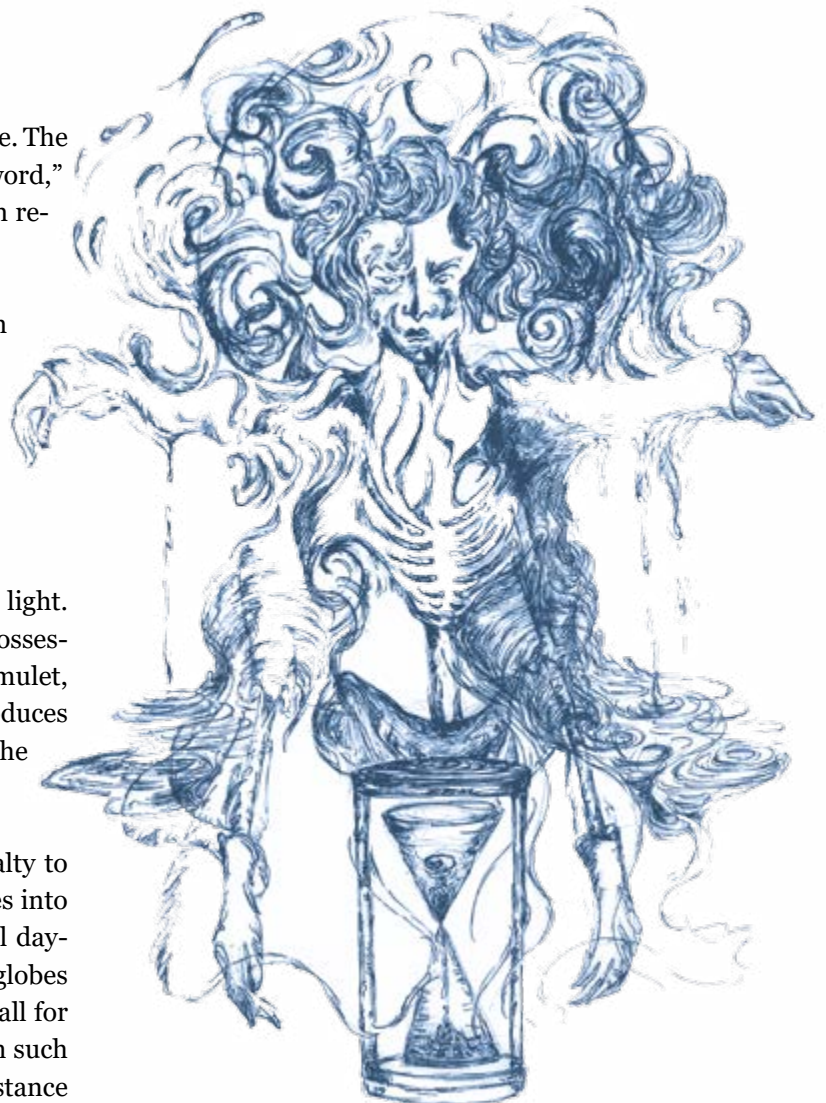
from the caster (for instance, before the eyes of an enemy, in order to distract him).

Lights produced with this cantrip last as long as the caster is able to concentrate on them. Being struck in combat or failing the roll for another cantrip will make this spell end immediately.

SECOND SIGHT (Intelligence)

Using this cantrip allows the caster to see spirits of all sorts: the dead, faeries, and demons of all stripes. This cantrip only grants the caster the ability to perceive these spirits; if she wishes to converse with them, she must know their language.

A mage with this cantrip can also attempt to command a spirit if she knows its true name. Rules for doing so are covered on p.41 in the ‘Core Rules’ section along with the rest of the information on true names.



SPELLS

The simplest and most reliable sort of magic comes in the form of spells, codified effects taught to mages by their masters or studied from books. Each spell works in a particular way every time it is cast. They tend to be more powerful than cantrips and weaker than rituals, though they are safer and more dependable than either.

A mage may cast a number of spells per day equal to his level. After that, he is considered to be exhausted and may cast no more, though he may still attempt to cast cantrips or rituals.

Mages spend a long time learning spells and recording them for their own use. In order to learn a new spell, a mage must spend a full week studying it from a book or a mentor and then make an Intelligence test. If the test is successful, the mage now knows that spell and may cast it as normal. If the test fails then the mage must wait to attempt to learn it again until he has gained another level.

ABJURATION

Range: Near

Duration: Instant

Save: yes

The mage makes the sign of banishing, and attempts to send a single disembodied spirit back to its home realm. The target must make a saving throw or immediately return to its home realm. This spell only affects spirits not of the natural world who have found their way here from other planes of existence.

ABJURING OTHER SPIRITS

As written, the spell Abjuration only affects spirits from other realms, and only those that are somehow disembodied. The GM may allow mages to abjure demons and spirits who have taken a physical form (perhaps with a bonus to the target's saving throw). She may also allow mages to abjure newly-embodied spirits native to this plane, such as most elementals, though such spirits simply flee the caster, instead of leaving this plane of existence.

BANISH UNDEAD

Range: Near

Duration: 10 minutes/level

Save: yes

This spell causes mindless fear in all sorts of undead. When the mage casts this spell, any undead creatures in his presence must make a saving throw versus magic or else immediately flee from the caster and hide for the duration of the spell. The targets are free to act normally afterward.

BAR THE WAY

Range: Touch

Duration: 1 minute/level

Save: no

With a touch and a word of power, the mage bars an ordinary door or gate so that none may pass. Determined opponents may still batter down the door frame by brute force, but the door simply will not budge.

BLACK WINGS

Range: Self

Duration: 1 round/level

Save: no

Making the threefold sign of the dark wind, the mage raises his arms and the shadows leap to his command, attaching themselves to the sorcerer's shoulders in the vague shape of wispy wings. For the duration, the caster gains a +5 bonus to all rolls related to jumping, climbing, and may even glide downward, though he may not truly fly, and will instead be carried by the air currents in such a case.

BLIGHT OF LONELINESS

Range: Near

Duration: 1 hour/level

Save: yes

An old witch's curse, this fearful spell makes the target repulsive and uncouth to all those around him. For the duration, the target automatically fails all Charisma checks of any kind. Wise victims find a quiet place to avoid the company of others.

BRAVE THE FLAMES

Range: Self

Duration: 2 rounds/level

Save: no

Even ancient dragons have some small cause to fear a master of the magical arts. For a brief time, the caster of this spell gains the ability to walk through flames and reach into raging fires. For the duration of the spell, no fire of any kind may harm the caster, even magical fire or the breath of dragons.

BURNING HANDS

Range: Near

Duration: Instant

Save: yes

The caster spreads her hands as her eyes glow with a fiery intensity and flames shoot from her fingertips. The resulting fan of fire extends five feet in front of her in a large arc, causing 1d3 damage, plus 2 points for every level of the caster to all living things within the arc of the flames. Targets who make a saving throw versus spell take half damage.

CALL THE SWARM

Range: Near

Duration: Concentration

Save: no

The caster speaks in a harsh and whispered tone and the land crawls to her call. A swarm of small animals, such as bats, insects, or rats, comes from the immediate area and moves roughly as she commands. The precise type of creature is dependent upon the local fauna. Those caught in the swarm take 1 point of damage per turn. The swarm persists until dispersed or until the caster loses concentration; the caster must focus on directing the swarm and nothing else for the duration.

COMMANDING WORD

Range: Near

Duration: 1 round

Save: yes

With sheer force of will, the mage can force another to obey a single-word command. The target will not directly harm itself, but will otherwise carry out the precise command immediately. A successful saving throw means that the target may ignore the caster's command.

CLEAR EYES

Range: Self

Duration: 1 hour/level

Save: no

Passing her hand over her eyes while making a sign of power, the caster sees through other mages' illusions. For the duration of the spell, the caster immediately knows all illusory images from true. She still sees any illusions around her, but immediately knows them to be false. Note that this spell gives the mage no special ability to see invisible or incorporeal things.

CONJURE DARKNESS

Range: Near

Duration: 3 rounds/level

Save: no

The entire area in near range of the caster is blanketed in a shroud of darkness. No light, even from magical sources, can penetrate the abyssal blackness the mage has brought down upon the area. The only exception would be magical light produced by a mage of a higher level than the caster, which will banish the darkness and end the spell immediately.

COUNTERSPELL

Range: Self

Duration: 1 round/level

Save: no

With a quick word and an arcane sign, the caster protects herself from hostile magics. For the brief duration of this spell, any magical effects directly targeting the caster automatically fail. This spell only counters the magic of beings with a level or hit dice equal to twice that of the caster or lower.

DEMONIC HAZE

Range: Near

Duration: 3 rounds/level

Save: no

The caster's mouth distends in a hideous grimace as a thick, oily, and purplish mist pours out of his mouth, eyes, and ears. The smoke fills the area in near range but does not shift or move in any way, even in a strong wind. It is impossible to see through the smoke, and any but the caster who remain within it suffer 1 hit point of damage per round.

ELEMENT'S COMMAND

Range: Far

Duration: 10 minutes/level

Save: yes

Calling upon ancient and binding laws, the mage forces an elemental spirit to do her bidding. This spell has two effects. First, it forces any elemental spirit within 300 yards to make itself visible to the caster. Second, the caster may command a single elemental in range for the duration. This elemental receives a saving throw versus spell, but with a penalty equal to the level of the caster. If the elemental fails its saving throw it must obey the caster's commands; the caster may take no other action while actively commanding the elemental, but may have the elemental halt, inactive, while she does something else.

Elementals are odd spirits whose motivations are inscrutable to men. Due to the ancient laws of the multiverse, following these commands is in their natural impetus, and so they usually do not even notice that they are being commanded, and simply vanish or slink away after the duration ends. However, if the mage particularly mistreats an elemental servant, it may seek vengeance upon her. Elementals with higher hit dice are more likely to react in this manner.



ENSORCELLED VOICE

Range: Near

Duration: 3 rounds/level

Save: yes

The sorcerer gazes at one unfortunate target, stealing his voice. For a brief instant the caster's eyes flash with an otherworldly light as he speaks a word of enchantment. If the target fails his saving throw, the caster may force him to speak whatever he wishes. The target is not under the caster's control in any other way, and may flee or attack, but has no control over his own speech.

ENTANGLEMENT

Range: Near

Duration: 10 rounds

Save: yes

At the behest of the mage, all the plants within near range twist and reach out to grab and hold any creatures, save the mage himself, that enter their range. A successful saving throw will allow a slow escape, but at no more than 10 feet per round.

EVASIVE THE DEAD

Range: Touch

Duration: 4 rounds/level

Save: no

The target of this spell passes by any undead creatures without their notice, hiding from their dead sight. An undead creature of any kind simply does not notice the character in any way for the duration of this spell. Attacking undead creatures in any way will end the effects of the spell immediately.

EYES OF ETERNITY

Range: Self

Duration: 1 hour/level

Save: no

The caster claws at his head, muttering words in a forgotten tongue as four stalks sprout from his head, each ending in a slimy, yellowish eye. These eyes see in all directions and never close, granting the caster a +2 bonus on any rolls relating to perception. For the duration, the caster can sleep and still be aware of his surroundings, and so does not need to take a watch. He is also hideous.

FALSE FRIEND

Range: Near

Duration: 1 day/level

Save: yes

Magic is an alluring force. If the target of this spell fails his saving throw, he believes that the caster is his trusted ally and bosom buddy. While he will not commit suicide for the caster, he will go to great lengths to please him, acting in all ways as a trusted ally and friend of the caster. If the target is being threatened by the mage or the mage's allies, he will receive a +5 to his saving throw. If cast in combat, the spell simply will not work at all, as the target's sense of self-preservation will override any power the magic might have over him.

FEATHER FALL

Range: Touch

Duration: 1 round/level

Save: no

With a quick wave of the hand and a whispered word, the target falls no faster than a feather, taking no damage upon landing. Of course, if the target is still in the air when the spell wears off, her vertiginous descent begins anew.

FLAME CHARM

Range: Near

Duration: Concentration

Save: no

Some mages know the tongue of the flames. They can speak soothing words to them, causing fires to dwindle to small coals, or they can speak words of anger, causing the flames to leap higher and dance about. This spell does not create a fire, but may increase or decrease an existing fire's brightness or intensity. The flames still require the normal amounts of fuel, and the caster may do nothing but focus intensely while controlling them.

FLASH OF BRILLIANCE

Range: Near

Duration: Instant

Save: yes

The mage makes the ancient sign of light with the fingers of both hands, then claps them together with a sharp crack, producing a blinding flash of light. Everyone in the area except for the mage himself must make a saving throw versus spell or be blinded for 2d6 rounds.

FORGETFUL MIND

Range: Near

Duration: 1 hour/level

Save: yes

This wicked spell makes the target forget almost everything of importance for the duration. The target knows who he is and who his friends are, but must make a successful Intelligence check to remember the details of important events. Furthermore, the target loses the benefit of all skills for the duration of the spell.

FRIEND'S CALL

Range: Far

Duration: 1 day/level

Save: no

When in great danger, a mage may call to his friends and give them magical knowledge of his location. This spell targets any one party member, ally, or family member of the mage. The target instantly knows that the mage is in danger, and may sense the mage's location for the duration of the spell.

FROM THE BRINK

Range: Touch

Duration: Instant

Save: no

The mage whispers soothing words of healing to a dying target who is at 0 hit points or lower. The target immediately stabilizes and recovers with 1 hit point. This spell may also be used on vanquished enemies so long as it is cast within a minute or so of their defeat.

GREAT ENDURANCE

Range: Near

Duration: 1 hour/level

Save: no

For a short time, the caster and his companions are filled with an unusual vigor and health. For the duration, they automatically pass any Constitution checks required of them, ignore the effects of any poison, and any penalties they may have incurred due to fatigue or other such considerations.

GREATER ILLUSION

Range: Near

Duration: Concentration

Save: yes

By speaking ancient words of power, the caster calls forth an image. These ghostly images appear real but have no substance. They make sounds roughly appropriate to the type of image created, but are incapable of any sort of intelligent speech or thought. The phantasms will endure until the mage's concentration is broken. Viewers who have a probable reason to believe that the images might not be real may make a saving throw versus spell; success means that they recognize the shapes as only empty visions. This spell cannot create an image larger than around the size of a horse, nor can it create more than three separate images at a time.

HEALING TOUCH

Range: Touch

Duration: Instant

Save: no

Perhaps the most sought after of magics, Healing Touch allows a spellcaster to save even those who have been gravely wounded. The mage lays his hands upon a wounded subject and life flows from his touch. The target regains 1d8 hit points as his vitality is restored.

HELLISH VISIONS

Range: Near

Duration: Concentration

Save: yes

The mage whispers painful words of magic, barely audible to even his nearest companions, but which echo loudly in the mind of a single target in near range. Should the target fail a saving throw, the caster may cause the target to see terrifying and disturbing visions for as long as she concentrates. These visions may have numerous effects depending upon the situation, and will give the target a -3 penalty to all rolls for as long as the caster maintains concentration.

THE HOWLING

Range: Near

Duration: 1 round/level

Save: yes

The caster calls out painful words of magic, her voice growing to a howling shout. Soon, many voices rise on the winds, creating a deafening cacophony in the immediate area. Everyone in near range, both friend and foe, must make a saving throw or else cover their ears and do nothing else for the duration of the spell. Even those in range who succeed at their saving throws suffer a -2 penalty to all actions. Creatures who cannot hear, or who are mindless, such as skeletons and zombies, are unaffected.

INSPIRATION

Range: Near

Duration: 3 rounds/level

Save: no

The caster calls mystical power to aid himself and his allies, increasing their skill, bravery, and fortune. The caster and all allies within range gain +1 to Hit and +1 to all saving throws.

KISS OF AGONY

Range: Touch

Duration: 1 day/level

Save: yes

A favorite spell of unscrupulous sorcerers in the great city, this magic allows the caster to kiss or caress another, who is then cursed with a dangerous sorcery. From that moment forward, at any time for the duration of the spell, the caster may activate the curse, which immediately causes 2d6 damage to the target, regardless of the caster's distance.

MAGIC MISSILE

Range: Near

Duration: Instant

Save: no

When a mage casts this quick and deadly spell, a bolt of magical energy unerringly strikes a target whom the caster can see. The bolt does 1d6+1 points of damage. The mage produces one additional bolt per 3 levels of the caster, so two bolts at level 3, three bolts at level 6, and so on. If casting more than one bolt, the mage may direct all of them at one target or each at different targets.

MASKED IMAGE

Range: Self

Duration: 10 rounds/level

Save: no

The mage makes a mystical sign while passing his hands across his face and suddenly appears as another. The caster's appearance, including clothing, height, and weight, changes so that he no longer resembles himself. He may not duplicate the appearance of another specific individual using this spell.

MYSTICAL SHIELD

Range: Self

Duration: 5 rounds/level

Save: no

The mage pulls the forces of magic into a physical barrier before him, granting him +6 AC against all attacks originating from in front of him for the duration of the spell.

OBSCUREMENT

Range: Self

Duration: 4 rounds/level

Save: no

With a simple gesture, the mage becomes hazy and forgettable. She is difficult to see, and won't be noticed by most creatures. She receives +3 to any rolls for sneaking about unnoticed for the duration.

OPENING TOUCH

Range: Touch

Duration: Instant

Save: no

With an arcane sign, the caster forces open any ordinary door or lock. This spell has no effect on magically sealed locks, and cannot move anything which the caster could not muscle open herself, like a heavy portcullis or stone sarcophagus (though it may certainly open any locks on such objects).

PASS WITHOUT TRACE

Range: Touch

Duration: 1 minute/level

Save: no

The mage's touch carries the blessing of the earth, and the target can then pass through any terrain, whether mud or snow or forest land, without leaving tracks or prints of any kind.

PETRIFYING GAZE

Range: Near

Duration: 1 round/level

Save: yes

The spellcaster freezes his target with but a look. While the spell lasts, a victim who fails his saving throw is held totally immobile, but is otherwise unharmed. If the target is then attacked he is hit automatically, but this ends the spell.

PHANTOM SKILL

Range: Near

Duration: 1 day

Save: no

With a gesture and a blessing, the mage blesses one person in his immediate presence with a skill of the caster's choice. The target is not quite sure how she came by such knowledge, but has the full benefits of the skill for one day, including the ability to help others with her new skill.

REANIMATION

Range: Near

Duration: 3 hours/level

Save: no

This dark magic causes the dead to walk. The mage says the words of power and causes 1d4 corpses within near range to become either skeletons or zombies, whichever is appropriate. These creatures are under the control of the spellcaster, and revert to their natural, lifeless state when the spell ends.

REBUKE OF THE SORCERER

Range: Near

Duration: Instant

Save: yes

The sorceress waves her left hand in a sweeping motion, her fingers making gestures of arcane might. With a harsh word and look of disdain on her face, her enemies fall before her. This spell affects 1d10 + the caster's level of hit dice worth of enemies. Each affected target who fails the save immediately falls to the ground, losing its next action. Those who succeed feel the force of the caster's will, but remain standing and are unaffected.

SANCTUARY OF PEACE

Range: Self

Duration: 3 rounds/level

Save: yes

The mage creates a sanctuary around herself. Anyone wishing to physically harm her in any way must make a saving throw or find himself unable to do so. The spell ends immediately if the caster takes any offensive action.

SENSE NATURE

Range: Near

Duration: Instant

Save: yes

A wizard is shrewd and wise, and a whispered incantation can bring much knowledge about a person. By means of this simple but powerful spell, the mage automatically determines the alignment of a single target in his immediate presence. Additionally, the caster may sense if the target is in any way supernatural; for instance, the caster would learn if the target were possessed by a demon, or were really an elemental lord in disguise, or a shapeshifted sorceress. If the target makes a successful saving throw versus spell, the caster learns nothing.

SHARED VISION

Range: Touch

Duration: Concentration

Save: no

By a touch and a word the caster ceases to see through her own eyes and instead sees through those of the target. This spell may be cast on any living creature, human or otherwise, and lasts so long as the mage maintains her concentration.

SILENCE

Range: Near

Duration: 2 rounds/level

Save: no

The mage raises his hand in an arcane gesture and a blanket of complete silence covers the area around him. For the duration of the spell, no sound of any kind issues from or into near range, including speech or the sounds of battle.

SMUGGLER'S LUCK

Range: Touch

Duration: 1 hour

Save: no

This spell makes any one item in the mage's possession completely undetectable by normal means. The hidden item must be no larger than a short sword or a small, full sack, and it must be reasonably possible to hide the affected item on the caster's person. For the duration of the spell, any mundane search of the character will simply fail to turn up the item, though spells of magical detection may find it.

SPIDER CLIMB

Range: Touch

Duration: 3 rounds/level

Save: no

With a gentle touch and a secret sign, the mage gives her target the ability to climb upon vertical surfaces and even to hang from the ceiling like a spider. The target must have bare hands and feet, but can then climb across all surfaces exactly like a spider for the duration of the spell.

SWIFT STEP

Range: Self

Duration: 1 round/level

Save: no

After speaking an ancient word of magic, the caster moves with unnatural speed and grace, appearing as a blur to those in her presence. For the duration of the spell, the caster moves incredibly quickly. She always acts first in any combat round, regardless of the initiative ratings of the combatants, she gains a +2 to all Dexterity rolls, and she may run as fast as a horse at a full gallop.

TERRIFYING PRESENCE

Range: Near

Duration: 2 rounds/level

Save: yes

The caster of this spell moves and speaks with terrible authority and causes his enemies to quail before him. The caster may turn his baleful will toward any one opponent per round for the duration of the spell, causing the target to run, hide, or cower for the remaining duration of the spell. A successful saving throw on the part of the target negates the spell.

TINKER'S GIFT

Range: Touch

Duration: Permanent

Save: no

This spell makes whole again that which was broken. It can mend broken chains, rings, or other works of metal, as well as ceramics and wooden objects. The targeted object must be small, no larger than a dagger or water jug. This spell does not affect magical items.

TRUE STRIKE

Range: Self

Duration: 1 round

Save: no

The mage lays a fell hand upon her blade, granting herself precision and power. If she attacks the round after casting this spell, she receives +10 to her attack roll, can hit incorporeal creatures or those immune to ordinary attacks, and does 2 additional points of damage per level should she hit her target. The mage must attack during the next round of combat, or the casting of this spell is wasted.

VEIL OF SLEEP

Range: Near

Duration: 5 rounds/level

Save: yes

The wizard whispers soothing words of magic, causing targets to drift into a deep sleep. The spell affects 2d4 hit dice worth of creatures within near range. The sleep caused by this spell is very, very deep, but otherwise natural. Ordinary noises will not wake the targets for the duration of the spell, but physically harming them does. Targets who make a successful saving throw are unaffected.

THE VOICES BETWEEN

Range: Far

Duration: 1 hour/level

Save: no

The mage pricks his ear and wipes the blood across his tongue while a single companion in his presence does the same. For the duration of the spell, when the caster or the companion whisper, their words are carried through the space between the worlds and may be heard by one another, regardless of distance.

The caster must make a saving throw versus spell. Failure indicates that, at some point during the duration of the spell, the caster and his companion are noticed, and may be contacted, by something from the spaces between. When this happens, they both become extremely shaken and are struck dumb for 1d6 rounds.

WEB

Range: Near

Duration: 2 rounds/level

Save: yes

With an elaborate gesture, the mage fills an area roughly 10 feet in diameter with thick, sticky webbing. All creatures in the area must make a saving throw or be trapped for the duration of the spell. Trapped creatures may do nothing for the duration but make a Strength check with a -2 penalty to escape. Monsters with no ability scores instead roll their saving throw again while trying to escape.

WHISPERING WIND

Range: Far

Duration: Instant

Save: no

The mage speaks to the wind in its own tongue and gives it a message, which it then carries to another person known to the mage. Such a message can travel quite far, around a mile per level of the caster, reaching even distant companions.

WILD CALL

Range: Far

Duration: Instant

Save: no

Calling the name of any one type of animal native to the local region, the mage lifts her hands and up to 2d6 available creatures from up to a mile away come to her call. It may take the creatures some time to reach the caster, depending on distance; a group of rats would probably arrive within the round when called at the dockyards, but a pack of wolves may take several minutes to reach the mage in a forest. The animals will be predisposed to help the caster, though they are not her slaves, and may ultimately act of their own free will. For clarity, they are likely to defend her in a combat situation, but not die for her.

WIND WARD

Range: Near

Duration: 1 round/level

Save: no

The mage utters the name of the wind, and it comes to her call, shielding her and her companions with a brief but powerful gale. For the duration of the spell, the caster and all those in near range are completely immune to all ordinary missile attacks, such as arrows, sling stones, and thrown weapons. Furthermore, no flying creatures may approach into near range of the caster for the duration, and those already within range must land immediately. This effect works both ways, so the caster and her allies may not use missile weapons or fly either.

WITCH LAUGH

Range: Near

Duration: 1 round/level

Save: yes

Those affected by the witch laughter find everything hilariously funny and laugh uncontrollably to the point of pain. After the mage speaks the words of power, the target begins giggling and then laughing more and more loudly as the rounds progress. Initially, affected targets suffer a -3 to all rolls, but, after two rounds of being affected by the spell, they find themselves on the ground, incapable of doing anything but laughing for the remainder of the duration. Targets which make a successful saving throw are unaffected.

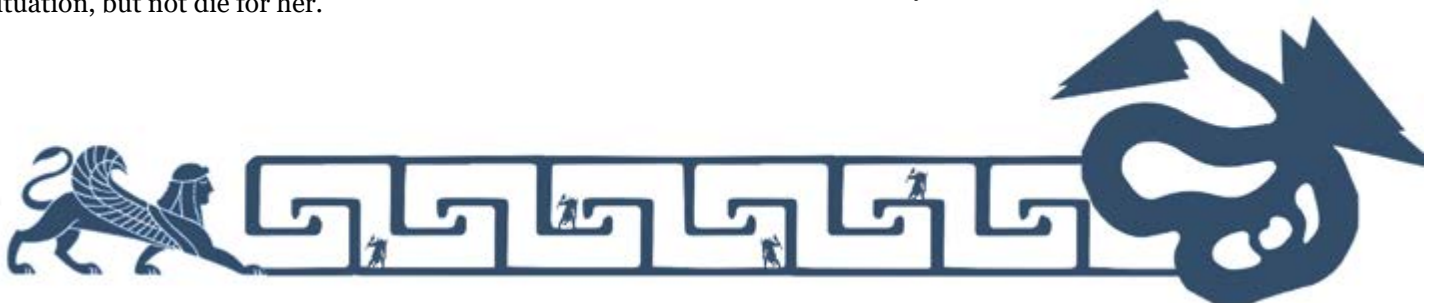
WORD OF COURAGE

Range: Near

Duration: 3 rounds/level

Save: no

The mage pulls himself up to his full height and shouts ancient words of authority and power, instilling great confidence and courage in all friends within near range. All of the caster's party members in range will stop fleeing immediately if they are already doing so, and will automatically hold their courage and resist any fear effects for the duration of the spell; if called upon to make a saving throw related to natural or magical fear during this time, they will pass the roll automatically.



RITUALS

For the most powerful sorceries, a mage must spend a great deal of time studying and bending the forces of the universe to his will. Rituals are the most powerful form of magic detailed in *Through Sunken Lands*, and also the most time consuming.

Every ritual has a level associated with it, and a mage must be of that level or higher in order to attempt to cast it. For instance, a level 3 ritual is simply beyond a mage of level 1 or 2, and he cannot attempt it at all.

Casting a ritual requires a number of hours equal to the level of the ritual, as well as special ingredients detailed in the ritual description. The mage requires complete concentration during this time, and things may go disastrously wrong if he is interrupted.

Should the mage spend the time and special ingredients necessary to cast the ritual, he must then make an Intelligence or Wisdom check (each ritual's description says which). If the test is successful, the ritual works as described. Should the test fail, the general effects of the ritual take place, but with some sort of twist. The gamemaster decides just what goes wrong. A ritual to summon a great cloud of fog may produce a mist of an unnatural color, covering an area greater than intended, while a ritual to send a whispered message over great distances may send garbled words from realms beyond our own instead.

Learning new rituals is a difficult and time-consuming process. To attempt to do so, a mage must be of an appropriate level to learn the spell, and must spend a week in study per level of the ritual. After this time, a mage must make an Intelligence test. If the test is successful, the mage now knows the ritual and may cast it whenever he desires. If the test is a failure, the mage may only try to learn the spell again after gaining a level.

Mages may attempt to cast rituals which they have not learned if they have an appropriate source, such as a book or scroll detailing the ritual. This is quite dangerous, however, and the test at the end of the ritual suffers a -10 penalty. Remember that the ritual still happens if this test fails, but will be accompanied by unintended consequences. Many foolish apprentices get themselves into a great deal of trouble doing this.

DIFFERENT VERSIONS OF RITUALS

Each ritual's description includes in it the necessary material components for the ritual, as well as the methods a mage uses to cast it. Some descriptions may seem inappropriate for certain characters, and, in this case, the gamemaster and player may design another version of the ritual with the same effects but different components.

For instance, a priest of the Lord of All Waters might not need to melt a pile of coins to cast Mage Armor, but would perhaps need to bathe in the first waves under a new moon to cast the same ritual.

LEVEL 1 RITUALS

ARCANE EXPERIMENT (**Intelligence**)

Range: Near

Duration: Instant

Save: no

With this ritual, a mage determines the general properties of a magical item. The caster identifies the type of magic associated with the item, but not its specific uses. For instance, a mage might determine that a ring which turns its wearer into a snake has powerful properties of transformation, but not exactly how the item works.

Casting this ritual requires the mage to spend an hour in intense study of the item, casting several minor magics during the process and testing the item in various ways. To do so, she needs basic alchemical ingredients, such as salts, herbs, and various semi-rare liquids, as well as a great deal of peace and quiet. Failing the ritual roll usually results in false information. This ritual may not give any information about certain powerful artifacts, though it can determine the general properties of most such items.

BIND FAMILIAR (Intelligence)

Range: Far

Duration: Permanent

Save: no

Wielders of the arcane arts are often shunned by common folk who do not understand their ways, but some find solace in the friendship of a familiar: a small, intelligent, and magical animal companion. This ritual allows the caster to locate an appropriate animal and bind it to herself as her familiar. A familiar counts as an ally.

The mage must find a suitable, quiet location and burn on a silver plate the droppings of the sort of animal she wishes to attract, along with incense, rare herbs, and some food appropriate to the type of animal. If a suitable animal is within a ten mile radius, it will heed her call and approach her at the end of the hour long ritual. The animal is not yet her familiar, however; she must treat the animal with care and affection for a season, never being separated from it, before she may call it her familiar.

Familiars are more intelligent than the average animal of their kind, rivaling the intelligence of an average human. They can communicate with their masters through an odd combination of animal noises, human speech, body language, and empathic understanding. A mage may see through the eyes of her familiar if she concentrates intensely on doing so. A mage and her familiar will never allow themselves to be far apart; if they are separated by more than a mile, they both become intensely irritable and depressed, and will attempt to find each other by whatever means necessary.

The type of animal chosen for a familiar is personal to the mage in question. They are usually small creatures, such as rabbits, birds, or frogs. A common cat is about as large as most familiars get. Most familiars have the same statistics as the critters entry on p.99 of the 'Bestiary' section. Bats and dogs have their own entries, and also make fine familiars.

A character who begins the game knowing this ritual may be presumed to have already cast it and, therefore, begin play with her familiar already bound.

CIRCLE OF PROTECTION (Intelligence)

Range: Near

Duration: 1 hour/level

Save: yes

The mage draws a complex series of interlocking circles and warding runes, creating a barrier against creatures of Chaos. Any creature with a Chaotic alignment may not enter the circle unless first passing a saving throw versus spell. Even if

EXCEPTIONAL FAMILIARS

As stated in the Bind Familiar ritual description, most familiars take the shape of typical birds, rodents, or lizards and use the critter stats. However, some players prefer to have particularly unusual or strange familiars.

At the group's discretion, a mage may have a more unusual familiar of 2 hit dice. This will certainly make the mage somewhat more powerful, but the difference is usually negligible, especially as the group gains levels. At first level, however, no one wants to be outshone by another character's pet, so it is probably best to stick with simple critters when playing a single adventure session with beginning level characters.

Appropriate 2 hit die familiars would include birds of prey, dragonets, spiderlings, or wolves; if the player wants a particularly large companion or a special mount, a mage's horse could also be a 2 hit die familiar. Mages with the Second Sight cantrip can also bind 1 or 2 hit die spirits, demons, or elementals as their familiars. The GM can, of course, also work with the player to create a unique creature.

they manage to pass the circle, once inside they suffer a -2 on all attack rolls and those within the circle receive a +2 bonus to any saving throws against such creatures.

Other versions of this ritual exist, offering protection from other types of dangers. Examples include: Law, dragons, the dead, and faeries. To draw the circle, the caster needs quite a bit of chalk and powdered silver (about 20 coins worth of it).

FORESIGHT (Wisdom)

Range: Self

Duration: 1 week

Save: no

Reading the signs of what has yet to come, the sorcerer gains insight into future events. The images and portents he receives are hazy and often difficult to interpret, but can give valuable guidance nonetheless. For the duration of the ritual's effect, the mage may reroll a number of dice equal to his level. The player must accept the result of the second roll and may not use Fortune Points or any other method to further modify the reroll. Multiple castings of this ritual do not provide any additional benefit.

While casting this ritual, the sorcerer consults elaborate cards, silver bones, special tea leaves, or some other method of fortune telling. Whatever the trappings, they are very hard to replace and cost at least 200 silvers, but may be used for many castings of this ritual.

GATHER MISTS (Intelligence)

Range: Near

Duration: 1 hour/level

Save: no

This ritual allows a mage to summon a dense, billowing fog over a nearby area. The mist obscures all vision into the area and within it; those trapped in the mists can barely see anything. Normal weather does not affect this witch fog, though a very strong wind from a great storm might blow it away.

A mage wanting to cast this ritual must chant in the tongue of the wind and perform elaborate gestures for the hour it takes to cast it, and must burn incense while doing so. At the culmination of the ritual, he must swallow the tail feather of a bird of prey as he speaks the last words.

MAGE ARMOR (Intelligence)

Range: Self

Duration: 1 month

Save: no

The mage draws runes on his skin with the blood of a tortoise, making him resistant to the attacks of his enemies. He gains +4 AC. Every time he is damaged, the magic he has wrought upon himself weakens. Once the caster has taken 8 points of damage, the effect of this ritual ends. The amount of damage the caster can take before losing the bonus AC is modified by +1 per level, so, for instance, a 3rd level mage could take 11 points of damage before losing the bonus.

In addition to inscribing the runes upon himself, the caster must melt five silver coins and then pour the molten metal onto the back of his left hand. The metal does not burn him, but bubbles and evaporates into smoke when it touches his runed fist. At that point, the bloody runes fade and the caster gains the full benefits of the ritual.

SLEEP OF THE INNOCENT (Wisdom)

Range: Touch

Duration: Permanent

Save: no

The caster creates a small amount of a sweet wine which, when drunk, causes the imbiber to sleep soundly and easily regardless of his surroundings. The ritual creates enough

liquid for 2d4 uses. Anyone who drinks a mouthful of the wine will sleep so well that night that they will heal 3 hit points, even if on the road and sleeping under the stars. Being tended to by a healer can increase this to 4 hit points per usual, as described on p.33. However, they will be extremely groggy if woken early, and will suffer a -2 penalty on all rolls for the next 2d4 rounds should this happen.

The mage must make this wine with special fruits and berries, often only found in distant lands. Finding such materials costs at least 30 silvers or else requires a hard Wisdom roll to find them himself.

SLIP THE BLADE (Intelligence)

Range: Self

Duration: 1 week/level

Save: no

Whether at court, in a hidden sanctum, or on the field of battle, there are many dangers for sorcerers. While under the effects of this ritual, the mage is magically saved from a single, potentially deadly attack. The first physical attack which would hit and harm the caster during the duration of this ritual automatically fails, after which the magic dissipates and has no further effect. This will even turn a blade to the back or an attack targeting the caster while sleeping. Paranoid mages in the great city frequently keep this ritual active at all times to thwart their rivals.

The components for this ritual are a dagger and the fur of a fox, both of which are consigned to a ceremonial fire after the mage has covered his body in ritual oils and perfumes.

STAFF OF MIGHT (Wisdom)

Range: Touch

Duration: 1 day/level

Save: no

The caster imbues his own cudgel, walking stick, or staff with magical strength so that he may smite his foes. The weapon gains a +1 bonus to hit and damage, and may harm any foe, regardless of any special rules. This ritual only works on an ordinary piece of wooden equipment.

While casting this ritual, the mage crushes the horn of a ram with a mortar and pestle and sprinkles the dust along the wooden weapon, blessing it with names of power. The mortar and pestle remain intact after the completion of the ritual, but the horn is spent in the process.

STEED OF THE SORCERER (Intelligence)

Range: Near

Duration: 11 hours

Save: no

Wizards and sorcerers of old would ride upon the backs of ghostly steeds with black coats and eyes like fire. This ritual summons such a steed to serve the caster. The beast will suffer no other to sit upon its back and fades to mist after eleven hours of service. It is faster than ordinary horses, and moves in complete silence, its hooves making no sound as they fall.

The caster must sit perfectly still for the hour it takes to cast this ritual, uttering only a single, unintelligible word at the culmination: the name of his dark steed. He must then saddle his mount with a pristine, never used bridle and saddle of black leather, which will fade with the beast when it departs this world.

UNSEEN SERVANT (Intelligence)

Range: Near

Duration: 1 day/level

Save: no

Also known as the “sorcerer’s friend,” an unseen servant is a spirit of another world, summoned by the charms and will of a mage. The spirit is invisible and incorporeal, but can lift and carry small objects, open doors, and clean chambers. It obeys mindlessly and silently, and will not leave Near range of the caster. It cannot fight for its master, and is not very strong, but it can carry or move perhaps 40 pounds of weight.

This ritual requires that the caster create a small, often horrific looking figure over the course of an hour; some mages carve theirs out of wood, others tie together bundles of sticks and leaves. While crafting this figure, the mage etches runes into it with the point of a knife and then submerges it in water from a pure spring. Finally, the figure is consigned to the fire while the mage calls loudly the name of a spirit from beyond the veil.

WITCH’S WATCHMAN (Intelligence)

Range: Near

Duration: 10 hours

Save: no

By pacing out a warding circle around a place of rest, the mage protects herself and her allies from ambush. After the ritual is completed, a shrill wailing voice, like the song of a banshee, will call out should anyone enter the bounded area, which is perhaps 20 feet in diameter.

The mage requires enough sand to mark the threshold of the protected area, which she will spread slowly over the course of the ritual, speaking incantations at the four directions of the compass as she goes. She then places a bell of pure copper in the center of the area. This bell is destroyed if the ritual is triggered by intruders, but may otherwise be reused.

WIZARD’S MARK (Intelligence)

Range: Touch

Duration: Permanent

Save: no

Every mage has his own mark, usually an elaborate and unique rune. This ritual allows a mage to inscribe his mark on any non-magical substance, including stone and metal. The rune remains permanently upon the surface, only disappearing if the item or surface itself is destroyed. The mage may choose to make this mark visible to all, or only to those with the sight (meaning that most folk will not be able to see it at all, but anyone of the mage class or any creature capable of casting spells will see it).

In order to make his mark, a mage must light a fresh candle and stand it upon the surface to be marked in its own wax. He then pricks his finger with a silver stylus and draws his rune upon the surface, very slowly and deliberately, with his own blood, seven times. Upon the seventh and final drawing, the blood fades, the candle falls away, the stylus cracks, and the mark is finished.

LEVEL 2 RITUALS

AURA OF POWER (Intelligence)

Range: Touch

Duration: Permanent

Save: no

Mages are strange and fickle creatures, prone to trickery and confusion. By casting this ritual, a mage causes an ordinary object to seem quite magical. In fact, the item does indeed become magical, and will seem as such to anyone attempting to detect magic, though it has no special effects beyond this aura.

The caster must wrap the object in a silk cloth, which might be very difficult or expensive to obtain. Over the course of the two hour ritual, the mage must prick each of her fingers with a silver needle, letting the drops of blood fall upon the silk.

BLADE OF CHAOS (Intelligence)

Range: Touch

Duration: 1 day

Save: no

This ritual instills an ordinary melee weapon with the raw power of Chaos, making it fell and awful. For the duration, the weapon grants its wielder a +1 bonus to hit and damage and causes double damage against supernatural creatures of Law. Only the caster's own blade may be enchanted in this fashion, and the caster may use no other weapon for the duration.

The ritual requires that the caster sing the eight-fold hymn to Chaos while using the weapon to make a fitting sacrifice to a demon or deity. Such a sacrifice might cost 20 silvers at a market.

CALL STORM (Intelligence)

Range: Far

Duration: 1 hour/level

Save: no

Spirits of wind, rain, and lightning heed the old signs of power. By calling on the four winds and commanding the clouds, the mage summons an intense thunderstorm which lasts for the duration.

The caster utters names of power and prostrates himself beneath the sky for two hours. The winds require the ritual burning in a bronze brazier of a parchment covered in arcane runes. The spirits of thunder and lightning require the mage to break over his knee a branch from a tree struck by lightning. The brazier remains after use.

ENDURE THE ELEMENTS (Wisdom)

Range: Touch

Duration: 1 day/level

Save: no

This ritual protects the mage and all of his companions from normal extremes of temperature and weather for the duration. While they can still be burned by fire or frozen by magical frost, ordinary heat and cold have no adverse effect on them.

To cast the ritual, the mage must gather his companions to him and speak the names of the ancient gods of the seasons. Over the course of the two hour ritual, the caster must inscribe these names on the flesh of himself and his companions with ink from an unused well of pure copper while keeping lit a fire of yew wood.

FEAST'S BLESSING (Wisdom)

Range: Near

Duration: Instant

Save: no

Even the most meager or tainted of provisions can serve as a king's feast for the caster of this ritual. This magic purifies any food or drink, even rotten meat or rancid water, causing it to become pure and suitable for consumption. Additionally, it flavors any of these provisions so that they taste as good as any lavish banquet and fill the stomachs of all participants.

Besides some sort of food or drink, this ritual requires the caster to bless all of the components of the feast with a small silver holy symbol and a branch of holly. The silver symbol must be submerged in the drink, and the branch used in the serving of the food.

HAND OF THE HARPY (Intelligence)

Range: Self

Duration: 1 day/level

Save: no

This ritual transforms the caster's hands into hideous talons, each digit sprouting glossy black claws several inches long. There is no way to hide this transformation, and ordinary folk will surely flee from the mage's presence. The claws cause 1d6 damage, modified for Strength as normal, and grant the mage a +1 bonus to hit. Furthermore, the mage regains a single hit point every time she harms a living creature with the talons. However, the caster may not regain hit points in any other way for the duration.

While casting this ritual, the mage must claw her own face with the talon of a bird of prey, causing a single point of damage to herself. Lifting her head and shrieking words of power, she must then thrust her hands into the soil of a fresh grave. Her hands emerge wholly transformed.

HIDDEN SANCTUM (Wisdom)

Range: Near

Duration: 1 month

Save: yes

Most sorcerers prefer to work their arts in secret, away from the prying eyes of ordinary folk. By means of this ritual, the mage obscures the entrances and exits of a single room no larger than a dining hall. Anyone passing by will simply not notice any doors or windows leading into the room. Those actively seeking the sorcerer's sanctum must make a saving throw versus spell or be completely unable to find a way into the chamber.

In order to cast this ritual, the sorcerer must make a sacrifice and mark each entrance to the sanctum with arcane wards. The exact type of sacrifice varies; most mages sacrifice a small animal, such as a lamb, but some instead craft elaborate icons or idols and smash them during the ritual.

MAGIC STONES (Wisdom)

Range: Touch

Duration: Permanent

Save: no

Priests of the old gods would bless the sling stones of warriors before they went into battle. This ritual blesses six such small stones, which may be either thrown at an enemy or fired from a sling. Each stone has a +1 chance to hit and causes 2d6 hit points of damage.

Only perfectly smooth river stones, entirely unworked by man, are appropriate for use in this ritual. The caster must then spend the duration of the ritual carving upon the stones ancient signs of power and war with an iron stylus. The stylus is not destroyed in the process of casting the ritual, and so may be used more than once.

SUMMONING (Intelligence)

Range: The Cosmos

Duration: Instant

Save: yes

The mage crafts a gateway into another realm and calls a spirit. Any spirit may be called, though there are some obvious reasons not to attempt to summon a greater demon or one of the gods. The target may make a saving throw, but receives a penalty equal to the caster's level. The target spirit is under no compunction to obey the caster upon arrival.

Should the caster fail the ritual roll, it is very likely that something else will come through the portal and into the mortal realm. Good luck.

This ritual requires that the mage draw various intricate circles and signs in chalk and call out the names of the spirit which he wishes to summon. Knowing the spirit's true name gives the caster a +5 bonus to the Intelligence test for the ritual, making him much more accurate in his summoning.

WAVE'S FRIEND (Wisdom)

Range: Near

Duration: 1 day

Save: no

Calling upon the elemental gods of water, the caster blesses himself and all allies in near range. While the water lords' blessing is upon them, those affected can breathe perfectly while underwater, find themselves to be excellent swimmers, and have a +1 bonus to any Charisma checks while dealing with water spirits.

The caster must wade into the sea and offer up to it a valuable possession belonging to each person to be blessed. This might be a personal item, some of their own blood (in the form of 2 hit points of damage), or material wealth (enough of their coin that they will miss it).



LEVEL 3 RITUALS

BINDING (Intelligence)

Range: Near

Duration: Instant

Save: yes

By means of this ancient art, sorcerers can bind spirits, demons, and elementals to their service, able to be called upon at almost any time. The caster must be in the presence of the spirit in question and must commune with it for the three hour casting time of the ritual, bargaining, manipulating, or pleading all the while. The spirit may be cowed, lied to, or befriended. The caster must make a Charisma check, though the GM may provide bonuses to the roll if the caster and the spirit have an existing relationship or if the caster appeases the spirit in a particularly clever or appropriate fashion.

If the caster succeeds on the Charisma check, the spirit may then attempt a saving throw, though the gamemaster may rule that it chooses not to. The spirit receives a penalty on this saving throw equal to the level of the caster. If the spirit fails its roll, it is thereafter bound to the mage and in his service. The mage may call upon the spirit at any time, and it must obey his orders, even risking its own "life." The spirit counts as one of the mage's allies.

Such magic comes with a great price. For every such spirit bound to the caster, he loses one point from a single ability score. The group should consider the nature of the spirit in question and then come to an agreement as to the most appropriate ability score to lose; a spirit of fear and anger would likely cause a loss of Wisdom or Charisma, while an air elemental might cause a loss of Constitution.

This ritual requires that the mage draw elaborate diagrams, circles, and runes beforehand, and prepare special braziers, altars, incense, or other accoutrements. All of this requires at least a day's activity and materials worth 500 silvers.

CONTINUAL LIGHT (Intelligence)

Range: Touch

Duration: Permanent

Save: no

This ritual causes an object to glow with light as bright as full daylight. For all intents and purposes, the light produced from this spell is sunlight, and it will have all of the normal effects of sunlight upon those in near range of the object. The glow produced by this ritual lasts forever.

When casting this ritual, the mage must chant for three hours over the object while in the light of the full moon, and must then immerse the object in pure spring water which captured the light of the noonday sun from that same day. Upon completion, the object bursts into its full radiance.

FRIENDS (Wisdom)

Range: Self

Duration: 1 day/Level

Save: no

The caster imbues himself with magical powers of leadership and trust. While the ritual is in effect, all who meet him are impressed by his words and bearing and are much more likely to follow his advice or believe his lies. After casting this ritual, the mage grants himself 2d4 points of Charisma for the duration.

In order to cast this ritual, the mage requires various mystical herbs, which he makes into a thick drink and then imbibes. A skilled herbalist can gather his own herbs over time; they would cost at least 200 silvers if purchased, and are only available in a large city. To make his words sweet, the mage then paints his lips with his own blood at the culmination of the ritual.

MINOR ANIMATION (Intelligence)

Range: Touch

Duration: Permanent

Save: no

Granting a portion of her own power to a mundane object, the mage fills it with magical power and a crude sense of devotion. This ritual turns an ordinary object of medium size, such as a sword or broom, into an Animated Object, as found in the Bestiary section.

To cast the ritual, the mage needs the object in question, a quiet sanctuary, and a pound of silver dust. Once the ritual is cast, the mage loses a point of Constitution. The mage may, at any time, destroy her own Animated Object, thereby regaining this lost Constitution. Alternatively, if the object is ever destroyed by another, the mage then regains her lost Constitution.

NEPENTHEAN DRINK (Wisdom)

Range: Touch

Duration: Permanent

Save: no

This ritual allows the mage to create a batch of healing draughts for later use. Upon completion of the ritual, the caster produces a number of potions equal to his level, each of which keeps more or less forever so long as it is sealed. The potions heal 1d8 points of damage each.

A mage requires a quiet place to create his potions, perhaps his private laboratory or a sacred grove. The caster requires a number of clean, crystal phials equal to the number of potions he is creating, each costing about 30 silvers and probably difficult to find. These phials are reusable once emptied, provided that the mage cleans them with the water of a clear stream. Additionally, the mage needs an assortment of herbs or other ingredients which are often hard to come by.

SKIN OF THE TREANT (Wisdom)

Range: Touch

Duration: 2 hours/level

Save: no

Binding the spirit of the forest to her target, bark quite literally grows out of the target's skin, providing +2 AC and +1 to all saves for the duration of the spell.

The magic requires bark from a living tree in the dark heart of the forest, affixed to the target's bare skin with a paste of tree sap and the spell-caster's own blood.

WIZARD LOCK (Intelligence)

Range: Touch

Duration: Permanent

Save: no

The mage chants the words of secrecy, permanently sealing a door or chest so that only she may open it, or another to whom she has taught a secret word of entry. The door may still be forced open by strength, but may otherwise never be breached.

This ritual requires a tiny silver key and the first flower of an elderberry tree. The mage makes a paste from the flower and other common ingredients, and rubs the mixture on the door. At the culmination of the ritual, the caster must swallow the key and speak a word of entry.

LEVEL 4 RITUALS

ALTER SELF (Intelligence)

Range: Self

Duration: 1 day/level

Save: no

When this ritual is cast, the caster can alter her own appearance in many different ways, changing her height, weight, and features to that of any other human or human-like creature. In order to impersonate a particular person or creature, the caster must succeed on a separate Charisma test at a -5 penalty.

The mage must gather the hair of three unblemished yearlings from the same flock and a shawl knitted from fresh, undyed cotton. Placing the hairs upon her own head and covering her face and shoulders with the shawl, the mage then reveals herself in her new form.

AUGURY (Wisdom)

Range: The Cosmos

Duration: 1 month

Save: no

By stretching his will into other realms, the mage asks questions about the near future and opens himself to the inscrutable answers of those who dwell beyond. The caster states one of the particular challenges which lie ahead of him (facing the armies of the Farthest Steppe, negotiating with the Phoenix Emperor, battling the creatures of the sea pits) and then gains a +2 bonus to all ability score checks or saving throws made regarding that challenge for the duration of the ritual.

This ritual is very dangerous. The mage risks opening a gate to the outer realms; should he fail his Wisdom check when casting the ritual, then a demon or wicked spirit of some sort has gained entry into our world. This spirit probably doesn't make itself known immediately, but will be very, very interested in the caster who brought him here.

Casting this ritual requires a clean brazier of cold iron, which the mage fills with various offerings to propitiate the spirits beyond, such as small sacrifices, sweet smelling incense, or some of his own personal valuables.

END OF SERVICE (Intelligence)

Range: Near

Duration: Instant

Save: no

Sometimes a mage of prodigious skill finds herself no longer in need of a spirit's service. In such circumstances, the mage may free a bound spirit, sending it back into the world or to its own plane of existence, no longer a servant or ally of the caster. By means of this ritual, the caster may end the otherwise permanent effects of the level three ritual Binding (see p.81), recovering the previously lost ability score point in the process.

The components of this ritual are similar to those used in the Binding ritual: various magical accoutrements, incense, and magical circles worth around 500 silvers. Over the course of the four hour ritual, most mages engage in conversation and farewell with their previous companions.

HEART OF THE OX (Wisdom)

Range: Near

Duration: 1 hour/level

Save: no

Blessing each of his companions in turn, the mage grants them the strength of the other world. The caster may affect himself and all of his companions in near range, up to a dozen individuals. Each affected character gains 1d6 points of Strength for the duration of the ritual, up to a maximum score of 19.

In the casting of the ritual, the mage must sacrifice a healthy ox with an obsidian dagger which must be shattered against the beast's breastbone.

INVISIBILITY (Intelligence)

Range: Touch

Duration: 1 day/level

Save: no

This magic makes the target completely invisible; he may not be seen by any natural means, though he still makes noise as normal, leaves footprints, and can bump the furniture. Should the target attack any creature, the magic ends immediately. The target may otherwise move about and act normally.

Wielding such powerful magic requires the sacrifice or true name of an appropriate spirit, such as a wind elemental or demon of secrecy. Such spirits may, if they survive the ritual, become angry with the caster.

LEVEL 5 RITUALS

DISPEL MAGIC (Intelligence)

Range: Near

Duration: Instant

Save: no

Casting this ritual instantly ends all magical effects within near range of the target. All spells, rituals, and cantrips stop immediately, as do the powers of magical creatures and items. Magic items thus affected may even permanently lose their magical properties; each item affected has a 50% chance of permanently losing all magical powers, though mighty artifacts are never affected in this way. Magical items which do not permanently lose their powers return to normal at the next dusk or dawn, as do magical creatures and beasts affected by the ritual.

Note that spells and rituals with a duration of instant are not lasting magical effects themselves, and so cannot be dispelled.

This is an academic process for most mages, who must spend the casting time in research of the magic which is affecting their immediate area, casting small, minor magics along the way. Completion of this ritual requires various arcane components which are common to a wizard's laboratory, costing around 500 silvers.

RITUAL OF HEALING (Wisdom)

Range: Touch

Duration: Instant

Save: no

By the powers of growth and life, the mage blesses a companion, curing him even of serious wounds, which knit themselves back before his eyes. Upon completion of the ritual, the caster may heal up to 1d10 points of damage per level, and may distribute this healing in any combination to those present.

The mage must minister to the target's wounds with unsoiled cloth of linen, and prepare a poultice of rare herbs. After working with the patient and chanting prayers and blessings for the five hour ritual, the mage must bury a piece of gold beneath an elm tree as an offering to the gods.

STORM'S WRATH (Intelligence)

Range: Far

Duration: 1 hour/level

Save: yes

This powerful magic summons a great storm, complete with roaring winds, heavy rain, and deafening thunder. The storm covers a wide area, perhaps a square mile or more, and dissipates naturally at the end of the ritual's duration. For the duration of the storm, the mage may call down bolts of lightning onto his enemies within near range. The mage may do so once per level, and each bolt does 1d6 damage per level of the caster. For example, a fifth level mage would be able to call down 5 bolts of lightning, each doing 5d6 points of damage, over the course of a five hour storm. If the target makes a successful saving throw, he only takes half damage. In order to call down these lightning strikes, the mage must stay within the area of the storm, and both he and the target must be under the open sky.

In order to cast this ritual, the mage must command the winds and the storm clouds by chanting the secret names of the winds and sacrificing an unblemished lamb from a flock with a silver dagger. The dagger is then thrown into a large fire, which the first rains of the storm soon extinguish. The mage must also have a branch of an oak struck by lightning within the past moon, which he points at his target to direct the lightning strikes.

TRUE IDENTIFICATION (Intelligence)

Range: Touch

Duration: Instant

Save: no

While the level one ritual Arcane Experiment gives a vague idea of the properties of a magical item, this ritual allows the caster to fully determine the function of such items. If successfully cast, the GM should tell the player the full effects of the item in question. If cast upon an artifact of power, this ritual gives no more information than Arcane Experiment. Such items defy full understanding.

This process is much the same as it is for the level one ritual, and requires the complete focus and attention of the caster over the course of five hours of study and experimentation. The mage needs an equipped alchemical laboratory to perform such tests, and must melt 1,000 silvers worth of pure gold in the process, which is used to test the purity of various bits of the item.

LEVEL 6 RITUALS

CONTAGION (Wisdom)

Range: Far

Duration: Instant

Save: yes

This widely feared magic brings an ordinary but virulent plague to a large area, either a major city, or perhaps a small county of several villages. After the completion of the ritual, every member of the populace in the area must make a saving throw versus spell or come down with the disease, which will then run its normal course. The disease is virulent, but not necessarily fatal; you may assume that many of the young and old fall victim to it, but that many of the healthy adults shake it off. If it is important to know if a particular character survives the plague, have him make a Constitution check with a +3 bonus to make it out after several days of illness.

This ritual requires several difficult to find and foul ingredients, which will vary based on the particular sort of disease which the caster chooses. Examples of ingredients include the corpses of a dozen recent victims of plague, the heart of a demon of disease, and the tooth of a basilisk.

FIREBALL (Intelligence)

Range: Near

Duration: Instant

Save: yes

The mage rains fiery destruction upon her foes, obliterating whole military units or large, dangerous beasts. While the ritual takes quite a time to cast, if the mage can find her way to a safe hill or tower near a battle, she is likely to destroy her foes upon its completion, when a small ball of flame flies from her hand and explodes into a raging inferno, forty feet or more in diameter. All targets within the inferno immediately suffer 1d8 points of damage per level of the caster, though they may take a saving throw for half damage. Furthermore, everything within the inferno is likely to catch fire, as are any combustible materials near the blaze, which may mean that the fire spreads quite far.

Such powerful magic requires intense concentration and the essence of a fire spirit. This can only be gained by knowing the true name of such a spirit or elemental and binding it into a small object of some sort, which is destroyed in the ritual.

THE GREAT CURSE (Wisdom)

Range: Far

Duration: Permanent

Save: yes

The mage utters a mighty curse, which bestows crippling penalties upon the target for the rest of his life, causing him to suffer a -5 penalties on all rolls of all types, forever. Hopefully the poor victim of this ritual can find some other magic which can counteract the curse.

This ritual requires that the mage craft a likeness of the target from pure gold, which she then hurls into a raging fire while uttering a single, mighty word of dark magic.

WIZARD'S FLIGHT (Intelligence)

Range: Touch

Duration: 1 hour/level

Save: no

The target of this ritual takes to the skies and flies just like a bird. When the ritual ends, the target immediately descends to the earth, but does not fall.

The mage must craft a drape of feathers from unusual birds in order to cast this ritual. For instance, the mage might make a cloak from the tail feathers of the ravens who dwell in the dark heart of the wood, or a mantle of feathers from the rare phoenix.

LEVEL 7 RITUALS

CORROSIVE TOUCH (Wisdom)

Range: Touch

Duration: 1 day

Save: yes

The caster selects a target, whose touch becomes anathema to iron, steel, and other metals. For the next day, any time the target touches metal, it immediately begins to corrode, even crumbling to powdery flakes after an hour or so. Most magical metals are immune to this effect. Unwilling targets may make a saving throw to avoid being affected by this ritual.

When casting the ritual, the mage must submerge a great deal of iron in a large, wooden ritual tub of salt water. The nature of this iron is unimportant, and might be a massive chain or anchor, several swords, or three suits of armor. The ritual tub is reusable, but must be built to specific specifications by a skilled craftsman, and costs at least 600 silvers.

DETERMINE TRUE NAME (Intelligence)

Range: The Cosmos

Duration: Instant

Save: no

The mage reaches into the Cosmos in deep contemplation and determines the true name of his target, no matter what plane of existence it inhabits.

The mage must have a silver plaque of perfect dimensions to cast this ritual. After burning incense atop the plaque, the true name of the target appears briefly in flames upon the surface, and remains there, burned into the silver forever.

SCRYING (Intelligence)

Range: Far

Duration: 1 hour

Save: yes

This ritual allows the mage to spy upon an individual, seeing and hearing everything that happens in the target's presence for an hour. If the target makes a saving throw versus spell, not only does the ritual fail, but the target also knows that something is amiss.

The mage must have a silver basin of pure water in which to view the target, and must have a magical connection to the target, such as a piece of hair or a true name.

SORCERER'S RETURN (Wisdom)

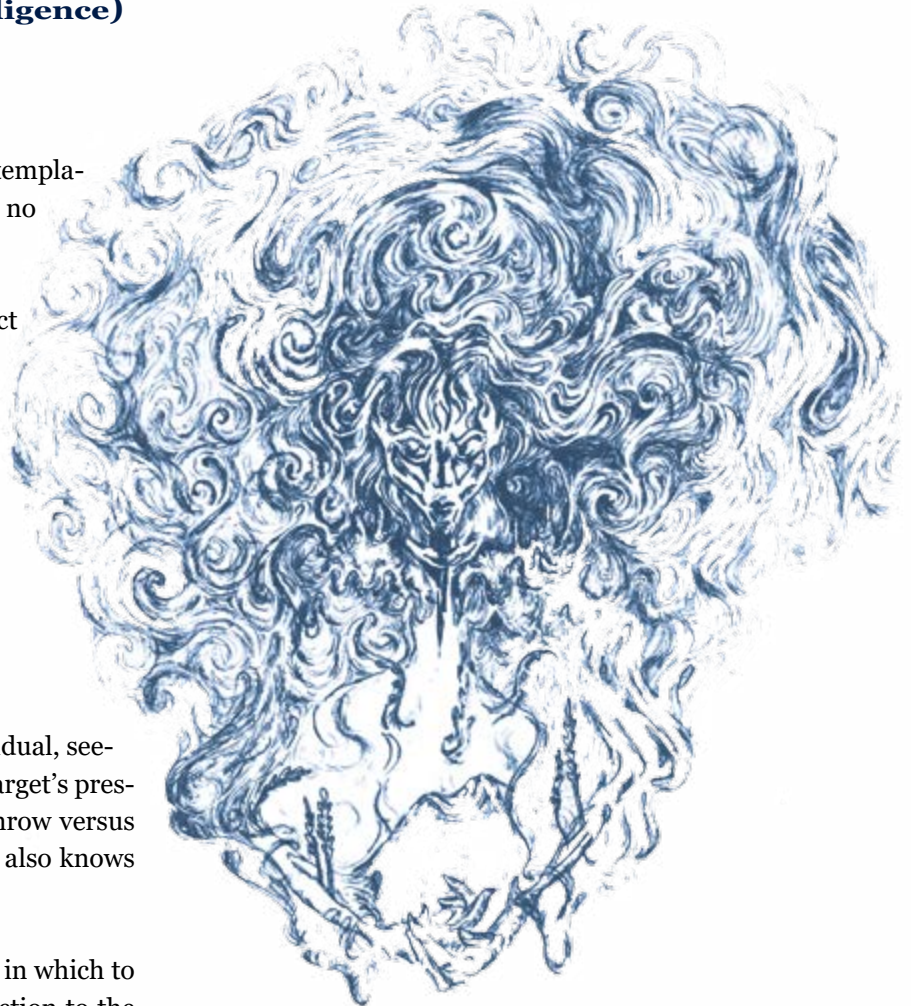
Range: Far

Duration: Instant

Save: no

The caster makes a strong connection between himself and his sorcerous sanctum, allowing him to return there with a flick of his fingers. The mage must cast this while in his own home (or one of his homes). Upon completion, the mage may return there at any time, whereupon the magic ends and the ritual must be cast again should the sorcerer desire to repeat the effect.

This involved ritual lasts for seven hours and requires the construction of a symbolic golden tether worth at least 500 silvers. The mage may cast this ritual in a way which includes his companions in the effect, but this gives a -1 penalty to the casting roll for each such included companion. When companions are included in the effect in this way, they must be in the caster's presence when he teleports home if they are to go with him.



LEVEL 8 RITUALS

HEART'S APPORTATION (Wisdom)

Range: Self

Duration: Instant

Save: no

The sorcerer removes her own heart and places it in a jeweled container. Thereafter, should she die by violence or accident, she will continue to live on through her heart. Anyone else may then eat the heart, at which point the caster will completely subsume the will of the unlucky individual and live in his body. This does not make the caster immortal.

The caster must have a specially prepared box covered in jewels and inscribed with magical runes. Such an item will cost at least 5,000 silvers. At the culmination of the ritual, the mage cuts open her own chest and pulls out her still beating heart, suffering 2d10 damage in the process.

RAISE UNDEAD HORDE (Intelligence)

Range: Near

Duration: Permanent

Save: no

The mightiest necromancers can command whole legions of the dead, and mortals rightly fear such dark magic. This ritual transforms all corpses within range of the caster into appropriate undead creatures, either skeletons or zombies. These creatures are assumed to be under the control of the caster so long as they are animated in this way.

Such dark magic requires the foulest of all components: a human sacrifice. The victim must be bound for the duration of the ritual and then slain with a dagger of iron. Hopefully the heroes can stop the ritual in time!

SHAPESHIFT (Intelligence)

Range: Near

Duration: 1 day/level

Save: yes

By means of the magic of shape and form, the mage transforms himself or another into a different creature entirely. The assumed form can be of any size, but must be a living creature with a physical body, and must have no more hit dice than the caster does levels. The target may return to human form at any time before the ritual's end, but this ends the magic. There is no need for the target to make a saving throw if he is a willing participant, though unwilling targets may. A successful saving throw negates the ritual entirely.

This ritual requires some material component from the desired form, whether a dragon's scale or an eagle's feather. Additionally, the mage must have at hand a brooch covered in runes of changing and life, which is smashed in the process of the ritual.

LEVEL 9 RITUALS

DREAM (Wisdom)

Range: Far

Duration: 1 week/level

Save: yes

The mage sleeps and enters a lucid dream for many hours. While there, she crafts dreams and nightmares of her choosing. Upon completion of the ritual, all inhabitants of an entire region who fail a saving throw will have similar dreams. The mage does not have complete control over what the inhabitants dream, though a general message and emotion can be passed through the dream. For instance, the mage could not have all the inhabitants of the duchy receive a specific message in their dreams telling them to visit a hidden spring at an exact time, but she could make them experience repeated visions, leaving them with a strange and powerful desire to wander into the woods near the spring.

The mage can make these dreams so terrifying or disorienting that those who fail their saving throws have a -3 penalty to all of their die rolls for the duration. Great sorcerers of long ago eras were said to cast this ritual before sending their armies to invade a region.

Before the mage sleeps for the nine hours of the ritual, she must dress in a cloak of exotic silk and place upon her head a crown of silver and platinum worth 2,000 silvers. When she wakes, the crown will be gone, left in the world of dreams.

NIGHTMARE (Intelligence)

Range: Far

Duration: 1 week

Save: yes

The mage summons a horrific creature of shadow who sits upon the sleeping target's chest every night for a week, allowing it no rest and draining him of strength. The target is allowed a saving throw every night, though at a -5 penalty. If the target passes any of these saving throws, then the nightmare dissipates and may not return. While in effect, the nightmare causes the target 1d10 hit points of damage every night, and causes very unpleasant dreams, not allowing spell casters to recover their magical energy for the next day, allowing no healing for rest, and causing a -3 penalty to all rolls for the duration.

The caster must have a magical connection to the target, whether a bit of hair or a true name. The caster must also craft a hideous statue from obsidian, which melts into a swift moving shadow and then travels to plague the victim.

LEVEL 10 RITUALS

RESURRECTION (**Wisdom**)

Range: Touch

Duration: Instant

Save: no

By means of this ritual, a mighty mage may bring the dead back to the world of the living. The target must first make a Constitution test in order to make it back to the lands of the living, or else remain forever dead. If the test is successful, the target returns to life free of wounds and ailments of any type.

The dangers of such ultimate magic are great. Whether the target manages the Constitution test or not, this ritual opens a gate between the worlds of the living and the dead, and something will find its way through. After the ritual's completion, the GM is encouraged to have an appropriate monster plague either the characters themselves or the region in which the ritual was performed.

This ritual requires that the mage wrap the target's corpse in fresh linen and then burn rare and wondrous herbs for ten hours. Over the course of that time, the mage places his hands upon the target's head and, in spirit, enters the land of the dead through his dead comrade. While there, the mage must make a great sacrifice, leaving behind either a part of himself (permanently losing a point from one of his ability scores), or something more precious (some of his most valued memories, a level, or even his sight; the GM and player should work together to think of an appropriate sacrifice).

WALL OF STONE (**Intelligence**)

Range: Far

Duration: Instant

Save: no

The mage causes the earth to quake, and a great sheet of rock bursts from the ground. The resulting wall is several yards thick and up to a half mile in length, forever changing the landscape. The caster can determine a rough shape for the wall, even using this ritual to encircle her tower or sanctum, though the stone is obviously unworked, and will never be uniform or perfect.

The mage must place upon a golden plate a gem of incredible value (perhaps as much as 5,000 silvers worth). This precious

gem is then swallowed by the resulting wall, buried deep in the rock. While the duration of the spell is Instant (meaning that the Dispel Magic ritual cannot cause the wall to disappear), should an enterprising sort manage to mine into the center of the wall and remove the gem, the stone will collapse.

WHAT TENTH LEVEL RITUALS MEAN FOR A GAME

Tenth level rituals are incredibly powerful feats of magic, and represent the heights of sorcery in games of Through Sunken Lands and Other Adventures. When a character casts a tenth level ritual, big things happen and everyone should notice.

Tenth level rituals can, in theory, do almost anything the players could desire; as shown here, they can return the dead to life and shape the land. They can also render gods mortal, allow for travel to other worlds and planes of existence, and build nations. There are things, however, which tenth level rituals cannot accomplish: they cannot create whole new worlds, nor can an individual tenth level ritual grant a mage any desire he might have. They also cannot affect time. If any of these effects are possible, it is only through other means, such as the will of a deity.

It is likely that the casting of a tenth level ritual signals the final act of a long-term campaign. The player characters will have achieved the highest level possible in the game, and should probably be heading toward retirement, rulership, or a final clash with their most dangerous foes.

To that end, when a character casts a tenth level ritual, the GM should consider if it is an appropriate time to end the campaign. There are worse ways for a well-loved character to end her career than raising a dear friend or comrade from the dead, or creating an unassailable sanctum from the earth itself.



MAGICAL ITEMS

The sorcery of mages is not the only sort of magic in the world. Many items carry magical powers of their own, either because they were enchanted by powerful wizards, blessed by the gods, or last and best, infused by magic due to fate or circumstance. Each magical item is a unique treasure with its own rules. Some are simple and only narrowly useful, such as a lover's charm, while others have the power to shake kingdoms.

The gamemaster will frequently find treasure to be a useful reward to entice the players into action. Many stories begin with young heroes seeking magical treasures.

Here are some sample magic items to use in your games of *Through Sunken Lands and Other Adventures*.

WEAPONS

All adventurers wish they had a magical blade at their side. Most magical weapons give a bonus to hit and to damage; for instance, a +2 sword gives its bearer +2 on all to-hit rolls and does an additional 2 points of damage when it does hit. Many magical weapons also have other effects.

AXE OF FROST

This large, double-headed battle axe was crafted by western barbarians using secrets stolen from an ancient race of giants. It grants its user a +2 bonus to hit and damage. When used in battle for five consecutive rounds, it fills the air with a dangerous chill, causing 1 hit point of damage to all in near range save the wielder. This damage increases by 1 cumulative point each round, so that, on the eighth round, it causes 4 hit points to everyone in range, and so forth.

BENEVOLENT SCALPEL

This impossibly sharp two inch blade sits almost unnoticed atop its short wooden handle. Nestled in its leather case, it is easily overlooked, but in the hands of a skilled healer, it is deadly, granting its wielder a bonus to hit and damage equal to her healing or anatomy skill bonus.

BLADE OF THE LEGION

The weapon of a long dead champion from a mighty legion of soldiers, this short sword is of ordinary make, though its hilt is adorned with small mementos from countless military campaigns. It grants its wielder a +1 bonus to hit and damage, and a +5 bonus on any tests to forage for food or water.

EDGE OF UNMAKING

This straight-bladed dagger of blueish steel has a handle wrapped in soft black leather, its blade marked with a single rune on each side. It is a +1 dagger, and any spirit who loses its final hit point from a strike of this dagger is permanently unmade. See p.124 for more information on the mortality of spirits.

THE GUILDMASTER

Once used by the master of the thieves' guild of Jundarr, this long dagger has a hilt wrapped in black leather, and marks of unknown origin at the base of its blade. It gives its wielder a +3 bonus to hit and causes triple damage to its target. It may also be thrown as far as a bow can fire an arrow, and always returns to its owner's belt within 5 rounds.

HAMMER OF THE EARTHEN KING

Found in a series of catacombs beneath a forgotten city, some say that this was the hammer of an elemental lord of the earth, while others claim that it instead bears the spirit of such a creature and was made by mortal men. It is a great hammer (causing 1d10 damage) which grants the wielder a +4 bonus to hit and damage. The bearer has a keen sense of direction underground, receiving a +3 bonus to find his way underground or to find veins of precious metals in the earth.

RIVER'S GIFT

This well-worn scimitar won its glory in the hands of a minor knight of the southern continent who died defending his river valley. It is a longsword which grants its wielder +1 to hit and damage, and once per year it may cause a river to flood catastrophically.

THE SCORPION

A legendary weapon from distant lands to the east, this bow of wood and bone has a string of deep scarlet which never breaks. The mercenary warlord Altan Hai fired an arrow from this bow across the length of a battlefield and pierced the throat of the Bronze Dragon Prince before seizing his throne for himself. The bow gives its wielder a +1 bonus to hit and damage and may be fired three times as far as an ordinary bow. Should the bearer roll a natural 20 to hit, the target must make a saving throw versus Polymorph or immediately drop to 0 hit points.

SPEAR OF THE SALTED DEPTHS

Seven feet of wood from a sunken forest and topped with a giant shark's tooth, this spear is a token of the enmity between the fishfolk of the southern shoals and the fishermen who work those waters. It grants its wielder a +2 bonus to hit and damage, and the ability to breathe and swim like a dolphin underwater.

THE SWORD OF THE SAPPHIRE EMPRESS

A slender blade of exquisite craftsmanship, this longsword was crafted for the Sapphire Empress of the eldritch and enchanted by her own magic three millennia ago. For generations of the eldritch it was passed through her family line, but was then lost. It later appeared in the hoard of an eastern merchant prince, and then again in the hands of a barbarian warrior of the west. It grants its bearer a +3 bonus to hit and damage, a +1 bonus to armor class, and allows a spellcaster to cast a single additional spell per day.

THE WILL OF JUNDARR

This heavy bronze blade was buried with its last wielder, the fourth Emperor of Jundarr, but disappeared when his tomb was robbed. It is immediately recognizable by a large notch in the center of the blade and the blood-red leather wrapping its hilt. It is a short sword which grants its wielder +5 to hit and damage, and +4 to Command and Intimidate, but -1 to all other Charisma rolls.

ARMOR

Magical armor typically increases the AC of its wearer. Characters must follow the normal armor restrictions of their classes when using these items. Alas, no matter how nice that suit of magical plate looks, a mage cannot wear it.

ARMOR OF THE NIGHT'S COURT

A thousand supple suits of these dark grey and black leathers were commissioned by the King of Thieves for his most trusted lieutenants. Each of these suits of leather armor grants its wearer a +2 bonus to AC (for a total of +4) and a +1 to all stealth checks.

DESERT'S FRIEND

A treasured heirloom from the Empire of the Trackless Sands, this round shield is covered in golden filigree that seems to shift with the light, distracting those who would attack its bearer. This shield grants its bearer a +3 bonus to AC (for a total of +4). Additionally, all of her companions in near range receive a +1 bonus to AC.

ELDRITCH SHELL

Made of tortured starlight and sung into terrifying form, this suit of full plate was commissioned for a long-forgotten admiral of the sable fleet of the eldritch. It grants its wearer +3 bonus to AC (for a total of +11) and immunity to the effects of the first spell cast against him each day.

FURS OF THE WINTER WOLF

A chieftain of the Cold West claimed to have taken this white mantle after the slaying of a mythical terror. Worn across the shoulders, armored or not, these furs grant a +2 bonus to AC.

MIRROR CHAIN

A tyrant king of one of the eastern isles enslaved a cadre of priests and forced them to work in his forges for a year enchanting this suit of armor for him. This marvel of plate and chain seems to sparkle with an impossible light. It grants a +1 bonus to AC (for a total of +7). Any mages who see it must pass a Wisdom check or lose concentration for any ongoing magic.

PLUMED HELM OF THE WEST

A barbarian warlord of the western lands wore this helmet into battle for many years. After gathering a warband of unprecedented size and laying waste to numerous kingdoms, he was finally run down by an island prince's cavalry, and the helm was lost. It grants its wearer a +2 bonus to AC and to all checks involving leading men in battle.

SHIELD OF CHAOS

A large shield of black iron, this surprisingly lightweight item bears an embossed star of Chaos on its front. This reinforced shield confers a +2 bonus to AC (for a total of +4), and gives the wielder a 66% resistance to all hostile magic while held in battle. Hated by the servants of Law, the bearer receives a -2 penalty on any Charisma check with those of lawful alignment.

POTIONS

Potions are a staple of fantasy and legend, not to mention a quick way to give a flagging character a chance to bounce back. Village wise women and stuffy alchemists across the lands make minor potions for various reasons, kind or cruel. Here are five.

ENERGY

Mostly used by gladiators and cat burglars, these caustic potions grant the drinker a +6 bonus to initiative and all Constitution checks. Their effects wear off after three full days, whereupon the drinker must pass a Constitution check or fall into a deep sleep.

FULL SIGHT

This airy brew will let the drinker see spirits, ghosts, and the invisible until the next sun-up or sun-down. It's a mean trick to spike someone's drink with this.

HEALING

The hero's favorite, a flask of this concoction will restore 1d8 hit points to a character who drinks it.

NIGHT VISION

Brewed by an enterprising sorceress in the great city for thieves, jilted lovers, and ambitious bodyguards, these potions allow the imbiber to see even in total darkness for the next 12 hours.

STRENGTH

A single flask of this harsh brew will grant the drinker Strength 19 until either sun-up or sun-down, whichever comes first.

RODS, STAVES, AND WANDS

Wizards are particularly fond of magical wands. Some of these items are usable only by mages, but others can be used by any class.

THE BLACK STAFF OF THE ABYSS

This ebony staff was once wielded by an ambitious young sorcerer of the eastern isles who dared to challenge the mastery of the eldritch magicians. Over the course of several decades, he raided their villas, stole their secrets, and mastered their magics. A mage using this staff may cast two additional spells per day, and it grants a +3 bonus to hit and damage. She may also bind a single spirit using the level 3 ritual Binding (see p.81) without paying any ability score costs. When a new wielder claims the staff, this spirit is no longer bound.

ROD OF LORDLY MIGHT

The bearer of this rod becomes a master of men and a natural leader. It may strike like a club and confers a +1 bonus to hit and damage. The bearer also receives a +1 bonus to all Charisma checks, and may cast three spells per day from the following list, even if not a mage: Commanding Word, False Friend, Inspiration, and Word of Courage.

SEA LORD'S STAFF

Orontor, the mighty Sea Lord of the Ivory Isles, bore this staff with him on all of his journeys. It is much sought to this day, and has been wielded by many sorceresses and mages. The bearer receives a +3 bonus to AC, and a +2 bonus to hit and damage. Once per day, the caster may use the Element's Command spell, regardless of level or other spells cast, though he may only see and speak to water elementals. When at sea, the caster receives a +1 bonus to all cantrip and ritual rolls.

THORNED STAFF OF THE DESPERATE

A six foot staff of metal wound in thick, thorn-covered vines, this staff is fearsome in combat. It deals 2d8 damage to anyone struck by it, but also causes a point of damage to its wielder each time it successfully hits. Any mage bearing this staff may cut themselves on its thorns, taking 1d4 damage and gaining the ability to cast an additional spell.



WAND OF THE APPRENTICE

The leader of a cabal of mighty sorcerers from the eastern continent once made these simple wands of twisted oak for all initiates to her order. The bearer may ignore three failed cantrip or ritual casting rolls per season. Whenever this wand is used in magic against another, the target receives a -1 penalty to any saving throws to resist the bearer's magic.

MISCELLANEOUS MAGIC

Many magic items do not fit into any of the above categories. Stories and legends are full of magic rings, robes, statues, and other things.

BOARD OF THE BALANCE

A small table with intricately carved playing pieces, this appears to be an ordinary but well-made game set. In truth, it has its origins in a mystical and lost city where the Cosmic Balance held sway. While a game is being played at the table, no creature of lawful or chaotic alignment in near range may use any magical powers of any kind.

CULT'S EYE

Crafted by a mighty and cruel priest of the snake god in times forgotten, the Cult's Eye is a ring of pure platinum set with a single, large emerald. Many sorcerers and cultists have sought it over the years, and it has played a part in the downfall of countless men. When worn, the ring grants its user a +1 bonus to AC and all saving throws. The wearer can speak with snakes and serpents of all types, and they will be bound to do his bidding.

ELDRITCH CLOAK

A large mantle of gossamer silk, this dark cloak sometimes seems to shift colors subtly. The wearer receives a +2 bonus to saves versus spell, a +1 to Charisma checks with nobles of all types, and is never struck by falling rain.

GAUNTLETS OF THE GIANTS

Said to be crafted by the northern giants for a human king whom they admired greatly, these leather gauntlets are tooled with harsh runes and studded with steel. The wearer gains a +1 bonus to AC. Once per week, she may become infused with the strength of the giants, gaining a +5 bonus to all Strength checks and all melee to hit and damage rolls for three rounds.

THE GILT WEAVE

A bracelet of pale gold, this woven band fits upon the wrist of the wearer. When closely inspected, faint runes of an arcane nature can be seen along its entirety. A forgotten sorcerer-explorer enchanted this piece of jewelry to protect his love as she traveled with him in dangerous lands. The wearer receives a +4 bonus to AC, and a +3 bonus to any rolls to find water and shelter in the wilderness.

LAST CHANCE BRACER

Worn on the left arm, this aged leathern bracer appears to have seen much use. The youngest daughter of the lord of forgotten Uretai took this up during the siege of the thirteen armies, when no soldiers remained to defend her city. A wounded character wearing this bracer will always have an arrow when needed.

MIRRORS OF THE COSMOS

These relatively common magical mirrors are found in many sorcerers' and namers' lairs. Some are as large as a man and sit in elaborate stands, while others are small hand mirrors surrounded by elegant filigree. Some few are even smaller, just shards of glass. Once per day, the owner of such a mirror may commune with one spirit from another realm. Such conversations may only last for 15 minutes. The user must make an Intelligence check to contact a known spirit; failure means they will be talking to an unknown entity.

ROBES OF AGENE

Rich robes of crimson and sable, these enchanted robes once belonged to a mighty priestess of the gods of fire and flame. They grant the wearer a +1 bonus to AC and a +3 bonus to all rolls involving fire and spirits of flame, including saving throws involving fire effects. Additionally, any fire spells cast by the wearer do double damage.

SIGN OF LAW

The Sign is a small pendant or iron in the shape of a straight arrow. It may not be used by spellcasters and causes them 1d4 points of damage per round if worn or carried in the hand. The wearer may automatically pass a single to hit roll, saving throw, or ability score test once per week, but must choose to do so before the roll is made.

THIEVES' FRIEND

These ordinary seeming thieves tools were once owned by a master of the guild in the great city. They grant their owner a +3 bonus to all lockpicking tests and may never be lost, always finding a way back to their rightful user.

SHIPS

Every ship has her own story. Most seem magical to their crew, but some few are truly enchanted vessels. Since the world of *Through Sunken Lands* is mostly water, ships small and large play an essential part in every hero's journey. A ship's magic is usually tied to her relationship to the sea.

DARK RIVER SKIFF

Once the personal craft of an eldritch explorer, this slender riverboat of blood-stained wood has sailed most of the rivers on three continents, each time with the same captain but an entirely different crew. All aboard the craft gain a +2 bonus on all rolls to hit and ability score checks. Any who have been so blessed are also cursed: once they set sail again on salt water, they must save versus magic or become lost at sea. They might be cast overboard, caught in a great storm, or any number of other unfortunate things.

THE ETERNAL WAR GALLEY

A swift and deadly craft, this galley has been in the hands of many captains through the years, all of whom have found themselves embroiled in deadly wars and raids. The captain of this ship and her crew recover an additional hit point per night when sleeping aboard. Additionally, they fight with such vigor that they receive a +1 bonus to initiative and damage for the first day upon any landing. However, the Galley twists those who serve aboard, who receive a -1 penalty to all Charisma checks save those to intimidate or command, and find themselves becoming increasingly eager for combat.

THE FAIR FORTUNE

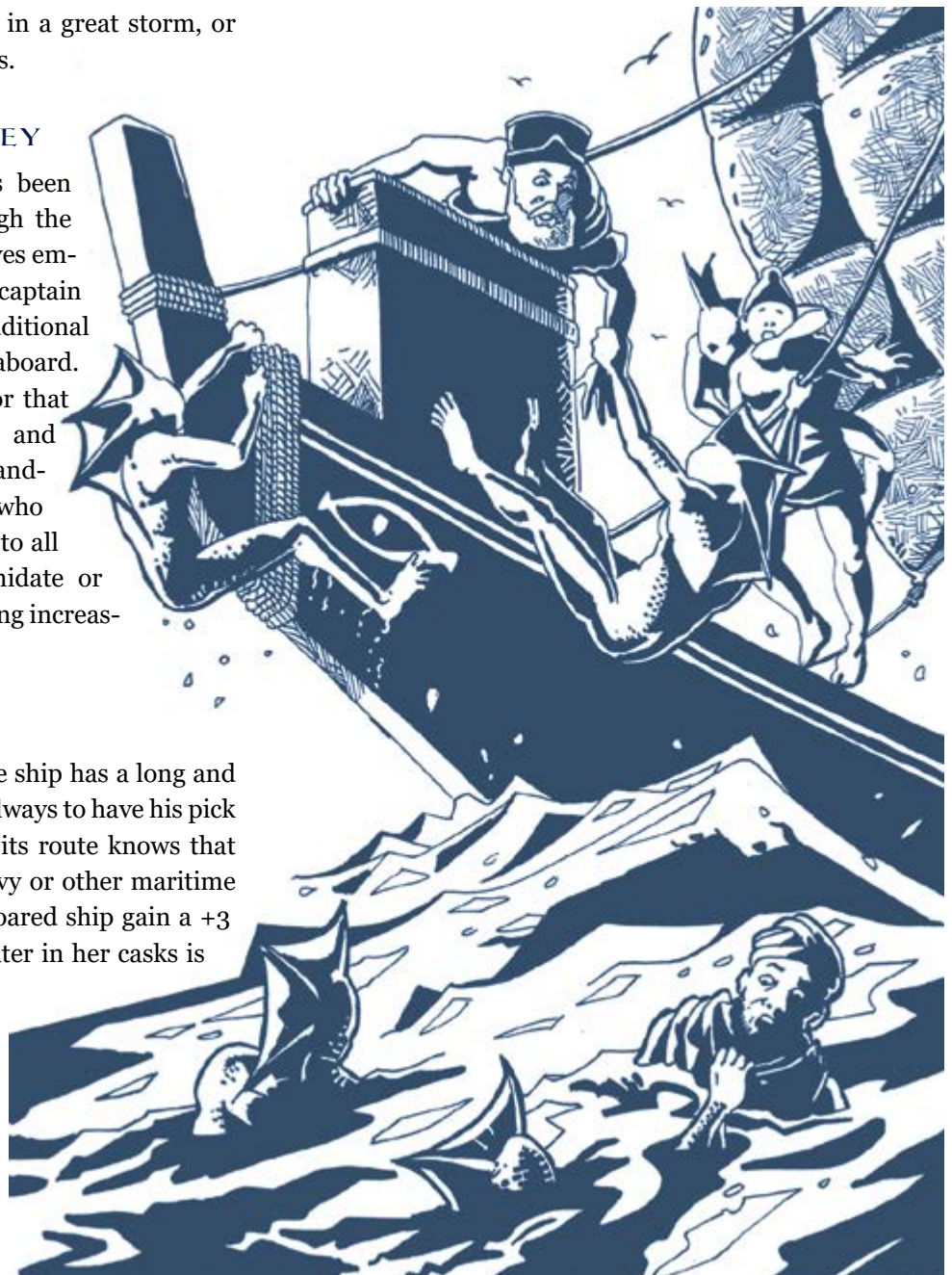
This unremarkable single-masted trade ship has a long and successful history. Her captain is said always to have his pick of the best sailors. Every sailor along its route knows that her crew has never once fallen to scurvy or other maritime disaster. All crew on this masted and oared ship gain a +3 bonus to all saving throws, and the water in her casks is always fresh.

THE OH, BE JOYFUL!

It seems like just a coracle, but sitting cross-legged in this tiny woven basket, a brave soul with a strong back for rowing is completely safe from boating mishaps, whether in the shallowest, sunniest bay or the stormiest home of the hungriest kraken. Those in this boat are protected completely from all ordinary problems while traveling at sea, and receive a +5 bonus to any saving throws or ability score checks when faced with supernatural threats of the deep.

THE VOYAGER OF FATE

This ship, always the right size for the captain's crew, is even more remarkable, for once it has left sight of land, it can sail into any other plane of existence. The captain must make a navigation roll at -10 or sail into the wrong plane.



ARTIFACTS

Artifacts are wholly unlike other magical items. These objects have incredible power far beyond that of other magical items, but also a mind of their own. Their origin stories are often complex, and certainly the stuff of legends; often they were crafted by the gods themselves and bear weighty places in history. They are not found casually in a pirate's lair (unless they want to be), and they tend to change any campaign into which they are placed. Think of an artifact as an extremely powerful, but limited, NPC. Like a good nemesis, an artifact will shape the story. Here are two examples of the sort of artifact around which a game can be made.

THE BANE OF THE GODS

This mighty weapon is a foundational part of the Cosmos itself, and appears on many planes and in many worlds. It takes numerous forms, sometimes a great axe or scepter, but usually is found in the form of a huge, runed blade. Its arrival is heralded by strife and unmaking, and it most often appears in the hands of an unwitting hero at the ending of a world. Even the gods fear this weapon, as it can strike them low and eternally banish them from an entire plane of existence. Some lore holds that the weapon is a demon of Chaos given form at the beginning of time, while other legends say that it is the weapon of the Cosmic Balance.

The bearer of this sword will find himself unmatched in combat, but also a victim of the blade, unable to enjoy peace or friendship. It acts as a +5 great sword and grants its wielder a +10 bonus to initiative as it leaps to his hand and dances through the air in combat with a hellish speed. After wounding a foe with the blade, the bearer immediately recovers lost hit points equal to the damage caused by the sword.

Such is the power of this mightiest of weapons that any foe suffering more than 13 hit points of damage from a single strike must make a saving throw versus polymorph or be killed outright. Even gods or other immortal creatures suffer this fate, though they may continue to live on in other planes of existence.

Bearing this sword brings a terrible curse. Once the Bane of the Gods has been used in battle by a wielder, it will not part with its owner, who will use the weapon at every opportunity. The blade hates to be sheathed, and the wielder must pass a Wisdom check to be able to do so; failure means that the blade instead strikes the nearest target, friend or foe. Should the bearer try to avoid this inevitability too often, for instance by making a point of always departing to sheath the

blade in private, or should the sword go more than a year without slaying an enemy, it will instead turn against its owner, likely causing him to die by his own hand.

THE CROWN OF THE FISHFOLK

A high-peaked, metal circlet with the shifting colors of coral, this crown was crafted when the world was young and the fishfolk ruled much of the sea. It has been missing since the rise of eldritch and men alike, and none no know its whereabouts. Should it be found, the world would be shaken to its foundations.

The artifact is wound with powerful protective magics, and the wearer receives a +6 bonus to AC and automatically passes the first three saving throws required each day. When first worn, the crown also gives its wearer a permanent bonus of 10 hit points and the ability to breathe underwater. It may only be removed upon death or due to very powerful magic.

All fishfolk will bend knee to the wearer, who receives a +6 bonus to any Charisma checks with them. Additionally, whether the bearer likes it or not, all fishfolk within 50 nautical miles will be drawn to her presence, eager to please and serve.

Humans and other sentient beings, however, will find themselves repulsed by the wearer, who receives a -6 penalty to Charisma checks with non-fishfolk. Additionally, beasts of the land and air will find themselves driven from her presence, save birds of the sea, who are indifferent to the wars between land and water.

When taken up, this crown begins to shift the attitudes of all those across the lands in subtle ways. After being worn for a year, all those upon or under the sea will find themselves becoming increasingly violent, and will receive a +1 bonus to hit and damage in all combats. After it has been worn continuously for three years, each living fishfolk must make a saving throw or grow to hate land dwellers so much that they attack them on sight. After five years, humans begin to do the same with the fishfolk. After seven years, the fishfolk will rise en masse and attack the people of the land in a potentially unstoppable wave.

Finally, the crown causes the very seas to rise in anger against the land. Once per day, the bearer can intentionally call a great storm over the seas, as per the second level ritual Call Storm. Even without the bearer's actions, however, the seas will experience greater storms each year that the crown is worn.

BESTIARY

Containing sample monsters and rules for creating your own for

THROUGH SUNKEN LANDS
AND OTHER ADVENTURES

INTRODUCTION

This section provides sample monsters and opponents for use in your games of *Through Sunken Lands*. Each entry gives the statistics for the monster and a short description. You should also find it rather easy to use monsters from other fantasy roleplaying games with which you are familiar.

Additionally, we provide rules and guidelines for making your own versions of staple monsters from sword and sorcery fiction: demons, elementals, and petty gods.

As a reminder, monsters have different statistics from player characters. They do not have ability scores. They have alignment as normal. Instead of level, monsters have 'hit dice,' a number which tells you how many dice to roll to determine their hit points and acts as a rough gauge for how strong they are.

A monster's base attack bonus measures its martial ability and strength and is given in the monster's description; if converting monsters from another source, simply give them an attack bonus equal to their hit dice. Their initiative score is also equal to their hit dice.

Monsters use the same saving throw tables as warriors, with their hit dice acting as their level, unless otherwise noted in their descriptions. Monsters often have leathery or scaly hides, making them naturally quite tough, and so they often have naturally high armor class ratings.

As many monsters have hit dice higher than 10, here is the full saving throw table for monsters with hit dice from 1-20.

Hit Dice	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	14	17	15	17	16
2	14	17	15	17	16
3	13	16	14	14	15
4	13	16	14	14	15
5	11	14	12	12	13
6	11	14	12	12	13
7	10	13	11	11	12
8	10	13	11	11	12
9	8	11	9	9	10
10	8	11	9	9	10
11	7	10	8	8	9
12	7	10	8	8	9
13	5	8	6	5	7
14	5	8	6	5	7
15	4	7	5	4	6
16	4	7	5	4	6
17	3	6	4	4	5
18	3	6	4	4	5
19	3	6	4	4	5
20	3	6	4	4	5

THE MONSTERS

ANIMATED OBJECT

These are the mindless results of magic, and might be any medium sized object: a sword, table, or mighty tome.

Hit Dice: 3d8 (14 HP)

AC: 12

Attack: +0 to hit, 1d8 damage (bash)

Alignment: Neutral

XP: 35

BAT

Foul blood suckers who live in caves and often find themselves in the service of dark magicians, bats are a nuisance on their own, but a serious threat if determined and numerous. Any person attacked by ten or more bats cannot concentrate or cast spells.

Hit Dice: 1d4 (2 HP)

AC: 12

Attack: +0 to hit, 1 damage (bite)

Alignment: Neutral

XP: 5

Notes: *Flight* (bats may fly)

BEAR

Bears are large, powerful beasts and can cause serious damage to a group of adventurers who threaten them or get too close. Kobolds and goblins sometimes tame bears and use them to guard their caves.

Hit Dice: 3d8 (14 HP)

AC: 13

Attack: +3 to hit, 1d6 damage (claw), 1d8 (bite)

Alignment: Neutral

XP: 80

Notes: *Swift* (if there are enough foes in its immediate range, the bear may claw twice and bite once per round)

BIRDS

Most avian creatures are not enough of a threat in combat to be represented by the rules. If it is necessary to use stats for ordinary birds, use the Critter entry on p.78. Birds of prey and giant birds, however, warrant their own statistics. The legendary great eagles, as members of an intelligent species, warrant their own entry.

BIRD OF PREY

These are the predatory birds of our world. Falcons, eagles, owls, and the sparrowhawk all fall into this group. Birds of prey will not often guard a dungeon, but are more frequently encountered fighting to protect their young from goblins, or in the service of the wise. When the unnatural threatens the countryside, the birds of prey are often the first to offer warning, and the first to fight against the encroachers.

Hit Dice: 2d6 (7 HP)

AC: 14

Attack: +1 to hit, 1d4 damage (claw)

Alignment: Neutral

XP: 40

Notes: *Flight* (birds of prey may fly)

GIANT BIRD

Giant birds are the great, winged beasts of legend: rocs large enough to save dwarves from a forest fire, or to carry away a farmer's flock. When giant birds come to town, hope that a friendly wizard summoned them. If not, stay indoors, for it is far easier to replace a herd than a husband.

Hit Dice: 3d8 (14 HP)

AC: 15

Attack: +3 to hit, 1d10 damage (claw)

Alignment: any

XP: 80

Notes: *Flight* (giant birds may fly)

THE ROC

A bird of absolutely massive size, the Roc has the wingspan of a small castle and may carry several fully grown horses in its talons. The Roc always seems to be gathering materials and food for its nest, though no young have ever been seen with it.

Hit Dice: 10d8 (45 HP)

AC: 19

Attack: +10 to hit, 1d12+4 damage (claw)

Alignment: Neutral

XP: 1,700

Notes: *Flight* (the Roc may fly)

BOAR

Boars are some of the most feared animals encountered by hunters in the forest. They can be fierce fighters, and are often seen as symbols of death.

Hit Dice: 3d8 (13 HP)

AC: 13

Attack: +3 to hit 2d4 damage (tusks)

Alignment: Neutral

XP: 65

THE BUG PRINCES

This trio of bloated, huge, and vaguely fly-like monsters rule subterranean kingdoms on a distant, eastern continent. They hold vast hordes of men in their sway, who bring them offerings and gifts to appease their wrath. Those in their presence often find themselves becoming sickeningly subservient to the Bug Princes. They rarely move their enormous bodies from their stone thrones, but can be terrifying when called to action.

Hit Dice: 12d12 (78 HP)

AC: 18

Attack: +10 to hit, 2d4 damage (buffet), 1d12+2 (mandibles)

Alignment: Lawful

XP: 4,500

Notes: *Mind Control* (while not sorcerers, the Fly Princes may attempt to control the mind of one target every five rounds; this has the same effect as the False Friend spell), *Ponderous* (the Bug Princes have an initiative score of 1), *Swift* (if there are enough foes in range, the Bug Princes may attack twice with a buffet and once with mandibles), *Terror* (the Bug Princes may emit waves of terror; doing so takes their action for the round, and forces all foes in near range to make a saving throw versus polymorph or cower immobile for 1d4 rounds), *True Name* (the Bug Princes have true names, which give their foes power over them)

BURNING BEETLES

A terrifyingly common sight in certain sections of the southern sands, these large beetles are the size of cats or small dogs. They secrete a dangerous and flammable oil across the carapace, and can ignite this oil to frighten or damage their foes.

Hit Dice: 2d8 (9 HP)

AC: 13

Attack: +2 to hit, 1d4 damage (buffet)

Alignment: Neutral

XP: 60

Notes: *Catch Fire* (the beetle may burn for 5 rounds per day; while burning, they cause an additional 2 points of damage with their buffet attacks, and any foe which strikes the beetle must save versus breath weapon or take 2 points of damage), *Immune to Fire* (burning beetles may not be harmed by fire of any kind)

BURROWERS

Great worms of prodigious size and frightening strength, the burrowers dwell in southern lands where they make great tunnels under the earth. At times, a single one of these beasts can cause the collapse of an entire city, the ruins of which will then lie forgotten under the sands in massive caverns left by their passage.

Hit Dice: 11d10 (61 HP)

AC: 17

Attack: +11 to hit, 1d12 damage (maw)

Alignment: Neutral

XP: 2,755

Notes: *Burrowing* (burrowers can disappear into the earth in a single round; they may not attack when doing so, and are vulnerable to being attacked during this round), *Collapse Earth* (when underground, burrowers may return to the surface, collapsing the land in the process; all targets in the area take 2d8 damage when this happens; targets may make a saving throw versus breath weapon for half damage)

STORY HOOK THE CRAZED BURROWER

While the characters are traveling through southern lands, they come upon a ruined town after a ruined town, all of them partially sunken into the earth. Eventually, a group of troubled wanderers and refugees stumble upon the characters, telling terrifying stories of an enormous worm who attacks settlements and leaves destruction in its wake. They ask the characters to free them of this menace, and share that there are many treasures hidden in the beast's tunnels and the ruined towns beneath the sands.

CARNIVOROUS FLORA

In some parts of the world, the apex predators are not wolves, great cats, or men at all, but rather mobile and deadly plants. No simple flytraps, these are bizarre plants appearing as large ferns, tree stumps, or flowers the size of a horse. When roused, their tendrils move at astonishing speeds, revealing hidden maws filled with razor sharp teeth.

Hit Dice: 3d6 (11 HP)

AC: 13

Attack: +3 to hit, 1d8 damage (maw)

Alignment: Neutral

XP: 100

Notes: *Poisonous* (anyone bit by the carnivorous flora must make a saving throw versus poison or receive double damage from the attack), *Rooted* (while the carnivorous flora has tendrils or other appendages that can move, its main body is stationary and cannot move), *Startling Speed* (carnivorous flora have an initiative rating of 12)

CHILDREN OF CHAOS

These twisted folk are those unfortunate enough to have drawn the attention and favor of uncontrolled powers of Chaos. They are degenerate and twisted individuals, often crippled by rampant mutation and madness. Sometimes, a mighty champion of Chaos is able to band many such unfortunates together into a rampaging army.

THE LOWEST

These poor souls live in squalor, hiding from the prying eyes of mortal society, or else are thrust forth in the frontlines of a chaotic champion.

Hit Dice: 1d6 (4 HP)

AC: 12

Attack: +0 to hit, 1d6 damage (club)

Alignment: Chaotic

XP: 15

THE TOUCHED

One step above the lowest, the touched are those who hope to attract further favor from the gods and become mighty champions of Chaos themselves.

Hit Dice: 1d10 (6 HP)

AC: 14

Attack: +1 to hit, 1d8 damage (longsword)

Alignment: Chaotic

XP: 20

THE ASPIRANT

Aspirants are those on their way to becoming champions of Chaos. They can sometimes pass for human and hide among mortals, often starting secret cults. In battle they wear baroque armor decorated with foul signs.

Hit Dice: 3d10 (16 HP)

AC: 15

Attack: +3 to hit, 1d8 damage (longsword)

Alignment: Chaotic

XP: 150

Notes: *Spellcaster* (the aspirant has been gifted with magical powers by its chaotic master and may cast spells as a third level mage)

THE GIFTED

While many shudder at the sight of these twisted and horrible individuals, the gifted count themselves blessed. They are often mutated beyond recognition and so mad or lost that they must be driven into battle by handlers.

Hit Dice: 4d12 (26 HP)

AC: 16

Attack: +4 to hit, 2d6 damage (talon and maw)

Alignment: Chaotic

XP: 220

Notes: *Many-limbed* (the gifted may attack twice each round), *Thoroughly Mad* (once combat has begun, the gifted must attack something each round, friend or foe), *Touch of Chaos* (instead of attacking, the gifted may attempt to embrace a victim; if it succeeds on a hit roll, the target must make a successful Strength check or be held and unable to act; the victim may make a further Strength check each round to attempt to escape; in future rounds, the Gifted may attack as normal while still holding its victim)

CHAMPION OF CHAOS

This mighty and damned individual no longer has any use for civilization. He spends his time reaving and destroying, or else wandering in lands beyond our plane of existence.

Hit Dice: 7d10 (41 HP)

AC: 21

Attack: +9 to hit, 2d8 damage (shattered blades)

Alignment: Chaotic

XP: 1,111

Notes: *Cosmic General* (the Champion of Chaos receives a +3 bonus to any rolls to lead, inspire, or cajole other powers of Chaos), *Detect Allegiance* (upon meeting, the Champion immediately knows another champion and that champion's

alignment and allegiance), *Spellcaster* (the champion has been gifted with magical powers by its chaotic master and may cast spells as a seventh level mage), *Twisting Presence* (anyone touched by the Champion has a chance to gain an unpleasant mutation themselves within the next month; those of lawful alignment have a 1% chance of having this happen, those of neutral alignment a 3% chance, and those of chaotic alignment a 6% chance)

STORY HOOK THE NEW CHAMPION

While the characters are visiting a familiar archipelago, trusted locals speak in hushed tones of a young warrior who pledged herself to Chaos. Called the Reaver of Flowers, she has begun building inscrutable altars, planting beautiful gardens, and slaying those who displease her. This champion has amassed a sizable and dangerous warband, and is now pillaging the countryside or giving enigmatic gifts as befits her whims. Can the characters help end this new power? Will they choose to serve her? Will they try to slay her and seize command of her warband?

THE CRIMSON SAILOR

Thought to be little more than a legend told by frightened fishermen and rowers, the Crimson Sailor is a wicked, vampiric captain whose ship flies across the waters. He seeks sport and suffering. When he comes to port, the dead row him ashore and watch in grim silence as he feeds upon those unlucky enough to be in his path. He is hosted by lords and ladies who prefer to trade pleasantries and rare baubles with him than face his wrath. Some say that the Sailor was once a champion of Law who abandoned his vows and is now cursed with eternal wandering, while others hint that he was a sorcerer who fell afoul of eldritch magics at the dawn of the age of men.

Hit Dice: 17d10 (94 HP)

AC: 24

Attack: +19 to hit, 1d8+8 damage (sword)

Alignment: Chaotic

XP: 9,500

Notes: *Blood* (the Sailor feeds on blood and no other sustenance; if he is unable to feed for a week, he falls into stasis until revived with more blood), *Magic* (the Sailor is steeped in ancient lore and may cast rituals as an 9th level mage; the GM must determine which rituals he knows, and his Intelligence and Wisdom are assumed to be 15 for the purposes of the casting rolls), *Nocturnal* (the Sailor may not cast any rituals or use any other powers during the day), *Shapechange*

(the Sailor may take the shape of a worg or a bat at will), *Unnatural Speed* (the Sailor moves with preternatural speed and may attack twice per round), *Vulnerable to the Sun* (the Sailor cannot use any of his powers during the day and takes 1 point of damage every round while in direct sunlight)

CRITTERS

This is an umbrella category for most small birds and mammals. Usually such creatures cannot meaningfully affect a combat encounter, and so no statistics are required, and they should not be worth any experience points if overcome. In certain circumstances, such as with a rival mage's familiar, or a bestial spy, the GM may want to use this entry as part of a challenge for the characters.

Hit Dice: 1d4 (2 HP)

AC: 12

Attack: +0 to hit, special

Alignment: Neutral

XP: 5

Notes: *Distraction* (critters cannot usually cause any significant damage; instead, when they successfully make an attack, their opponent receives a -2 to his next die roll due to the distraction), *Flight* (some critters can fly)

SWIFT AND MULTIPLE ATTACKS

Many monsters have the 'Swift' power, which allows them to attack multiple foes in a single round. These multiple attacks only occur when the monster has several enemies in range of its attacks, and each of those enemies is only ever attacked once. For instance, a dragon may attack up to three foes in one round, with a maximum of one bite and two claws. If there is only a single enemy in range, it may only attack once (and is likely to choose to use its bite attack unless it is afraid of its target and the effects of tasting its flesh). If there are only two enemies in range, it may attack each of them up to one time, choosing between its bite and claw options.

A few monsters have other powers which allow them to attack multiple times in a round, regardless of the number of enemies in range. The Crimson Sailor, for instance, has the 'Unnatural Speed' power, which simply states that he may attack twice per round. He may use these attacks to target two different enemies, or the same enemy twice.

DEMONS OF CHAOS

Of all the spirits of the multiverse, it is the demons of Chaos who take the most interest in the doings of mortals. Fickle, often cruel, and occasionally helpful, demons are always seeking a path into the planes inhabited by men and their near kin. They were alternatively enslaved and courted by the eldritch in the distant past, and many are still worshipped by men. Sorcerers have a disturbing tendency to believe that they can master these spirits, and many young mages have fallen to their supposed allies before unwittingly releasing dangerous and capricious horrors upon the world.

THE BROKEN COGS

The Broken Cogs are incarnate demons of Chaos, usually appearing as twisted humanoid figures with long, stringy limbs and hair, and bulbous, swollen joints. They always travel in arguing groups of cousins and younger siblings. Broken Cogs love tampering with complicated equipment, taking special joy in following behind craftsmen and undoing their work.

Hit Dice: 2d8 (9 HP)

AC: 14

Attack: +2 to hit, 1d6 damage (claw)

Alignment: Chaotic

XP: 80

Notes: *Amorphous* (spirits do not have a set form, and may change their shape; see p.121), *Nature* (the Broken Cogs are aligned to Chaos; any ordinary creature who sees them must make a save versus polymorph or be stunned for 1d4 rounds, any cantrip or ritual cast in their presence has a +3 bonus to succeed, and damaging and healing magics cause an additional 1d6 points of damage or healing), *Spiritual Aid* (the Broken Cogs may summon 1d4 demons of 1 or 2 hit dice to come to their aid in 2d6 rounds), *True Name* (all spirits have true names, which give their foes power over them)

STORY HOOK THE UNSOUGHT HELPER

Some foolish mage or insidious cult has summoned the Angry Archivist and he is now loose from their power. Taking up residence in a library in the great city, the Archivist now haunts the stacks. He has been arranging the codices and scrolls to his own liking, frightening or attacking patrons who displease him, and evading all capture by scurrying away in the form of a large beetle when confronted. The librarians will trade gold and lore for the Archivist's removal, but this is no simple task.

Z'DRAKSHA, THE ANGRY ARCHIVIST

With golden glasses perched low on its dark green beak, Z'draksha regards its prey cruelly while carefully flipping between pages of the book held in its leftmost arm. Usually no more than an arm's reach or a careful book trade away from the answer to the most specific questions, Z'draksha nevertheless hates to be bothered for answers.

Hit Dice: 3d8 (14 HP)

AC: 15

Attack: +3 to hit, 1d6 damage (sharp knife)

Alignment: Chaotic

XP: 155

Notes: *Amorphous* (see p.121), *Nature* (Z'draksha is aligned to Chaos; any ordinary creature who sees it must make a save versus polymorph or be stunned for 1d4 rounds, any cantrip or ritual cast in its presence has a +3 bonus to succeed, and damaging and healing magics cause an additional 1d6 points of damage or healing), *Retribution* (Z'draksha causes 1d4 points of damage to any who strikes it in melee combat; targets may make a saving throw versus breath weapon to avoid this damage), *Unnatural Knowledge* (Z'draksha can quickly research most of what is happening across the plane; see p.123), *True Name* (all spirits have true names, which give their foes power over them)

SHIRENDRI, THE HOUND OF CARNAGE

Four times in human history has Shirendri been unleashed upon the world. At each of her comings, tribes of men fall and bands of marauders wreak carnage across the lands. She is a bringing of entropy and madness. She usually appears as an eight-legged wolf of unusual size, covered in mottled fur of shifting and unnatural colors.

Hit Dice: 5d8 (23 HP)

AC: 17

Attack: +5 to hit, 1d6 damage (bite)

Alignment: Chaotic

XP: 430

Notes: *Amorphous* (spirits do not have a set form, and may change their shape; see p.121), *Nature* (Shirendri is aligned to Chaos; any ordinary creature who sees her must make a save versus polymorph or be stunned for 1d4 rounds, any cantrip or ritual cast in her presence has a +3 bonus to succeed, and damaging and healing magics cause an additional 1d6 points of damage or healing), *Possession* (Shirendri may possess mortals; see p.123), *Weather Control* (Shirendri may control the weather in her area), *True Name* (all spirits have true names, which give their foes power over them)

LAESTRYN, THE MOUTH OF THE VOLCANO

This powerful demon has found its way to a remote walled town where it is worshipped by the local citizens as their goddess. They see her as a nearby volcanic mountain given shape and form. She sits on a throne of ruby and obsidian atop a stepped temple at the center of the city, and the armies of the land march in her name.

Hit Dice: 13d10 (72 HP)

AC: 23

Attack: +15 to hit, 1d10+5 damage (obsidian axe)

Alignment: Chaotic

XP: 8,400

Notes: *Amorphous* (spirits do not have a set form, and may change their shape; see p.121), *Dangerous Presence* (even being in the presence of Listryn is dangerous; see p.122), *Nature* (Listryn is aligned to Chaos; any ordinary creature who sees her must make a save versus polymorph or be stunned for 1d4 rounds, any cantrip or ritual cast in her presence has a +3 bonus to succeed, and damaging and healing magics cause an additional 1d6 points of damage or healing), *Possession* (Listryn may possess mortals; see p.123), *Sorceress* (Listryn may cast cantrips, spells, and rituals as a level 13 mage; assume that she has an Intelligence and Wisdom of 16 for the purposes of casting rolls; she knows many spells and rituals, but is particularly fond of fire magics, and almost always holds components for the Fireball ritual close at hand), *True Name* (all spirits have true names, which give their foes power over them)

INGROTHUREN, DESTRUCTION INCARNATE

A prince among the powers of Chaos, Ingrothuren is known by many names on many planes. He is worshipped as a god of war by several tribes in the frozen western lands. He sometimes appears as a warrior encased in black armor, and at other times as a many-limbed beast covered in mouths and spines. He is no brute. While he lives for battle and bloodshed, he also enjoys games of politics and social maneuvering.

Hit Dice: 16d10 (88 HP)

AC: 27

Attack: +18 to hit, 1d10+4 damage (runed sword)

Alignment: Chaotic

XP: 14,200

Notes: *Amorphous* (spirits do not have a set form, and may change their shape; see p.121), *Furious Attack* (Ingrothuren may attack twice each round in combat), *Nature* (Ingrothuren is aligned to Chaos; any ordinary creature who sees him

must make a save versus polymorph or be stunned for 1d4 rounds, any cantrip or ritual cast in his presence has a +3 bonus to succeed, and damaging and healing magics cause an additional 1d6 points of damage or healing), *Retribution* (Ingrothuren causes 1d4 points of damage to any who strike him in melee combat; targets may make a saving throw versus breath weapon to avoid this damage), *Spellcasting* (Ingrothuren may cast three spells per day and knows Flash of Brilliance, Inspiration, and Rebuke of the Sorcerer), *Supernatural Charisma* (Ingrothuren is assumed to have a Charisma of 20 and may help allies as though he had any necessary social skills), *True Name* (all spirits have true names, which give their foes power over them)

DRAGON

These reptilian beasts have dwelt in the world far longer than men and can sleep for an age if not roused by anger, hunger, or their own desires. The eldritch share a kinship with them and once rode them to war in flights so numerous as to blot out the sky. An adult dragon has a wingspan of up to forty feet and a thin, sinuous body covered in shimmering, multicolored scales. They spit a corrosive acid and their bite poisons any who survive the attack.

Hit Dice: 9d12 (60 HP)

AC: 20

Attack: +9 to hit, 1d6 damage (claw), 2d10 (bite)

Alignment: Chaotic

XP: 2,500

Notes: *Acidic Spit* (once every 5 rounds the dragon may spit acid at its foes; this does 1d12 +18 damage to anyone in front of the dragon and in near range; targets who save versus breath weapon take only half damage), *Flight* (dragons may fly), *Poisonous Bite* (anyone bitten by a dragon must make a saving throw versus poison or take a further point of damage every round for 1d12 rounds), *Swift* (a dragon may attack a number of times equal to the number of foes in range, up to a maximum of two claw attacks and one bite)



DRAGONET

When the dragons began slumbering more and more and no longer answered their calls, the eldritch bred these diminutive creatures as pets. A dragonet resembles a full dragon but weighs only a dozen pounds or so. Some of these creatures are kept as companions, while others are encouraged to be foul-tempered and are used as guard animals.

Hit Dice: 2d6 (7 HP)

AC: 14

Attack: +1 to hit, 1d4 damage (bite)

Alignment: Chaotic

XP: 50

Notes: *Flight* (dragonets may fly), *Poisonous Bite* (anyone bitten by a dragonet must make a saving throw versus poison or suffer crippling pain causing a -2 penalty to all rolls for 1d12 rounds)

THE ELDRITCH

Once this people ruled the entire world and, indeed, even multiple planes of existence throughout the multiverse. Long-lived, fickle, and cruel, they have long since passed into a languid withdrawal from the affairs of mortals. They superficially resemble humans, but are unnaturally beautiful and fine-featured. Many of them still believe that they are masters of all that surround them, while some recognize that their time has passed. They are natural sorcerers and still occasionally appear to demand an impossible tribute or to hunt men for sport. They most often know the cantrip *Second Sight* and several rituals related to demons and spirits, such as *Summoning* and *Binding*.

PETTY ELDRITCH NOBLE

All eldritch count themselves as part of a forgotten nobility. They wear coats of shining or black mail, wield sorcerous blades, and speak with demons and other spirits with an ease which would make any mage jealous.

Hit Dice: 1d8 (5 HP)

AC: 17

Attack: +2 to hit, 1d8+2 damage (eldritch blade)

Alignment: usually Chaotic

XP: 30

Notes: *Spellcasting* (petty eldritch nobles may cast cantrips and rituals as a level one mage; assume that they have an Intelligence and Wisdom of 14 for the purposes of casting rolls), *True Name* (all eldritch have true names, which give their foes power over them)

ELDRITCH DRAGON MASTER

The eldritch and the dragons share a special kinship, and, in ages past, the eldritch would ride to war with flights of dragon masters on their flanks. Men trembled at the sight. Now the dragon masters of the eldritch are more prone to sleeping for long years with their reptilian comrades and then taking to the skies seeking sport rather than conquest.

Many of these riders are lords or ladies among their folk, and, while their loyal mounts now often sleep for long ages, they are still terrible in their wrath.

Hit Dice: 3d8 (14 HP)

AC: 18

Attack: +6 to hit, 1d8+2 damage (eldritch blade)

Alignment: usually Chaotic

XP: 160

Notes: *Dragon Mount* (the eldritch dragon master should always be assumed to have a dragon as described on p.101 nearby; the mount is likely sleeping, in which case the dragon master may rouse it with an Intelligence check), *Spellcasting* (the dragon master may cast cantrips and rituals as a level three mage; assume that she has an Intelligence and Wisdom of 14 for the purposes of casting rolls), *True Name* (all eldritch have true names, which give their foes power over them)

STORY HOOK THE CRAZED DRAGON LORD

Driven mad by uncounted centuries upon the earth, a dragon master of the eldritch has left his slumber and leisure to ride his mount through the skies again. Arriving in a town known to the characters, perhaps the great city itself, this eldritch lord has claimed a large tower, keep, or other such structure for himself, slaying the inhabitants or putting them to flight. Now he roams its halls in his madness, his mount and companion often absent, but occasionally seen coiled about its master's new abode. What treasures lie within? What would the previous owners pay to reclaim their property? What secrets can shrewd negotiators learn from this eldritch lord?

ELDRITCH SCION

This mighty eldritch lord may be hundreds of years old, or even millenia. He rules over a crumbling estate, and may even be able to call upon a small army of his folk. He can certainly call upon a host of demons with whom he has ancient pacts.

Hit Dice: 6d8 (27 HP)

AC: 20

Attack: +10 to hit, 1d8+6 damage (eldritch blade)

Alignment: usually Chaotic

XP: 470

Notes: *Countless Pacts* (the eldritch scion may call upon the forces of Chaos and the elementals of the world; the GM should work ahead of time to determine a handful of such servants), *Spellcasting* (the eldritch scion may cast cantrips and rituals as a level six mage; assume that he has an Intelligence of 17 and Wisdom of 14 for the purposes of casting rolls), *True Name* (all eldritch have true names, which give their foes power over them)

ELEMENTALS

Elementals are the most common of all spirits. In particular, the least of them are everywhere, some say in every candle flame and pool of water, usually carrying out the tasks of their existence with an almost mindless persistence. The lords and ladies of the elementals, on the other hand, rule hidden kingdoms of their own atop the highest peaks, in the deepest caves, beneath the waves of the seas, or inside of active volcanoes.

SMALL STONES

Taken individually, Small Stones do not have much power or motivation, but when they are disturbed, they call out to their kinfolk until an avalanche of their kin overwhelms whoever was foolish enough to provoke them.

Hit Dice: 1d8 (5 HP)

AC: 12

Attack: +1 to hit, 1d6 damage (bludgeon)

Alignment: any

XP: 35

Notes: *Amorphous* (spirits do not have a set form, and may change their shape; see p.121), *Nature* (Small Stones are aligned to Earth; they may control and move through earth at will; see p.122), *Spiritual Aid* (Small Stones can summon others of their kind for aid; assume that each of them can have 1d4 others come to its aid in 2d6 rounds), *True Name* (all spirits have true names, which give their foes power over them)

RUSHING RAPIDS

These spirits love to inhabit staged waterfalls that make for ideal drinking spots and other sights of natural beauty. Feeding off the energy of those who drink from their chosen streams, they strive to keep their waters fresh and their neighbors coming to visit.

Hit Dice: 2d8 (9 HP)

AC: 14

Attack: +2 to hit, 1d6 damage (forceful water)

Alignment: Neutral

XP: 80

Notes: *Amorphous* (spirits do not have a set form, and may change their shape; see p.121), *Cantrips* (Rushing Rapids may cast the cantrips Conjure Sound and Beast Ken; assume that they have an Intelligence and Wisdom of 14 for the purposes of casting rolls), *Nature* (the Rushing Rapids are aligned to Water; they may control and move through water at will; see p.122), *True Name* (all spirits have true names, which give their foes power over them)

HUSSRING, A WILDFIRE

This burning fire elemental waits in hot air, small sparks, and lonely campfires, planning the time for his next strike. When the time is right, he spreads across grasslands and dry crops. He is feared by the lords of the eastern plains, who often propitiate him with burnt offerings and prisoners.

Hit Dice: 8d8 (36 HP)

AC: 19

Attack: +10 to hit, 1d8+2 damage (flames)

Alignment: Neutral

XP: 2,050

Notes: *Amorphous* (spirits do not have a set form, and may change their shape; see p.121), *Dangerous Presence* (even being in the presence of Hussring is dangerous; see p.122), *Incorporeal* (Hussring may become incorporeal at will, and is immune to non-magical attacks when he does so), *Nature* (the Hussring is aligned to Fire; he may control and move through fire at will; see p.122), *True Name* (all spirits have true names, which give their foes power over them)

ELINDROSSEL, THE WIND QUEEN

One of the chief servants of the wind god, Elindrossel is the Eastern Wind, a beloved goddess for many fishermen and sailors of the islands to the east. She is a bringer of storms and a calmer of the skies. She manifests in humanoid form more often than many of her type, often enjoying traveling from town to town and gossiping with locals. While she can be quite kind and exuberant, she is fickle, and mortals should take heed when her long, bluish hair rises with the wind.

Hit Dice: 20d12 (130 HP)

AC: 30

Attack: +20 to hit, 1d12+6 damage (buffet)

Alignment: Neutral

XP: 26,950

Notes: *Amorphous* (spirits do not have a set form, and may change their shape; see p.121), *Breath Weapon* (Elindrossel may breath poisonous winds once every 5 rounds, which cause 1d12 +40 damage to all in front of her in near range; targets may making a saving throw versus breath weapon to take half damage), *Incorporeal* (Elindrossel may become incorporeal at will, and is immune to non-magical attacks when she does so), *Invisible* (Elindrossel may become invisible at will), *Nature* (Elindrossel is aligned to Air; she may control and move through air at will; see p.122), *Possession* (Elindrossel may possess mortals; see p.123), *Sorceress* (Elindrossel may cast cantrips, spells, and rituals as a level 20 mage; assume that she has an Intelligence and Wisdom of 17 for the purposes of casting rolls; she knows a host of magics and may use any that the GM sees fit), *True Name* (all spirits have true names, which give their foes power over them), *Weather Control* (Elindrossel may control the weather in her area)



EISHEOLK

Living deep beneath the waves or in colonies on the banks of great rivers, the fishfolk worship their own aquatic deities and make captives on unwary sailors and travelers. There are many varieties, but most have legs, bulbous eyes, and slimy scales.

WARRIORS OF THE DEPTHS

Most tribes or schools of fishfolk are warlike and respect strength of arms. Their men and women swarm together instinctively in raiding bands armed with deadly tridents and spears.

Hit Dice: 1d8 (5 HP)

AC: 14

Attack: +1 to hit, 1d8 damage (trident)

Alignment: Chaotic

XP: 20

Notes: *Amphibious* (fishfolk are equally at home on land or in the water)

WAR LEADER

These are the champions and chieftains of the fishfolk, violent and cunning warriors who swim at the head of dozens of their compatriots.

Hit Dice: 3d10 (17 HP)

AC: 16

Attack: +3 to hit, 1d10 damage (great axe)

Alignment: Chaotic

XP: 100

Notes: *Amphibious* (fishfolk are equally at home on land or in the water)

AQUATIC PRIEST

Many war parties and all settlements of the fishfolk boast a priest or two. These slimy sorcerers have been trained in the ways of the fishfolk's strange religions since their spawning.

Hit Dice: 4d6 (14 HP)

AC: 12

Attack: +2 to hit, 1d6 damage (staff)

Alignment: Chaotic

XP: 220

Notes: *Amphibious* (fishfolk are equally at home on land or in the water), *Spellcasting* (the aquatic priest may cast four spells per day as a fourth level mage)

FISH KING

Those few fishfolk able to sway the swarms are called Fish Kings. These leaders of the fishfolk are dangerous and powerful priest-kings. Imbued with strength and magical powers by their Chaotic deities, these deadly foes embody the will of their schools.

Hit Dice: 7d8 (32 HP)

AC: 18

Attack: +7 to hit, 1d8+2 damage (cursed blade)

Alignment: Chaotic

XP: 950

Notes: *Perfect Coordination* (other fishfolk gain a +1 bonus to hit and damage while working with a fish king), *Amphibious* (fishfolk are equally at home on land or in the water), *Spellcasting* (the fish king may cast spells and rituals as a 7th level mage; assume that it has Intelligence and Wisdom scores of 13)

FORCES OF THE BALANCE

In the eternal struggle between Law and Chaos, the forces of the Balance, or Neutrality, are often absent. Spirits of the Balance are rare, usually preferring to stay to planes and paradises where they have won the struggle and managed to reconcile the forces of Law and Chaos alike. Only when summoned by sorcerers or when a plane is about to fall to one of the powers or the other, do these strange beings take part in the activities of mortals.

THE TRANSLUCENT EYE

A tiny, almost insignificant, spirit of the Balance, the Translucent Eye watches and waits, though none know what for. When it does become visible to men, it usually appears either as a large, floating eye with shifting irises, or, perhaps ironically, as an aging blind man in simple clothes.

Hit Dice: 1d8 (5 HP)

AC: 12

Attack: +1 to hit, 1d6 damage (shove)

Alignment: Neutral

XP: 85

Notes: *Amorphous* (spirits do not have a set form, and may change their shape; see p.121), *Invisible* (the Eye may become invisible at will), *Nature* (the Eye is aligned to the Balance; it receives a +5 bonus to any saving throws to resist magical effects which would force it away, and heals 1d4 damage each round), *True Name* (all spirits have true names, which give their foes power over them)

BREATH OF THE BALANCE

An incarnate spirit in the form of a plain man of middle age, this spirit strolls into town and starts questioning everyone until he has found the greatest source of strife in the area. Then, he bellows out of his lungs a great fog that envelops the conflict zone and forces everyone to switch sides.

Hit Dice: 5d8 (23 HP)

AC: 17

Attack: +5 to hit, 1d6 damage (staff)

Alignment: Neutral

XP: 430

Notes: *Amorphous* (spirits do not have a set form, and may change their shape; see p.121), *Envelop* (the Breath may breathe out a fog to cover everything in near range; those enveloped must save versus polymorph or change sides in the current fight, and alignment, for 1d4 weeks), *Nature* (the Eye is aligned to the Balance; it receives a +5 bonus to any saving throws to resist magical effects which would force it away, and heals 1d4 damage each round), *Supernatural Charisma* (the Breath is assumed to have a Charisma of 20 and may help allies as though it had any necessary social skills), *True Name* (all spirits have true names, which give their foes power over them)

GARGOYLE

Gargoyles are vicious stone statues that came to life after a tower of demons was caught in a war between Law and Chaos. Usually winged, and always surprisingly quick, gargoyles can lie in wait for their prey indefinitely, through rain or shine, until the perfect moment to strike. Each hideous hunter is unique, and not all can speak, but all share a broken grasp of language.

STORY HOOK A FOOLISH FRIEND

A companion or trusted contact of the characters in the great city comes to them with stories of the walking dead roaming catacombs beneath the streets. This contact is a curious sort, a librarian, lorekeeper, or overly curious thief. Rather than being frightened by the ghouls, he is strangely fascinated, and tells the characters that he will report more when he has found their lair in the catacombs. When he fails to return for two weeks, the characters are likely to become concerned. Or are they curious themselves?

Hit Dice: 4d8 (18 HP)

AC: 15

Attack: +3 to hit, 1d4 damage (claw), 1d6 (bite)

Alignment: Chaotic

XP: 250

Notes: *Flight* (gargoyles may fly), *Invulnerable* (gargoyles may only be hit by magical weapons or spells), *Swift* (if there are enough foes in its immediate range, the gargoyle may claw twice and bite once per round)

GHOU

Undead flesh-eaters, ghouls are brought back from the dead by a ghou fever, which reanimates corpses, filling them with a hunger for the flesh of the living if they can get it, and the flesh of the dead if they must. Ghouls are found in either the halls of the dead, or the lair of a necromancer. Their touch is a great peril, and if their opponent dies from his wounds, he will return as a ghoul himself.

Hit Dice: 2d8 (9 HP)

AC: 14

Attack: +3 to hit, 1d4 damage (claw)

Alignment: Chaotic

XP: 50

Notes: *Deadly Touch* (targets touched by a ghoul must make a saving throw versus paralysis or remain frozen for 1d4 rounds; targets killed by a ghoul's claws return as ghouls themselves)

GIANT

Not quite the rivals of the gods like the Norse giants, our giants are larger-than-life brigands. More brawn than brains, giants are ten foot tall bullies with no thought beyond the next pleasure, whether it be food, rest, or games. Famous for throwing boulders both in anger and in sport, giants love flattery, bribes, and booze, and don't mind giving up a fight in exchange for a bit of each.

Hit Dice: 8d10 (55 HP)

AC: 16

Attack: +8 to hit, 2d8 damage (club)

Alignment: any

XP: 1,200

Notes: *Thrown Rocks* (giants may throw rocks from great distances, doing 3d6 damage on a successful hit)

GIANT RAT

Giant rats are disgusting, violent plague carriers, double the size of their ordinary cousins and covered in thick black hair.

Hit Dice: 1d6 (3 HP)

AC: 13

Attack: +0 to hit, 1d4 damage (bite)

Alignment: Neutral

XP: 5

GIANT SNAKE

Hanging from a tree in a swamp, curled about an altar to a forbidden god, or sneaking up behind an unsuspecting party, these twenty to forty foot slitherers grab and crush their prey, then swallow it whole. Typically unbothered by changes in terrain, these giant snakes can conceal themselves in remarkably narrow crevices before attacking hapless adventurers or other prey species.

Hit Dice: 3d10 (16 HP)

AC: 15

Attack: +3 to hit, 2d4 damage (bite)

Alignment: Neutral

XP: 145

Notes: *Constriction* (instead of attacking, the giant snake may attempt to grapple and constrict an opponent; if it hits successfully, the target must make a Strength test at -4 or be caught, suffering 1d10 points of damage per turn)

GREAT SIMIAN

These large and imposing apes live on many islands in the across the seas. They are social folk, living in clans sometimes numbering in the hundreds. As intelligent as men, their societies have their own strange rules. Though some will slay any man who lands on their shores, many are peaceable, though even these can be driven to bloodshed by foolish adventurers. Wise adventurers befriend these people.

APEKIN

The ordinary folk of the great simians are great warriors, tricksters, and storytellers. They are sociable and protect their kin with great pride and ferocity.

Hit Dice: 4d10 (22 HP)

AC: 16

Attack: +4 to hit, 1d10 damage (pummel)

Alignment: any

XP: 150

SIMIAN LORD

Those elected to chieftom by the great simians must be both strong and clever, and are imbued by the trust of their kin with supernatural powers.

Hit Dice: 7d10 (39 HP)

AC: 20

Attack: +7 to hit, 1d10+4 damage (pummel)

Alignment: any

XP: 777

Notes: *Blessings of the Kin* (each simian lord knows two cantrips and may be assumed to have a Wisdom and Intelligence of 15 for the purposes of casting rolls; they are particularly fond of the *Beguilement* and *Bless* cantrips), *Heavy Fists* (the simian lord may attack twice in each round of combat)

STORY HOOK UNCERTAIN ALLIANCES

Through their contacts, a previous benefactor, or just the circumstances of their travels, the characters become entwined with a strange and unfortunate war. A group of treasure seekers and settlers has claimed an island for themselves, trying to build a new town amid dangerous wilderness. However, a large band of simians already live on the island along with the descendents of a group of shipwrecked pirates who befriend the simians generations ago. Will the characters choose a side? Can they broker a peace? Regardless of their choice, can this island become a home or haven for them as well?

HELLHOUND

Hellhounds are the offspring of demonic spirits and particularly hardy dogs. They stand just a few inches tall for their breed, and perhaps 20 pounds heavier. The eyes, though, are a dead giveaway - their eyes of glowing coal can see spirits and invisible things, making them desirable servants for wizards, demons, and their foes.

Hit Dice: 2d8 (9 HP)

AC: 14

Attack: +2 to hit, 1d8 damage (bite)

Alignment: Chaotic

XP: 60

Notes: *Demonic Sight* (hellhounds may see spirits and invisible things), *Immune to Fire* (hellhounds may not be harmed by fire of any kind)

HERD ANIMAL

Sheep, goats, elk, and bison, these are the prey creatures upon which both hunters and herders inflict their will. The herd will flee when possible, defend their young when they must, and leave the weakest to cover their escape. When they do fight, it's all headbutting and trampling hooves. Use herd animals to set a pastoral scene, or in the action of a hunt.

Hit Dice: 2d8 (9 HP)

AC: 12

Attack: +0 to hit, 1d4 damage (heatbutts and hooves)

Alignment: Neutral

XP: 30

HORSE

Horses are symbols of power and status. Performing tasks for humans, they reveal the natures of their masters; the villain who treats his horse well is a very different foe from the careless ruffian who rides his poor mount to death. Only trained warhorses may attack while being ridden.

Hit Dice: 2d8 (9 HP)

AC: 13

Attack: +2 to hit, 1d6 damage (kick)

Alignment: Neutral

XP: 40

HUMANS

The most common adversaries for the brave adventurers of the Sunken Lands are other men and women, some hired swords, some rival adventurers, and some mighty warlords or sorcerers in their own right. This section presents many such opponents for characters, first with common entries, and then with a selection of worthy human adversaries with a bit of background and motivation.

UNNAMED FOLK

COMMONER

These statistics represent most humans in the world, whether they be simple laborers or even skilled workers in the employ of a mighty king. These statistics will be appropriate for most of the people whom the characters meet.

Hit Dice: 1d6 (4 HP)

AC: 10

Attack: +0 to hit, 1d4 damage (dagger)

Alignment: usually Neutral

XP: 15

SOLDIER

Not all those who fight are mighty heroes such as player characters with the warrior class. These are the common soldiers of the king's army, as well as town guards and mercenary sellswords. This entry is also good for representing sailors, pirates, or barbarian tribesmen. The gamemaster can keep things simple or can make these men more interesting adversaries by using the combat stance rules on p.48; pirates who sense weak prey or angered mercenaries may use aggressive stance, eschewing their own safety, while city guards or anxious new recruits may be more likely to use defensive stance.

Hit Dice: 1d6 (4 HP)

AC: 14

Attack: +0 to hit, 1d8 damage (long sword)

Alignment: usually Neutral

XP: 20

MINOR MAGUS

This young wizard or sorceress has recently passed apprenticeship and is now a skilled wielder of the arcane arts. The gamemaster can customize the minor magus to a great degree when choosing her cantrips, spells, and rituals; as a default, assume that she knows two cantrips, four spells, and three rituals.

Hit Dice: 2d6 (7 HP)

AC: 11

Attack: +1 to hit, 1d4 damage (dagger)

Alignment: usually Neutral

XP: 100

Notes: *Spellcasting* (the minor magus may cast cantrips, spells, and rituals as a level two mage; assume she has an Intelligence and Wisdom of 14 for the purposes of casting rolls)

ELITE GUARD

Whether in populous cities or on the battlefield, some noblemen or generals have enough highly skilled soldiers to form a cadre of elite guardsmen. Such warriors are extremely rare, most armies only being able to muster a dozen or two, but the great city may have as many as three hundred of them.

Hit Dice: 2d10 (11 HP)

AC: 17

Attack: +3 to hit, 1d6+3 damage (spear)

Alignment: usually Neutral

XP: 50

FOOLISH ADVENTURER

Many young men and women take to the seas and the lands in search of fame and fortune. Most of these meet unfortunate ends and are never remembered.

Hit Dice: 3d8 (14 HP)

AC: 15

Attack: +2 to hit, 1d8+1 damage (sword)

Alignment: usually Neutral

XP: 95

Notes: *Highly Skilled* (the Foolish Adventurer is as skilled as the PCs and may make ability score checks for various things; assume that he has a 13 in each ability score and three special skills which give him a +2 bonus)

GREAT WARRIOR

A mighty warrior capable of slaying hordes of his enemies, this is a worthy foe for any adventurer.

Hit Dice: 4d10 (22 HP)

AC: 17

Attack: +6 to hit, 1d8+3 damage (long sword)

Alignment: usually Neutral

XP: 150



WORTHY ADVERSARIES

THE ROGUE APPRENTICE

This young mage finds himself with no master. He might be arriving in the great city in search of a rumored treasure, or he could be encountered on an uninhabited island plundering a forgotten tomb. He knows enough to be dangerous.

Hit Dice: 1d6 (4 HP)

AC: 10

Attack: +0 to hit, 1d6 damage (staff)

Alignment: Neutral

XP: 60

Notes: *Spellcasting* (the rogue apprentice may cast cantrips, spells, and rituals as a level one mage; he knows the *Beguilement* and *Mage Light* cantrips, the spells *Call the Swarm*, *Counterspell*, and *Sanctuary of Peace*, and the rituals *Sleep of the Innocent* and *Slip the Blade*; assume he has an Intelligence of 16 and Wisdom of 13 for the purposes of casting rolls)

THE HAUGHTY MERCHANT

A traveler of many lands and a rich but ignoble dignitary in the great city, the Haughty Merchant may have just the item the characters are looking for, or he may become a valued contact. Now that he has enough gold to satisfy him, he is interested in unusual stories, rare art and artifacts, and being seen as connected to important people.

Hit Dice: 2d8 (9 HP)

AC: 12

Attack: +1 to hit, 1d4 damage (dagger)

Alignment: Lawful

XP: 75

Notes: *Wealth and Knowledge* (the haughty merchant has enough money to accomplish anything his coin can buy within reason, and boasts extensive connections in the city; he also automatically knows the value of any ordinary objects he encounters, and has a 50% chance to know the value of unusual or magical items)

THE PIRATE CAPTAIN

She has sailed the seas since she was but a girl, fought men and monsters alike, and now has her own ship and crew. This captain is not necessarily a wicked sort, but she is certainly out for her own good. She will defend her crew and her ship with her life, and, while she prefers to spare her prey, her primary concern is her own wellbeing, that of her crew, and amassing enough wealth to live an easy life in retirement.

Hit Dice: 3d8 (14 HP)

AC: 16

Attack: +2 to hit, 1d10 damage (greatsword)

Alignment: Neutral

XP: 125

Notes: *A Ship and Crew* (the Pirate Captain has a fast ship and at least twenty men at her call; assume she has ability scores of 16 for any rolls related to sailing)

THE WILD SORCERER

From the frozen mountains of western lands, this speaker of names and caller of storms has journeyed to civilized lands for his own inscrutable purposes. While he may be out of place in the great city or other major ports, he is no fool, and has used his rough appearance and speech to trick many who thought him an easy mark.

Hit Dice: 4d6 (14 HP)

AC: 14

Attack: +2 to hit, 1d6 damage (hand axe)

Alignment: Neutral

XP: 250

Notes: *Spellcasting* (the Wild Sorcerer may cast cantrips, spells, and rituals as a level four mage; he knows the *Beast Ken* and *Second Sight* cantrips and any spells and rituals the GM sees fit, though he is particularly fond of *Bar the Way*, *Pass without Trace*, and *Silence*; assume he has an Intelligence of 14 and Wisdom of 17 for the purposes of casting rolls)

THE MASTER THIEF

If he is not the leader of the thieves' guild, this exceptional young man is either in contention to be so, or has already been declared an enemy who must be hunted down by others in the profession jealous of his skills and accomplishments. Dressed in a magical leathern jerkin, deft, and charming, he brings trouble wherever he goes.

Hit Dice: 5d8 (23 HP)

AC: 18

Attack: +3 to hit, 1d6 damage (short sword)

Alignment: Chaotic

XP: 300

Notes: *Incredible Thievery* (assume that the master thief has a dexterity of 18, a Charisma of 15, and other ability scores of 10, as well as being skilled in pickpocketing, athletics, lockpicking, stealth, and any other skills directly related to thievery)

THE RISING POWER

A mighty warlord, fresh off victories on numerous campaigns in the east, this warrior now has conquest and a kingdom of her own on her mind. Her presence fills any room, and her men serve her with an almost supernatural adoration. She wears chain of gold and iron from the southern continent, and wields a mighty axe with ease.

Hit Dice: 6d10 (33 HP)

AC: 23

Attack: +10 to hit, 1d8+5 damage (magical battle axe)

Alignment: Lawful

XP: 700

Notes: *Leader of Men* (the rising power has an army of several thousand camped somewhere near her; those of her men in her immediate presence fight with a special vigor, and receive a +1 bonus to hit and damage while she stands)

THE MISTRESS OF THE SEVEN CIRCLES

Having climbed her way to the heights of power, this mighty sorceress now heads an entire order of arcanists. She can be friend or foe, depending on the characters' own motivations, but woe to any who cross her. She may be interested in trading magical knowledge, and rumor has it that she is either held by a great debt to a petty noble family in the great city, or that she secretly controls their actions.

Hit Dice: 8d6 (28 HP)

AC: 18

Attack: +6 to hit, 1d4+2 damage (ritual dagger)

Alignment: Neutral

XP: 1,200

Notes: *Spellcasting* (the mistress may cast cantrips, spells, and rituals as a level eight mage; she knows the Hand of Will and Glamour Weaving cantrips and any spells and rituals the GM sees fit, though she is particularly fond of Demonic Haze, Hellish Visions, and Rebuke of the Sorcerer; assume she has an Intelligence and Wisdom of 17 for the purposes of casting rolls)



THE CHAMPION OF LAW

This nameless warrior has traveled many planes of the multiverse, always reborn to fight in the eternal struggle between Law and Chaos. He is a warrior, wanderer, and survivor without peer, and demons and sorcerers flee from his might.

Hit Dice: 10d10 (65 HP)

AC: 28

Attack: +16 to hit, 1d10+8 damage (Blade of Law)

Alignment: Lawful

XP: 4,000

Notes: *Cosmic General* (the Champion of Law receives a +3 bonus to any rolls to lead, inspire, or cajole other powers of Law), *Detect Allegiance* (upon meeting, the Champion immediately knows another champion and that champion's alignment and allegiance), *Magic Resistance* (the Champion has a 30% chance to resist any magical effects), *Master Swordsman* (the Champion may attack twice with his Blade of Law each turn)

INSECT SWARM

While an ordinary insect is certainly no match for a band of adventurers, an entire swarm can bring down even a great warrior.

Hit Dice: 2d8 (9 HP)

AC: 13

Attack: special, see notes

Alignment: Neutral

XP: 85

Notes: *Swarming* (the swarm will cause 1 hit point of damage to any it passes over, every round, and 3 points of damage to those who do anything other than seek cover)

KRAKEN

A true terror of the deep, the Kraken appears in numerous legends and sailors' tales. Most stories say there is only one of these mighty beasts, and that it appears but once in a generation, but others hold that there are countless Kraken sleeping at the bottom of the sea.

Hit Dice: 12d10 (66 HP)

AC: 18

Attack: +9 to hit, 1d6 damage (tentacle)

Alignment: Neutral

XP: 3,100

Notes: *Many Limbed* (the Kraken has twelve tentacles, each of which may attack independently)

LION

Called the King of the Beasts, the lion is a noble yet savage animal. There are many stories of brave knights and ladies who rescue a lion from peril, only to have the beast become a fast friend and stalwart companion.

Hit Dice: 5d8 (23 HP)

AC: 14

Attack: +5 to hit, 1d4+1 damage (claw), 1d10 (bite)

Alignment: Neutral

XP: 240

Notes: *Swift* (if there are enough foes in its immediate range, the lion may claw twice and bite once per round)

MEDUSA

The medusa is an unfortunate man or woman whose hair is a wreath of living snakes. If a fool meets its gaze, he may be turned to stone permanently. Solitary creatures, these cursed souls tend to haunt abandoned palaces and tombs of yesteryear. Every so often, a pair can be found, usually in the service of a more powerful figure or rearing a small, horrible child.

Hit Dice: 4d8 (14 HP)

AC: 13

Attack: +4 to hit, 1d6 damage (bow)

Alignment: Chaotic

XP: 175

Notes: *Petrification* (any opponent who meets the medusa's gaze must make a saving throw versus polymorph or be turned to stone)

MINOTAUR

Frightening combatants and watchful guardians, minotaurs are rare creatures, not a proper folk themselves, but rather the victims of unfortunate circumstance or powerful magics. Minotaurs stand seven to ten feet tall, their bodies those of muscular men and women, some with hooves or shaggy legs. Their heads are of mighty bulls or other bovine creatures.

Hit Dice: 6d10 (33 HP)

AC: 15

Attack: +9 to hit, 1d10+3 damage (great weapon)

Alignment: Chaotic

XP: 650

Notes: *Dark Vision* (minotaurs can see in complete darkness), *Gore* (with enough room, a minotaur can rush into combat, goring a single opponent with an additional attack which does 2d6 damage), *Preternatural Senses* (while within their lairs or homes, minotaurs have a +5 bonus to detect intruders)

STORY HOOK A HOME RECLAIMED

An exiled noblewoman from distant lands approaches the characters and offers riches and favors should they reclaim her lost home. However, a trio of medusas have dwelt in the ruined estate for many years, gathering strange followers of their own. The noblewoman provides an unreliable map. Can the characters find a way to avoid the medusas' gaze? Are there more accurate maps in the libraries of the great city? Will they learn of a secret unknown even to their benefactor within the ruins or while researching before their departure?

MONSTROSITIES

Most monsters cannot be categorized, instead being awful chimaera or mutated beasts. This entry can be used to represent any number of large and horrific monsters which the characters may stumble across in the world. Each of these is almost certainly unique, and is left to you to describe. They are physical challenges of the wild world, a danger to all travelers, and often a signifier that one has strayed too far from the path. Each monstrosity has two of the following powers:

Acid - when the monstrosity dies its acidic blood showers its victims; all foes in melee range must make a saving throw versus breath weapon or take 1d10 damage.

Amphibious - the monstrosity is at home in the water as it is on land. If it breathes at all, it breathes water as well as air. Its movement is in no way restricted by even deep, dark water.

Barbed Tail - the monstrosity gains another attack every round, doing the same damage as its claw attack, only against a target to its rear.

Breath Weapon - once per day, the monstrosity may unleash a gout of flame or clouds of noxious poison and smoke; all targets in near range must make a saving throw versus breath weapon or take damage equal to the monstrosity's bite attack.

Paralytic Gaze - instead of making its normal attacks, the monstrosity may stare at one opponent for a round; that opponent must make a saving throw versus polymorph or be frozen in place for 1d6 rounds.

Poison - the monstrosity drips with magical or natural poison; any creature hit by its claws must make a saving throw versus poison or suffer an additional hit point of damage every round for 1d8 rounds.

Spines - the monstrosity is covered in long, sharp spines, making it dangerous to attack; anyone making a successful melee attack against the monstrosity must then make a Dexterity check or take 1d4 damage.

Terrifying Roar - once per combat the monstrosity may roar, frightening all foes in the area; each must make a saving throw versus spell or cower or flee for 1d4 rounds.

LESSER MONSTROSITY

These statistics represent a beast ranging in size from that of a man to that of a large horse or a bear. They are a great threat to a group of young adventurers, and still dangerous to mighty heroes, especially should they gather in numbers.

Hit Dice: 5d10 (28 HP)

AC: 14

Attack: +5 to hit, 1d4 damage (claw), 1d8 (smash or bite)

Alignment: Chaotic

XP: 350

Notes: *Monstrous Powers* (each monstrosity has two further powers from the above list), *Swift* (if there are enough foes in its immediate range, the monstrosity may claw twice and smash or bite once per round)



GREATER MONSTROSITY

While the lesser monstrosity can be quite frightening, this creature is a mighty challenge. It has the strength to terrorize a whole region, and can crush even determined foes.

Hit Dice: 9d10 (50 HP)

AC: 17

Attack: +9 to hit, 1d6 damage (claw), 1d12 (smash or bite)

Alignment: Chaotic

XP: 2,100

Notes: *Monstrous Powers* (each monstrosity has two further powers from the above list), *Swift* (if there are enough foes in its immediate range, the monstrosity may claw twice and smash or bite once per round)

ABOMINATION

The abomination is a massive beast the size of an inn. Its form is horribly twisted and grotesque, a mockery of all natural creatures. This monstrosity is so large and powerful that even the mightiest of heroes will have difficulty overcoming it.

Hit Dice: 15d10 (83 HP)

AC: 23

Attack: +15 to hit, 1d8 damage (claw), 1d12+2 (smash or bite)

Alignment: Chaotic

XP: 7,000

Notes: *Monstrous Powers* (each monstrosity has two further powers from the above list), *Swift* (if there are enough foes in its immediate range, the monstrosity may claw twice and smash or bite once per round)

PHANTOM

A phantom is a minor ghost, the spirit of someone who was not ready to depart our world. They are not necessarily aggressive, but certainly have the ability to harm the living if they so desire. Their touch chills the soul and leaves marks like an intense burn. Brave adventurers might be able to face these ghosts and convince them to leave our world if they discover what is keeping them here.

Hit Dice: 2d6 (7 HP)

AC: 15

Attack: +2 to hit, 1d8 damage (chilling touch)

Alignment: any

XP: 80

Notes: *Incorporeal* (the phantom has no physical form, and is only affected by magic and silver weapons)

SEA CAT

Aggressive and cruel hunters of the coastal regions of the world, sea cats are great cats the size of tigers, with often damp and slick short fur of black or blue. They have powerful claws, prefer to hunt in pairs, and have been known to kill for sport. While they dwell on the land, they are great swimmers and can hold their breath for an inordinate amount of time while hunting beneath the waves.

Hit Dice: 6d8 (27 HP)

AC: 16

Attack: +6 to hit, 2d6 damage (claw)

Alignment: Neutral

XP: 325

STORY HOOK AN ANCIENT THREAT

A large number of sea cats begin terrorizing a coastal town which has otherwise been free from the threat for generations. The town musters soldiers and hires warriors to clear them of the menace, but the threat still grows daily. While investigating, the characters discover numerous local legends foretelling the return of the beasts, but all have different reasons. Some tell that their return presages a massive attack from the fish folk, others that they will feast on the town when a long-hidden cabal of cultists are ready to take power. What is really going on?

SERPENTINE HORROR

Some serpents are so large that they find themselves worshipped by desperate cults, many of whom feed some of their initiates to their snake gods. Others of these creatures grow too fat in vast tracts of wilderness and run out of prey large enough to satisfy them, instead traveling far in search of sustenance. Serpentine horrors routinely swallow horses or cattle without difficulty, sometimes with their riders or herdsmen.

Hit Dice: 12d8 (54 HP)

AC: 20

Attack: +12 to hit, 1d8+3 damage (bite)

Alignment: any

XP: 3,500

Notes: *Constriction* (instead of attacking, the serpentine horror may attempt to grapple and constrict an opponent; if

it hits successfully, the target must make a Strength test at -8 or be caught, suffering 1d12 points of damage per turn; while constricting this target, the horror may continue to attack as normal), *Venom* (anyone bit by the serpentine horror must make a saving throw versus poison; failure means that the character is taken extremely ill for 1d4 weeks, during which time he may not heal from rest, and suffers a -3 penalty to Strength, Dexterity, and Constitution; if the character is bitten again and fails a second saving throw, he immediately falls to 0 hit points)

SHARK

Sharks are silent killers of the seas. They usually take no interest in sailors and fishermen, but can be driven mad by the scent of blood and foul magic alike. Some sailors tell stories of whole schools of these beasts compelled to hunt men by dark sorcery.

Hit Dice: 3d8 (14 HP)

AC: 15

Attack: +3 to hit, 2d6 damage (bite)

Alignment: Neutral

XP: 80

SKELETON

Long dead corpses brought to a simulacrum of life by dark magic, skeletons are mindless automata which follow the commands of a necromancer.

Hit Dice: 1d8 (4 HP)

AC: 13

Attack: +1 to hit, 1d8 damage (longsword)

Alignment: Neutral

XP: 20

Notes: *Dead and Mindless* (skeletons are immune to sleep and charm effects)

SPECTRE

Spectres are powerful spirits of the dead. They are often those who were wrongfully murdered. They have an innate hatred of the living, and the presence of a single spectre can cause whole villages and towns to become ghost cities over the period of a month or so.

Hit Dice: 7d8 (45 HP)

AC: 17

Attack: +6 to hit, 1d8 damage (chilling touch)

Alignment: Chaotic

XP: 900

Notes: *Incorporeal* (the spectre has no physical form and is only harmed by magic and silver weapons), *Vulnerable to Sunlight* (the spectre is powerless in sunlight and must seek shelter), *Create Spawn* (those slain by a spectre become new spectres in 1d4 rounds)

SPECTRAL GUARDIAN

Some powerful sorcerers are protected by invisible spirits with a fierce loyalty to their masters. As each spectral guardian is a unique spirit, this entry serves only as an example.

Hit Dice: 10d8 (45 HP)

AC: 18

Attack: +10 to hit, 2d6 damage (chilling touch)

Alignment: any

XP: 2,200

Notes: *Incorporeal* (the spectral guardian has no physical form, and is only affected by magic and iron weapons), *Spectral Speed* (the spectral guardian may strike twice each round), *True Name* (the spectral guardian has a true name which gives its foes power over it), *Unnatural Senses* (the spectral guardian is the perfect watchdog, and confers upon its master a +2 bonus to any checks to notice hidden or ambushing enemies)

STORY HOOK A LOYAL SERVANT

Many generations ago, a great mage raised a tower where a river fed a great lake. She made a thousand pacts, it is said, one with each of the spirits who lived near her tower.

One, a great spirit of the stars above the valley, fell in love with her. Its love for her was the love of the wild wolf for the farmer that saved it from a bear.

After her death, no one has dared brave her tower, for this spirit guards her bones to this very day.

What great treasures lay within the tower, and what torment must this spirit be feeling? Can the lost wealth be recovered and the spectral guardian given peace?

SPIRITS OF LAW

While not as common on the planes inhabited by humans as demons of Chaos, the spirits of Law are nonetheless quite active across the multiverse, always seeking to promote order, perfection, and stagnation. If anything, spirits of Law are even stranger than demons. Their motivations are fundamentally alien to the human mind, and their desires often seem nonsensical, though always pointing toward ordered arrangements.

THE WATCHER AND KNOWER

Also known as the Unerring Sextant and the Depthless Plumline, this strange spirit knows almost all that is happening on its current plane of existence. It knows the disposition of all the forces of Chaos and Law on the plane, and much about other happenings. Its favorite form is that of a golden sextant, hovering in the air and covered in unblinking eyes.

Hit Dice: 3d8 (14 HP)

AC: 15

Attack: +3 to hit, 1d6 damage (shove)

Alignment: Lawful

XP: 155

Notes: *Amorphous* (spirits do not have a set form, and may change their shape; see p.121), *Nature* (the Watcher is aligned to Law; it may make a single die roll any number desired once per day, and causes any magical powers not aligned to Law cast within its presence to fail 15% of the time), *Read Emotions* (the Watcher may read mortal emotions and desires; see p.123), *True Name* (all spirits have true names, which give their foes power over them), *Unnatural Knowledge* (the Watcher knows most of what is happening across the plane; see p.123)

STORY HOOK UNCHECKED LAW

The Winged Justice has been loosed upon the land. Perhaps summoned to aid in the fight against the forces of Chaos, perhaps having found entry into this plane on its own, the spirit is wreaking havoc everywhere it goes. It travels from settlement to settlement, striking down those who have performed even minor transgressions, and demanding that the inhabitants set up a bizarre court to its exacting specifications. Can the characters stop this menace? Will they themselves be caught up in its strange sense of justice? If not, will they follow in its wake, repairing the damage to people's lives as best they can?

WINGED JUSTICE

This spirit of Law was once mortal, either a man or one of the winged folk, who has long since passed into immortality and legend. It usually appears as a blue-skinned, unnaturally beautiful man or woman with four great wings sprouting from its back. It strikes down its foes with merciless impunity.

Hit Dice: 10d10 (55 HP)

AC: 20

Attack: +12 to hit, 1d10+2 damage (flaming sword)

Alignment: Lawful

XP: 4,200

Notes: *Amorphous* (spirits do not have a set form, and may change their shape; see p.121), *Flight* (Winged Justice may fly), *Fear* (Winged Justice may cause great fear in those in near range, who must make saving throw versus spell or flee for 1d4 rounds), *Furious Attack* (Winged Justice may attack twice each round in combat), *Nature* (Winged Justice is aligned to Law; it may make a single die roll any number desired once per day, and causes any magical powers not aligned to Law cast within its presence to fail 15% of the time), *True Name* (all spirits have true names, which give their foes power over them)

THE STORM LORD

A gargantuan lord of the ancient world, this creature may be the last of his kind, or may have always been a lone, solitary king living in the stormy peaks of cold, northern lands. The Storm Lord is a towering eighteen feet tall, and he wields a great blade of stone. An enormous, jewelled crown sits on his brow, and his beard crackles with thunder. He is cruel and lonely. Occasionally, he ventures from his mountain home to terrorize a small town or watch human wars for sport.

Hit Dice: 18d12 (117 HP)

AC: 26

Attack: +18 to hit, 2d12+6 damage (sword)

Alignment: Neutral

XP: 11,000

Notes: *Immunity* (the Storm Lord is immune to non-magical weapons), *Master of Cloud and Storm* (the Storm Lord may not create a storm, but, in the presence of one, he can direct lightning strikes which cause 2d10 damage to any they strike), *True Name* (the Storm Lord has a true name, which gives his foes power over him), *Untouchable* (none may touch or physically interact with the Storm Lord save by magical means)

STONE MEN

Statues and magical constructs from a long-forgotten war between wizards, some with a credible semblance of intelligence, all made of stone. Each has a unique off switch, and each a maker with a particular agenda.

Hit Dice: 4d12 (26 HP)

AC: 20

Attack: +4 to hit, 1d6+4 damage (stone fists)

Alignment: any

XP: 230

Notes: *Control* (each stone man has a unique off-switch hidden somewhere by its maker), *Impervious Stone* (non-magical weapons break on a hit roll of 1 on any attack against a stone man)

TERROR LIZARD

On certain deserted islands or deep within tropical jungles dwell these primordial beasts of a bygone era. Some have long, agile necks or horned heads, and they can grow up to 20 feet tall. They have thick hides and aggressive appetites and have been the death of many foolish adventurers and explorers.

LESSER TERROR LIZARD

These beasts come in a variety of shapes and colors and are roughly the size of a horse. Some are intelligent enough to hunt in packs, and they tear their prey to shreds with their forelimbs and sharp teeth.

Hit Dice: 6d8 (27 HP)

AC: 17

Attack: +6 to hit, 2d6 damage (bite)

Alignment: Neutral

XP: 320

ARMORED BEAST

Some terror lizards are covered in thick, armored plates, stronger than any suit of mail. These creatures are mostly herbivores and prefer to be left alone.

Hit Dice: 10d12 (66 HP)

AC: 24

Attack: +10 to hit, 1d12 damage (gore)

Alignment: Neutral

XP: 2000

Notes: *Tail Swipe* (anyone attacking the armored beast from behind must make a successful saving throw versus polymorph or be thrown to the ground and unable to act for the round)

STORY HOOK ISLAND OF THE LIZARDS

The characters land on a remote island where they are seeking something of need, perhaps knowledge from a hermit sage or special poisons or herbs only found here. Unfortunately, once they are departed from their ship, they find that the inhabitants of the island are dead, and the land is teeming with terror lizards of all shapes and sizes. Can they still get what they came for? Regardless, can they survive their escape as they find themselves hunted by cunning and dangerous predators?

GREATER TERROR LIZARD

The greatest of the terror lizards are the size of buildings and have massive jaws capable of crushing a small ship.

Hit Dice: 14d12 (91HP)

AC: 22

Attack: +14 to hit, 2d12 damage (bite)

Alignment: Neutral

XP: 5,500

Notes: *Mighty Bite* (anyone bitten by a greater terror lizard must make a saving throw versus breath weapon or be swallowed whole by the beast)

WAITER IN THE DEPTHS

A horror from a forgotten age, this enormous sea monster is rumored to be the progenitor of all the terrors of the seas. It appears as a bloated mass larger than even the galleons of the great city, vaguely shark-like in appearance with a mass of writhing tentacles across its body and a stinking, inky cloud which follows it wherever it goes. It rises but once in a generation of men, when it feasts upon kraken, lost ships, and coastal tribes. The fishfolk await the day when the Waiter in the Depths will arise in its full fury and consume those who live on dry land.

Hit Dice: 19d12 (124HP)

AC: 26

Attack: +15 to hit, 1d10 damage (thrash), 2d12 (bite)

Alignment: Neutral

XP: 12,900

Notes: *Amphibious* (the Waiter lives and breathes in the water, but can also operate on dry land for up to an hour),

Poisonous Cloud (any who move into near range of the Waiter must make a saving throw versus poison or begin choking and suffer a -3 penalty to ability score checks and rolls to hit until they leave its presence), *Swift* (if there are enough foes in its immediate range, the Waiter may bite once and thrash up to six times per round), *True Name* (the Waiter has a true name, which gives its foes power over it)

WIGHT

Wights are the spirits of long dead kings, found wandering their barrows and the surrounding lands. They sometimes attack with ancient blades of iron or bronze instead of their deadly touch. The strength drained away by a wight's touch may only be recovered by slaying the wight and cleansing its tomb, or by powerful magic.

Hit Dice: 3d10 (15 HP)

AC: 15

Attack: +3 to hit, 1d4 damage (touch)

Alignment: any

XP: 100

Notes: *Drain Strength* (anyone touched by a wight must make a saving throw versus Polymorph or lose a point of Strength)

WILL-O'-THE-WISP

These semi-solid globes of magical marsh gas bob and float in dangerous areas of the wilderness. When they find a mortal whom they like, they dance in an alluring pattern, causing him to stumble into the swamp and drown.

Hit Dice: 2d8 (9 HP)

AC: 15

Attack: +0 to hit, 1d6 damage (shock)

Alignment: Chaotic

XP: 50

Special: *Lure* (a group of three or more wisps can attempt to lure a traveler to them; the traveler must make a saving throw versus spell or travel directly to the wisps)

WINGED FOLK

These mysterious people live on the tops of mountains and in cities in the clouds. They have a culture of their own, and occasionally allow visitors in their lavish halls. In these cases, they descend to the earth and carry the worthy with them to their homes in the clouds. As followers of Law they are sworn enemies of Chaos in all its forms.

Hit Dice: 1d8 (5 HP)

AC: 14

Attack: +1 to hit, 1d8 damage (sword)

Alignment: Lawful

XP: 30

Notes: *Flight* (winged folk may fly)

THE WITCHES BELOW

Dwelling in cavernous cities and mazes beneath the ground, the witches below, as they are called by ordinary men, are a strange, vaguely humanoid people. They all appear as gaunt women with long, writhing hair of bizarre, almost fluorescent colors. They are distrustful of outsiders, many of whom die only moments after hearing their painful wails and seeing them open their maws of cruel teeth.

Hit Dice: 3d8 (14 HP)

AC: 10

Attack: +3 to hit, 1d6+1 damage (bite)

Alignment: Neutral

XP: 100

Notes: *Wail* (instead of attacking, one of the witches below may let out a horrendous wail, causing a single foe in near range to make a saving throw versus polymorph or suffer a -2 to hit and AC)



STORY HOOK A STRANGE CURE

The children of a town (or perhaps some friends and allies of the player characters) begin to fall ill to a slow-acting but deadly plague. After receiving a piece of hidden lore or the wisdom of a sage, the characters discover that the disease can be cured only with the recently shorn locks of the witches below. Can the characters even find these creatures? Will they take the locks by force, or will they try to negotiate with these notoriously inhospitable people? What if the witches are facing problems of their own in the subterranean realm and require the characters' assistance?

WOLVES

Various sorts of canines are common throughout the civilized world and the wilderness. These include simple, domesticated dogs, the wolves of the forests and plains who hunt in packs, mighty and wicked worgs who lead packs of other lesser beasts, and the dreaded werewolves, enormous wolves who may assume the shape of a man.

DOG

These are the simple, domesticated dogs who serve men or live off their scraps. They might represent hunting or guard dogs, and can often be found in the company of soldiers, commoners, and traveling merchants who need some protection.

Hit Dice: 1d8 (5 HP)

AC: 12

Attack: +1 to hit, 1d4 damage (bite)

Alignment: Neutral

XP: 15

WOLF

Wolves are great hunters who roam in packs. Men fear them for the damage they occasionally cause to their livestock, and because of the dark legends that surround these beasts. They are not necessarily as dangerous as stories suggest, but can certainly threaten a man.

Hit Dice: 2d8 (9 HP)

AC: 13

Attack: +1 to hit, 1d4+1 damage (bite)

Alignment: Neutral

XP: 35

WORG

The worg is an enormous wolf and a servant of a dark master. It infiltrates ordinary wolf packs and corrupts them, causing them to become agents of Chaos. Goblins sometimes worship worgs, and men rightfully fear them.

Hit Dice: 3d8 (13 HP)

AC: 15

Attack: +3 to hit, 1d8 damage (bite)

Alignment: Chaotic

XP: 75

WRAITH

Wraiths are incorporeal spirits trapped between this world and the next, caught in agony between worlds and hungry to spread their pain. Plants wither as they pass, and any creature touched by a wraith's icy presence loses its personality and will. These are the most spiteful of the spirits of the dead, for there is no escape for them. Only the destruction of a wraith will end its pain; there is no other way to cause it to leave the world of the living.

Hit Dice: 5d8 (22 HP)

AC: 15

Attack: +6 to hit, 1d8 damage (touch)

Alignment: Chaotic

XP: 550

Notes: *Drain Will* (anyone touched by a wraith must make a saving throw versus Polymorph or lose a point of Charisma), *Incorporeal* (the wraith has no physical form, and is only affected by magic and silver weapons)

ZOMBIE

Shambling corpses whose rotten flesh drips from their bones, zombies are mindless beasts driven by an unholy hunger for the flesh of the living. These pitiful creatures are most often the product of some necromancer's experimentations, but there are also stories about plagues sent to men which cause them to move after death and seek the flesh of their former neighbors.

Hit Dice: 1d6 (4 HP)

AC: 10

Attack: +0 to hit, 1d6 damage (claw)

Alignment: Neutral

XP: 15

Notes: *Dead and Mindless* (zombies are immune to sleep and charm effects)

MAKING SPIRITS

Of all the sentient creatures in the multiverse, none are as common as spirits, yet mortal men and women almost never interact with them. For ordinary folk, demons of Chaos or beings of pure elemental substance are the stuff of legend, their coming recounted in hushed tales.

Using the rules presented in this section, the gamemaster can create spirits of varying power with a wide variety of abilities. These rules describe spirits of four types: demons of Chaos, spirits of Law, forces of the Balance, and elementals. Sample spirits of each type are given in the Bestiary above.

Spirits exist without a physical form, and most can change their shape at will. However, for a spirit to interact with mortals in the physical world, they are forced to take a shape of some sort, even if amorphous and only adopted for the moment. The only exception are spirits with the 'incorporeal' rule described below.

Where are spirits when not in a physical form? The answer to this question is ultimately unknown and much debated by sorcerers and scholars interested in metaphysics. Spirits from outside of our plane must assume a physical state when brought to this world. Spirits who call this plane their home are usually asleep and only semi-aware of their surroundings when they do not take a physical form, such as the minor elementals which inhabit much of the natural world.



SPIRIT TEMPLATES

Spirits can be of any hit dice, and the gamemaster is encouraged to assign whatever stats she feels appropriate to the spirit she needs. For ease, we have provided nine templates, which should do for most purposes. These range from insignificant spirits of little concern to minor gods.

THE LEAST

Hit Dice: 1d8 (5 HP)

AC: 12

Attack: +1 to hit, 1d6 damage (claw or shove)

Alignment: any

XP: 35

Notes: *Amorphous* (see p.121), *Nature* (each spirit either owes allegiance to Law, Chaos, the Balance, or one of the elements; see p.121), *Powers* (each of the least has one spirit power chosen from those described on p.122), *True Name* (all spirits have true names, which give their foes power over them)

COMMON SPIRITS

Hit Dice: 2d8 (9 HP)

AC: 14

Attack: +2 to hit, 1d6 damage (claw or shove)

Alignment: any

XP: 80

Notes: *Amorphous* (see p.121), *Nature* (each spirit either owes allegiance to Law, Chaos, the Balance, or one of the elements; see p.121), *Powers* (each common spirit has one spirit power chosen from those described on p.122), *True Name* (all spirits have true names, which give their foes power over them)

MINOR SPIRIT

Hit Dice: 3d8 (14 HP)

AC: 15

Attack: +3 to hit, 1d6 damage (claw or shove)

Alignment: any

XP: 155

Notes: *Amorphous* (see p.121), *Nature* (each spirit either owes allegiance to Law, Chaos, the Balance, or one of the elements; see p.121), *Powers* (each minor spirit has two spirit powers chosen from those described on p.122), *True Name* (all spirits have true names, which give their foes power over them)

LESSER SPIRIT

Hit Dice: 5d8 (23 HP)

AC: 17

Attack: +5 to hit, 1d6 damage (claw or shove)

Alignment: any

XP: 430

Notes: *Amorphous* (see p.121), *Nature* (each spirit either owes allegiance to Law, Chaos, the Balance, or one of the elements; see p.121), *Powers* (each lesser spirit has two spirit powers chosen from those described on p.122), *True Name* (all spirits have true names, which give their foes power over them)

NOBLE SPIRITS

Hit Dice: 8d8 (36 HP)

AC: 19

Attack: +8 to hit, 1d8 damage (claw or shove)

Alignment: any

XP: 2,000

Notes: *Amorphous* (see p.121), *Nature* (each spirit either owes allegiance to Law, Chaos, the Balance, or one of the elements; see p.121), *Powers* (each noble spirit has three spirit powers chosen from those described on p.122), *True Name* (all spirits have true names, which give their foes power over them)

MAJOR POWERS

Hit Dice: 10d10 (55 HP)

AC: 20

Attack: +10 to hit, 1d10 damage (claw or shove)

Alignment: any

XP: 4,200

Notes: *Amorphous* (see p.121), *Nature* (each spirit either owes allegiance to Law, Chaos, the Balance, or one of the elements; see p.121), *Powers* (each of the major powers has four spirit powers chosen from those described on p.122), *True Name* (all spirits have true names, which give their foes power over them)

GREATER SPIRIT

Hit Dice: 13d10 (72 HP)

AC: 23

Attack: +13 to hit, 1d10 damage (claw or shove)

Alignment: any

XP: 8,350

Notes: *Amorphous* (see p.121), *Nature* (each spirit either owes allegiance to Law, Chaos, the Balance, or one of the elements; see p.121), *Powers* (each greater spirit has four spirit powers chosen from those described on p.122), *True Name* (all spirits have true names, which give their foes power over them)

SPIRIT LORD

Hit Dice: 16d10 (88 HP)

AC: 27

Attack: +16 to hit, 1d10+2 damage (claw or shove)

Alignment: any

XP: 14,200

Notes: *Amorphous* (see p.121), *Nature* (each spirit either owes allegiance to Law, Chaos, the Balance, or one of the elements; see p.121), *Powers* (each spirit prince has five spirit powers chosen from those described on p.122), *True Name* (all spirits have true names, which give their foes power over them)

GODLING

Hit Dice: 20d12 (130 HP)

AC: 30

Attack: +20 to hit, 1d12+6 damage (claw or shove)

Alignment: any

XP: 26,800

Notes: *Amorphous* (see p.121), *Nature* (each spirit either owes allegiance to Law, Chaos, the Balance, or one of the elements; see p.121), *Powers* (each godling has six spirit powers chosen from those described on p.122), *True Name* (all spirits have true names, which give their foes power over them)

TRUE GODS

Many spirits are worshipped as gods. Sometimes, even minor or lesser spirits may find themselves held as deities by a local tribe or regional cult. Spirit princes and godlings are certain to awe mortals, and are almost always counted as gods by humans who encounter them. Even these mighty beings pale, however, in comparison to the great gods of the multiverse.

A god is a spirit even greater than those represented by the godling statistics above. They are unlikely to appear directly in a game of Through Sunken Lands. When they manifest physically, they are best represented by the granting the godling statistics additional powers. They can manifest on multiple planes of existence at once, each of their manifestations operating independently. They are also able to command other spirits of their nature almost at will; should the GM wish to check if a given spirit can resist their orders, she may have the spirit make a saving throw with a -10 penalty.

True gods have other abilities not enumerated here. Their kind is unknowable; their powers are vast.

AMORPHOUS

All spirits, by their very nature, can change their shapes and forms almost at will. Many spirits have a favorite form or two which they will adopt most or even all of the time, while others shift form constantly. In game terms, this power is usually cosmetic and does not affect the spirit's powers. However, a given spirit may, at the GM's discretion, have slightly different powers when it is in different forms.

Spirits of Law, the Balance, and Chaos appear as almost anything they wish, sometimes seeming to be great monsters or masses of flesh and tentacles, and other times appearing as humans or human-like beings. Elementals, when they manifest, often appear as vaguely bestial or humanoid shapes made of their given element.

The GM may have spirits adopt the forms that she thinks most appropriate, and can use the size of the spirit to convey its power. Spirits under 5 HD usually appear in forms up to the size of a human. Spirits of 10 HD or less sometimes appear as large as a dragon or elephant. Spirits of greater than 10 HD can sometimes appear as truly huge creatures, the size of a merchant's house or a massive wave, though these mighty spirits also often like to keep themselves to the size of men.

SPIRITS FROM BEYOND THE WALL

An altogether different sort of demon is described in Beyond the Wall and Other Adventures on p.100. While the demons here are unknowable creatures of primordial Chaos, the demons in Beyond the Wall are part that, but also part temptors and stalkers, and they prey on the vices of men.

Do these demons also exist in games of Through Sunken Lands? That is for the GM to decide. Each type of demon will create a different feeling to the world and its metaphysics, but there is no rules reason that they could not both exist, or that the GM could not mix and match the powers of the two types.

Elementals are also described in Beyond the Wall and Other Adventures on p.93. These spirits follow different rules than those described in this chapter, but are not particularly thematically different from the elementals here.

NATURE

The spirits described here are aligned with one of the great powers of the multiverse or with one of the four traditional elements. There may be spirits with other natures. Which-ever nature the spirit holds, it will gain one of the following packages of traits and powers.

SPIRIT OF LAW

The spirit's alignment is lawful. Spirits of Law act with supernatural perfection and grace, as well as dogged determination. All such spirits may make any single roll any number desired once per day.

Most magic is antithetical to Law. Sorcerers and their ilk are agents of change, not stasis. Any magical powers or spells cast in the presence of a spirit of Law by a being not aligned to Law automatically fail 15% of the time. This is in addition to any magic resistance they may have from powers chosen below.

FORCE OF THE BALANCE

The spirit's alignment is neutral. Forces of the Balance are rare, but have great advantages over those sworn to Law or Chaos, and may resist the supernatural powers of such creatures. Any such powers simply do not work against Forces of the Balance half of the time; this includes all spell casting, but also things like breath weapon attacks or poisons. This is in addition to any magic resistance they may have from powers chosen below.

Since the powers of the Balance are so rare, they must be hearty, and these eternal spirits are difficult to banish or harm. Forces of the Balance receive a +5 bonus to any saving throws to resist magical effects which would force them away or to another plane, and they heal 1d4 points of damage each round.

DEMON OF CHAOS

The spirit's alignment is chaotic. Demons represent the great unmaking and the primal potential of all and nothing. Men are not meant to comprehend such things. Any ordinary creature not prepared to see a demon must immediately make a saving throw versus polymorph or be stunned for 1d4 rounds.

Demons of Chaos are closely tied to the powers of magic and change. Any cantrip or ritual cast in the presence of a demon has a +3 bonus to succeed. Any spell or other magical ability which causes or heals damage will do an additional 1d6 points of damage or healing when cast in the presence of a demon.

ELEMENTAL

The spirit's alignment is neutral. Elementals are made of the very stuff of their allegiance. All elementals may move through their element at will and may manipulate matter of their own element of a size appropriate to their hit dice. Elementals of 5 HD or less can make small amounts of their element move or shift, while those of 15 HD and higher have almost complete control of their elements.

Should the elemental wish to attack by controlling its own element, the GM should assume that it will do the same damage listed in the creature's statistics for its usual attack, but may adjust as she sees fit; a fire elemental may be able to do extra damage when in the presence of a raging inferno, or less when in a damp cave. Note that, as elementals can move through their element, there is no reason for an air elemental to take the 'fly' power listed below.

POWERS

After choosing the base template for a spirit based on hit dice and then assigning one of the above nature packages, the GM should select a number of powers from the below list based on the spirit's template.

BREATH WEAPON

Breathing flames, acid, or other dangerous substances, the spirit may breath at all creatures in near range who are more or less in front of it. The spirit may only do this once every 5 rounds. The breath weapon does 1d12 damage plus 2 per HD of the spirit. Targets who pass a saving throw versus breath weapon take half damage.

CANTRIPS

Having a natural gift with petty magics, the spirit knows two cantrips which it may cast. The spirit may be assumed to have an Intelligence and Wisdom of 14 for the purposes of casting rolls, or some other value settled on by the game-master.

COMBAT MASTERY

The spirit is a master of fighting in hand-to-hand combat, whether because of being equipped with demonic weaponry, having dangerous limbs, or some other unusual property. The spirit gains an additional +2 to hit and damage.

CONTROL AND COMMAND

The spirit may control the actions of men. This power takes an action, and allows the target a saving throw versus polymorph. Failure means that the spirit controls the target for one round in combat, or for two minutes outside of combat.

DANGEROUS PRESENCE

The spirit's very presence is harmful to mortals. When not actively attacking, this spirit causes 1 hit point of damage to all in near range every round, or 1d4+1 to any to whom it pays special attention; the spirit may only focus on a number of targets equal to its hit dice. A spirit with this power and the 'incorporeal' power listed below may harm people in this manner while not physically manifested. This power increases the spirit's experience value by +50.

FEAR

At will, the spirit may cause great fear in those in its presence. When it does so, all in near range must make saving throw versus spell or flee for 1d4 rounds.

FLIGHT

Whether winged or not, the spirit may fly.

FURIOUS ATTACK

With unusual swiftness, the spirit may strike twice in each round of combat.

IMMUNITY

The spirit is supernaturally protected and cannot be damaged by ordinary weapons. All magical weapons may harm the spirit, as may weapons of one particular and unusual sort of material, such as silver, cold iron, or flint. This power increases the spirit's experience value by +50.

INCORPOREAL

At will, the spirit may leave its physical form and become completely incorporeal. While incorporeal, the spirit also has the 'Immunity' power listed above, and may not physically harm anyone. This power increases the spirit's experience value by +50.

INVISIBLE

The spirit may become invisible to human sight at will. This power increases the spirit's experience value by +50.

MAGIC RESISTANCE

The spirit has a natural ability to resist any magical spells or powers directed at it 15% of the time. A given spirit may have this power multiple times, in which case the percentage chance to resist magic increases each time the power is taken.

POISONOUS

Whether with choking gases or poisoned venom, the spirit's physical attacks have a chance to poison their targets. Any struck by the spirit must make a saving throw versus poison or suffer an additional hit point of damage each round for 1d8 rounds.

POSSESSION

A frightening power, this ability gives the spirit the ability to take over a living body and use it as its own. This spirit may attempt to possess a human or animal target up to three times per day. The target of this possession attempt may make a saving throw versus polymorph; characters receive their Wisdom bonus to this saving throw. If the target fails its save, it is completely under the control of the spirit. If the target passes its save, the spirit takes 1d8 damage and may never attempt to possess that target again.

Some people with the knowledge to do so may attempt to exorcise the possessing spirit. Characters with forbidden or magical knowledge skills are likely to know how to do so, as might characters with a great deal of folklore. In order to perform the exorcism, the target must be bound and inactive, and the character performing the ritual must pass an Intelligence test. Afterward, the possessed character may attempt a new saving throw to rid himself of the demon.

READ EMOTIONS

Cunning and observant, this spirit can read the emotions and desires of men. Any mortal in the spirit's presence must make a Charisma check with a penalty equal to the spirit's hit dice, or the spirit will gain knowledge of his inner thoughts. The exact effects of this are left to the GM, but the spirit will certainly gain a +5 bonus on any rolls to resist commands or haggling rolls during a bargain.

RETRIBUTION

Some spirits are covered in thorns, have acidic blood, or burst into flames, while others strike unerringly back at those who have wounded them. This spirit causes 1d4 points of damage to any who strike it in melee combat; targets may make a saving throw versus breath weapon to avoid this damage.

RITUAL MAGIC

The spirit has mastered the greatest of magics and may cast rituals as a mage of its level. The spirit knows whichever rituals the GM deems appropriate. The spirit may be assumed to have an Intelligence and Wisdom of 14 for the purposes of casting rolls, or some other value settled on by the gamemaster.

SPELL CASTER

The spirit knows three spells of the gamemaster's choice and may cast each once per day.

SORCERER

Many demons and some other spirits are masters of magic. This spirit may cast cantrip, spells, and rituals as a mage of the same level as its hit dice. The spirit may be assumed to have an Intelligence and Wisdom of 14 for the purposes of casting rolls, or some other value settled on by the gamemaster. This power increases the spirit's experience value by +50.

SPIRITUAL AID

The spirit may summon other spirits of its type for aid. The availability of such aid will vary based on the spirit's location and surroundings. Under most circumstances, assume that the spirit can have 1d4 spirits of lower hit dice come to its aid in 2d6 rounds.

SUPERNATURAL CHARISMA

The spirit is extremely charismatic, attractive, or both. Assume that the spirit has a Charisma rating of 20 and may help its allies as though it has any social skills.

UNNATURAL KNOWLEDGE

While all spirits know things that many mortals do not, this spirit has knowledge of things so vast and uncanny as to be godlike. The GM may determine precisely what the spirit knows as she sees fit, and it is for this unnatural knowledge that many such spirits are summoned.

WEATHER CONTROL

The spirit may control the local weather, even causing extreme swings in temperature or precipitation. Such weather is otherwise natural, and likely dissipates quickly if the spirit does not concentrate on maintaining the effect.

QUICK SPIRITS

If the gamemaster has a need to use a spirit quickly and does not wish to design it fully, she can easily make a spirit of any allegiance by assigning it the following power package based on allegiance. Each of these packages gives the spirit two powers, regardless of the spirit's power level.

SPIRIT OF LAW

Magic resistance, Retribution

FORCE OF THE BALANCE

Immunity, Read Emotions

DEMON OF CHAOS

Combat Mastery, Spell Caster (Burning Hands, False Friend, and Phantom Skill)

AIR ELEMENTAL

Control Weather, Incorporeal

FIRE ELEMENTAL

Combat Mastery, Incorporeal

EARTH ELEMENTAL

Furious Attack, Immunity

WATER ELEMENTAL

Immunity, Retribution

PLANE OF ORIGIN

When designing a spirit, the gamemaster should give a thought to the spirit's home realm. While this often does not come into play, it certainly matters whether the spirit originates on this plane or on another. Many spells and rituals either call spirits from another realm to this one, or banish a spirit to its home plane. The spell *Abjuration*, for instance, sends a spirit back to its home plane, while the ritual *Summoning* can only call a spirit not of this world.

Most elementals are of this world naturally, though there are others on other planes, and the mightiest of them are likely to be from strange planes of pure elemental matter. Most spirits of Law, the Balance, or Chaos are from other planes but there may be some who were formed on this plane when the world was young.

MORTALITY

Spirits are functionally immortal. They do not age, and they cannot truly die under most circumstances. When they manifest, they take on a corporal form of sorts, and this form can be destroyed, but the spirit will persist. Most spirits who have been destroyed in this manner are able to reform after a period of time, often greater than a human lifetime, but sometimes much shorter. In general, if the player characters defeat a spirit, it will remain gone so far as they are concerned, but will not be truly dead. Ultimately, the GM may decide when and if a spirit will be able to manifest again once defeated.

There are ways to unmake spirits and thus end them completely. All of these involve special magical weapons or rituals, or unusual and metaphysically significant conditions. Some spirits may only be killed on their home plane during a conjunction of the spheres when struck with a weapon of obsidian, for instance, while others may need to be drowned in a certain sea on the anniversary of its making. Learning of such required circumstances and participating in the unmaking of a great spirit are the perfect events for a dramatic end of a campaign.

EXTRA POWERS

The gamemaster may wish to give a spirit more or fewer powers than the template calls for. When doing so, she may end up creating a spirit significantly more or less powerful than the experience value on the spirit's template suggests. Usually, changing adding or subtracting one power creates a negligible difference. Groups with access to the Further Afield supplement for Beyond the Wall and Other Adventures may use the experience chart found on p.41 to increase or decrease an unusual spirit's experience value based on its powers.

A group looking for inspiration for other powers for a spirit may find inspiration in the spell list found on p.67, the powers given for monstrosities on p.111, or the powers available to demons and dragons found on p.100-104 of Beyond the Wall and Other Adventures.

JUNDARR AND THE SUNKEN LANDS

Containing a travelog of the dangerous lands that await you

THROUGH **SUNKEN LANDS**
AND OTHER ADVENTURES

INTRODUCTION

Ages ago, when men of our kind were but savages, the eldritch lords and ladies of Varendrys ruled the world. The seat of their empire was a great archipelago, its islands opulent with the gleam of its cruel cities. For three thousand years these ancient masters and their demonic servants drank the land's bounty, taking slaves at their whim and crushing all resistance. The elements were at their beck and call and dragons were their mounts. Their sorcerers worked wonders since unseen and traveled the planes of the multiverse.

It is little wonder they reached too far. Overcome by hubris, the eldritch bargained with things too distant and too powerful even for their understanding. In a single night of hideous storms and unimagined wrath the oceans swallowed the lands, and proud Varendrys sank beneath the green and foaming waves. The glittering jewels of their nobles, the strange and shining arms of their warriors, the bronze and silver tablets of their laws, and the wondrous idols and books of their sorcerers all sank to the bottom of the sea and were swept to the four corners of the sunken world.

But men, lowly, barbaric, and enslaved, had learned from their masters during those long generations of subjugation.

Scattered across the new islands and continents of the changed world, they began to build their own towns, kingdoms, and then empires. Countless of these empires have risen and fallen since the beginning of man's dominion.

For five hundred years now, the island nation of Jundarr with its immense, impossible city has exerted its influence over the world and held sway over the Hundred Seas. In this metropolis all men are tolerated, if not welcomed, and everything has a price. Here the envoys of distant kingdoms are granted audience by the boy-emperor of Jundarr and his advisors, goods from the far east are sold alongside slaves from the barbaric west, and pirate princes dressed in silks, satins, and silver armor meet and bargain with the obese, bejeweled merchant lords. Perhaps the only handicap in the great city is honesty, but that is an extraordinarily rare thing in Jundarr.

In the common rooms of the city's countless inns, in the bathhouses of the merchant quarter, and before the altars of a thousand gods, brave and desperate adventurers meet and make plans. Every day they set forth from Jundarr to seek their fortunes in the Sunken Lands.



PLAY IN THE SUNKEN LANDS

This chapter presents a sample setting for use in your games of *Through Sunken Lands and Other Adventures*. The Sunken Lands are described here only in broad strokes. This is intentional; the purpose of this setting is not to provide a wealth of detail, history, and geography for the gamemaster and players to study and learn, but, instead, to sketch a rough outline of a setting appropriate for your own sword and sorcery games.

To that end, the great city of Jundarr is described in terms of its major districts and a few key locations. This means that there is still plenty of room for players to insert lots of interesting details, locations, and NPCs when they are making their characters using the Character Playbooks presented later. As described on p.53 of the 'How to Play' section, the assumption is that all characters in *Through Sunken Lands* have ended up in the great city before play; if you use this sample setting, that great city is Jundarr itself.

Likewise the rest of the world is only given in broad terms. A few of Jundarr's main rival kingdoms and empires are mentioned here, as well as a few interesting adventure locations. The rest is left to the players and gamemaster to detail as they see fit.

The maps of Jundarr and the surrounding Sunken Lands are presented in the same manner. There is plenty of room on these maps for the group to add its own mark, and there are many islands and land masses to be explored. The Sunken Lands allow the GM to start her game with as little fuss as possible and to have a setting filled with sword and sorcery flavor right off the bat, but she and her players are still encouraged to make it their own.

The gamemaster should think of Jundarr and the Sunken Lands as her own. The world is vast and there is much to explore. The GM should add islands, towns, and even whole nations wherever she likes. Try keeping two versions of the campaign map, one with secrets only the gamemaster knows. Sections of the shared campaign map can be given to players as in-game artifacts with the understanding that every island is not charted and every sea not named.

USING FURTHER AFIELD

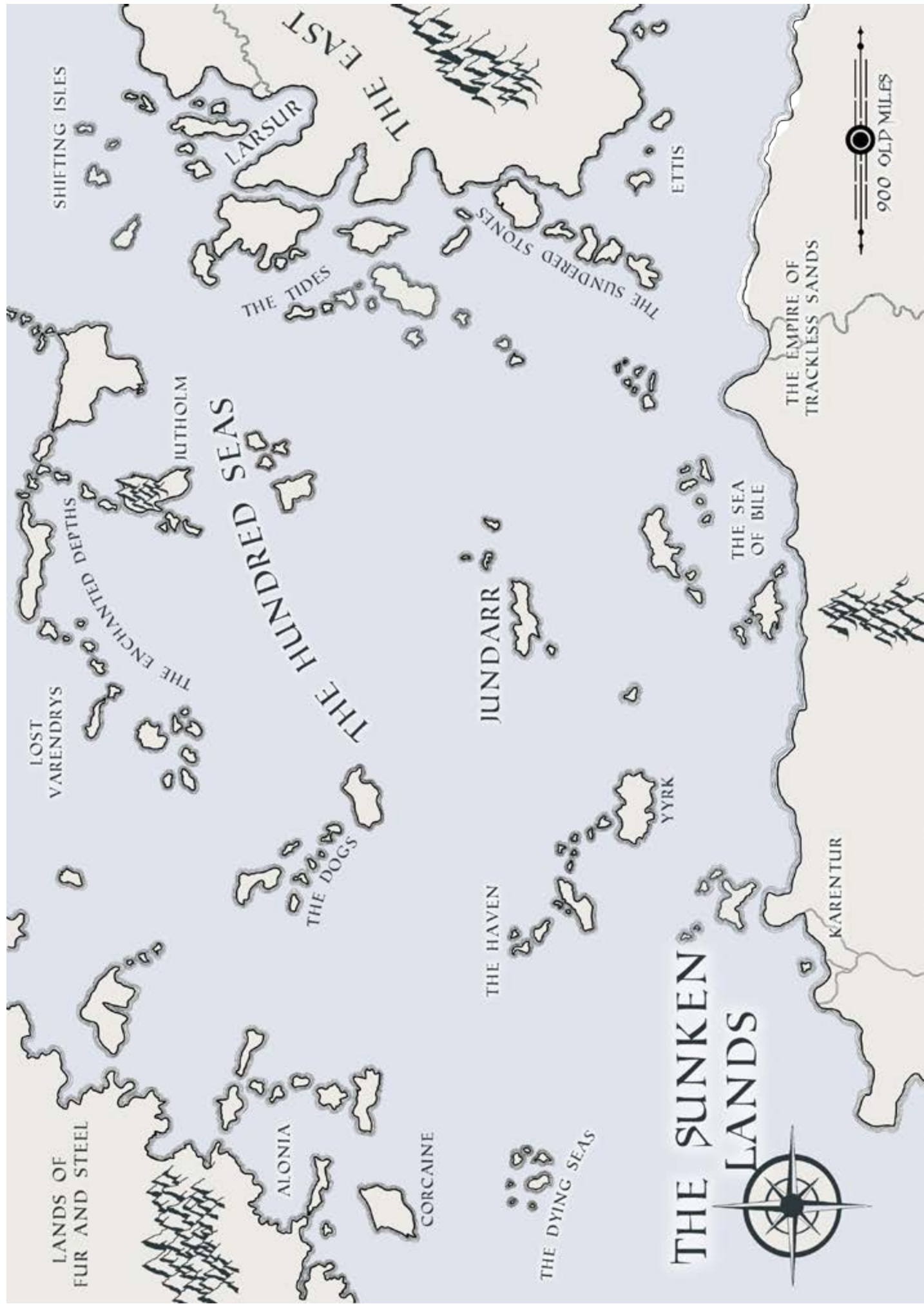
The Further Afield supplement for Beyond the Wall and Other Adventures presents a method of campaign creation in which the players take turns describing interesting locations on the map. The GM then secretly checks the truth of these stories based on the characters' skills and ability scores. The players are left with adventure hooks to follow, but no definite knowledge of what lies ahead. The gamemaster is left with some juicy notes and an idea of the type of adventures the players are looking for. It is a delightful way to get a campaign off the ground.

Jundarr and the Sunken Lands works very well with this method of campaign generation. While the largest and most important areas of the map are already filled in, there is a great deal of room for the players to inject their own adventure locations. The Sunken Lands are large, and much lies buried beneath the waves or hidden away on deserted islands or lost continents.

If the group wishes to use the map generation method presented in Further Afield, there are two ways to proceed. The map of the Sunken Lands presented here is larger than the campaign maps described in Further Afield, so map and location generation will be slightly different.

The first option is for the GM to encourage the group to pick a particular section of the Sunken Lands to detail with their legends and stories. This might be a section of sea dotted with many islands, the coast and inland region of one of the larger continents, or even another plane of existence if the group is particularly ambitious.

Alternatively, the group can simply print out a copy of the map of the full Sunken Lands and start placing locations all over the world. This will produce a campaign which encourages the group to travel about quite a bit, seeing many different parts of the world.



LANDS OF
FUR AND STEEL

LOST
VARENDRYS

THE ENCHANTED DEPTHS

JUTHOLM

THE HUNDRED SEAS

THE DOGS

ALONIA

CORCAINE

THE DYING SEAS

THE HAVEN

JUNDARR

YRKK

THE SUNKEN
LANDS

KARENTUR

THE SEA
OF BILE

THE EMPIRE OF
TRACKLESS SANDS

THE EAST

LARSUR

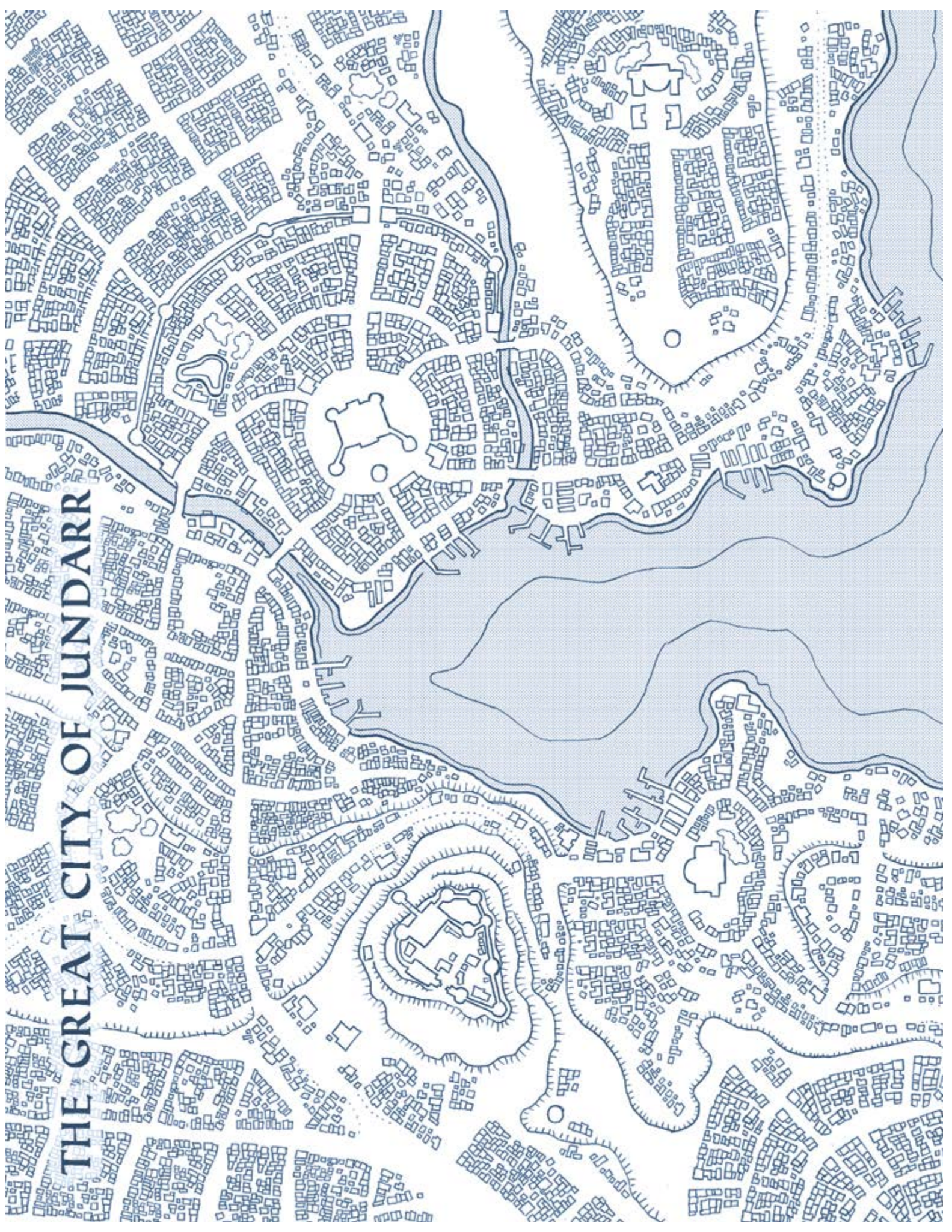
ETTIS

THE TIDES

THE SUNDERED STONES



THE GREAT CITY OF JUNDARR



GODS OF THE SUNKEN LANDS

Scholars and mystics have gone mad trying to make a reckoning of the many deities worshipped by the people of the Sunken Lands. For every island, kingdom, or roving group of wanderers there is a god, and often several. Some of these are counted as different faces of the same divine being, while others have no obvious analog. The most commonly worshipped categories of deities in the Sunken Lands are presented below.

THE HOSTS OF CHAOS

By its very nature, Chaos is infinite in its variety, and so is worshipped in innumerable forms throughout the Sunken Lands. Some of the gods of Chaos are impossibly powerful and alien deities, while others are simply ambitious or puissant demons who have encouraged their own worship amongst local tribes or lost peoples.

The most commonly worshipped gods of Chaos are the ancient pantheon of Varendrys. The eldritch people of that lost land built temples and made sacrifices to a myriad host of mad and petty gods, chief among them Daurych, the Lord of Seas and Stars, the Faceless Void, the Master of the Crimson Veil. This unknowable entity is fickle and unfeeling towards human endeavor; it was barely interested in the adoration of the eldritch peoples and cares less still for the plights or hopes of men today. Its followers build great temples of jet and cover their walls with blood red silks. Countless animals and men die on its altars. Its priests look to the stars for signs of their master's wishes; sometimes they are gifted with a demonic familiar or a bloody sword of alien metal, but more often they simply stare until driven mad by the whispers of the Void.

The eldritch lords of Varendrys had many gods beneath Daurych, some of whom might be more powerful still. Symich, the Changer of Fates, was a goddess of peace and battle alike; her incomprehensible strategies swung the eldritch empire between battle and leisure with an inconstant speed that drove her neighbors to madness. The eldritch built temples beneath the waves to Zarburael, the Many Tentacled Beast of the Deep, and they climbed mountains to ponder the mysteries of the Six Sisters of Chimes and Song.

Mortals, too, worship their own gods of Chaos. In Jundarr the most popular of these is Zarake, the Lady of Chance; she represents all possibility and all ends, and her worshippers always seek to gain her favor by complex and arcane rituals meant to direct the forces of chance and potential.

THE LORDS AND LADIES OF LAW

As with the vast multitude of the gods of Chaos, the forces of Law are worshipped in many forms throughout the Sunken Lands. Scholars and priests who devote themselves to the study of Law, however, claim that all of these beings are one, the Perfect Divinity, who rights all wrongs and ends all change.

In the imperial city of Jundarr, many merchants make offerings to Jubakai, the Masterful Accounter, who measures all bargains and knows all numbers. In his temple the priests keep great ledgers of all accountings to which they are privy so that they might better emulate their deity.

In the lands of the Distant East there are warrior priests who practice the arts of war and sing the praises of She Who Conquers, the Battle Queen of Law. The sailors of the

WORSHIP AND THE PANTHEON

Most of those who live in Jundarr, or throughout the Sunken Lands, worship many gods, and rare indeed is the person who is scrupulous about which gods to honor when a task needs doing. The average citizen of the Imperial City will gladly whisper a prayer to Zarake, one of the ladies of Chaos, before throwing the dice in a gambling hall, but then make sacrifice to Jubekai, a god of Law, the next morning before embarking on a new business venture; the fact that these two deities might be engaged in an eternal struggle across the multiverse troubles him not at all. The majority of humans simply do not care about which gods they honor.

Only the most devoted will balk at giving worship to other deities. A true champion of Law or Chaos is unlikely ever to make sacrifice or pray to a god of an opposing alignment. Some simple folk from remote islands might find the worship of deities other than their own strange, or might declare such forbidden. And some few are so devoted to the Balance that they recognize no true deities at all and refuse to offer any worship. For most, however, all the gods are to be feared, and all can offer reward or succor.

western seas live in fear of Arrilend, the Clear Sky Who Brooks No Wind, and make various offerings to him to keep him far from their journeys. On one of the eastern islands lives a priest king of Thendoll, the god of perfect justice and right action; he tells his followers that he is the living embodiment of the God and makes no mistakes when he sees his subjects in the Great Court of Law.

THE COSMIC BALANCE

Some few worship the Balance between Law and Chaos. This Balance, or Neutrality, is necessary to maintain the world, or so its worshippers claim. The world requires change at times, but it also requires stability, and so the ultimate ascension of either Law or Chaos would be the end of things and beyond human understanding.

Worshippers of the Balance usually do not bother to personify their deity, instead preferring to wear simple signs of scales, a triangle, or an empty circle. In some parts of the world, however, there are deities who seem to be manifestations of the Cosmic Balance. Most notably, Jundarr's rival island nation to the east, Larsur, has, as one of its principal deities, Yuragael, who is both male and female and brings peace, prosperity, and equilibrium to the inhabitants of the island.

THE ELEMENTAL GODS

The four gods of the elements are primal forces of the natural world. They exist beyond the eternal struggles of Law and Chaos, simultaneously and paradoxically at constant war and coexisting in harmony with one another. There are many deities across the world with a multitude of names, but most people, scholars and worshippers alike, recognize that one wind god is much the same as another.

Chief among the elemental gods for the people of Jundarr and its surrounding lands is Thalassephria, the Lady of the Deep, the Sea Who Stretches across the World. She is also worshipped as the Great Crasher, He Who Thunders beneath the Waves, as Syronis, the Singer on the Seas, and by many other names. For the many peoples of the islands who ply their trades, visit relations, and make war upon the sea, she is a deity of awesome power and importance. Her temples can be found in most lands and her altars are rarely bare.

The other elemental gods are also widely worshipped. Gorak'tal, the One Below, is the Master of the Earth and rules the lower places of the world along with Thalassephria. The higher places are ruled by Pawria, the Mistress of Flames, and Elanimar, the Lord of Winds. Like the elemental god of the sea, these other elemental lords are called by many

names and wear many faces. The lesser elemental spirits are their reflections within the mortal world, and they frequent the temples of their patron deity, usually invisible and unheard.

THE RULERS OF BEASTS

Younger than the elemental gods but still ancient beyond reckoning are the gods of beasts, birds, and fish. Like their elemental cousins, the beast gods care little for the warring nature of Chaos and Law. Instead they concern themselves with the primal ways of the wilderness and with the protection of their children.

In Jundarr there is a glittering and delicate temple to Murlundrel, the God of Cats, whose priests are themselves thieves, layabouts, and sybarites just as their patron. Across the mountainous archipelago of the Six Sable Seas, there are numerous altars to Kratakaw, the Bird King; some travelers say that the most devout of Kratakaw's followers are even granted great wings and beautiful plumage so that they might take to the skies like their god. In watery caverns deep beneath the seas the slimy and foul fishfolk are said to entertain their master, Sririzz'rish, with the anguished writhings of their tortured captives.

The barbarian folk of the west and south are particularly likely to worship the gods of beasts. The tribes often have a clan-beast and worship the personification of their totemic ally, although usually they do so alongside other deities.

LOCAL DEITIES

Beyond all these other gods, there are countless local deities, small gods of small places. In Jundarr the chiefest of these is Jundrus, the patron and deified founder of the city. In the great Kingdom of the Trackless Sands on the southern continent, the God-Kings have long brooked no worship other than their own, and men know no other gods than the incarnate one who sits upon the Basalt Throne in his massive pyramid. Many of the western barbarians worship their ancestors, whom they avow watch over them and protect them still. The deities and spirits of the Sunken Lands are beyond reckoning.





THE IMPOSSIBLE CITY

Sitting on a natural harbor on the wealthiest island in the world, the city of Jundarr is enormous, far too large to be fed, clothed, or entertained by her own nation. Instead, the Empire's vast fleets of merchant and war vessels return daily with grain from the south, rare spices and silks from the east, and barbarian slaves from the west. Foreign merchants, traders, and adventurers fill the city's docks, bringing yet more goods and services to the city. Only in this way is Jundarr able to continue to grow.

Jundarr and all its lands are ruled by the Emperor, a boy of twelve years named Junarius XXIV. The boy took the throne seven years ago when his father and mother were lost on a pleasure cruise across the Inner Seas. Since that time Jundarr has been at the mercy of its merchant-princes, high priests, and noble lords, all of whom are engaged in a constant game of intrigue, seeking powers real or imagined.

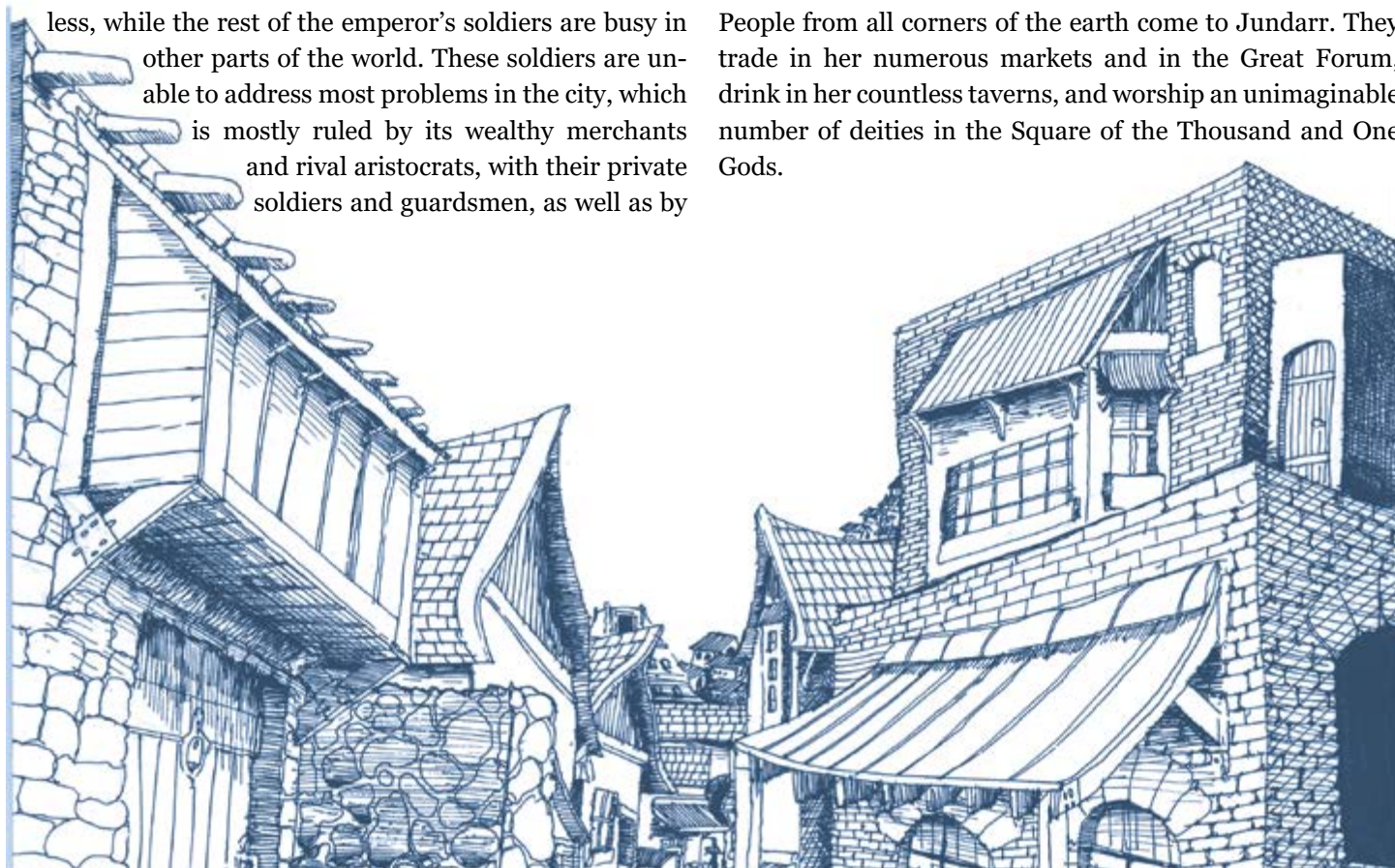
The city boasts a population of over three million souls, but no one, not even the boy emperor's learned advisors, is able to take a census or make a true reckoning of the city's people. The imperial guard, who man the walls and patrol the streets, keeping a rough kind of peace, number 20,000 or less, while the rest of the emperor's soldiers are busy in other parts of the world. These soldiers are unable to address most problems in the city, which is mostly ruled by its wealthy merchants and rival aristocrats, with their private soldiers and guardsmen, as well as by

its powerful Thieves' Guild, with its thugs and hired muscle. Each of these groups is the law within certain parts of the city.

Most citizens of Jundarr live in tenements consisting of a multitude of small rooms, many of which have no windows. These apartment buildings rise eight or more stories high and are filled with the smoke of numerous oil lamps and small cooking fires. In the poorest areas, families still live in small, one or two room houses of carved stone or wood. The artisan class live in their own homes, two or three stories high but narrow, often with shops or work spaces on the ground floor. The wealthiest citizens dwell in rich walled villas either scattered throughout the city or atop the High City, and protected by private guards.

The citizens of the city entertain themselves at fighting pits and arenas, watching men and beasts struggle and die, or else at one of the many theatres across the city, where actors perform tragedies and farces. Gambling is popular, and the common rooms of the inns and eateries are filled with people telling stories and losing coin.

People from all corners of the earth come to Jundarr. They trade in her numerous markets and in the Great Forum, drink in her countless taverns, and worship an unimaginable number of deities in the Square of the Thousand and One Gods.



THE HARBOR DISTRICT

Visitors to the great city almost always arrive by boat to the enormous and bustling harbors. The entirety of the natural bay upon which the city is built has been devoted to the enormous wharfs and docks. The bay itself is dominated by the twin lighthouses of Jundarr, two soaring towers of porphyry atop which flames blaze at all times.

The district surrounding the harbor is filled with foreigners and the businesses which cater to them. There are more inns and common houses here than anywhere else in the city, and merchants who specialize in goods most likely to appeal to visitors sometimes sell their wares here in the streets instead of in the markets.

The guard are very active at the docks themselves, but tend to ignore the rest of the harbor district. Their job is to see to the welfare of Jundarr's citizenry and to ensure the smooth operation of her commerce, not to protect foreigners who have drunk too much wine. For this reason, many thieves and secret sorcerers keep rooms here so as to blend in with the mass of strangers and avoid attention.



THE TEMPLE DISTRICT

All gods, true and imagined, are worshipped in Jundarr. In and around the Square of the Thousand and One Gods are countless temples, and through the streets and alleyways of this district echo the screams of a multitude of sacrificial victims. Some of the temples here are magnificent structures which fill whole city blocks and are lavishly decorated, while some are little more than small, wooden homes with a crude altar. Rumors abound that there are even more temples here than one can see when walking the streets, that there are hidden tunnels and secret doors around every corner leading to even more sacred places.

The largest temple here is that of Jundrus, the mythical founder of the city of Jundarr, now deified. Jundrus' temple stands atop a tall hill with marble steps rising on all of its seven sides, each of which leads to a massive portico with columns nearly 200 feet tall. Outside of the great bronze double doors of the temple is the Altar of Peace, a beautifully carved monument which celebrates the peace and prosperity which the Emperor of Jundarr has brought to the world; here four dozen cattle are sacrificed every day, the meat used to feed the priests of the district.

Opposite the temple of Jundrus, on a slightly smaller hill, sits the temple of the Elemental Lord of Waters, a smaller building which shimmers with the myriad colors of a coral reef. Near this hill are the temples of the other gods of the elements, and the gods of the beasts just beyond. Scattered throughout the district are the temples of the innumerable gods of Chaos, the traditional, ancient, and largely forgotten gods of the island of Jundarr, the Lords and Ladies of Law, foreign gods both barbaric and civilized, and even a small, nondescript temple devoted to the celebration of Neutrality and the Balance.

Few people make their homes in the temple district. Many of the priests who look after the great temples live within them, or else in small apartments which either adjoin or neighbor the temples, but some live in other parts of the city and come here only when needed. Just as there are countless gods worshipped here, there are also countless types of priests and altar-tenders. Some take vows of poverty and beg naked in the streets when not seeing to their gods' needs, while others live in unimaginable opulence in villas as fine as those owned by the nobility, and dress in silken robes and jeweled sandals. A few lay-people live in apartment buildings or above shops on the outskirts of this district.

THE MARKET DISTRICT

If the great city has a true master, it is its commercial interests. The emperor wields absolute power, in theory, and the aristocrats vie for position and influence at court, but the merchant class holds enormous temporal power, for it is their businesses and trade empires which keep the city running.

Jundarr is far too large to have a single market; rather, merchants and craftspeople sell their wares either in their shops, or in small market squares throughout the city. However, there are three great markets which host the largest numbers of merchants.

The first among these is known simply as the Great Forum. It stands on the site of the agora, the city's original center. At the Great Forum a traveler can find any good from any region of the Sunken Lands. Most of the goods sold here are too expensive for the common folk of the city, and so it is usually filled with foreigners, wealthy merchants, and the agents of aristocratic families.

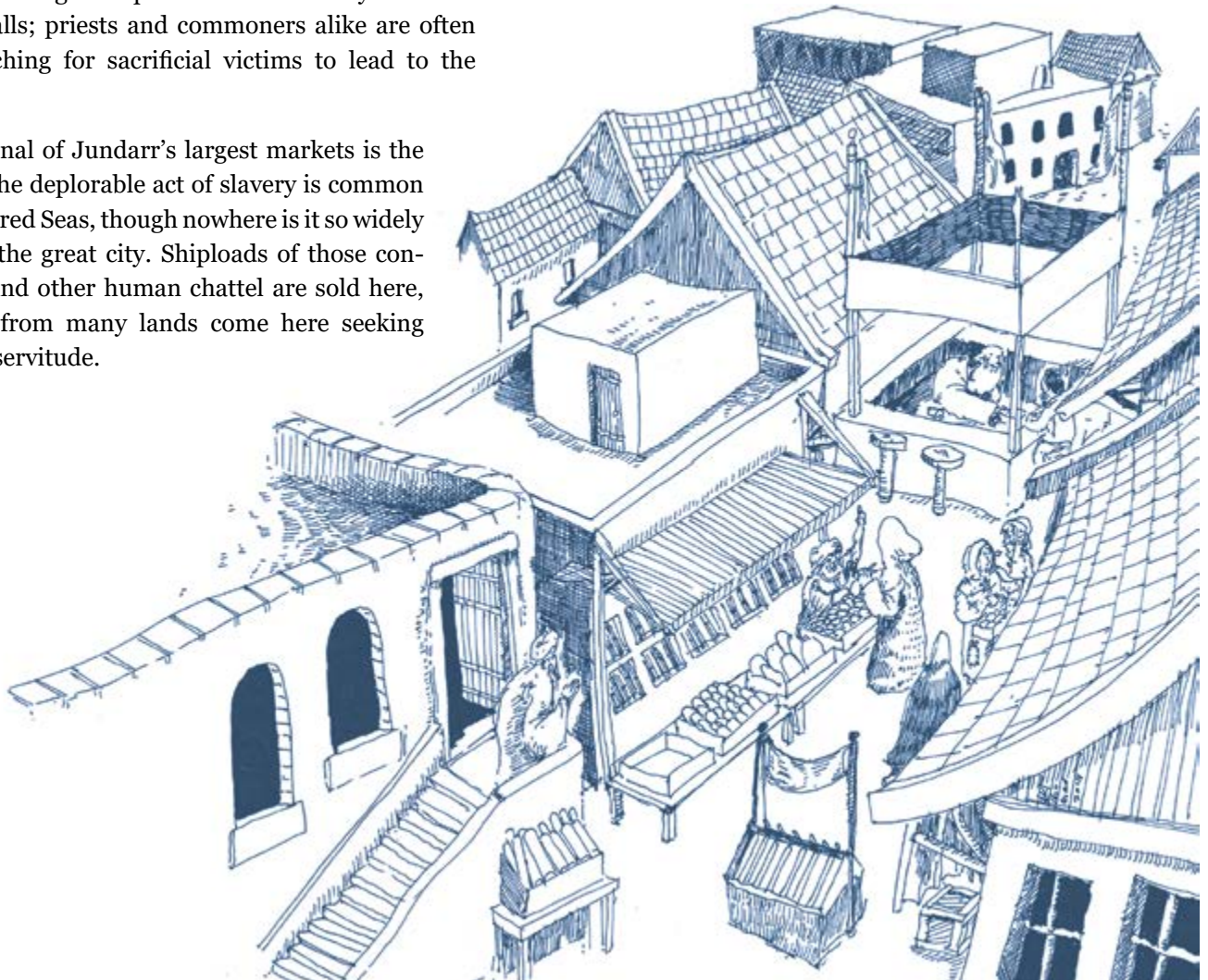
Along the city walls south of the Great Forum is the Cattle Market, where all manner of livestock is bought and sold. The perimeter of this great square is home to many butchers' and tanners' stalls; priests and commoners alike are often seen here searching for sacrificial victims to lead to the temple district.

The third and final of Jundarr's largest markets is the Slave Market. The deplorable act of slavery is common across the Hundred Seas, though nowhere is it so widely practiced as in the great city. Shiploads of those conquered in war and other human chattel are sold here, and foreigners from many lands come here seeking those bound to servitude.

THE GUILD OF LICENSED THIEVES

Most of the pickpockets, second-story men, muggers, swindlers, and fences in the city belong to the Guild of Licensed Thieves, an old and storied organization which brooks no rivals. Governed by the consensus of a council of experienced crooks, the Guild has no headquarters, but runs instead out of numerous constantly moving safe houses throughout the city. Most thieves in Jundarr are employed by the guild but are not themselves members. In order to gain entry, petitioners must have two sponsors within the Guild, and must impress the council.

There are other criminal organizations in the city, but they are mostly small affairs, operating in a neighborhood or two, and they usually do not last long. When one does reach prominence or grow significantly, the Guild is ruthless in its pursuit of its would-be rival. The resulting gang war is always bloody, swift, and final.



THE HIGH CITY

In the center of the city of Jundarr is a huge, rocky, and flat hill, atop which live the nobility and the wealthiest of merchants and priests. The hill is surrounded by walls almost as massive as those surrounding the whole city, and great gates of iron bar the way to this most opulent of neighborhoods. The guard only allow residents and those with formal invitations to enter these gates, and most of the inhabitants only venture beyond this district when in the company of dozens of retainers, slaves, family members, and, most importantly, bodyguards.

Because the High City is so well protected, most of the homes here are not fortified. The fashion for several generations has been to live in sumptuous but not over-large villas with small guesthouses and servants' quarters. Still, there are some older homes here which are veritable fortified manors with crenulated walls and imposing gates.

Seven sorcerers make their homes on the High City. Each of these dwells in a lone tower, and all of these towers are different from one another, reflecting the mood and background of their sorcerous masters. These seven sorcerers are the only practitioners of magic fully trusted by the nobility of Jundarr and, while they are rivals, they form an elite guild of sorts, hoarding knowledge and keeping it from lesser workers of the arcane arts and ensuring that they remain the most prestigious magicians within the city.

THE HAUNTED RUINS

In the southwest corner of the city lies the smallest and least inhabited region of Jundarr. It is said that Jundrus, the deified founder of the great city, took the island by force from its earlier inhabitants, and that here, in the Haunted Ruins, once lay those forgotten peoples' greatest temple. If the stories are true, none now know where the accursed foundations of that temple lie, but the entire region is a place of evil rumor and dark omen.

Few businesses are found in this district, only a smithy or two, or an unfortunate fuller's shop. Many homes here are abandoned or ramshackled. The poor of the city sometimes find themselves forced into this region, living in destitution among the great unwanted. Numerous crypts and graveyards dot the landscape, for here the city once buried its dead, though it has been illegal to inter bodies anywhere within the city walls for generations now. Stories and rumor say that the dead do not rest easy here, but that they roam the streets at night clawing their way past unbarred doors.

The seven great sorcerers of the High City once shunned one of their own number, driving him and his apprentices from his tower and handing his keys over to a rival. For the past two centuries the townsfolk have whispered that this missing sorcerer made himself a new home in the Haunted Ruins, and that he has spent his unnaturally long life plotting his revenge. If this is true, none know who he is or where he now keeps his sanctum.

THE FORBIDDEN PALACE

Near the High City is another hill, still of great height, with a precipitous and deep but narrow gorge separating the two. A stone bridge spans the distance to the Forbidden Palace, the home of the Emperor of Jundarr. Only the emperor, his personal servants and guards, and his immediate family are allowed to set foot upon the bridge on pain of death. Thus, few ever see within the Palace and it is a common belief within the city that the pinnacles of its towers reach to the dwellings of the gods themselves.

The entirety of the hill is given over to dwelling space for the emperor and his family, save one large barracks housing the Golden Watch, the personal guardians of the emperor. These soldiers, numbering 300, only leave the Forbidden Palace when the emperor does.



Within the high walls surrounding this hill and beyond the gilded gates standing at the bridge from the High City are numerous dwellings filled with luxurious mosaics and exotic furnishing. Between each separate building are carefully tended gardens where grow strange fruits and rare herbs. The Emperor lives in the most extravagant building here, a temple to him as a living deity, and these streets are the only ones which his feet touch, as he is carried about the rest of the city in a sumptuous litter by the Golden Watch.

Usually, when the Emperor has reason to hear his subjects, he holds court in one of the nobles' villas on the High City, or else has a brief meeting at the golden gates to the Forbidden Palace. Occasionally, however, the Emperor grants an audience within the Palace itself. This is by strict invitation only, and all guests must hand over their arms before entering.

ARENA DISTRICT

The fighting pits and arenas of the great city of Jundarr are ever full and always bloody. So popular is the sport of gladiatorial and beast combat that there are countless such places throughout the city, many nothing more than impromptu circles in the basements of taverns or boarding houses. The greatest of the fighting pits can be found in a cluster in the Arena District.

This part of Jundarr is filled, as so much of the city, with tenement buildings, merchants' villas, markets, and shops. Its defining feature, however, is the Bloody Hill, a flat and gently sloped hill crowned by four great arenas. Each can seat thousands of spectators, and each is filled daily with the cheers of the crowds and the agonies of its athletes. The most prominent of the four great arenas is the Imperial Amphitheatre, built over a century ago by one of the Boy Emperor's mighty ancestors. This massive, circular structure is open to the public and is always administered by a member of the imperial family. One worthy gladiator is granted his or her freedom every day within the Imperial Amphitheatre, while dozens of the lucky victor's opponents are killed.

Most of the gladiators who fight in the arenas are slaves, either taken in conquest and forced into the pits, or else raised from childhood and schooled in the arts of combat. Some few desperate or crazed free folk fight in the arenas for glory and prizes. Most gladiatorial battles are not to the death, for a trained combatant is far too valuable to lose after a single fight. Nestled at the foot of the Bloody Hill are numerous gladiatorial schools where the fighters live and train.

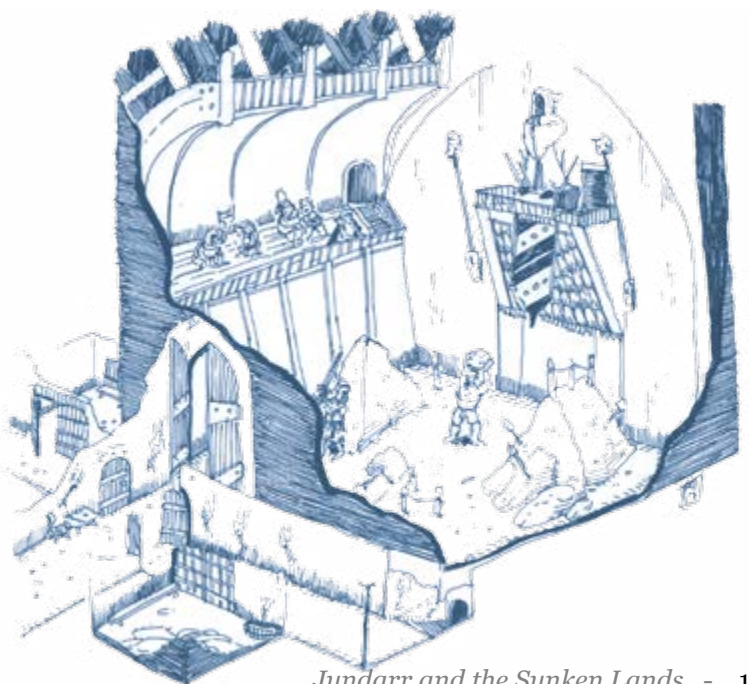
A gladiator who proves her worth in the smaller fighting pits of the city and then in the great arenas of the Bloody Hill will quickly find herself a beloved celebrity, praised and showered with gifts by the masses, who adore sport above all other distractions. Such a successful combatant will often live in one of the opulent apartments of the Arena District and be treated as a living god, even while still a slave.

THE ISLAND

Just outside of the city is the Necropolis, a vast and marshy area filled with the tombs of the city's dead. The poor are buried in mass graves, unmarked and unremembered, but the wealthy build extravagant tombs. Many of the older mausoleums are half sunken beneath the murky earth. Men do not tarry here, passing quickly without leaving the main road, lest they be called by the hungry ghosts who dwell in their mock houses.

Beyond the city, the island of Jundarr is largely devoted to farmland worked by peasant families who have lived in the shadow of the city's great walls for generations, or else by slaves owned by the Imperial family. Feeding the metropolis is a difficult thing, and so the city still imports much of its food to supplement that grown on the island.

There is also a great forest filled with game; this is the personal hunting ground of the Emperor and his family, though he often grants others leave to hunt here as a personal gift or favor. The edges of this wood are dotted with opulent villas which lie empty when not in use. Just before a hunt, the forest is often stocked with exotic creatures from far away places.



THE EAST

The eastern realms of the Sunken Lands are the most civilized and prosperous human domains outside of Jundarr itself. The countless islands of the east are home to numerous merchant kingdoms, petty lords, and rich farmland, all making a multicultural and elaborate network of trade, gossip, and politics. Of the foreigners who dwell in Jundarr, at least half come from the eastern isles.

LARSUR

Jundarr's greatest rival for control of the seas and trade is the Free City of Larsur, a collection of tiny islands, known as the Gold Chain, in a massive bay, each home to a merchant lord or a guild of tradesmen. While Larsur cannot claim to match Jundarr's military or political might, she is growing in power every year, and her fleets have twice escaped the wrath of the warships of Jundarr. For her part, Jundarr does not approach Larsur directly for tribute or battle, and so the two exist in an uneasy detente.

The guilders build numerous boats, from small skiffs to mighty warships, so that they can trade with all the people of the world and make themselves richer. In times of trouble, when a distant foe or even Jundarr herself should threaten the bay, the guilders and merchant princes join their fleets into a host of ships.

The largest of Larsur's hodgepodge of small islands is only perhaps a mile across; many are significantly smaller than that and host only two or three buildings. Each of these islands has its own dock and some of the smaller ones are connected by bridges of wood or stone. Toward the center of the bay is a tall, narrow island of solid rock. Thin steps carved into the side of the cliff lead to the Great Guild Hall where the guilders elect a leader every seven years and address matters of state.

THE SHIFTING ISLES

No two scholars agree how many little islands lay among the Shifting Isles, for they are more silt than stone, leaving the very coastline dancing to the pull of the currents. A few tribes of amphibious people share this almost-land with the smugglers who trade goods between Jundarr and Larsur and the pirates who prey upon them.

THE OBSIDIAN ROCK

A source of legend and fear, the Obsidian Rock is a small island dominated by an enormous and active volcano. A tribe of savage folk live on the slopes of the volcano and make regular sacrifices to it as their god. These men do not take kindly to travelers, who often come to the Rock in search of the rare and multihued diamonds which form in the center of the volcano by unknowable means. So valued are these stones that many explorers and treasure seekers have died at the hands of the volcano or its worshippers while trying to fetch but a single stone for the lords and ladies of Jundarr. Some do succeed, however, whether by strength of arms or by impressing the locals enough that they allow the lucky adventurer to take a stone. Sorcerers and witches treasure the stones too, and claim that they possess powerful healing magic and serve as the ideal vessels for the souls of unfortunate rivals.

THE ACADEMIES OF ETTIS

Ettis is an island much renowned across the Hundred Seas. Here are the greatest libraries in the world, and tiled squares where philosophers argue at length. Here, too, are numerous sorcerous cabals and spymasters. The children of nobles and the wealthy from numerous realms are sent here to receive the best education in the Sunken Lands. Most of the people of Ettis do no toil as other men do, but subsist instead on the riches which pour into the island nation's coffers from those seeking knowledge or education.

THE DISTANT EAST

Far beyond the known world lies a vast continent filled with other inhabited lands. Sometimes traders or adventurers from these foreign realms make their way to the lands of the Hundred Seas or to Jundarr itself. When they do so, they bring with them exotic goods, strange gods, and tales of many kingdoms beyond the reach of the Impossible City: the principalities of Xianul, the free city of Surchala, and the Manifold Empire of the King of Heaven. A traveler would have to be brave and hearty indeed to make her way to the Distant East and return with riches and tales.

THE OCEANS OF THE FISHEFOLK

The enigmatic and alien fishfolk live in numerous schools and tribal groups beneath all of the Hundred Seas, but their two greatest realms are in the eastern seas. The empires of Kwall and Zardruk war eternally with one another and with the men who live on the lands above their dwellings.

The folk of both of these vast schools worship the same pantheon of deities, a staggering array of elemental lords of water and strange gods and goddesses of Chaos. Above all sits Sririzz'rish, the Lord of Fish. The two schools of the fishfolk, however, argue constantly about how best to please their

harsh spiritual masters, and so they are locked forever in a religious war, constantly seizing underwater cities from one another, destroying and rebuilding temples, and competing for the resources of the deep.

Some few human kingdoms of the east have made alliances with one or the other of the schools of fishfolk. These men are spared the watery ones' horrible raids, and instead trade with them, exchanging human finery and goods for alien icons of multi-hued coral or rare plants from the bottom of the sea. Other folk who live in the east are not so lucky, and the ships and coastal settlements of men often feel the wrath of the underwater empires.



THE WEST

To the west of Jundarr lie the lands of a barbaric people, pale of skin and hair, and fearsome in war. The southwest is a land of trackless seas and rough storms. Few travelers venture there, for legends say that the gods of the depths keep any trespassers forever in their watery homes. The northern reaches of the west, however, are filled with many inhabited islands and, in the far corner, a chill and mountainous continent as yet unexplored by the Emperor's agents; if the eldritch masters of Varendrys held sway in this land and charted its borders, that knowledge is long forgotten.

THE SLAVERS' EMPIRE OF ALLONIA

The most powerful and outward looking of the lands of the west by far is Allonia, a deadly and powerful empire built on the backs of slaves. The black-helmed warriors of Allonia take often to the seas in their great ships and travel the world in search of plunder and chattels. The Emerald Queen of Allonia seldom ventures past the basalt walls of her bleak palace. When she does, she is always masked in the bejeweled and horrific visage of a demon of Chaos. Indeed, some say that she is not a mortal woman at all but an actual demon incarnate, come to wreak terror on the world.

The center of Allonia is a long, thin island, rich in farmland and dense forest alike. Here, in the empire's capital city, are the temples of the Allonians' cruel gods and the largest slave markets in the world. Beyond this central island are numerous other lands under the sway of the Emerald Queen, all filled with the manors and fortresses of the wicked slavers and their servants. Each of these estates is surrounded by great swathes of farmland, and the Allonians regularly export massive amounts of grain to the east.

THE HAVEN

On a small island in the western seas lies a mighty city, much fortified. This is the Haven, a free city which pays no tribute to Jundarr, nor to the slavers of Allonia. Here rule the Pirate Kings and Queens of the West, an ever changing congress of those strong and reckless enough to claim a stake. All are welcome in the Haven, and there is no law behind her great stone walls save that the strong take what they will and all residents are free.

THE WESTERN BARBARIANS

Most of the western islands are home to those people deemed barbarians by the cities of Jundarr. While these tribes, clans, and villages differ from one another in culture and customs, they are all home to valiant warriors, strong hunters, and the greatest storytellers and bards of the world.

Sometimes a traveler from this land makes his way to Jundarr, usually in search of fortune, adventure, or revenge. These few often become great mercenary captains, sailors, or thieves, and they are often feared by other men, such is the strength of arms of the western barbarians.

THE MINES OF CORCAINE

The island of Corcaine thrives as a trading gateway to Allonia. Most of its people live in the many ports that line its coasts, almost entirely shunning the steep mountains at the island's center.

Its surface is divided between three cautious rulers, each jockeying for position, but the true heart of the island lies in its mines. A vein of dark iron runs from the center of the island all the way to the very home of an elemental lord of earth.

A whole people live below ground, working the iron and holding back the monstrosities of the deep earth drawn to its great and subtle power. So sought after is this iron that no matter the politics of the world outside, they rest cocky and secure in their mountain fastness.

THE DYING SEAS

Far beyond the last inhabited island, the seas turn poison and grow thick. Flotsam and jetsam wash between sand bars just below and above the surface. Here, the astral galleon passes through our plane of existence on its way to deliver a cargo of travelers lost between the stars.

Those unlucky enough to come upon any of the wreckage floating in this deathly archipelago would be well advised to avoid taking on any haunted salvage.

THE NORTH

The strangest and most inhospitable parts of the Hundred Seas lie in the north. Here are the remnants of lost Varendrys, long ago swallowed by the waters of the world, and here are the strangest races of men. Many of the folk who live on the northern islands follow bizarre customs, keep their own calendars, and live in ways completely alien to other folk; the Pleasure Sailors of Guradel ply the seas for no discernible purpose and often travel so far that they die far from home with no provisions, while the Beast Folk of the Shifting Isles, covered in variegated tattoos and the skins of unnatural creatures, descend upon other peoples in savage raiding bands. Travelers who venture to the distant north often find themselves lost, as though the seas and islands themselves have moved, or, more terrifying still, that they have sailed to other worlds entirely.

JUTHOLM

Jutholm is a mountainous and chill land inhabited by towering giants twice the height of men. Filled with a ravenous hunger and are quick to anger, they welcome travelers nonetheless, from whom they relish the chance to hear news and legends from distant lands. The giants live in small family groups within great houses carved from the rock, and often make war on one another. The Emperor of Jundarr has asked his agents to capture such a family so that they might fight in his arenas, but as of yet none have been able to do so.

THE NORTHERN RAIDERS

The most frequently encountered of the northern folk are called simply Raiders by their neighbors. The Raiders are an organized, prosperous, and highly literate people who often take to their long ships to seek the wealth of other men. They take their plunder back to their homelands and compose great ballads recounting their bravery. A family is judged by how many songs mention their name.

The Raiders do not have a single kingdom or state, but instead swear fealty to their local lords who then come together in great moots to discuss matters of state. Their homes are often fortified and well defended, and travelers are treated with equal parts hospitality and caution. When the navies of Jundarr come to the homes of the Raiders and demand tribute, they are often given succor and heaped with pleasant-ries, for these people know that there is always more wealth to be taken from softer folk.

THE REMAINS OF THE ELDRITCH

Far to the north are many tiny islands, some forming archipelagos which stretch beyond any map's reach. These are the remnants of lost Varendrys, the lands of the eldritch folk who once ruled the world and chained the very gods.

While the waters around these islands, called the Enchanted Depths, are far to the north, they are not cold. Still bound by the mighty sorceries of the eldritch, the lands here are temperate. There grow here many alien fruits, crops, and poisons that can be found nowhere else.

Strange creatures swim in the waters of the Enchanted Depths, monstrous serpents and beautiful sea maids, all capable of taking a sailor beneath the waves to his doom. The skies are filled often with strange colors and lights, and songs and wails can be heard faintly on the air, perhaps the shades of the forgotten people. Sometimes the sleeping dragons wake and leave their lairs in search of pleasure or food.

The few remaining eldritch make their homes in opulent estates or within the crumbling ruins of their once great cities. They are a cruel and inhuman folk, and they care nothing for the ways of men. They are just as likely to treat a lost traveler with all the courtesy due a mighty lord as they are to torture or enslave him. Those unlucky enough to be taken captive by the eldritch never return, while those granted hospitality bring back stories of unmatched feasts, music so beautiful that it brought pain and joy, and beds of the softest silks.

Somewhere in the ever-changing seas of the Enchanted Depths can be found the great sunken capital of the eldritch. The greatest towers of that once mighty city still rise above the cresting waves, their crumbling minarets a reminder of the lost power of Varendrys. Sometimes one may hear the tolling of the great golden bells which once summoned gods and demons to the feasts of the eldritch.

Occasionally a sorcerer or priest makes pacts with elemental spirits and attempts the dangerous journey beneath the waters in order to loot the remnants of the greatest empire the world has known.

THE SOUTH

As is common across the Hundred Seas, the waters of the south are dotted with numerous islands, some inhabited and others ruled only by mighty beasts. Beyond these islands lies the great Southern Continent, a hot and dry land mostly tamed by its human masters. Much grain is grown here, and the human kingdoms of the south are vitally important to the continued workings of the great city.

THE LOST CITY OF KARENTUR

On the northwestern coast of the Southern Continent, at the mouth of a great delta, is the Lost City of Karentur, a huge, sprawling complex of ruins. None now know who lived in Karentur, or if that was indeed its true name, but legends of its riches and dangers are widespread. Some say that the folk of Karentur were once rivals of the eldritch, and that the emperors and empresses of Varendrys laid waste to the city millennia ago. Others hold that the city was the original home of the founders of Jundarr, who fled from its destruction to found the great city. Still others say that Karentur was not a home to men at all, but that another, stranger folk lived here, and that they brought about their own destruction in a tragic and sorcerous civil war, through the practice of magical arts too obscene for the minds of men to comprehend.

Whatever the truth, Karentur's ruins stretch for several miles. The ruins are inhabited by the former guardians of the city and other beasts, fishfolk, and spirits who have taken it as their own. Many of its once great temples and palaces have sunk beneath the sands, but a clever adventurer or fortune-seeker can still find ingress to these, and, if brave enough, claim the treasures held within. If clever enough, they may even find egress from the ruins.

THE CLOCKWORKS OF MASTER KEL

Master Kel is a madman, a mighty sorcerer, and a powerful force for Law in the Sunken Lands. He has lived for three generations, unchanging and unaging for all that time. He lives alone in a huge fortress of gears and unknown mechanisms. His only companions are either mechanical folk of his own creation or else spirits and demons of Law bound to his service.

Kel's mechanical fortress has grown so vast that even he cannot remember all of its alcoves or hidden chambers. Indeed, the fortress seems to grow of its own accord, not needing the direction of its enigmatic master.

Sometimes traders come to the Clockworks in search of gears, clocks, and small machines. If Kel is generous, he trades with these merchants, who then take their bounty back to Jundarr or another port and sell them as curiosities. If Kel is not impressed with his visitors, they are put to work, running the machines of the fortress alongside the master's other servitors until they die of fatigue.

THE EMPIRE OF TRACKLESS SANDS

The God-King of the Trackless Sands rules an empire which stretches so far to the south that the men of Jundarr are uncertain of its ends. The many millions of inhabitants of the Empire of Trackless Sands live, toil, and die at the whims of their God-King; they worship no other deity than he who sits on the empire's throne.

While this land is vast, it has but one real city, a great port which sits on the edge of the Southern Continent. This city is dominated by a massive, stepped pyramid, the seat of the God-King and his greatest temple, where the god incarnate sits on the Basalt Throne.

In this pyramid dwell the God-King's many wives, his young children, and a legion of eunuch warriors sworn to protect their master at all costs. Beyond the walls of his capital are many farming communities, each ruled by one of the children of the God-King. Upon his death, one of these children is named by the priests of the empire as the new incarnate god.

The Empire has a great fleet and many warriors, and its influence is almost as strong across the southern seas as that of Jundarr itself. The two nations are at peace, and both benefit from strong ties of trade. The boy emperor of Jundarr received, upon his ascension to the throne, a scepter of gold and lapis lazuli from the God-King, and sent him a thousand slaves in return.

BEYOND THE MAP

THE EDGES OF THE WORLD

Beyond the four directions, away from the eyes of kings, priests, and lords, lie the Edges, places of unfathomable danger. If men dwell here, they are unknown to those in the rest of the world. These lands are home to monsters, powerful and distant sorcerers, and, some say, the gods themselves.

Legends recount that here, distant from the wars and struggles of civilized folk, lies a city of perfect peace, the natural home of the Balance. Others say that only misery awaits any traveler foolish enough to come here. Yet others claim that alien folk, wholly different from humans or the eldritch, live here in their own kingdoms. Perhaps the strangest of all tales holds that the Edges are not solid lands at all, but rather roiling masses of Chaos waiting to be shaped by powerful lords and ladies in search of new realms.

PLANES OF THE MULTIVERSE

What is here described is but one plane among many. The Cosmos is vast, so vast that some think it infinite. On a million worlds and in a million realms of existence the forces of Law and Chaos battle, the elemental gods and the masters of beasts guide the natural world, and men and the eldritch vie for power. Some planes are so different from the Sunken Lands that men cannot live there, while others appear so similar that an unfortunate traveler may not even realize that he has left Jundarr before discovering that his surroundings are changed in subtle but profound ways.

Travel between the planes is almost impossible for mortals. Only the most powerful of sorcerers can do so with any reliability. There are some places where an unwary traveler can accidentally step through a gate to another plane without realizing it; often such portals are invisible, only active once in a millennium, or requiring special signs or words to activate.

The gods, or at least the mightiest of them, exist on all planes at once. Many deities have a home realm, a plane which is wholly shaped by and devoted to its master's desires, inclinations, and pleasures. The elemental gods live on planes made entirely of their substance, while the gods of Chaos live in myriad realms that defy all logic or categorization.

While the planes are countless, below are two which are held in legend by the folk of the Hundred Seas. These can serve as examples of other planes of existence or can be used as adventuring locations themselves.

THE OTHER EMPIRE

Eleven generations ago, one of the early heirs to the throne of Jundarr simply disappeared, missing from his bed when his maids and manservants went to wake him one morning. Many rumors spread through the great city about how he met his demise.

More than one adventurer, however, has claimed that they have met this lost heir after wandering at length in a lush jungle or across desert sands. They say that they have found themselves in another world entirely, one where the heir still lives, seemingly immortal, ruling from a massive city called New Jundarr. Here the emperor wages wars against folks unknown to the scholars of the Sunken Lands, his soldiers riding to war in great mechanical constructs.

THE PARADISICAL SEA

Shebitku was a famed captain and fleet master who disappeared from the world after setting sail in search of new lands to the west. The dignitaries of Jundarr were astonished when he finally returned 33 years later, seeming somehow older and younger at once.

The captain raved about the voyage he had made, seeming sometimes mad, sometimes frightened, and sometimes eager to return. He described sailing off of a great precipice but not falling through the air. Instead, after his ship continued on for two days, he claims that he found himself in an endless sea of purple and green waves. He said that sometimes the air itself seemed to become water, though he and his men found that they could breathe, and that pockets of the waters had a strange substance to them which allowed his crew to dock and traverse on foot. He told stories of encountering bizarre men and women with two heads who spoke in multiple languages at once, and creatures with the forelimbs of a lion and the hindquarters of a dolphin, intelligent as men, able to speak, and who were as at home on the incongruously watery lands as they were beneath the less stable waves.

LANGUAGES

The world is large and much of it uncharted. With so many folk and so many lands, it would be impossible to account for all of the tongues spoken across the Hundred Seas. Some tribes, kingdoms, or clans speak their own language, which bears no resemblance to that of their neighbors, but most folk speak a dialect of one of the great families of languages.

THE COMMON SPEECH OF JUNDARR

Unsurprisingly, the speech of Jundarr has become the most commonly used language across the Hundred Seas, and a traveler often finds that he can at least be understood by most folk when using the common speech. Besides the great city and her tributaries, it is the language of Larsuru and Allonia, and of most of the eastern kingdoms. This is also the most often written tongue, and most of the libraries of the Sunken Lands have more books written in the Common Speech than any other language.

WESTRESSE

The numerous barbarians of the western lands speak a myriad of related dialects most commonly called Westresse. Most of the barbarians are more or less able to understand one another, as the various forms of Westresse share a common grammar and syntax. Occasionally, the differences in vocabulary from one dialect to another are so great that an interpreter is needed, but these instances are rare.

THE SOUTHERN TONGUE

Across the Southern Continent and many of its nearby islands, the Common Speech of Jundarr slowly gives way to the Southern Tongue. The purest form of this language is retained in the Empire of Trackless Sands, and it is in this speech that the God-King issues his holy decrees. Unlike in many parts of the world, the Southern Tongue is surprisingly uniform, though it does form odd pidgins with the Common Speech on many of the southern islands.

THE ELDRITCH TONGUE

The ancient folk of Varendrys spoke a complex and musical language. While this tongue is now effectively dead, it persists in use among the few remaining eldritch in the world. It is also a favored language of sorcerers, many of whom

still learn the rhymes and chants of Varendrys as the keys to their spells and rituals. Some priests, particularly those who worship the hosts of Chaos, use this tongue in matters of high ceremony. Scholars sometimes learn the language of lost Varendrys so that they might read one of its few surviving histories. This is also the language most commonly used by other intelligent beings, such as dragons, elementals, and demons; indeed, some mystics say that this is the true tongue of the Cosmos, the speech with which the realms and planes were made.

THE ANCIENT SIGNS

A dead language once spoken by several lost kingdoms and empires, the Ancient Signs is a language used now only by academics who study musty tomes. It was in a variant of this language that the carvings on the walls and streets of Kentur were made. The marks of this syllabary are still found in some forgotten sections of the Haunted Ruins in Jundarr. The language was apparently spoken widely, for its marks can be found in most parts of the Sunken Lands. Wealthy or aristocratic children from many realms learn at least the rudiments of this language in school, though few master it.

OTHERS

In the Distant East there are numerous languages and dialects unknown to the people of Jundarr; some of these tongues are related to one another, but many are not, and this language barrier can prove very difficult for a brave traveler seeking fortune in the east. Beneath the waves, the fishfolk speak their own language, a mishmash of gurgling sounds and bubbling words unintelligible to most men. The giants of Jutholm use their own tongue in their great homes, though many of them communicate with outsiders in the Common Speech.

Many small island kingdoms or secluded tribes speak their own languages, sometimes bearing no relation to any of the other major tongues. Sometimes only a single member of such a settlement will know the Common Speech or another, more widely spoken language, and will have to speak for all of her compatriots. Likewise, the Ancient Signs are hardly the only lost tongue; for every living language in the world, there are many more dead ones remembered only by scholars and sorcerers, and found in the most arcane of manuscripts.

PLAYING WITH LANGUAGE

One of the delights of playing with languages in a campaign is their use to drive the heroes to seek out new connections in the form of translators and researchers. Another is in playing with the relationships between related tongues to give the players more of the flavor of the world their characters explore.

STARTING LANGUAGES FOR CHARACTERS

When playing a campaign set in Jundarr and the Sunken Lands, the group should assume that all characters know the Common Speech of Jundarr. A player may, at his own discretion, decide that he would rather his character not know this common tongue for story reasons, but it is always best if the group (and most of those they encounter) share a language.

Characters also begin the game knowing their native language if it is different from the common tongue. For instance, a barbarian from the West will know Westresse in addition to the common tongue, an eldritch noblewoman will know eldritch, and a scholar from the South will know the Southern Tongue.

Mages are also assumed to know a smattering of the Ancient Signs and the eldritch language from their studies in the arcane. This is not enough to speak these languages beyond a few words, and they will quickly become lost when trying to understand a native speaker or read a full book in these languages, but it does help them decipher certain runes and study books of magic.

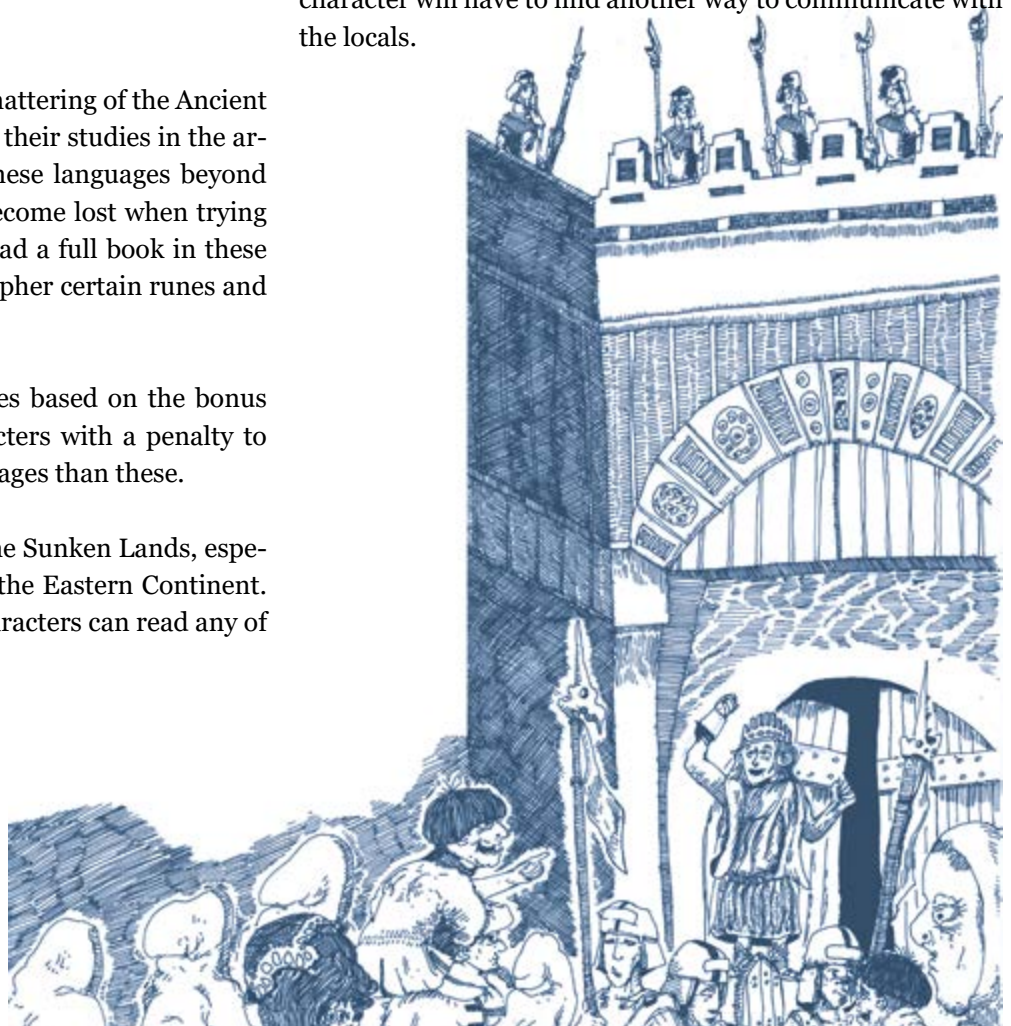
Characters know additional languages based on the bonus from their Intelligence score. Characters with a penalty to Intelligence do not know fewer languages than these.

Literacy is relatively widespread in the Sunken Lands, especially in Jundarr, the South, and on the Eastern Continent. Players may decide whether their characters can read any of the languages they know.

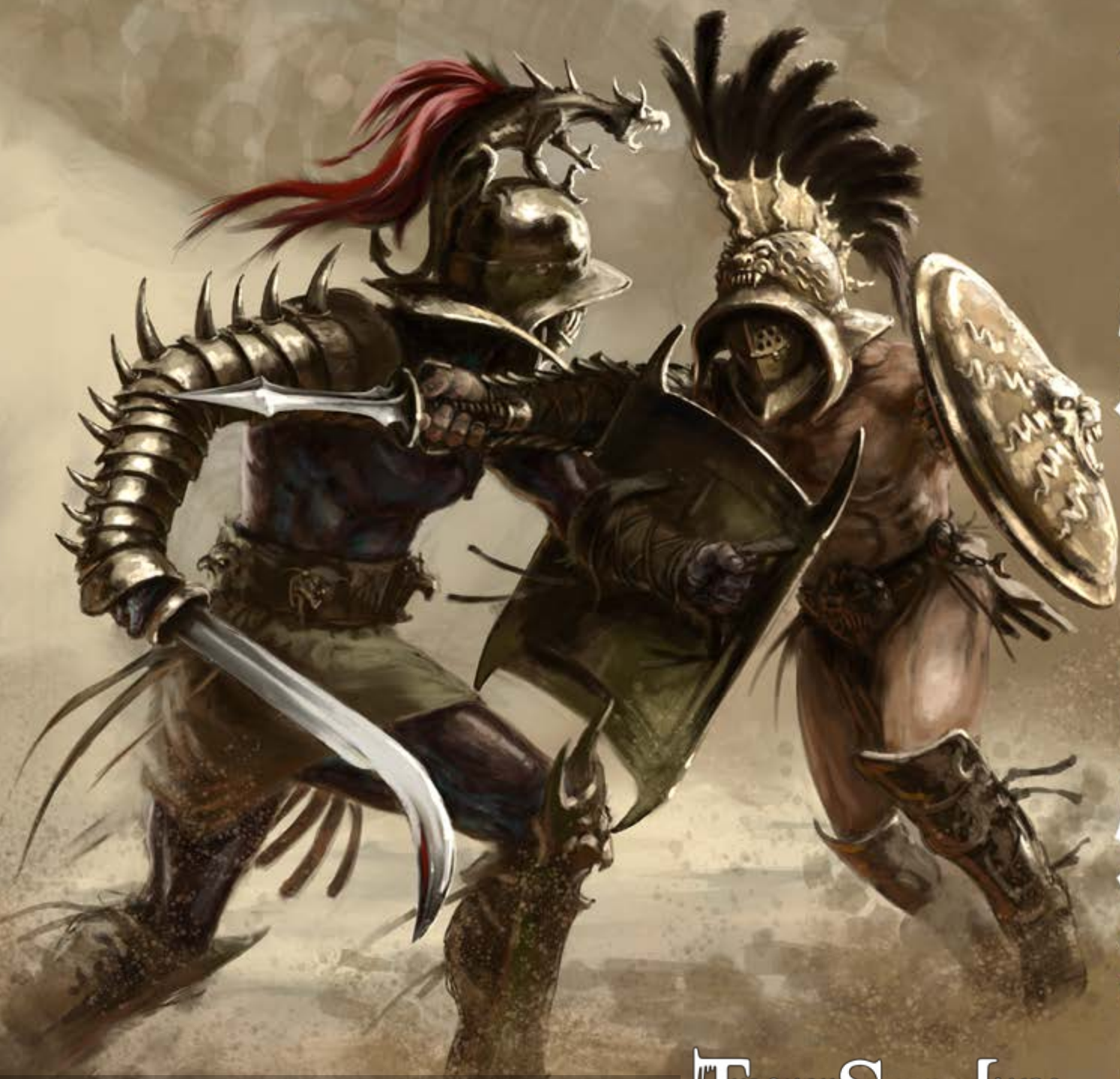
DIALECTS IN THE GAME

Because so many different tongues are used across the Sunken Lands, it can be hard for travelers and adventurers to communicate with those they meet in their journeys. For this reason, the GM should consider any language known by a PC also to represent basic competency with related tongues. For instance, if a player notes that his character knows Westresse, he grew up with a specific dialect of that language family, and he or the gamemaster may wish to name that specific dialect. However, the character will be familiar with other local dialects of Westresse, and can also be assumed to be mutually intelligible to their speakers.

Each time the character encounters a new dialect related to a known language, the player should make an Intelligence check. This roll represents the character trying to discern a heretofore unknown dialect and figure out ways to be understood. A particularly secluded or distant dialect may result in penalties to this Intelligence check, while one which is very closely related to a known dialect may result in a bonus to the roll. If the check is passed, the GM should assume that the character is mostly able to understand and be understood by the NPCs in the region; failure will usually mean that the character will have to find another way to communicate with the locals.



PLAYBOOKS AND SCENARIO PACKS



Containing entertaining places to go and good people to be

THROUGH **SUNKEN LANDS**
AND OTHER ADVENTURES

PLAYBOOKS

THE ACCOMPLISHED SELLSWORD 148

Warrior of the Great City - You were raised in the great city but always wanted to seek your fortune. You left home and made your way as a mercenary, but now have returned. As comfortable on the field of battle as you are in the alehouse, you will win your fortune by the strength of your sword arm.

THE BARBARIC CONQUEROR 152

Warrior from the Edge of the World - Your people live hard lives in hard lands. You grew up among those deemed savages by the rest of the world, but you know that your folk are strong and wise. Now you take to the seas and travel the world. Unburdened by the restraints of civilization, you live by your wits and your sword.

THE COSMIC CHAMPION 156

Warrior from Foreign Lands - Thrust by fate into the eternal struggle between Law and Chaos, you now serve as a champion of one of the great powers. Whether in this world or on other planes, you travel the Cosmos, forever fighting in an incomprehensible struggle. But are you player or pawn?

THE ELDRITCH SORCERER KING 160

Warrior-Mage of the Eldritch - Your people once ruled the world but now rest in decadent pleasure on their enchanted islands. You, however, are filled with an unusual vigor for one of your kind and wish to see all the lands which were once yours.

THE HIGH CABALIST 164

Mage from Foreign Lands - You have devoted your life to the study of the sorcerous arts. Having learned much of the arcane, you now dwell in the great city and seek to master the hidden truths of the multiverse. Demons and the elements bow to your speech, and the mystic threads of the world are at your command.

THE LICENSED ROGUE 168

Rogue of the Great City - You have lived in the great city all your life. As a child, you looked up to the pickpockets, con men, and fences of the Guild of Licensed Thieves. When you were still young, you took your first job and began working your way up the ranks of the great city's most powerful organization. Now you have a full license and important friends.

THE PIRATE CAPTAIN 172

Warrior-Rogue from Foreign Lands - You came of age in a land far from the great city and learned to make your own way, sailing the seas in search of plunder. The tides of fate carried you to the great city, which you now call home. You command your ship and a loyal crew. With them at your back and new friends at your side you will seek riches and glory across the world.

THE SPELL THIEF 176

Rogue-Mage of the Great City - There are many thieves in the great city, but none quite like you. You have studied the arcane arts and specialize in stealing magical and secret things for a shadowy clientele. Your job is the most dangerous in the city, but your luck has not run out yet.

THE TEMPLE KEEPER 180

Mage of the Great City - The great city is host to the temples of a thousand gods. It is your job to keep one of those holy sites. At times, your god bids you do other things, and so you take to the streets of the city, or sail to a distant land. In all things you seek to appease your deity and spread its influence in the world.

SCENARIO PACKS

THE MYSTERIOUS ISLAND 184

Across the Seas - The adventurers have come to a strange and remote island, somewhere none of them have ever been before. What has brought them here? What secrets await them beyond the shores? Will they survive as they trek further inland, ultimately returning triumphant with treasure, allies, or knowledge? Or will they fall here, forever forgotten and unmourned?

THE TREASURE HUNT 192

In the Great City - An opportunity for trouble has arisen within the great city, not far from the characters' usual haunts. It seems the whole of the great city is talking about a treasure hoard to be found somewhere nearby. Dangerous powers seek out this treasure, so even disinterested characters may be caught up in their wake. The treasure can be found at the culmination of a dangerous dungeon, after its protectors and seekers cause many problems in town.

THE WIZARD'S TOWER 200

Against an Arcane Master - One way or another, the heroes have found themselves at the tower of a great sorcerer, a dangerous place living in symbiosis with its master. The very nature of reality bends to the will of the tower, and strange creatures from many lands, and perhaps other planes, have come to feed on its magical powers. There is treasure here, as well as glory and lore for its would-be conquerors, but what is the price? Will the characters throw down the master of the tower, or will they become another of his playthings?

You were raised in the great city but always wanted to seek your fortune. You left home and made your way as a mercenary, but now have returned. As comfortable on the field of battle as you are in the alehouse, you will win your fortune by the strength of your sword arm.

You are strong and charismatic. Your Strength and Charisma begin at 10, and all of your other ability scores begin at 8.

WHAT WAS YOUR CHILDHOOD LIKE?



1d12	What did your family do in the city?	Gain
1	Your parents ran a successful inn near the harbor district.	+2 Cha, +1 Dex, +1 Int, Skill: Gossip
2	You had to fend for yourself in the streets.	+1 Str, +1 Dex, +1 Con, +1 Int, +1 Wis
3	All of the men in your family have served the watch.	+2 Str, +2 Con, +1 Cha
4	When you were small, you learned a trade skill from your parents.	+2 Dex, +1 Int, +1 Cha, a trade skill of your choice
5	Both of your parents were servants in wealthier houses.	+2 Con, +2 Cha, +1 Wis
6	Your mother was a bit dishonest and taught you everything that she knew.	+2 Dex, +1 Con, +1 Cha, Skill: Pickpocketing
7	Your grandfather was a successful merchant, but your parents lost his fortune.	+2 Wis, +2 Cha, Skill: Begging
8	You come from a family of refugees who moved into the city after a disaster or war.	+2 Con, +2 Wis, Skill: Survival
9	Pampered in one of the greatest houses in the city, you had time to devote to leisure and study.	+2 Int, +2 Wis, +1 Cha
10	Your father was a sailor, and you saw him little.	+1 Str, +1 Dex, +1 Int, +1 Wis, a trade skill of your choice
11	Others say that your mother was once a great adventurer, though she never spoke of it.	+2 Str, +1 Cha, +1 Wis, Skill: Gossip
12	Your parents were devotees at one of the temples.	+2 Wis, +1 Int, +1 Con, Skill: Religious Lore

1d8	How did you distinguish yourself as a child?	Gain
1	Children often fight, but you never lost.	+2 Str, +1 Wis
2	There wasn't a game you couldn't win.	+2 Dex, +1 Int
3	You were the toughest kid around.	+2 Con, +1 Cha
4	No secret escaped you.	+2 Int, +1 Dex
5	You enjoyed wandering far on your own.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	Even as a child you sought adventure and excitement.	+1 Str, +1 Con, +1 Cha
8	Everyone has something to teach and you learned a little from them all.	+1 Dex, +1 Int, +1 Wis

You learned to find your own way by strength of arms. You become a level 2 warrior. You gain the class abilities Knacks and Weapon Specialization. You learn the skill Hagglng. The tables below will further define your class abilities.

HOW DID YOU SPEND YOUR MERCENARY DAYS?



1d6	Where did you first train your skills?	Gain
1	You were one of the only freemen who worked in the fighting pits.	+2 Str, +1 Cha, Weapon Specialization: Battle Axe
2	You trained in the small, personal cavalry of one of the city's nobles.	+2 Dex, +1 Wis, Weapon Specialization: Lance
3	You were one of the finest shots among the city's archers.	+2 Dex, +1 Con, Weapon Specialization: Longbow
4	An aging swordmaster took you under his wing and taught you what he knew.	+2 Str, +1 Int, Weapon Specialization: Longsword
5	You trained with the pikemen who guard the city from invasion and patrol its streets.	+2 Con, +1 Wis, Weapon Specialization: Spear
6	Your mother and father passed you their natural skill at arms.	+2 Con, +1 Cha, Weapon Specialization: Longsword

1d6	What was your greatest battle after leaving the city?	Gain
1	On the eve of a cataclysmic battle, you and several of your comrades led a daring raid on the enemy camp and slew the opposing general.	+2 Dex, Skill: Stealth
2	While facing a superior enemy, you devised a clever and unsuspected tactic and led the way to victory.	+2 Int, Skill: Tactics
3	When your captain fell under a hail of arrows, you took command of your warband and went on to victory.	+2 Cha, Skill: Command
4	Hearing the bellowed challenge of the enemy champion, you stepped forward and defeated him in one-on-one combat.	+2 Str, Skill: Intimidation
5	After a defeat, when your company was stranded in foreign lands with no hope of resupply, you helped your comrades make it back to civilization.	+2 Con, Skill: Survival
6	When your company faced a deadly battle at sea, you commanded one of the faster vessels against the enemy flagship in a brilliant maneuver.	+2 Wis, Skill: Sailing



1d8	Besides the other characters, who is your most valued contact or friend in the great city?	Gain
1	A captain of the city guard trusts your advice and likes to share war stories with you.	+1 Str, +1 Wis, +1 Cha
2	One of the dancers who performs on the edge of the great market is a close friend of yours.	+2 Dex, +1 Wis
3	An aristocrat who enjoys slumming it in the poorer districts likes to hear your stories.	+1 Con, +1 Int, +1 Cha
4	A librarian's assistant from the Great Library often meets you for drinks.	+2 Int, +1 Dex
5	You are betrothed to the child of a wealthy merchant.	+2 Wis, +1 Str
6	You are often found in a seedy inn near the temple district and are friends with the proprietor.	+2 Cha, +1 Con
7	A retired veteran of a hundred battles has you to his modest home some nights.	+1 Con, +1 Int, +1 Wis
8	You pass your time with the master of one of the underground fighting pits.	+1 Str, +1 Con, +1 Cha

1d6	What happened when you and a friend were hired by a rich man on your return to the city? <i>The player to your right was there with you.</i>	Gain
1	You were sent to rescue the man's daughter who was under the sway of an evil cult. <i>The friend to your right helped you ward off the cult leader's sorcery, and gains +1 Wis.</i>	+2 Wis, Knack: Resilience
2	He wanted you to lead a small mercenary band against a rival's island fortress. <i>The friend to your right stood back-to-back with you as you battled the guards, and gains +1 Str.</i>	+2 Str, Knack: Great Strike
3	With the man's mercenary warriors, you traveled to the blistering southern deserts to hunt down a notorious raider. <i>The friend to your right was the only companion who returned with you, and gains +1 Dex.</i>	+2 Dex, Knack: Defensive Fighter
4	The man needed you to lead a band of cavalry who would guard his massive caravan train across the eastern continent. <i>The friend to your right noticed an ambush at the last moment and followed your daring counter-attack, and gains +1 Dex.</i>	+2 Dex, Knack: Fleet
5	You and your companion acted as his bodyguards when he made a journey to a secluded island for a secret meeting with other merchant lords. <i>The friend to your right helped you foil a plot against your patron, and gains +1 Con.</i>	+2 Con, Knack: Defensive Fighter
6	Telling you lies and making false promises, the man actually sold you to the fighting pits in a distant land. <i>The friend to your right made a perfect teammate as you fought your way to freedom, and gains +1 Str.</i>	+2 Str, Knack: Weapon Specialization



1d6	What token do you keep from your mercenary days?	Gain
1	A map showing the holdings of several warring, island kingdoms.	+2 Con, a map
2	Your last and largest payment.	+2 Wis, 400 silvers
3	The weapon of a defeated champion.	+2 Str, a fine weapon
4	The favor of a love from your past.	+2 Cha, a lock of hair
5	A sign of your bravery and prowess.	+2 Dex, a plumed helm
6	A book detailing all of your past battles and contacts.	+2 Int, a journal

FILL OUT YOUR SHEET!

- Record your name, class, and level.
- Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
- Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Accomplished Sellsword begins with the following equipment: a dagger, your favored weapons, chain mail (+4 AC), contacts with a small mercenary band, a room above the shops, and either 4d6 silvers or your own horse and tack.
- Pick an alignment. Your character may be lawful, chaotic, or neutral. If you can't decide, simply choose to be neutral; most people are.
- Your Base Attack Bonus comes from your class. As a level 2 warrior, you have a BAB of +2.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 1 for being a warrior.
- Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
- Your Fortune Points are 3.
- Your hit points are 10 plus your Constitution bonus to start, then 1d10 and your Constitution bonus for reaching level 2.
- Fill in your saving throws using the chart on the back of this booklet.
- Record the 'to hit' and 'damage' statistics for any weapons you think you might use. Your to hit bonus for a melee weapon is your BAB plus your Strength bonus, while you use your Dexterity bonus instead for any missile weapons. Your Strength bonus also adds to the damage of any melee weapon. Don't forget your weapon specialization!

REFERENCE

MAKING TESTS

Ability Score Checks: Roll a d20 and compare the result to your score in the relevant ability. If the number on the die is equal to your score or lower, you succeed. If it is higher, then you fail.

Saving Throws: Roll a d20. If the result is equal to the saving throw number or higher, the roll was a success.

Combat Rolls: Roll a d20 and add the relevant attack bonus. Compare the result to the enemy's armor class. If the number equals that armor class or exceeds it, the attack was successful. Otherwise, the attack missed.

CLASS ABILITIES

Hit Dice: d10

Initiative Bonus: +1

Armor: Warriors may wear any armor.

Weapon Specialization: All warriors have a favored weapon with which they are particularly skilled. Your Playbook tells you your favored weapon. Your character receives a +1 to hit and +2 to damage while wielding that weapon.

Knacks: Over the course of their careers, warriors pick up several tricks which make them even more formidable opponents. Your Playbook gives you your first Knack. See p.13 in *Through Sunken Lands* for rules for the different Knacks and for gaining new ones.

FORTUNE POINTS

A character may spend a Fortune Point in the following ways:

Help a Friend: Normally, a character may only help a friend with an ability score check if he has a relevant skill. By spending a Fortune Point, a character may lend a helping hand and thereby give his compatriot a +2 to his score for a single roll, even without having an appropriate skill for the task at hand.

Second Chance: A character may spend a Fortune Point to get a reroll on any failed roll during the course of play, such as an ability score check, saving throw, or to hit roll.

Cheat Death: A dying character may spend a Fortune Point to stabilize at 0 hit points and not continue taking damage every round.

Ability Score	Bonus
1	-4
2-3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18-19	+3

Level	Experience	Base Attack Bonus	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	0	+1	14	17	15	17	16
2	2,000	+2	14	17	15	17	16
3	4,000	+3	13	16	14	14	15
4	8,000	+4	13	16	14	14	15
5	16,000	+5	11	14	12	12	13
6	32,000	+6	11	14	12	12	13
7	64,000	+7	10	13	11	11	12
8	120,000	+8	10	13	11	11	12
9	240,000	+9	8	11	9	9	10
10	360,000	+10	8	11	9	9	10

Your people live hard lives in hard lands. You grew up among those deemed savages by the rest of the world, but you know that your folk are strong and wise. Now you take to the seas and travel the world. Unburdened by the restraints of civilization, you live by your wits and your sword.

You are strong and tough. Your Strength and Constitution begin at 10, and all of your other ability scores begin at 8.

WHAT WAS YOUR CHILDHOOD LIKE?



1d12	Where are your ancestral lands?	Gain
1	Cold mountains far to the northwest where only the strong survive.	+2 Con, +1 Str, +1 Dex, Skill: Mountaineering
2	The harsh and burning sands of the southern continent.	+2 Wis, +1 Con, +1 Int, +1 Cha
3	An island overgrown with lush jungle and teeming with dangerous beasts.	+2 Wis, +1 Str, +1 Dex, +1 Con
4	A secluded island inhabited by strong and hardy farmers who protect their flocks with sword and axe.	+2 Str, +1 Dex, +1 Cha, Skill: Animal Ken
5	An archipelago where the inhabitants of the various islands make constant war on one another.	+2 Cha, +1 Dex, +1 Int, Skill: Sailing
6	A land of broken and barren hills, its people driven to piracy.	+2 Dex, +1 Str, +1 Int, +1 Cha
7	Dense and humid swampland filled with creatures feared by civilized men.	+2 Con, +1 Str, +1 Dex, +1 Wis
8	The rocky moors of the western continent, often besieged by slavers and dire storms.	+2 Int, +1 Str, +1 Dex, Skill: Stealth
9	An island covered in thick and verdant forests where strange and forgotten things dwell.	+2 Wis, +1 Dex, +1 Int, Skill: Hunting
10	A green and pleasant land much contested by three barbarian kings.	+2 Cha, +1 Con, +1 Int, Skill: Command
11	A rocky land rich in meteoric iron and sacred places.	+2 Str, +2 Int, +1 Dex
12	The frozen tundra to the northeast, where even the wolves fear to hunt.	+2 Con, +1 Str, +1 Wis, Skill: Survival

1d8	How did you distinguish yourself as a child?	Gain
1	Children often fight, but you never lost.	+2 Str, +1 Wis
2	There wasn't a game you couldn't win.	+2 Dex, +1 Int
3	You were the toughest kid around.	+2 Con, +1 Cha
4	No secret escaped you.	+2 Int, +1 Dex
5	You enjoyed wandering far on your own.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	Even as a child you sought adventure and excitement.	+1 Str, +1 Con, +1 Cha
8	Everyone has something to teach and you learned a little from them all.	+1 Dex, +1 Int, +1 Wis

You entered the civilized lands, led by your blade and a lust for glory. You become a level 2 warrior. You gain the class abilities Knacks and Weapon Specialization. You learn with the skill Alertness. The tables below will further define your class abilities.

HOW DO YOU SEEK GLORY AND CONQUEST?



1d6	What blade came first to your hand?	Gain
1	When creatures burst forth from a cave, you aided your mother and father in the defense of your people.	+2 Str, +1 Cha, Weapon Specialization: Battle Axe
2	Your aged grandfather taught you the riddle of steel and helped you make your blade.	+2 Dex, +1 Str, Weapon Specialization: Longsword
3	You were raised on the hunt, following great herds with other young warriors.	+2 Con, +1 Wis, Weapon Specialization: Spear
4	At a still tender age you proved your worth on your first raid.	+2 Str, +1 Int, Weapon Specialization: Greatsword
5	You proved your skills in competition with other tribes under every full moon.	+2 Dex, +1 Cha, Weapon Specialization: Spear
6	You stood vigil against a hundred spirits of the night to earn your blade, and have sworn never to let it go.	+2 Con, +1 Wis, Weapon Specialization: Longsword

1d6	What caused you to leave your people and come to the great city?	Gain
1	In a long and desperate war of raids and hunts, your people were killed, men, women, and children. Only you survive.	+2 Dex, Skill: Stealth
2	After learning the riddle of steel, you traveled far from home, trading with city dwellers and proving the worth of your skills.	+2 Str, Skill: Smithing
3	When your people saw the signs, they sent you on a long and fruitless hunt in search of a monstrous beast..	+2 Con, Skill: Hunting
4	Your home suffered a terrible calamity after your elders angered the gods. Your people have scattered to the winds.	+2 Wis, Skill: Survival
5	Captured by pirates, you soon proved your mettle and became their captain. The great city's navies scuttled your ship, but not your thirst for adventure.	+2 Cha, Skill: Intimidation
6	Returning from a hunt, you saw signs of wicked raiders who destroyed your home. You escaped their wrath, but they did not escape yours.	+2 Int, Skill: Alertness

1d8	Besides the other characters, who is your most valued contact or friend in the great city?	Gain
1	A captain of the city guard trusts your advice and likes to share war stories with you.	+1 Str, +1 Wis, +1 Cha
2	One of the dancers who performs on the edge of the great market is a close friend of yours.	+2 Dex, +1 Wis
3	You have become close friends with a talented thief.	+1 Dex, +1 Con, +1 Int
4	You have made friends with a warrior from a rival tribe who has also found his way to the great city.	+1 Str, +1 Dex, +1 Con
5	You like to share stories of your travels with a retired pirate captain near the harbor district.	+1 Str, +1 Dex, +1 Cha
6	You are often found in a seedy inn near the temple district and are friends with the proprietor.	+2 Cha, +1 Con
7	A retired veteran of a hundred battles has you to his modest home some nights.	+1 Con, +1 Int, +1 Wis
8	You pass your time with the master of one of the underground fighting pits.	+1 Str, +1 Con, +1 Cha



1d6	What caused you and your friend to be exiled from a city on the southern continent? <i>The player to your right was there with you.</i>	Gain
1	Killing there, even in self defense, was grounds for exile. <i>The friend to your right fought by your side, and gains +1 Dex.</i>	+2 Dex, Knack: Great Strike
2	When you slew the wicked sorcerer who preyed upon the city, the authorities mistook you for a villain and drove you away. <i>The friend to your right showed you a secret way past their guards, and gains +1 Wis.</i>	+2 Wis, Knack: Resilience
3	You left the city chased by guards and priests, clutching their idol to your chest and laughing all the while. <i>The friend to your right helped you force your way through the city's great gates, and gains +1 Con.</i>	+2 Con, Knack: Fleet
4	The local warlord put an extravagant price on your head after you broke his heir's heart. <i>The friend to your right was the one who had introduced the two of you, and gains +1 Str.</i>	+2 Str, Knack: Defensive Fighter
5	You struck down a merchant who tried to swindle you. <i>The friend to your right fought off his men and paid the guards to let you leave, and gains +1 Str.</i>	+2 Str, Knack: Great Strike
6	After blowing a small fortune in celebration, you woke up outside of town with a splitting headache and a copy of your own arrest warrant. <i>The friend to your right was shackled to you when you woke, and gains +1 Con.</i>	+2 Con, Knack: Resilience

1d6	What treasure do you value most?	Gain
1	The gem from the Tower of Serpents.	+2 Con, a huge gem
2	Your ancestral blade.	+2 Str, an ancient weapon
3	A piece of finery you took from a rich merchant.	+2 Dex, fine and expensive silks
4	A wild beast who is your closest companion.	+2 Wis, an animal ally
5	A coffer full of coins and treasure.	+2 Int, 400 plundered silvers
6	A golden armlet carved with inscrutable runes.	+2 Cha, a magic armlet



FILL OUT YOUR SHEET!

- Record your name, class, and level.
- Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
- Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Barbaric Conqueror begins with the following equipment: a dagger, your favored weapons, an unquenchable thirst for adventure, a private room in a small inn, and 4d6 silvers.
- Pick an alignment. Your character may be lawful, chaotic, or neutral. If you can't decide, simply choose to be neutral; most people are.
- Your Base Attack Bonus comes from your class. As a level 2 warrior, you have a BAB of +2.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 1 for being a warrior.
- Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
- Your Fortune Points are 3.
- Your hit points are 10 plus your Constitution bonus to start, then 1d10 and your Constitution bonus for reaching level 2.
- Fill in your saving throws using the chart on the back of this booklet.
- Record the 'to hit' and 'damage' statistics for any weapons you think you might use. Your to hit bonus for a melee weapon is your BAB plus your Strength bonus, while you use your Dexterity bonus instead for any missile weapons. Your Strength bonus also adds to the damage of any melee weapon. Don't forget your weapon specialization!

REFERENCE

MAKING TESTS

Ability Score Checks: Roll a d20 and compare the result to your score in the relevant ability. If the number on the die is equal to your score or lower, you succeed. If it is higher, then you fail.

Saving Throws: Roll a d20. If the result is equal to the saving throw number or higher, the roll was a success.

Combat Rolls: Roll a d20 and add the relevant attack bonus. Compare the result to the enemy's armor class. If the number equals that armor class or exceeds it, the attack was successful. Otherwise, the attack missed.

CLASS ABILITIES

Hit Dice: d10

Initiative Bonus: +1

Armor: Warriors may wear any armor.

Weapon Specialization: All warriors have a favored weapon with which they are particularly skilled. Your Playbook tells you your favored weapon. Your character receives a +1 to hit and +2 to damage while wielding that weapon.

Knacks: Over the course of their careers, warriors pick up several tricks which make them even more formidable opponents. Your Playbook gives you your first Knack. See p.13 in *Through Sunken Lands* for rules for the different Knacks and for gaining new ones.

FORTUNE POINTS

A character may spend a Fortune Point in the following ways:

Help a Friend: Normally, a character may only help a friend with an ability score check if he has a relevant skill. By spending a Fortune Point, a character may lend a helping hand and thereby give his compatriot a +2 to his score for a single roll, even without having an appropriate skill for the task at hand.

Second Chance: A character may spend a Fortune Point to get a reroll on any failed roll during the course of play, such as an ability score check, saving throw, or to hit roll.

Cheat Death: A dying character may spend a Fortune Point to stabilize at 0 hit points and not continue taking damage every round.

Ability Score	Bonus
1	-4
2-3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18-19	+3

Level	Experience	Base Attack Bonus	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	0	+1	14	17	15	17	16
2	2,000	+2	14	17	15	17	16
3	4,000	+3	13	16	14	14	15
4	8,000	+4	13	16	14	14	15
5	16,000	+5	11	14	12	12	13
6	32,000	+6	11	14	12	12	13
7	64,000	+7	10	13	11	11	12
8	120,000	+8	10	13	11	11	12
9	240,000	+9	8	11	9	9	10
10	360,000	+10	8	11	9	9	10

Thrust by fate into the eternal struggle between Law and Chaos, you now serve as a champion of one of the great powers. Whether in this world or on other planes, you travel the Cosmos, forever fighting in an incomprehensible struggle. But are you player or pawn?

You are strong and wise. Your Strength and Wisdom begin at 10, and all of your other ability scores begin at 8.

WHAT WAS YOUR CHILDHOOD LIKE?



1d12	From what land do you hail?	Gain
1	A prosperous and outward-looking kingdom on the southern continent.	+2 Cha, +2 Int, Skill: Gossip
2	You were born to wanderers on a boat in the northern seas.	+2 Dex, +1 Con, +1 Wis, Skill: Sailing
3	Your nearby island was only recently subjugated by the Great City. The wounds are fresh.	+2 Wis, +1 Int, +1 Str, +1 Con
4	You were raised to roam in outrigger canoes amongst the many islands of the great archipelago.	+2 Dex, +1 Str, +1 Con, Skill: Athletics
5	The child of a warrior tribe, you were born under your mother's shield and raised to bear your father's arms.	+2 Str, +2 Con, +1 Cha
6	Your homeland, miles from the sea, was ruled by the cruel priests of the sky gods.	+2 Wis, +1 Str, +1 Con, +1 Cha
7	Your home was a large and crowded city overrun with crime and poverty.	+2 Dex, +2 Cha, Skill: Stealth
8	You grew up on the steps of the walled library of a city-state far to the south praised for its knowledge.	+2 Int, +1 Dex, +1 Wis, a knowledge skill of your choice
9	You come from a city-state proud of its arms, its wisdom, and its lasting alliances.	+2 Str, +2 Int, +1 Cha
10	You grew up under the rule of a god-king along a fertile river stretching through the Trackless Sands.	+1 Str, +1 Con, +1 Int, +1 Wis, Skill: Etiquette
11	Your home is ruled by great merchant guilds who almost rival the power of the great city.	+2 Cha, +1 Wis, +1 Dex, Skill: Haggling
12	Your home is far from here, in the distant east, a land of very different customs.	+1 Dex, +1 Con, +1 Int, +1 Wis, +1 Cha

1d8	How did you distinguish yourself as a child?	Gain
1	Children often fight, but you never lost.	+2 Str, +1 Wis
2	There wasn't a game you couldn't win.	+2 Dex, +1 Int
3	You were the toughest kid around.	+2 Con, +1 Cha
4	No secret escaped you.	+2 Int, +1 Dex
5	You enjoyed wandering far on your own.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	Even as a child you sought adventure and excitement.	+1 Str, +1 Con, +1 Cha
8	Everyone has something to teach and you learned a little from them all.	+1 Dex, +1 Int, +1 Wis

You became a participant in the cosmic struggle. You become a level 2 warrior. You gain the class abilities Knacks, Weapon Specialization, and Champion. You learn the skill Cosmic Lore. The tables below will further define your class abilities.

HOW DID YOU BECOME TRAPPED IN THE STRUGGLE?



1d6	When you first entered the war between Law and Chaos, on which side did you fight?	Gain
1	After leading a relatively ordinary life, you were called to defend other planes in your dreams, always battling foes and witnessing the destruction of worlds. You are a champion of Law.	+2 Int, +1 Con, Weapon Specialization: Longsword
2	An alien and incomprehensible warband descended upon your homeland. Determined to save your home, you were unwittingly drawn into a larger conflict. You strive for balance, that human worlds might survive the cosmic struggle. You are a champion of the Balance.	+2 Str, +1 Con, Weapon Specialization: Battle Axe
3	Boarding a strange ship one night, you sailed long and far on the seas of fate, adventuring across the Cosmos. You still trade favors with the ship's strange captain. You are a champion of Chaos.	+2 Wis, +1 Dex, Weapon Specialization: Longsword
4	An enigmatic sorcerer from distant lands convinced you to journey with him to the Hills of Enchantment, where you slew his rival and angered a sleeping god. The forces of Chaos still seek their revenge. You are a champion of Law.	+2 Str, +1 Cha, Weapon Specialization: Great Sword
5	A fickle goddess of Chaos had long watched over you and, when you came of age, she transported you to a faraway war. You follow her still. You are a champion of Chaos.	+2 Con, +1 Int, Weapon Specialization: Longsword
6	As a youth you traveled with a caravan of merchants. After becoming lost in a seemingly endless desert, you found yourself in an eternal city where you feasted with the gods. Those same gods of Chaos grant you favor to this day. You are a champion of Chaos.	+2 Con, +1 Cha, Weapon Specialization: Spear

1d6	What brought you to the great city?	Gain
1	Following a great sea battle, you washed ashore here and no longer know any other home.	+2 Str, Skill: Command
2	After being cast away on an island by a rival champion, you were found by the imperial fleet.	+2 Con, Skill: Survival
3	A priest aligned with you in the Cosmic struggle summoned you here and now houses you in the temple.	+2 Int, Skill: Cosmic Lore
4	A noblewoman who wrongly fancies herself a player in the Cosmic struggle brought you here and considers herself your patron.	+2 Cha, Skill: Etiquette
5	You rescued a confused thief from a prison on another plane and returned him here to his home.	+2 Wis, Skill: Direction Sense
6	Guided by dreams, you made your way to the city in search of a rival champion.	+2 Int, Skill: Investigation



1d8	Besides the other characters, who is your most valued contact or friend in the great city?	Gain
1	A captain of the city guard trusts your advice and likes to share war stories with you.	+1 Str, +1 Wis, +1 Cha
2	One of the dancers who performs on the edge of the great market is a close friend of yours.	+2 Dex, +1 Wis
3	An aristocrat who enjoys slumming it in the poorer districts likes to hear your stories.	+1 Con, +1 Int, +1 Cha
4	You meet often with a priest of one of the city's many gods.	+2 Wis, +1 Int
5	You like to share stories of your travels with a retired pirate captain near the harbor district.	+1 Str, +1 Dex, +1 Cha
6	You are often found in a seedy inn near the temple district and are friends with the proprietor.	+2 Cha, +1 Con
7	A retired veteran of a hundred battles has you to his modest home some nights.	+1 Con, +1 Int, +1 Wis
8	You pass your time with the master of one of the underground fighting pits.	+1 Str, +1 Con, +1 Cha

1d6	How were you most recently embroiled in the cosmic struggle? <i>The player to your right was there with you.</i>	Gain
1	After angering a local sorcerer, you were transported to another realm where you battled with demons. <i>The friend to your right bravely faced their prince, and gains +1 Str.</i>	+2 Str, Knack: Resilience
2	In a strange fit caused by an otherworldly power, you struck down an innocent friend as part of some god's game. <i>The friend to your right helped console you after the deed, and gains +1 Con.</i>	+2 Con, Knack: Great Strike
3	You traveled to a distant island and slew an ancient and powerful sorceress. <i>The friend to your right guided you on your long journey, and gains +1 Con.</i>	+2 Con, Knack: Fleet
4	You journeyed to barbaric lands, far in the west, and slew a warlord there while in the company of ordinary mercenaries who knew nothing of the Cosmic struggle. <i>The friend to your right tricked the warlord's champion, and gains +1 Dex.</i>	+2 Dex, Knack: Great Strike
5	With whispering voices constantly in your ear, you destroyed three temples in the great city in a single night. <i>The friend to your right helped you escape the authorities, and gains +1 Dex.</i>	+2 Dex, Knack: Resilience
6	You found an obsidian portal in the storerooms of an ordinary inn and stepped into another world. <i>The friend to your right battled an immense monster with you there, and gains +1 Str.</i>	+2 Str, Knack: Weapon Specialization



1d6	What sign of the struggle do you bear?	Gain
1	A silken standard bearing one of the Cosmic signs.	+2 Cha, a banner
2	An enchanted weapon of alien origin.	+2 Dex, a magical weapon
3	Armor bearing your allegiance.	+2 Con, ornate armor
4	A small boat which sails to other worlds.	+2 Wis, an otherworldly skiff
5	The hand of a dead god.	+2 Str, a jewelled gauntlet
6	An eight-legged steed who bears no other.	+2 Int, an ally

FILL OUT YOUR SHEET!

- Record your name, class, and level.
- Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
- Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Cosmic Champion begins with the following equipment: a dagger, your favored weapons, a steel breastplate and chain armor (+6 AC), a token of Law, Chaos, or the Balance, a pack and supplies for several weeks, and no money!
- Pick an alignment. Your character may be lawful, chaotic, or neutral. You are a sworn champion of Law, Chaos, or the Balance. See p.23 of *Through Sunken Lands*.
- Your Base Attack Bonus comes from your class. As a level 2 warrior, you have a BAB of +2.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 1 for being a warrior.
- Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
- Your Fortune Points are 3.
- Your hit points are 10 plus your Constitution bonus to start, then 1d10 and your Constitution bonus for reaching level 2.
- Fill in your saving throws using the chart on the back of this booklet.
- Record the 'to hit' and 'damage' statistics for any weapons you think you might use. Your to hit bonus for a melee weapon is your BAB plus your Strength bonus, while you use your Dexterity bonus instead for any missile weapons. Your Strength bonus also adds to the damage of any melee weapon. Don't forget your weapon specialization!

REFERENCE

MAKING TESTS

Ability Score Checks: Roll a d20 and compare the result to your score in the relevant ability. If the number on the die is equal to your score or lower, you succeed. If it is higher, then you fail.

Saving Throws: Roll a d20. If the result is equal to the saving throw number or higher, the roll was a success.

Combat Rolls: Roll a d20 and add the relevant attack bonus. Compare the result to the enemy's armor class. If the number equals that armor class or exceeds it, the attack was successful. Otherwise, the attack missed.

CLASS ABILITIES

Hit Dice: d10

Initiative Bonus: +1

Armor: Warriors may wear any armor.

Weapon Specialization: All warriors have a favored weapon with which they are particularly skilled. Your Playbook tells you your favored weapon. Your character receives a +1 to hit and +2 to damage while wielding that weapon.

Knacks: Over the course of their careers, warriors pick up several tricks which make them even more formidable opponents. Your Playbook gives you your first Knack. See p.13 in *Through Sunken Lands* for rules for the different Knacks and for gaining new ones.

Champion: While any hero can swear an allegiance, the Cosmic Champion begins the game sworn to Law, Chaos, or the Balance. Rules for swearing allegiance can be found on p.23 of *Through Sunken Lands*. Your tables have revealed the force to which you are pledged, but you still have some powers to select.

FORTUNE POINTS

A character may spend a Fortune Point in the following ways:

Help a Friend: Normally, a character may only help a friend with an ability score check if he has a relevant skill. By spending a Fortune Point, a character may lend a helping hand and thereby give his compatriot a +2 to his score for a single roll, even without having an appropriate skill for the task at hand.

Second Chance: A character may spend a Fortune Point to get a reroll on any failed roll during the course of play, such as an ability score check, saving throw, or to hit roll.

Cheat Death: A dying character may spend a Fortune Point to stabilize at 0 hit points and not continue taking damage every round.

Ability Score	Bonus
1	-4
2-3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18-19	+3

Level	Experience	Base Attack Bonus	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	0	+1	14	17	15	17	16
2	2,000	+2	14	17	15	17	16
3	4,000	+3	13	16	14	14	15
4	8,000	+4	13	16	14	14	15
5	16,000	+5	11	14	12	12	13
6	32,000	+6	11	14	12	12	13
7	64,000	+7	10	13	11	11	12
8	120,000	+8	10	13	11	11	12
9	240,000	+9	8	11	9	9	10
10	360,000	+10	8	11	9	9	10

Your people once ruled the world but now rest in decadent pleasure on their enchanted islands. You, however, are filled with an unusual vigor for one of your kind and wish to see all the lands which were once yours.

You are educated and forceful. Your Intelligence and Charisma begin at 10, and all of your other ability scores begin at 8.

WHAT WAS YOUR CHILDHOOD LIKE?



1d12	From what eldritch family are you descended?	Gain
1	Your family dwelt in dreaming languor on a small island dotted with their decaying villas.	+2 Int, +2 Cha, +1 Con
2	Your father left the eldritch homelands to travel the world, taking you with him.	+1 Str, +1 Dex, +1 Con, +1 Wis, +1 Cha
3	Like many of the eldritch, you are the descendant of one of the numerous claimants to the crumbling imperial throne.	+2 Cha, +2 Con, +1 Str, Skill: Command
4	Your mother was one of the last remaining dragon masters, and would still rouse her serpentine mount once a decade.	+2 Str, +1 Con, +1 Int, Skill: Animal Ken
5	In the last remaining metropolis of the eldritch, you were raised believing that your people still ruled the lands of mortal men.	+1 Str, +1 Dex, +1 Int, +1 Wis, +1 Cha
6	You learned to craft beautiful things of little use in your grandparents' workshops.	+2 Dex, +1 Con, +1 Int, Skill: Gemcrafting
7	Perhaps forgotten by the rest of your family, you studied in solitude for most of your childhood in a distant tower.	+2 Int, +2 Wis, Skill: Ancient History
8	You were orphaned as a child and had to fend for yourself.	+2 Con, +2 Wis, Skill: Survival
9	At a very young age you became master of your house and oversaw all of its servants.	+2 Int, +2 Wis, +1 Dex
10	You were raised by the great horse lords of your people who bred sorcerous steeds.	+2 Dex, +1 Con, +1 Int, +1 Wis, Skill: Riding
11	Your parents left your rearing to a bound, demonic servant.	+1 Str, +1 Dex, +1 Int, +1 Cha, Skill: Forbidden Secrets
12	You were raised by strangely outward-looking parents who often traded with mortal folk.	+2 Wis, +1 Con, +1 Cha, Skill: Folklore
1d8	How did you distinguish yourself as a child?	Gain
1	You spent long hours in the caves of sleeping dragons.	+1 Str, +1 Con, +1 Int
2	There wasn't a game you couldn't win.	+2 Dex, +1 Int
3	You learned all you could of your people and their past.	+1 Dex, +1 Int, +1 Cha
4	No secret escaped you.	+2 Int, +1 Dex
5	You enjoyed wandering far on your own.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	Even as a child you sought adventure and excitement.	+1 Str, +1 Con, +1 Cha
8	Everyone has something to teach and you learned a little from them all.	+1 Dex, +1 Int, +1 Wis

You learned the arts of your ancient people. You become a level 2 warrior-mage. You gain the class abilities Weapon Specialization, Sense Magic, and Spellcasting. You learn the skill Command, the cantrip Second Sight, the ritual Summoning. The tables below will further define your class abilities.

HOW DID YOU COME INTO YOUR POWER?



1d6	Where did you begin your studies?	Gain
1	You learned from a talented master in a tower of sable. You learned the following magics: the cantrip Mage Light, and the rituals Arcane Experiment and Bind Familiar.	+2 Int, +1 Wis, Skill: Investigation, magic to left
2	One of many, you studied at the feet of one of the claimants to the eldritch imperial throne. You learned the following magics: the cantrip Glamour Weaving, and the rituals Steed of the Sorcerer and Wizard's Mark.	+2 Int, +1 Cha, Skill: Etiquette, magic to left
3	A demonic familiar spirit of one of your ancestors guided your studies. You learned the following magics: the cantrip Conjure Sound, and the rituals Bind Familiar and Circle of Protection.	+2 Int, +1 Con, Skill: Forbidden Secrets, magic to left
4	Following the texts of an ancient manual of your people, you planted an elaborate garden and learned to use what grew there. You learned the following magics: the cantrip Hexing, and the rituals Foresight and Sleep of the Innocent.	+2 Wis, +1 Con, Skill: Herbalism, magic to left
5	A bewitching and lonely sorceress took you in and taught you many secrets. You learned the following magics: the cantrip Beguilement, and the rituals Foresight and Witch's Watchman.	+2 Wis, +1 Int, Skill: Deceit, magic to left
6	On a deserted island you studied in a ruined library of your people. You learned the following magics: the cantrip Glamour Weaving, and the rituals Gather Mists and Steed of the Sorcerer.	+2 Int, +1 Con, Skill: Forbidden Secrets, magic to left

1d6	How did you come to the great city?	Gain
1	You were taken captive by a group of pirates but soon proved your worth. After many years of travel and adventure, they left you in the great city and went in search of further plunder.	+2 Dex, Weapon Specialization: Longbow
2	After growing tired of a life of decadence and dreams, you set off on your own into the lands of men, eventually making your way to the great city.	+2 Con, Weapon Specialization: Longsword
3	An eldritch noble gathered a small group of his people in a mercenary company. You journeyed with them for a time, but came to the great city after they were defeated in battle.	+2 Str, Weapon Specialization: Great Sword
4	You found a book which mentioned the locations of several ancient artifacts of your people. You have come to the great city seeking other clues.	+2 Int, Weapon Specialization: Great Sword
5	One of the claimants to the eldritch imperial throne convinced you to come to the great city, travel the world, and make contact with the mortals on behalf of your people.	+2 Cha, Weapon Specialization: Longsword
6	After an age with your people, you have come to realize that their time is over. You wish to study the mortals and learn what makes them so vigorous and prolific.	+2 Wis, Weapon Specialization: Short Sword

1d8	Besides the other characters, who is your most valued contact or friend in the great city?	Gain
1	Another of the eldritch who lives among mortals in the great city.	+1 Dex, +1 Int, +1 Cha
2	One of the dancers who performs on the edge of the great market is a close friend of yours.	+2 Dex, +1 Wis
3	You meet often with a priest of one of the city's many gods.	+2 Wis, +1 Int
4	A librarian's assistant from the Great Library often meets you for drinks.	+2 Int, +1 Dex
5	You like to share stories of your travels with a retired pirate captain near the harbor district.	+1 Str, +1 Dex, +1 Cha
6	You are often found in a seedy inn near the temple district and are friends with the proprietor.	+2 Cha, +1 Con
7	A learned scholar from distant lands has taken a liking to you and tells you many stories.	+1 Con, +1 Int, +1 Wis
8	You pass your time with the master of one of the underground fighting pits.	+1 Str, +1 Con, +1 Cha



1d6	With an ally at your side, what dangerous and magical quest did you undertake? <i>The player to your right was there with you.</i>	Gain
1	You sailed the magical waters of the Eldritch Sea and investigated a lost temple of your people. The friend to your helped you follow the secret signs, and gains +1 Int.	+2 Int, Ritual: Call Storm
2	When a hidden cult of Law threatened your neighborhood in the great city, you infiltrated the group and ended them. <i>The friend to your right was able to sneak behind the high priest in the fray and help you slay him, and gains +1 Dex.</i>	+2 Dex, Ritual: Blade of Chaos
3	With your unbelieving friend in tow, you traveled deep beneath the waves to search out a sunken palace of your people. <i>The friend to your right alerted you to the ambush set by the underwater palace's degenerate inhabitants, and gains +1 Wis.</i>	+2 Wis, Ritual: Wave's Friend
4	One of the elemental lords of the waters convinced you to punish a wicked pirate who did not make his offerings. <i>The friend to your right came up with a clever plan to catch the captain unaware, and gains +1 Wis.</i>	+2 Wis, Ritual: Wave's Friend
5	You slew the terror of the great necromancer lord of a southern island. <i>The friend to your right disrupted the wizard's spell while you caused the elements to rebel against his rule, and gains +1 Int.</i>	+2 Int, Ritual: Call Storm
6	You traveled to a small and insignificant island and ended the reign of its tyrant. <i>The friend to your right climbed his palace walls while you attacked on the ground floor, and gains +1 Dex.</i>	+2 Dex, Ritual: Blade of Chaos



1d6	What token of the eldritch lands do you still carry?	Gain
1	The idol of an incomprehensible deity.	+2 Con, a bronze idol
2	The thin, peaked crown of your lands.	+2 Cha, a circlet
3	A book of eldritch rituals.	+2 Int, a leather tome
4	A cloak or wrap of otherworldly silks.	+2 Dex, eldritch finery
5	The horn of a dragon which sounds clear and loud.	+2 Str, a horn
6	A pendant bearing the sign of the Cosmic Balance.	+2 Wis, a pendant

FILL OUT YOUR SHEET!

1. Record your name, class, and level.
2. Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
3. Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Eldritch Sorcerer King begins with the following equipment: an eldritch blade, breastplate and chain armor (+6 AC), a jeweled signet ring, the components to your rituals, a fine apartment in the city, and 4d6 silvers
4. Pick an alignment. Your character may be lawful, chaotic, or neutral. If you can't decide, simply choose to be neutral; most people are.
5. Your Base Attack Bonus comes from your class. As a level 2 warrior-mage, you have a BAB of +2.
6. Your Initiative is equal to your level, plus your Dexterity bonus, plus 1 for being a warrior-mage.
7. Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
8. Your Fortune Points are 3.
9. Your hit points are 8 plus your Constitution bonus to start, then 1d8 and your Constitution bonus for reaching level 2.
10. Fill in your saving throws using the chart on the back of this booklet.
11. Record the 'to hit' and 'damage' statistics for any weapons you think you might use. Your to hit bonus for a melee weapon is your BAB plus your Strength bonus, while you use your Dexterity bonus instead for any missile weapons. Your Strength bonus also adds to the damage of any melee weapon. Don't forget your weapon specialization!

REFERENCE

MAKING TESTS

Ability Score Checks: Roll a d20 and compare the result to your score in the relevant ability. If the number on the die is equal to your score or lower, you succeed. If it is higher, then you fail.

Saving Throws: Roll a d20. If the result is equal to the saving throw number or higher, the roll was a success.

Combat Rolls: Roll a d20 and add the relevant attack bonus. Compare the result to the enemy's armor class. If the number equals that armor class or exceeds it, the attack was successful. Otherwise, the attack missed.

CLASS ABILITIES

Hit Dice: d8

Initiative Bonus: +1

Armor: The Eldritch Sorcerer King may wear any armor.

Weapon Specialization: All warriors have a favored weapon with which they are particularly skilled. Your Playbook tells you your favored weapon. Your character receives a +1 to hit and +2 to damage while wielding that weapon.

Spell Casting: Mages may harness the power of magic in three different ways: cantrips, spells, and rituals. Your Playbook has given you your starting magics.

Sense Magic: Being naturally sensitive to the world of magic, mages may determine if a person, place, or thing is magical. Doing so requires concentration and a few minutes, so mages cannot tell if something is magical simply by being in its presence, and people tend to notice if a mage is staring at them intently and ignoring his food during a meal. The GM may rule that, when in the presence of particularly intense sorcery, the mage notices such immediately.

FORTUNE POINTS

A character may spend a Fortune Point in the following ways:

Help a Friend: Normally, a character may only help a friend with an ability score check if he has a relevant skill. By spending a Fortune Point, a character may lend a helping hand and thereby give his compatriot a +2 to his score for a single roll, even without having an appropriate skill for the task at hand.

Second Chance: A character may spend a Fortune Point to get a reroll on any failed roll during the course of play, such as an ability score check, saving throw, or to hit roll.

Cheat Death: A dying character may spend a Fortune Point to stabilize at 0 hit points and not continue taking damage every round.

Ability Score	Bonus
1	-4
2-3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18-19	+3

Level	Experience	Base Attack Bonus	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	0	+1	14	15	13	12	11
2	2,500	+2	14	15	13	12	11
3	5,000	+3	14	15	13	12	11
4	10,000	+4	14	15	13	12	11
5	20,000	+5	14	15	13	12	11
6	40,000	+6	13	13	11	10	9
7	80,000	+7	13	13	11	10	9
8	150,000	+8	13	13	11	10	9
9	300,000	+9	13	13	11	10	9
10	450,000	+10	13	13	11	10	9

You have devoted your life to the study of the sorcerous arts. Having learned much of the arcane, you now dwell in the great city and seek to master the hidden truths of the multiverse. Demons and the elements bow to your speech, and the mystic threads of the world are at your command.

You are both smart and wise. Your Intelligence and Wisdom begin at 10, and all of your other ability scores begin at 8.

WHAT WAS YOUR CHILDHOOD LIKE?



1d12	From what land do you hail?	Gain
1	A prosperous and outward-looking kingdom on the southern continent.	+2 Cha, +2 Int, Skill: Gossip
2	You were born to wanderers on a boat in the northern seas.	+2 Dex, +1 Con, +1 Wis, Skill: Sailing
3	Your nearby island was only recently subjugated by the Great City. The wounds are fresh.	+2 Wis, +1 Int, +1 Str, +1 Con
4	You were raised to roam in outrigger canoes amongst the many islands of the great archipelago.	+2 Dex, +1 Str, +1 Con, Skill: Athletics
5	The child of a warrior tribe, you were born under your mother's shield and raised to bear your father's arms.	+2 Str, +2 Con, +1 Cha
6	Your homeland, miles from the sea, was ruled by the cruel priests of the sky gods.	+2 Wis, +1 Str, +1 Con, +1 Cha
7	Your home was a large and crowded city overrun with crime and poverty.	+2 Dex, +2 Cha, Skill: Stealth
8	You grew up on the steps of the walled library of a city-state far to the south praised for its knowledge.	+2 Int, +1 Dex, +1 Wis, a knowledge skill of your choice
9	You come from a city-state proud of its arms, its wisdom, and its lasting alliances.	+2 Str, +2 Int, +1 Cha
10	You grew up under the rule of a god-king along a fertile river stretching through the Trackless Sands.	+1 Str, +1 Con, +1 Int, +1 Wis, Skill: Etiquette
11	Your home is ruled by great merchant guilds who almost rival the power of the great city.	+2 Cha, +1 Wis, +1 Dex, Skill: Haggling
12	Your home is far from here, in the distant east, a land of very different customs.	+1 Dex, +1 Con, +1 Int, +1 Wis, +1 Cha

1d8	How did you distinguish yourself as a child?	Gain
1	Children often fight, but you never lost.	+2 Str, +1 Wis
2	There wasn't a game you couldn't win.	+2 Dex, +1 Int
3	You were the toughest kid around.	+2 Con, +1 Cha
4	No secret escaped you.	+2 Int, +1 Dex
5	You enjoyed wandering far on your own.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	Even as a child you sought adventure and excitement.	+1 Str, +1 Con, +1 Cha
8	Everyone has something to teach and you learned a little from them all.	+1 Dex, +1 Int, +1 Wis

You studied ancient and forgotten lore. You become a level 2 mage. You gain the class abilities Sense Magic and Spellcasting. You learn skill Forbidden Secrets, the cantrip Hand of Will, and the ritual Hidden Sanctum. The tables below will further define your class abilities.

WHAT DREW YOU TO THE WORLD OF MAGIC?



1d6	How did you learn the arcane arts?	Gain
1	You studied with a small sect of fire worshippers. You learned the following magics: the cantrip Second Sight and the spells Brave the Flames and Flame Charm.	+2 Int, +1 Con, Skill: Survival, magic to left
2	You are the latest in a long line of sorcerers and witches. You learned the following magics: the cantrip Hexing, the spell Blight of Loneliness, and the ritual Staff of Might.	+2 Wis, +1 Dex, Skill: Deceit, magic to left
3	Before you slew him, your master was a mighty summoner and binder of demons. You learned the following magics: the cantrip Second Sight and the rituals Circle of Protection and Summoning.	+2 Int, +1 Cha, Skill: Forbidden Secrets, magic to left
4	You were initiated into a secret society dedicated to finding hidden truths. You learned the following magics: the cantrip Mage Light, the spell Word of Courage, and the ritual Arcane Experiment.	+2 Int, +1 Dex, Skill: Forbidden Secrets, magic to left
5	You were the member of a secretive cabal dedicated to unraveling the mysteries of immortality. You learned the following magics: the cantrip Blessing, the spell Reanimation, and the ritual Sleep of the Innocent.	+2 Wis, +1 Con, Skill: Herbalism, magic to left
6	Your master was a wandering sorcerer who dealt in hidden treasures and trinkets. You learned the following magics: the cantrip Beguilement, the spell Element's Command, and the ritual Wave's Friend.	+2 Wis, +1 Con, Skill: Navigation, magic to left

1d6	How did you come to the great city?	Gain
1	Fleeing from a coven of sorceresses intent on stealing your secrets, you found refuge in the great city, where they dared not follow.	+2 Con, Ritual: Call Storm
2	You first came to the great city in search of a rival mage. You found his hidden abode and bested him in sorcerous combat.	+2 Str, Ritual: Hand of the Harpy
3	When your previous sanctum was discovered by a barbarian warrior bent on your defeat, you fled to the great city in order to learn new secrets.	+2 Int, Ritual: Gather Mists
4	A priest in one of the temples of the great city sent you a message in a secret code inviting you to join him and share your knowledge.	+2 Wis, Ritual: Foresight
5	One of the aristocrats of the great city has hired you as his personal court sorcerer. You fill the position while it is beneficial to you.	+2 Cha, Ritual: Bind Familiar
6	You have a contact within the Thieves' Guild with whom you work closely and who encouraged you to come to the city. You believe you can trust him.	+2 Dex, Ritual: Unseen Servant

1d8	Besides the other characters, who is your most valued contact or friend in the great city?	Gain
1	A captain of the city guard trusts your advice and likes to share war stories with you.	+1 Str, +1 Wis, +1 Cha
2	One of the dancers who performs on the edge of the great market is a close friend of yours.	+2 Dex, +1 Wis
3	An aristocrat who enjoys slumming it in the poorer districts likes to hear your stories.	+1 Con, +1 Int, +1 Cha
4	A librarian's assistant from the Great Library often meets you for drinks.	+2 Int, +1 Dex
5	A rich man who keeps an elaborate garden behind his villa has you over for dinner some nights.	+2 Wis, +1 Dex
6	You are often found in a seedy inn near the temple district and are friends with the proprietor.	+2 Cha, +1 Con
7	A learned scholar from distant lands has taken a liking to you and tells you many stories.	+1 Con, +1 Int, +1 Wis
8	You pass your time with the master of one of the underground fighting pits.	+1 Str, +1 Con, +1 Cha



1d6	What happened when you and a companion challenged a sorcerer in the great city? <i>The player to your right was there with you.</i>	Gain
1	You lost your way in the glamoured tunnels beneath his home. <i>The friend to your right helped you clear your head and find your way, and gains +1 Wis.</i>	+2 Wis, Spell: Greater Illusion
2	His demonic guardians sprang a trap on you. <i>The friend to your right held them at bay while you worked your magic, and gains +1 Int.</i>	+2 Int, Spell: Abjuration
3	The sorcerer had hired an armed band to defend himself against you. <i>The friend to your right was gravely wounded in the combat, and gains +1 Con.</i>	+2 Con, Spell: Healing Touch
4	The two of you engaged in an arcane duel, summoning forces from beyond this plane. <i>The friend to your right distracted the mage as you defended against his onslaught, and gains +1 Wis.</i>	+2 Wis, Spell: Counterspell
5	The sorcerer tricked you and separated you from your companion. <i>The friend to your right returned to your side before entering the mage's sanctum, and gains +1 Int.</i>	+2 Int, Spell: The Voices Between
6	When you finally met the rival, he trembled at your presence. <i>The friend to your right passed a dagger through his ribs, and gains +1 Dex.</i>	+2 Dex, Spell: Terrifying Presence



1d6	What arcane treasure do you keep?	Gain
1	A dagger of an alien metal.	+2 Dex, a magical dagger
2	A book of ancient history containing many maps.	+2 Wis, a large tome
3	The favor of a dangerous southern sorceress.	+2 Cha, a painted card
4	A staff of strong yew, intricately carved.	+2 Str, a wizard's staff
5	A seeing stone which once belonged to an eastern cult.	+2 Int, a crystal ball
6	A large and baroque painting of mystical rites.	+2 Con, a strange painting

FILL OUT YOUR SHEET!

- Record your name, class, and level.
- Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
- Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The High Cabalist begins with the following equipment: a dagger, elaborate robes, the components for your rituals, a small but elegant apartment with a hidden sanctum, a book of spells, and 4d6 silvers.
- Pick an alignment. Your character may be lawful, chaotic, or neutral. If you can't decide, simply choose to be neutral; most people are.
- Your Base Attack Bonus comes from your class. As a level 2 mage, you have a BAB of +1.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 0 for being a mage.
- Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
- Your Fortune Points are 3.
- Your hit points are 6 plus your Constitution bonus to start, then 1d6 and your Constitution bonus for reaching level 2.
- Fill in your saving throws using the chart on the back of this booklet.
- Record the 'to hit' and 'damage' statistics for any weapons you think you might use. Your to hit bonus for a melee weapon is your BAB plus your Strength bonus, while you use your Dexterity bonus instead for any missile weapons. Your Strength bonus also adds to the damage of any melee weapon.

REFERENCE

MAKING TESTS

Ability Score Checks: Roll a d20 and compare the result to your score in the relevant ability. If the number on the die is equal to your score or lower, you succeed. If it is higher, then you fail.

Saving Throws: Roll a d20. If the result is equal to the saving throw number or higher, the roll was a success.

Combat Rolls: Roll a d20 and add the relevant attack bonus. Compare the result to the enemy's armor class. If the number equals that armor class or exceeds it, the attack was successful. Otherwise, the attack missed.

CLASS ABILITIES

Hit Dice: d6

Initiative Bonus: +0

Armor: Mages may not wear any armor.

Spell Casting: Mages may harness the power of magic in three different ways: cantrips, spells, and rituals. Your Playbook has given you your starting magics.

Sense Magic: Being naturally sensitive to the world of magic, mages may determine if a person, place, or thing is magical. Doing so requires concentration and a few minutes, so mages cannot tell if something is magical simply by being in its presence, and people tend to notice if a mage is staring at them intently and ignoring his food during a meal. The GM may rule that, when in the presence of particularly intense sorcery, the mage notices such immediately.

FORTUNE POINTS

A character may spend a Fortune Point in the following ways:

Help a Friend: Normally, a character may only help a friend with an ability score check if he has a relevant skill. By spending a Fortune Point, a character may lend a helping hand and thereby give his compatriot a +2 to his score for a single roll, even without having an appropriate skill for the task at hand.

Second Chance: A character may spend a Fortune Point to get a reroll on any failed roll during the course of play, such as an ability score check, saving throw, or to hit roll.

Cheat Death: A dying character may spend a Fortune Point to stabilize at 0 hit points and not continue taking damage every round.

Ability Score	Bonus
1	-4
2-3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18-19	+3

Level	Experience	Base Attack Bonus	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	0	+0	14	15	13	12	11
2	2,500	+1	14	15	13	12	11
3	5,000	+1	14	15	13	12	11
4	10,000	+2	14	15	13	12	11
5	20,000	+2	14	15	13	12	11
6	40,000	+3	13	13	11	10	9
7	80,000	+3	13	13	11	10	9
8	150,000	+4	13	13	11	10	9
9	300,000	+4	13	13	11	10	9
10	450,000	+5	13	13	11	10	9

You have lived in the great city all your life. As a child, you looked up to the pickpockets, con men, and fences of the Guild of Licensed Thieves. When you were still young, you took your first job and began working your way up the ranks of the great city's most powerful organization. Now you have a full license and important friends.

You are agile and charismatic. Your Dexterity and Charisma begin at 10, and all of your other ability scores begin at 8.

WHAT WAS YOUR CHILDHOOD LIKE?



1d12	What did your family do in the great city?	Gain
1	Your parents ran a successful inn near the harbor district.	+2 Cha, +1 Dex, +1 Int, Skill: Gossip
2	You had to fend for yourself in the streets.	+1 Str, +1 Dex, +1 Con, +1 Int, +1 Wis
3	All of the men in your family have served the watch.	+2 Str, +2 Con, +1 Cha
4	When you were small, you learned a trade skill from your parents.	+2 Dex, +1 Int, +1 Cha, a trade skill of your choice
5	Both of your parents were servants in wealthier houses.	+2 Con, +2 Cha, +1 Wis
6	Your mother was a bit dishonest and taught you everything that she knew.	+2 Dex, +1 Con, +1 Cha, Skill: Pickpocketing
7	Your grandfather was a successful merchant, but your parents lost his fortune.	+2 Wis, +2 Cha, Skill: Begging
8	You come from a family of refugees who moved into the city after a disaster or war.	+2 Con, +2 Wis, Skill: Survival
9	Pampered in one of the greatest houses in the city, you had time to devote to leisure and study.	+2 Int, +2 Wis, +1 Cha
10	Your father was a sailor, and you saw him little.	+1 Str, +1 Dex, +1 Int, +1 Wis, a trade skill of your choice
11	Others say that your mother was once a great adventurer, though she never spoke of it.	+2 Str, +1 Cha, +1 Wis, Skill: Gossip
12	Your parents were devotees at one of the temples.	+2 Wis, +1 Int, +1 Con, Skill: Religious Lore
1d8	How did you distinguish yourself as a child?	Gain
1	Children often fight, but you never lost.	+2 Str, +1 Wis
2	There wasn't a game you couldn't win.	+2 Dex, +1 Int
3	You were the toughest kid around.	+2 Con, +1 Cha
4	No secret escaped you.	+2 Int, +1 Dex
5	You enjoyed wandering far on your own.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	Even as a child you sought adventure and excitement.	+1 Str, +1 Con, +1 Cha
8	Everyone has something to teach and you learned a little from them all.	+1 Dex, +1 Int, +1 Wis

You started working for the Guild. You become a level 2 rogue. You gain the class abilities Fortune's Favor and Highly Skilled. You learn the skill Stealth. The tables below will further define your class abilities.

HOW DID YOU BEGIN YOUR LIFE OF THIEVERY?



1d6	What was your first job?	Gain
1	While still a child, you were paid to sneak into a meeting of wealthy merchants and report on everything that you heard.	+2 Dex, +1 Int, Skill: Stealth
2	The Guild punished you for mistakenly snatching the purse from the belt of the wrong mark.	+2 Dex, +1 Wis, Skill: Pickpocketing
3	Older members of the Guild would bring their goods to you and have you fence them throughout the various markets of the city.	+2 Int, +1 Cha, Skill: Appraisal
4	A retired adventurer who had taken up with the Guild often took you to forgotten crypts beneath the city. He always sent you ahead first.	+2 Int, +1 Dex, Skill: Trapping
5	From the beginning you were a second-story worker, climbing the dizzying heights of the great city's tenements and making frightening leaps across its alleys.	+2 Dex, +1 Str, Skill: Athletics
6	Starting as a small child, you earned your way as a lookout for licensed members of the Guild.	+2 Wis, +1 Con, Skill: Alertness

1d6	How did you impress the Guild enough to receive your license?	Gain
1	You journeyed for days deep beneath the city in search of a former member of the Guild who had betrayed the organization.	+2 Con, Skill: Investigation
2	When there were problems with a band of barbarian travelers in the harbor district, you were brave enough to work as the Guild's muscle.	+2 Str, Skill: Athletics
3	A member of the emperor's inner circle came to market with all of his guards, but left without his purse.	+2 Dex, Skill: Pickpocketing
4	You fast-talked a band of stern guardsmen into releasing a high ranking member of the Guild after they caught her red-handed.	+2 Cha, Skill: Deceit
5	You stole a valuable tome chained to the Great Library's shelves.	+2 Int, Skill: Ancient History
6	The Guild hates slavers, and sent you to unshackle a galley full of captives who were being held by a notoriously cruel trader.	+2 Wis, Skill: Lockpicking



1d8	Besides the other characters, who is your most valued contact or friend in the great city?	Gain
1	You meet often with a trusted fence who always knows a buyer.	+1 Dex, +1 Int, +1 Cha
2	One of the dancers who performs on the edge of the great market is a close friend of yours.	+2 Dex, +1 Wis
3	An aristocrat who enjoys slumming it in the poorer districts likes to hear your stories.	+1 Con, +1 Int, +1 Cha
4	A librarian's assistant from the Great Library often meets you for drinks.	+2 Int, +1 Dex
5	You are betrothed to the child of a wealthy merchant.	+2 Wis, +1 Str
6	You are often found in a seedy inn near the temple district and are friends with the proprietor.	+2 Cha, +1 Con
7	A rival from the Guild likes to spend time with you between jobs, trading both stories and insults.	+1 Con, +1 Int, +1 Cha
8	One of the city guards is not only on the take, but is also a drinking buddy of yours.	+1 Str, +1 Con, +1 Wis

1d6	You took a dangerous and lucrative job from the Guild and brought along some help. <i>The player to your right was there with you.</i>	Gain
1	You breached the hidden treasure chambers of a wealthy merchant prince's opulent villa. <i>The friend to your right led the guards on a chase while you unlocked the doors, and gains +1 Dex.</i>	+2 Dex, Skill: Lockpicking
2	The Guild sent you far into the east to steal the jeweled eyes from a desert tribe's sandstone idol. <i>The friend to your right was by your side through every miserable step, and gains +1 Con.</i>	+2 Con, Skill: Survival
3	Untangling an ancient riddle, you travelled to a lost island to claim the forgotten riches there. <i>The friend to your right recognized a fallen monument and pointed the way, and gains +1 Int.</i>	+2 Int, Skill: Ancient History
4	You traveled to a distant city in a strange land to sell valuables too famous to be seen again in the great city. <i>The friend to your right helped negotiate with the foreign merchants, and gains +1 Cha.</i>	+2 Cha, Skill: Appraisal
5	You led an expedition to rob a lost pyramid in the distant south. <i>The friend to your right followed your plans to disarm the final trap while you grabbed the sacred gold, and gains +1 Dex.</i>	+2 Dex, Skill: Trapping
6	You broke into the inner sanctum of a powerful sorcerer to steal one of his magical tomes. <i>The friend to your right kept watch against his demonic patrols, and gains +1 Wis.</i>	+2 Wis, Skill: Alertness



1d6	What stolen treasure is in your possession right now?	Gain
1	A heavy bag of strange coinage.	+2 Con, several platinum coins
2	A pouch which holds more than it should.	+2 Wis, an unusual black pouch
3	A foreign diplomat's blade.	+2 Str, a fine weapon
4	A widower's fortune.	+2 Dex, 60 gold coins
5	Sensitive information on a wealthy aristocrat in the city.	+2 Int, a pending favor
6	The pendant of one of the emperor's cousins.	+2 Cha, an elaborate necklace

FILL OUT YOUR SHEET!

- Record your name, class, and level.
- Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
- Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Licensed Rogue begins with the following equipment: a dagger, many types of clothing, leathers (+2 AC), a weapon of your choice, thieves' tools, nice rooms at an inn, a mark of membership in the Guild, and 4d6 silvers.
- Pick an alignment. Your character may be lawful, chaotic, or neutral. If you can't decide, simply choose to be neutral; most people are.
- Your Base Attack Bonus comes from your class. As a level 2 rogue, you have a BAB of +1.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 2 for being a rogue.
- Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
- Your Fortune Points are 5.
- Your hit points are 8 plus your Constitution bonus to start, then 1d8 and your Constitution bonus for reaching level 2.
- Fill in your saving throws using the chart on the back of this booklet.
- Record the 'to hit' and 'damage' statistics for any weapons you think you might use. Your to hit bonus for a melee weapon is your BAB plus your Strength bonus, while you use your Dexterity bonus instead for any missile weapons. Your Strength bonus also adds to the damage of any melee weapon.

REFERENCE

MAKING TESTS

Ability Score Checks: Roll a d20 and compare the result to your score in the relevant ability. If the number on the die is equal to your score or lower, you succeed. If it is higher, then you fail.

Saving Throws: Roll a d20. If the result is equal to the saving throw number or higher, the roll was a success.

Combat Rolls: Roll a d20 and add the relevant attack bonus. Compare the result to the enemy's armor class. If the number equals that armor class or exceeds it, the attack was successful. Otherwise, the attack missed.

CLASS ABILITIES

Hit Dice: d8

Initiative Bonus: +2

Armor: Rogues may wear any armor lighter than plate.

Fortune's Favor: Rogues have luck beyond that of other men. They receive five Fortune Points instead of the normal three.

Highly Skilled: Rogues receive two additional skills at first level. Your Playbook has already given you your extra skills. Rogues gain an additional skill every odd numbered level thereafter (3rd, 5th, 7th, etc). Instead of gaining a new skill, they may get better at one which they already have, increasing the bonus for that skill by a further +2.

FORTUNE POINTS

A character may spend a Fortune Point in the following ways:

Help a Friend: Normally, a character may only help a friend with an ability score check if he has a relevant skill. By spending a Fortune Point, a character may lend a helping hand and thereby give his compatriot a +2 to his score for a single roll, even without having an appropriate skill for the task at hand.

Second Chance: A character may spend a Fortune Point to get a reroll on any failed roll during the course of play, such as an ability score check, saving throw, or to hit roll.

Cheat Death: A dying character may spend a Fortune Point to stabilize at 0 hit points and not continue taking damage every round.

Ability Score	Bonus
1	-4
2-3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18-19	+3

Level	Experience	Base Attack Bonus	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	0	+0	13	16	13	15	14
2	1,500	+1	13	16	13	15	14
3	3,000	+1	13	16	13	15	14
4	6,000	+2	13	16	13	15	14
5	12,000	+3	12	15	11	13	12
6	25,000	+3	12	15	11	13	12
7	50,000	+4	12	15	11	13	12
8	100,000	+5	12	15	11	13	12
9	200,000	+5	11	14	9	11	10
10	300,000	+6	11	14	9	11	10

You came of age in a land far from the great city and learned to make your own way, sailing the seas in search of plunder. The tides of fate carried you to the great city, which you now call home. You command your ship and a loyal crew. With them at your back and new friends at your side you will seek riches and glory across the world.

You are alert and commanding. Your Wisdom and Charisma begin at 10, and all of your other ability scores begin at 8.

WHAT WAS YOUR CHILDHOOD LIKE?



1d12	From what land do you hail?	Gain
1	A prosperous and outward-looking kingdom on the southern continent.	+2 Cha, +2 Int, Skill: Gossip
2	You were born to wanderers on a boat in the northern seas.	+2 Dex, +1 Con, +1 Wis, Skill: Sailing
3	Your nearby island was only recently subjugated by the Great City. The wounds are fresh.	+2 Wis, +1 Int, +1 Str, +1 Con
4	You were raised to roam in outrigger canoes amongst the many islands of the great archipelago.	+2 Dex, +1 Str, +1 Con, Skill: Athletics
5	The child of a warrior tribe, you were born under your mother's shield and raised to bear your father's arms.	+2 Str, +2 Con, +1 Cha
6	Your homeland, miles from the sea, was ruled by the cruel priests of the sky gods.	+2 Wis, +1 Str, +1 Con, +1 Cha
7	Your home was a large and crowded city overrun with crime and poverty.	+2 Dex, +2 Cha, Skill: Stealth
8	You grew up on the steps of the walled library of a city-state far to the south praised for its knowledge.	+2 Int, +1 Dex, +1 Wis, a knowledge skill of your choice
9	You come from a city-state proud of its arms, its wisdom, and its lasting alliances.	+2 Str, +2 Int, +1 Cha
10	You grew up under the rule of a god-king along a fertile river stretching through the Trackless Sands.	+1 Str, +1 Con, +1 Int, +1 Wis, Skill: Etiquette
11	Your home is ruled by great merchant guilds who almost rival the power of the great city.	+2 Cha, +1 Wis, +1 Dex, Skill: Haggling
12	Your home is far from here, in the distant east, a land of very different customs.	+1 Dex, +1 Con, +1 Int, +1 Wis, +1 Cha

1d8	How did you distinguish yourself as a child?	Gain
1	Children often fight, but you never lost.	+2 Str, +1 Wis
2	There wasn't a game you couldn't win.	+2 Dex, +1 Int
3	You were the toughest kid around.	+2 Con, +1 Cha
4	No secret escaped you.	+2 Int, +1 Dex
5	You enjoyed wandering far on your own.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	Even as a child you sought adventure and excitement.	+1 Str, +1 Con, +1 Cha
8	Everyone has something to teach and you learned a little from them all.	+1 Dex, +1 Int, +1 Wis

You learned the ways of the sea and took command of your crew. You become a level 2 warrior-rogue. You gain the class abilities Highly Skilled and Knacks. You learn the skill Sailing. The tables below will further define your class abilities.

HOW DID YOU TAKE THE SEAS?



1d6	Why did you turn to piracy?	Gain
1	A cruel ruler accused you and your friends of a terrible crime. You were forced to flee and live by your wits on the seas.	+2 Dex, +1 Wis, Skill: Stealth
2	The Great City's war fleets took as tribute everything your people needed to live. What other choice did you have?	+2 Con, +1 Int, Skill: Scavenging
3	Rescuing a shipload of slaves made you an outlaw on the seas.	+2 Cha, +1 Str, Skill: Command
4	After a dread pirate captain took you hostage, he quickly went from captor to mentor.	+2 Cha, +1 Dex, Skill: Command
5	There were so many treasures in so many of the great ships upon the seas. You soon came to the realization that a fast ship and a strong arm could make a fortune.	+2 Str, +1 Int, Skill: Appraisal
6	After you were displaced by war as a youth, a band of pirates rescued you and put you to work aboard their vessel.	+2 Wis, +1 Con, Skill: Sailing

1d6	How did you move from sailor to captain?	Gain
1	You and your friends pooled your ill-gotten gains to purchase the ship. Yours was the largest share.	+2 Wis, Skill: Haggling
2	When your previous captain drunkenly challenged you to a duel, he did not live to regret it.	+2 Str, Skill: Intimidation
3	You led a mutiny when the previous captain put his own pleasures over the safety of the crew.	+2 Con, Skill: Deceit
4	Alone, at night, you loosed the ship's moorings and took it for your own.	+2 Dex, Skill: Stealth
5	When the previous captain fell in battle, the crew elected you as their new leader, swearing to follow you always.	+2 Cha, Skill: Command
6	One of the elemental lords gifted you with this ship in recognition of a great deed.	+2 Int, Skill: Forbidden Secrets



1d8	Besides the other characters, who is your most valued contact or friend in the great city?	Gain
1	A captain of the city guard trusts your advice and likes to share war stories with you.	+1 Str, +1 Wis, +1 Cha
2	One of the dancers who performs on the edge of the great market is a close friend of yours.	+2 Dex, +1 Wis
3	An aristocrat who enjoys slumming it in the poorer districts likes to hear your stories.	+1 Con, +1 Int, +1 Cha
4	A sorcerer's apprentice shares secrets in exchange for certain trinkets.	+2 Int, +1 Cha
5	You are close friends with a rival captain. When you are not in competition, you are often found bragging and sharing tales with one another.	+2 Wis, +1 Con
6	You are often found in a seedy inn near the temple district and are friends with the proprietor.	+2 Cha, +1 Con
7	A retired veteran of a hundred battles has you to his modest home some nights.	+1 Con, +1 Int, +1 Wis
8	You pass your time with the master of one of the underground fighting pits.	+1 Str, +1 Con, +1 Cha

1d6	What happened when you took one of your friends on a mission on the seas? <i>The player to your right was there with you.</i>	Gain
1	You picked a fight with too large a ship led by too clever a captain. <i>The friend to your right spotted your escape route through the shallows, and gains +1 Wis.</i>	+2 Wis, Knack: Resilience, Skill: Alertness
2	A many-limbed demon of the deep seas tried to drag your ship under. <i>The friend to your right dropped the anchor in its eye as you hacked its tentacles, and gains +1 Str.</i>	+2 Str, Knack: Great Strike, Skill: Athletics
3	After an amazing haul, your ship was so weighted with gold that you ran aground. <i>The friend to your right help you patch the hull and take to seas again, and gains +1 Dex.</i>	+2 Dex, Knack: Fleet, Skill: Carpentry
4	You raided a small city state led by a warmongering tyrant and defeated his fleet in a daring battle. <i>The friend to your right helped you devise a plan to trap their ships in the narrows, and gains +1 Int.</i>	+2 Int, Knack: Fleet, Skill: Strategy
5	Your ship was attacked by the pleasure barge of a cruel and insane eldritch lady. <i>The friend to your right slew the first mate while you beheaded the captain, and gains +1 Con.</i>	+2 Con, Knack: Defensive Fighter, Skill: Alertness
6	You accidentally entered the waters of an empire of the fishfolk, who quickly attacked your ship. <i>The friend to your right convinced you to parlay with their watery king, and gains +1 Cha.</i>	+2 Cha, Knack: Resilience, Skill: Etiquette



1d6	Who is your first mate?	Gain
1	A mighty barbarian warrior who is wholly devoted to you.	+2 Str, an ally
2	A failed sorcerer's apprentice who speaks to the winds.	+2 Wis, an ally
3	An old sea dog who knows many tricks.	+2 Cha, an ally
4	An eager youth who admires and emulates you.	+2 Dex, an ally
5	A cold and passionless logician who improves all of your plans.	+2 Int, an ally
6	A freed slave now set on revenge.	+2 Con, an ally

FILL OUT YOUR SHEET!

1. Record your name, class, and level.
2. Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
3. Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Pirate Captain begins with the following equipment: a dagger, your favored weapons, salt-bitten leathers (+2 AC), a fast and small ship, a mostly loyal crew of dozen or so, and 5d6 +20 silvers.
4. Pick an alignment. Your character may be lawful, chaotic, or neutral. If you can't decide, simply choose to be neutral; most people are.
5. Your Base Attack Bonus comes from your class. As a level 2 warrior-rogue, you have a BAB of +1.
6. Your Initiative is equal to your level, plus your Dexterity bonus, plus 1 for being a warrior-rogue.
7. Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
8. Your Fortune Points are 3.
9. Your hit points are 10 plus your Constitution bonus to start, then 1d10 and your Constitution bonus for reaching level 2.
10. Fill in your saving throws using the chart on the back of this booklet.
11. Record the 'to hit' and 'damage' statistics for any weapons you think you might use. Your to hit bonus for a melee weapon is your BAB plus your Strength bonus, while you use your Dexterity bonus instead for any missile weapons. Your Strength bonus also adds to the damage of any melee weapon.

REFERENCE

MAKING TESTS

Ability Score Checks: Roll a d20 and compare the result to your score in the relevant ability. If the number on the die is equal to your score or lower, you succeed. If it is higher, then you fail.

Saving Throws: Roll a d20. If the result is equal to the saving throw number or higher, the roll was a success.

Combat Rolls: Roll a d20 and add the relevant attack bonus. Compare the result to the enemy's armor class. If the number equals that armor class or exceeds it, the attack was successful. Otherwise, the attack missed.

CLASS ABILITIES

Hit Dice: d10

Initiative Bonus: +1

Armor: Pirate Captains may wear any armor lighter than plate.

Highly Skilled: Rogues receive two additional skills at first level. Your Playbook has already given you your extra skills. Rogues gain an additional skill every odd numbered level thereafter (3rd, 5th, 7th, etc). Instead of gaining a new skill, they may get better at one which they already have, increasing the bonus for that skill by a further +2.

Knacks: Over the course of their careers, warriors pick up several tricks which make them even more formidable opponents. Your Playbook gives you your first Knack. See p.13 in *Through Sunken Lands* for rules for the different Knacks and for gaining new ones.

FORTUNE POINTS

A character may spend a Fortune Point in the following ways:

Help a Friend: Normally, a character may only help a friend with an ability score check if he has a relevant skill. By spending a Fortune Point, a character may lend a helping hand and thereby give his compatriot a +2 to his score for a single roll, even without having an appropriate skill for the task at hand.

Second Chance: A character may spend a Fortune Point to get a reroll on any failed roll during the course of play, such as an ability score check, saving throw, or to hit roll.

Cheat Death: A dying character may spend a Fortune Point to stabilize at 0 hit points and not continue taking damage every round.

Ability Score	Bonus
1	-4
2-3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18-19	+3

Level	Experience	Base Attack Bonus	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	0	+0	13	16	13	15	14
2	2,000	+1	13	16	13	15	14
3	4,000	+1	13	16	13	15	14
4	8,000	+2	13	16	13	15	14
5	16,000	+3	12	15	11	13	12
6	32,000	+3	12	15	11	13	12
7	64,000	+4	12	15	11	13	12
8	120,000	+5	12	15	11	13	12
9	240,000	+5	11	14	9	11	10
10	360,000	+6	11	14	9	11	10

There are many thieves in the great city, but none quite like you. You have studied the arcane arts and specialize in stealing magical and secret things for a shadowy clientele. Your job is the most dangerous in the city, but your luck has not run out yet.

You are clever and agile. Your Dexterity and Intelligence begin at 10, and all of your other ability scores begin at 8.

WHAT WAS YOUR CHILDHOOD LIKE?



1d12	What did your family do in the great city?	Gain
1	Your parents ran a successful inn near the harbor district.	+2 Cha, +1 Dex, +1 Int, Skill: Gossip
2	You had to fend for yourself in the streets.	+1 Str, +1 Dex, +1 Con, +1 Int, +1 Wis
3	All of the men in your family have served the watch.	+2 Str, +2 Con, +1 Cha
4	When you were small, you learned a trade skill from your parents.	+2 Dex, +1 Int, +1 Cha, a trade skill of your choice
5	Both of your parents were servants in wealthier houses.	+2 Con, +2 Cha, +1 Wis
6	Your mother was a bit dishonest and taught you everything that she knew.	+2 Dex, +1 Con, +1 Cha, Skill: Pickpocketing
7	Your grandfather was a successful merchant, but your parents lost his fortune.	+2 Wis, +2 Cha, Skill: Begging
8	You come from a family of refugees who moved into the city after a disaster or war.	+2 Con, +2 Wis, Skill: Survival
9	Pampered in one of the greatest houses in the city, you had time to devote to leisure and study.	+2 Int, +2 Wis, +1 Cha
10	Your father was a sailor, and you saw him little.	+1 Str, +1 Dex, +1 Int, +1 Wis, a trade skill of your choice
11	Others say that your mother was once a great adventurer, though she never spoke of it.	+2 Str, +1 Cha, +1 Wis, Skill: Gossip
12	Your parents were devotees at one of the temples.	+2 Wis, +1 Int, +1 Con, Skill: Religious Lore

1d8	How did you distinguish yourself as a child?	Gain
1	Children often fight, but you never lost.	+2 Str, +1 Wis
2	There wasn't a game you couldn't win.	+2 Dex, +1 Int
3	You were the toughest kid around.	+2 Con, +1 Cha
4	No secret escaped you.	+2 Int, +1 Dex
5	You enjoyed wandering far on your own.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	Even as a child you sought adventure and excitement.	+1 Str, +1 Con, +1 Cha
8	Everyone has something to teach and you learned a little from them all.	+1 Dex, +1 Int, +1 Wis

You became a collector of arcane things. You become a level 2 rogue-mage. You gain the class abilities Highly Skilled, Sense Magic, and Spellcasting. You learn the skill Lockpicking. The tables below will further define your class abilities.

HOW DID YOU START ON THIS STRANGE PATH?



1d6	How did you learn your craft?	Gain
1	You were the failed apprentice of a secretive sorcerer who lived near the temple district.	+2 Int, +1 Con, Skill: Investigation, Spell: Silence
2	After studying a lost and unspeakable tome, you joined the thieves' guild to find more arcane secrets.	+2 Int, +1 Dex, Skill: Forbidden Secrets, Spell: Demonic Haze
3	A spirit of Chaos whispered secrets in your ear at night and led you to your first heist.	+2 Cha, +1 Con, Skill: Forbidden Secrets, Spell: Terrifying Presence
4	A strange foreigner saw your potential after a drunken night in the harbor district and took you under his wing.	+2 Cha, +1 Wis, Skill: Geography, Spell: False Friend
5	A greedy aristocrat hired you to steal from a dark tower outside the city. To his great surprise, you returned unharmed.	+2 Dex, +1 Str, Skill: Athletics, Spell: True Strike
6	The ghost of a great spell thief came to you at night and would lead you on errands.	+2 Dex, +1 Cha, Skill: Alertness, Spell: Veil of Sleep

1d6	What near-catastrophe haunts you still?	Gain
1	While attempting to slip into a merchant's home, you slipped from the window and alerted the watch, barely escaping.	+2 Str, Skill: Athletics, Spell: Black Wings
2	When you tried to take the idol of a long-forgotten god, a terrible voice spoke to you. Sometimes you still hear it.	+2 Int, Skill: Forbidden Secrets, Spell: The Howling
3	An aristocratic sorcerer caught you in her sanctum and tried to bewitch you, but you managed to flee.	+2 Dex, Skill: Investigation, Spell: Counterspell
4	After a successful job, the watch caught onto you while you were fencing some goods. You covered them in darkness and gave them the slip.	+2 Wis, Skill: Stealth, Spell: Conjure Darkness
5	A strange man with a covered face hired you to rob a tomb in the crypts beneath the city. You were followed out, and still, sometimes, feel watched.	+2 Con, Skill: Forbidden Secrets, Spell: Evade the Dead
6	A colorful ship filled with performers from distant lands came to the city and you decided to see what the fortune teller was keeping in her chests. She caught you but, luckily, took a liking to you.	+2 Cha, Skill: Deceit, Spell: Masked Image

1d8	Besides the other characters, who is your most valued contact or friend in the great city?	Gain
1	You meet often with a trusted fence who always knows a buyer.	+1 Dex, +1 Int, +1 Cha
2	One of the dancers who performs on the edge of the great market is a close friend of yours.	+2 Dex, +1 Wis
3	An aristocrat who enjoys slumming it in the poorer districts likes to hear your stories.	+1 Con, +1 Int, +1 Cha
4	A librarian's assistant from the Great Library often meets you for drinks.	+2 Int, +1 Dex
5	You are betrothed to the child of a wealthy merchant.	+2 Wis, +1 Str
6	You are often found in a seedy inn near the temple district and are friends with the proprietor.	+2 Cha, +1 Con
7	A learned scholar from distant lands has taken a liking to you and tells you many stories.	+1 Int, +1 Con, +1 Wis
8	You pass your time with the master of one of the underground fighting pits.	+1 Str, +1 Con, +1 Cha



1d6	You went on a dangerous job to a distant land. <i>The player to your right was there with you.</i>	Gain
1	You journeyed into the hidden resting place of the Gem of Thry'karr. <i>The friend to your right watched your back while you disabled the traps, and gains +1 Wis.</i>	+2 Wis, Skill: Trapping, Spell: Eyes of Eternity
2	You stole the jewels of the Cat God himself, who now finds you amusing and watches your step. <i>The friend to your right helped sneak you in, and gains +1 Dex.</i>	+2 Dex, Skill: Stealth, Spell: Smuggler's Luck
3	For a hooded client, you retrieved a gem of shifting colors from the tomb of a mighty champion of Chaos. <i>The friend to your right fought off a pack of ferocious demons as you took the gem, and gains +1 Int.</i>	+2 Int, Skill: Forbidden Secrets, Spell: Abjuration
4	With a clever disguise you visited the court of a petty island king and made off with his wife's diadem. <i>The friend to your right distracted the other courtiers while you did your work, and gains +1 Cha.</i>	+2 Cha, Skill: Disguise, Spell: Smuggler's Luck
5	A rival hired you to infiltrate a conclave of scholars on a southern island and make off with a rare book. <i>The friend to your right helped you gain entry to the secretive conclave, and gains +1 Int.</i>	+2 Int, Skill: Pickpocketing, Spell: Swift Step
6	You had to climb a mist shrouded mountain and survive the attacks of the great simians who live there. <i>The friend to your right kept pace and fought at your side, and gains +1 Dex.</i>	+2 Dex, Skill: Athletics, Spell: Spider Climb



1d6	What did you bring back for yourself from that job?	Gain
1	A jeweled amulet from a distant land.	+2 Wis, a protective amulet
2	A small blade of obsidian.	+2 Str, an obsidian dagger
3	A wizard's journal containing two spells.	+2 Int, a small book
4	An ornate lockbox filled with ancient gold coins.	+2 Dex, 40 gold coins
5	A rope of lightweight, black silk.	+2 Con, special rope
6	A ring with an ancient and forgotten history.	+2 Cha, a plain gold ring

FILL OUT YOUR SHEET!

1. Record your name, class, and level.
2. Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
3. Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Spell Thief begins with the following equipment: several daggers, dark clothing, leathers (+2 AC), a weapon of your choice, thieves' tools, a small treasure of unknown origin or nature, lodging in a seedy inn, and 4d6 silvers.
4. Pick an alignment. Your character may be lawful, chaotic, or neutral. If you can't decide, simply choose to be neutral; most people are.
5. Your Base Attack Bonus comes from your class. As a level 2 rogue-mage, you have a BAB of +1.
6. Your Initiative is equal to your level, plus your Dexterity bonus, plus 1 for being a rogue-mage.
7. Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
8. Your Fortune Points are 3.
9. Your hit points are 8 plus your Constitution bonus to start, then 1d8 and your Constitution bonus for reaching level 2.
10. Fill in your saving throws using the chart on the back of this booklet.
11. Record the 'to hit' and 'damage' statistics for any weapons you think you might use. Your to hit bonus for a melee weapon is your BAB plus your Strength bonus, while you use your Dexterity bonus instead for any missile weapons. Your Strength bonus also adds to the damage of any melee weapon.

REFERENCE

MAKING TESTS

Ability Score Checks: Roll a d20 and compare the result to your score in the relevant ability. If the number on the die is equal to your score or lower, you succeed. If it is higher, then you fail.

Saving Throws: Roll a d20. If the result is equal to the saving throw number or higher, the roll was a success.

Combat Rolls: Roll a d20 and add the relevant attack bonus. Compare the result to the enemy's armor class. If the number equals that armor class or exceeds it, the attack was successful. Otherwise, the attack missed.

CLASS ABILITIES

Hit Dice: d8

Initiative Bonus: +2

Armor: The Spell Thief may wear any armor lighter than plate and chain.

Highly Skilled: Rogues receive two additional skills at first level. Your Playbook has already given you your extra skills. Rogues gain an additional skill every odd numbered level thereafter (3rd, 5th, 7th, etc). Instead of gaining a new skill, they may get better at one which they already have, increasing the bonus for that skill by a further +2.

Spell Casting: Spell Thieves may harness the power of magic by casting spells. Your Playbook has given you your starting magics.

Sense Magic: Being naturally sensitive to the world of magic, spell thieves may determine if a person, place, or thing is magical. Doing so requires concentration and a few minutes, so mages cannot tell if something is magical simply by being in its presence, and people tend to notice if a mage is staring at them intently and ignoring his food during a meal. The GM may rule that, when in the presence of particularly intense sorcery, the mage notices such immediately.

FORTUNE POINTS

A character may spend a Fortune Point in the following ways:

Help a Friend: Normally, a character may only help a friend with an ability score check if he has a relevant skill. By spending a Fortune Point, a character may lend a helping hand and thereby give his compatriot a +2 to his score for a single roll, even without having an appropriate skill for the task at hand.

Second Chance: A character may spend a Fortune Point to get a reroll on any failed roll during the course of play, such as an ability score check, saving throw, or to hit roll.

Cheat Death: A dying character may spend a Fortune Point to stabilize at 0 hit points and not continue taking damage every round.

Ability Score	Bonus
1	-4
2-3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18-19	+3

Level	Experience	Base Attack Bonus	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	0	+0	14	15	13	12	11
2	2,000	+1	14	15	13	12	11
3	4,000	+1	14	15	13	12	11
4	8,000	+2	14	15	13	12	11
5	16,000	+3	14	15	13	12	11
6	32,000	+3	13	13	11	10	9
7	64,000	+4	13	13	11	10	9
8	120,000	+5	13	13	11	10	9
9	240,000	+5	13	13	11	10	9
10	360,000	+6	13	13	11	10	9

The great city is host to the temples of a thousand gods. It is your job to keep one of those holy sites. At times, your god bids you do other things, and so you take to the streets of the city, or sail to a distant land. In all things you seek to appease your deity and spread its influence in the world.

You are learned and pious. Your Intelligence and Wisdom begin at 10, and all of your other ability scores begin at 8.

WHAT WAS YOUR CHILDHOOD LIKE?



1d12	What did your family do in the great city?	Gain
1	Your parents ran a successful inn near the harbor district.	+2 Cha, +1 Dex, +1 Int, Skill: Gossip
2	You had to fend for yourself in the streets.	+1 Str, +1 Dex, +1 Con, +1 Int, +1 Wis
3	All of the men in your family have served the watch.	+2 Str, +2 Con, +1 Cha
4	When you were small, you learned a trade skill from your parents.	+2 Dex, +1 Int, +1 Cha, a trade skill of your choice
5	Both of your parents were servants in wealthier houses.	+2 Con, +2 Cha, +1 Wis
6	Your mother was a bit dishonest and taught you everything that she knew.	+2 Dex, +1 Con, +1 Cha, Skill: Pickpocketing
7	Your grandfather was a successful merchant, but your parents lost his fortune.	+2 Wis, +2 Cha, Skill: Begging
8	You come from a family of refugees who moved into the city after a disaster or war.	+2 Con, +2 Wis, Skill: Survival
9	Pampered in one of the greatest houses in the city, you had time to devote to leisure and study.	+2 Int, +2 Wis, +1 Cha
10	Your father was a sailor, and you saw him little.	+1 Str, +1 Dex, +1 Int, +1 Wis, a trade skill of your choice
11	Others say that your mother was once a great adventurer, though she never spoke of it.	+2 Str, +1 Cha, +1 Wis, Skill: Gossip
12	Your parents were devotees at one of the temples.	+2 Wis, +1 Int, +1 Con, Skill: Religious Lore

1d8	How did you distinguish yourself as a child?	Gain
1	Children often fight, but you never lost.	+2 Str, +1 Wis
2	There wasn't a game you couldn't win.	+2 Dex, +1 Int
3	You were the toughest kid around.	+2 Con, +1 Cha
4	No secret escaped you.	+2 Int, +1 Dex
5	You enjoyed wandering far on your own.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	Even as a child you sought adventure and excitement.	+1 Str, +1 Con, +1 Cha
8	Everyone has something to teach and you learned a little from them all.	+1 Dex, +1 Int, +1 Wis

You became a devotee in one of the temples. You become a level 2 mage. You gain the class abilities Sense Magic and Spellcasting. You learn the skill Religious Lore, the cantrip Blessing, and the ritual Aura of Power. The tables below will further define your class abilities.

HOW DID YOU COME TO YOUR GOD?



1d6	Which god do you follow?	Gain
1	One of the elemental lords or ladies. You learned the following magics: the cantrip Second Sight, the spell Element's Command, and the ritual Endure the Elements.	+2 Int, +1 Con, Skill: Athletics, magic to left
2	A many-faced demon prince of Chaos. You learned the following magics: the cantrip Second Sight, the spell Abjuration, and the ritual Hand of the Harpy.	+2 Int, +1 Str, Skill: Forbidden Secrets, magic to left
3	An unerring lady of Law. You learned the following magics: the cantrip Second Sight, and the spells Clear Eyes and Abjuration.	+2 Int, +1 Con, Skill: Investigation, magic to left
4	An unpopular god whose cult originated in foreign lands. You learned the following magics: the cantrip Conjure Sound, the spell Blight of Loneliness, and the ritual Staff of Might.	+2 Wis, +1 Int, Skill: Deceit, magic to left
5	One of the rulers of beasts. You learned the following magics: the cantrip Beast Ken, the spell Wild Call, and the ritual Bind Familiar.	+2 Wis, +1 Con, Skill: Survival, magic to left
6	The unknowable Cosmic Balance. You learned the following magics: the cantrip Mage Light, the spell Clear Eyes, and the ritual Hidden Sanctum.	+2 Int, +1 Con, Skill: Alertness, magic to left

1d6	What sort of temple do you tend in the great city?	Gain
1	Your god's temple is a magnificent structure, built by wealthy patrons sparing no expense.	+2 Cha, Ritual: Foresight
2	The temple of your god is a hidden and secret place, appearing as a simple home, inn, or shop from the outside.	+2 Dex, Ritual: Witch's Watchman
3	You tend your god's altar under the open skies in a great pavilion within the temple district.	+2 Con, Ritual: Mage Armor
4	Your god's temple also houses the altars of three rival deities, and worshippers often participate in ritual combat with one another.	+2 Str, Ritual: Feast's Blessing
5	The temple of your god is a plain but beautiful structure of unadorned marble.	+2 Int, Ritual: Magic Stones
6	Your god's altar is housed in a building formerly dedicated to a fallen and forgotten god of ancient times.	+2 Wis, Ritual: Circle of Protection

1d8	Besides the other characters, who is your most valued contact or friend in the great city?	Gain
1	A priest of another god likes to share drinks with you while debating theology and the cosmos.	+1 Con, +1 Int, +1 Wis
2	One of the dancers who performs on the edge of the great market is a close friend of yours.	+2 Dex, +1 Wis
3	An aristocrat who enjoys slumming it in the poorer districts likes to hear your stories.	+1 Con, +1 Int, +1 Cha
4	A librarian's assistant from the Great Library often meets you for drinks.	+2 Int, +1 Dex
5	A rich man who keeps an elaborate garden behind his villa has you over for dinner some nights.	+2 Wis, +1 Dex
6	You are often found in a seedy inn near the temple district and are friends with the proprietor.	+2 Cha, +1 Con
7	A retired veteran of a hundred battles has you to his modest home some nights.	+1 Con, +1 Int, +1 Wis
8	You pass your time with the master of one of the underground fighting pits.	+1 Str, +1 Con, +1 Cha



1d6	Guided by a vision from your god, you went on a quest to distant lands. <i>The player to your right was there with you.</i>	Gain
1	On a strange ship made from alien materials, you sailed to another world and sealed one of your god's rival in a cosmic prison. <i>The friend to your right convinced a band of warriors to join you on your journeys, and gains +1 Cha.</i>	+2 Cha, Spell: Commanding Word
2	Your god bid you to construct an edifice in its honor on a small and forgotten island in the west. <i>The friend to your right found an ancient map which led to the island, and gains +1 Int.</i>	+2 Int, Spell: Great Endurance
3	A champion of a rival god came from the east at the head of a small warband and began pillaging islands. <i>The friend to your right helped you lead a small mercenary contingent against the champion in battle, and gains +1 Cha.</i>	+2 Cha, Spell: Inspiration
4	You set out on an expedition in search of a graven stone record of your god's origins. <i>The friend to your right helped you decipher the runes, and gains +1 Int.</i>	+2 Int, Spell: Sanctuary of Peace
5	Your god bid you journey to the southern continent and bring back to the great city a new throng of worshippers. <i>The friend to your right was somehow able to book passage back to the city for such a great number, and gains +1 Wis.</i>	+2 Wis, Spell: Swift Step
6	To the west, in the dense forests of Zukar, your visions led you to the home of a wounded priest of your deity. <i>The friend to your right saved you from an ambush by strange beasts, and gains +1 Wis.</i>	+2 Wis, Spell: Healing Touch



1d6	What sign of your god do you bear?	Gain
1	An ornamented staff of office.	+2 Wis, a great staff
2	A ritual dagger.	+2 Int, an ornamented blade
3	A brooch of pure platinum.	+2 Cha, a valuable brooch
4	A ring bearing your god's sign.	+2 Str, a gold ring
5	An amulet of unknown origin.	+2 Con, a strange necklace
6	A set of obviously holy garments.	+2 Dex, fine vestments

FILL OUT YOUR SHEET!

- Record your name, class, and level.
- Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
- Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Temple Keeper begins with the following equipment: priestly robes, a weapon of your choice, a temple and its staff, an assistant priest of lesser rank (this is an ally), and 4d6 silvers.
- Pick an alignment. Your character may be lawful, chaotic, or neutral. If you can't decide, simply choose to be neutral; most people are.
- Your Base Attack Bonus comes from your class. As a level 2 mage, you have a BAB of +1.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 0 for being a mage.
- Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
- Your Fortune Points are 3.
- Your hit points are 6 plus your Constitution bonus to start, then 1d6 and your Constitution bonus for reaching level 2.
- Fill in your saving throws using the chart on the back of this booklet.
- Record the 'to hit' and 'damage' statistics for any weapons you think you might use. Your to hit bonus for a melee weapon is your BAB plus your Strength bonus, while you use your Dexterity bonus instead for any missile weapons. Your Strength bonus also adds to the damage of any melee weapon.

REFERENCE

MAKING TESTS

Ability Score Checks: Roll a d20 and compare the result to your score in the relevant ability. If the number on the die is equal to your score or lower, you succeed. If it is higher, then you fail.

Saving Throws: Roll a d20. If the result is equal to the saving throw number or higher, the roll was a success.

Combat Rolls: Roll a d20 and add the relevant attack bonus. Compare the result to the enemy's armor class. If the number equals that armor class or exceeds it, the attack was successful. Otherwise, the attack missed.

CLASS ABILITIES

Hit Dice: d6

Initiative Bonus: +0

Armor: Mages may not wear any armor.

Spell Casting: Mages may harness the power of magic in three different ways: cantrips, spells, and rituals. Your Playbook has given you your starting magics.

Sense Magic: Being naturally sensitive to the world of magic, mages may determine if a person, place, or thing is magical. Doing so requires concentration and a few minutes, so mages cannot tell if something is magical simply by being in its presence, and people tend to notice if a mage is staring at them intently and ignoring his food during a meal. The GM may rule that, when in the presence of particularly intense sorcery, the mage notices such immediately.

FORTUNE POINTS

A character may spend a Fortune Point in the following ways:

Help a Friend: Normally, a character may only help a friend with an ability score check if he has a relevant skill. By spending a Fortune Point, a character may lend a helping hand and thereby give his compatriot a +2 to his score for a single roll, even without having an appropriate skill for the task at hand.

Second Chance: A character may spend a Fortune Point to get a reroll on any failed roll during the course of play, such as an ability score check, saving throw, or to hit roll.

Cheat Death: A dying character may spend a Fortune Point to stabilize at 0 hit points and not continue taking damage every round.

Ability Score	Bonus
1	-4
2-3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18-19	+3

Level	Experience	Base Attack Bonus	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	0	+0	14	15	13	12	11
2	2,500	+1	14	15	13	12	11
3	5,000	+1	14	15	13	12	11
4	10,000	+2	14	15	13	12	11
5	20,000	+2	14	15	13	12	11
6	40,000	+3	13	13	11	10	9
7	80,000	+3	13	13	11	10	9
8	150,000	+4	13	13	11	10	9
9	300,000	+4	13	13	11	10	9
10	450,000	+5	13	13	11	10	9

The adventurers have come to a strange and remote island, somewhere none of them have ever been before. What has brought them here? What secrets await them beyond the shores? Will they survive as they trek further inland, ultimately returning triumphant with treasure, allies, or knowledge? Or will they fall here, forever forgotten and unmourned?

This Scenario Pack gives the GM several tables which will allow the quick creation of an adventure while the players are making their characters. You will find example names, information about the island and why the characters are here, numerous challenges, and sample monsters.

If you need to come up with names of people and places on the fly, use the following tables.

1d6	Island Name
1	Ship's End
2	Sun's Respite
3	Mudd
4	Watching Isle
5	Isle of Thunder
6	Kipotia

REMINDER!



ADD A LOCATION TO THE MAP



ADD AN NPC TO THE MAP

You will learn a lot about the great city and the mysterious island from the events the players roll while making their characters and the tables in this scenario pack. This will include information on the people who live there.

Use this table to come up with names for some of those people or the characters themselves.

1d20	Female Names	1d20	Female Names	1d20	Male Names	1d20	Male Names
1	Aiata	11	Luana	1	Akamu	11	Ku
2	Etini	12	Mele	2	Alika	12	Lopaka
3	Fetia	13	Moana	3	Amiri	13	Loto
4	Hereiti	14	Natia	4	Haku	14	Mahana
5	Huali	15	Nalani	5	Iosefa	15	Manu
6	Iwalani	16	Pania	6	Ioane	16	Pika
7	Kaulana	17	Poerava	7	Kahili	17	Rangi
8	Kini	18	Silvia	8	Keoki	18	Tua
9	La'ei	19	Vairea	9	Kealani	19	Uluwehi
10	Leilani	20	Wikolia	10	Keanu	20	Vaea

THE ISLAND AND ITS FOLK

First, determine just what sort of island the characters have found. Roll on the following table to determine the island's general topography and climate. Pick one of the characters at random. That character has some foreknowledge of the island or its inhabitants, whether through rumor or personal experience.



1d6	What is the environment of this island?
1	The island is covered in dense jungle. Travelers suffer a -2 penalty on all rolls to notice things, search, track, or find direction.
2	The island has few sources of water and is largely given over to desert. All travelers must make a Constitution check once per day or lose 1 hit point and suffer a -5 penalty to all rolls for the remainder of the day.
3	Mountains cover this island. While traveling from one spot on the island to another, the GM should call for a Strength, Dexterity, or Constitution check; failure means that the characters are bruised and tired, and suffer a -2 penalty on all rolls until rested.
4	A land of rolling green hills and plains, this island is fertile and even. Characters suffer no unusual penalties on this island.
5	In the distant north, the weather here is bitterly cold. Once per day, characters must make a Constitution check or get frostbite, losing 2 hit points.
6	The island is blanketed by a lush and verdant forest. One member of the group must make a Wisdom check each time they travel from one location to another, or the group becomes lost and wastes a day's travel.

The island's inhabitants will provide much of the drama for the session. The following tables will tell the GM who lives on the island and give some ideas for challenges related to these inhabitants.

1d8	Who lives here?
1	A trusting and friendly tribe of barbarians make their home here. The natives will be inclined to offer travelers hospitality, but will become angered if mistreated.
2	The island is inhabited by a hostile group of barbarians who are distrustful of outsiders. They will attack armed warriors if threatened in any way, and will otherwise be terse and aloof unless impressed by the travelers.
3	A group of wise and possibly dangerous simians make their home here. They do not speak human languages, but are intelligent and may be communicated with through signs and expressions.
4	A band of lizardmen dwell here, and perhaps have since before the rise of man. They have their own culture and society, which is largely alien to humans.
5	None now dwell here, but the island may be the home of the ghosts of a forgotten tribe, a lost kingdom, or other foolish travelers.
6	A coven of sorcerers and cultists came here several years ago and made a claim to the island. They use it as the setting for their dark rituals.
7	A group of lost and forlorn castaways live here. Their ship wrecked nearby sometime within the past five years, but they have eked out a meager existence on the island.
8	The island has no inhabitants now, but was once the site of a sorcerous battle between powerful magicians. Their constructs and guardians still dwell here.



1d6	What is going on with the inhabitants when the characters arrive?
1	The inhabitants assume that the characters are here for another purpose and are immediately distrustful.
2	Two factions of the locals are locked in a deadly struggle with one another.
3	The inhabitants are undergoing a crisis; perhaps they are in the midst of a famine, or the island is undergoing a volcanic eruption.
4	A beast, whether natural or unnatural, is hunting the inhabitants.
5	Recently, the leader of the inhabitants has died or gone missing.
6	One of the inhabitants has recently gone missing and is now either lost or held captive at the characters' destination.

THE ADVENTURE

At the start of play, it will be important for the players to understand why their characters have come here and what they must do. The following tables will guide the GM in establishing the background for this adventure. Each of the characters should have a clear idea of the goal and how to find it, more or less.

1d6

Why have the characters come here?

- 1** The characters are seeking a great treasure, such as a lost hoard of coins and gems or a valuable artifact.
- 2** An associate of the characters has gone missing, and all clues have led the characters to this island. The GM should choose an existing NPC from the characters' backgrounds to fill this roll.
- 3** The characters have come here seeking magical power, whether in the form of a magical item, a collection of knowledge, or a portal to another world.
- 4** A rival of the characters either lives or has fled here.
- 5** The characters were hired by an NPC in the great city to fetch an item or person on this island.
- 6** The characters seek glory and a name for themselves. They chose this island for its reputation or in order to slay a famous foe.

1d8

Towards what place on this island are the characters headed?

- 1** The heroes must reach the center of the island, which is dominated by a tall mountain or sheer cliff.
- 2** The adventurers' destination is a cave, or a network of caves, either lying beneath the land or carved into rock by the waves.
- 3** In the distant past, a long-forgotten and perhaps buried temple once made this island a destination for champions of the gods.
- 4** Somewhere on this remote island lie the remnants of a stone tower older than history itself.
- 5** Hidden here is a circle of alien stones which legends say sing in an unnatural language when the stars are right.
- 6** Somewhere on this stretch of land lie the remains of an ancient and forgotten city, now ruined and abandoned.
- 7** This is the last known nesting place of a horror from out of time, once a pet for the eldritch lords.
- 8** Travelers claim that, at the island's rocky heart, is the footprint of a forgotten god with no name.

1d6

What makes it difficult for the characters to reach this destination?

- 1** The destination is remote and difficult to reach. The characters will have to pass several physical challenges and find the location.
- 2** Hungry predators hunt the characters as they attempt to reach their destination, attacking as they travel or camp.
- 3** A great chasm or other obstacle prevents the characters from reaching their destination.
- 4** A large lake is in the center of this island, with a smaller island in its center. This is the characters' destination.
- 5** A single, large monster makes its home on the island and attack any who come near to the destination.
- 6** The island presents numerous hazards for unwary travelers, such as quicksand, clutching vines, or hidden traps.

1d6 What presents a further challenge for the characters as they reach their destination?

- 1** The path to the destination goes through a haunted area, like a graveyard or a land littered with the bones of great beasts.
- 2** The characters swim through an underground grotto in order to reach their final destination.
- 3** Just as the characters are nearing their destination, they are beset with terrible weather, like a hurricane or monsoon.
- 4** The spores of a blooming plant on the island cause vivid hallucinations. Characters must make a saving throw versus poison each day to avoid the effects.
- 5** The entrance to the destination opens only according to a strange, but obvious, calendar. Characters must defend their camp and feed themselves until it opens again.
- 6** The fishfolk emerge from the waters and attack the island, either ambushing the characters themselves or warring with the inhabitants.

1d6 Once the characters reach their destination, what foe stands in their path?

- 1** An enormous monstrosity, terror lizard, or serpent.
- 2** A powerful spirit who is the god of this island.
- 3** The lingering magics of a mad sorcerer.
- 4** A local inhabitant tries to intervene at the last minute.
- 5** A ghostly or Chaotic guardian protects the destination.
- 6** The characters are ambushed by other adventurers come to claim their prize.

If the player characters are struggling, or if it is time to break for snacks, use this table to give the characters a moment's respite in their adventure. If everything is going well, consider skipping the table entirely.

1d6 What strange details of the island provide relief to weary travelers?

- 1** An ancient, prehuman campsite encircled with rocks covered in the eldritch script. Those within the circle must make a saving throw against magic to make any attack.
- 2** A stranded sailor once lived here. A comfortable shack, a small well, and a weathered journal attest to her long isolation. At the bottom of the well is a copper cup that purifies all the water it touches.
- 3** The ghost of an explorer from the great city haunts this place, and he is still angry about falling prey to the island. He will happily give the player characters hints about the dangers that await.
- 4** The characters find the perfect cave in which to spend the night. It is just big enough for everyone in the party, and anyone who rests the full night recovers an extra hit point.
- 5** A strange multi-colored bird takes an interest in the characters, following them about most of the day, squawking and taking flight whenever a threat comes near.
- 6** A fresh spring bursts forth from a sacred rock watched over by a spirit of the balance. Any who drink from the water before it hits the ground are healed 2d4 hit points.

THE ROAD GOES ON

If the group is playing this scenario as a one-shot, success in their endeavor will probably be satisfying enough for the players. However, if the group plans to continue with these characters on further adventures, it might be nice to give them a reward. The following tables will give the GM some ideas for such rewards, as well as seeds to plant for further adventures.

1d6 What reward do the characters gain for their troubles?

- 1** The characters find or are gifted with a large chest filled with coins and treasures worth at least 800 silvers.
- 2** The characters find a precious idol of a forgotten god. The statuette is small but heavy, and the characters will have to find a buyer who realizes its true worth.
- 3** At the center of the island is a lost blade once blessed by a powerful god of Law. The sword grants its user a +2 to hit and damage and a 20% chance to resist any magical effect.
- 4** Either in the center of the island or in the possession of its inhabitants is a map showing the location of the Isle of Obsidian Teeth, a lost land said to contain fabulous treasures.
- 5** The characters uncover a hidden and bejewelled statue left by a previous civilization. If they are able to transport the object and find a buyer, it is worth a fortune.
- 6** On a sheaf of parchments held in a strange, black scroll case, the characters find a collection of magical lore. The scrolls contain the spells Call the Swarm and Counterspell, and the rituals Arcane Experiment and Hand of the Harpy.

The GM may want to leave the players with the seed of a future adventure involving the mysteries of this island. This allows the group to continue their story with the same characters later. This table will give a hook towards the end of the session which will lead to further play.

1d6 What leads the characters to their next adventure?

- 1** Near the end of their adventure, the characters realize that the island is far larger than they had first guessed. What other treasures are hidden here?
- 2** The inhabitants are greatly impressed with the characters' exploits and tell them of a fabulous treasure of their people. Unfortunately, the treasure was stolen several moons ago by a group of fishfolk who make their home nearby.
- 3** As they gather their reward, the characters notice a shimmering in the air and hear the sound of lilting laughter on the wind. As they begin to leave the island, they find themselves somewhere else entirely.
- 4** Through the whispers of a favorite courtier, the Emperor himself hears of the characters' adventures and "offers them the chance" to lead an expedition of his soldiers to a distant island in the west where a group of barbarians are plotting an attack on one of the Emperor's client kings.
- 5** As the characters are leaving the island, another ship appears on the horizon. It contains a band of violent slavers, intent on capturing anyone they find on the island, including the characters themselves.
- 6** When the characters return to the great city, they find that they were not the only ones seeking the island's treasure. A sly sorcerer and a clever thief have a plan to steal it.

RECENT EVENTS

Traveling to such a distant or hidden island is fraught with difficulty, and the journey here has not been easy. The previous tables all help the GM get some ideas about how to set up the adventure on the mysterious island, but the Recent Events table on this page pushes things into high gear.

The recent events described in this Scenario Pack are different from those in some of the other Scenario Packs. The entire group will experience one major event to jump start the adventure.

Just before the adventure begins, the player characters are all on a ship together, making their way to the mysterious island. Roll once for the entire group on the following table to determine what happened to them on the way to the island and how well it went for them.

Each of these events gives a necessary die roll. If it is a saving throw or attack roll, every character in the group must make the test. If it is an ability score check, then, while everyone is working on the problem together, only a single character may take the lead and make the roll. Discuss the scene and determine which character will make the test; others may help as normal. If there is any serious argument about who gets to test, use Initiative to solve the dispute.

When the characters have resolved this travel event, they will have made their way to the island and the game will be on!

1d8

What happened on the way to the mysterious island?

- 1** Due to terrible fortune and worse weather, the characters find themselves shipwrecked on the island. *Each character must save vs breath weapon or suffer 1d4+1 damage before the game begins.* The ship is either destroyed or severely damaged and the characters will find it difficult to leave the island.
- 2** While sailing on the seas the group is attacked by a band of ruthless pirates. *Each character must make an attack roll against AC 12.* If the group manages to cause a total of 2 points of damage per player, they steal the pirates' treasure and gain 4d10 silvers and 1d4 prisoners. Otherwise, the characters are forced to flee the struggle and each loses 1 HP.
- 3** In rarely traveled waters, the group is attacked by some sort of sea monster, or even a forgotten god of the deeps. *Each character must make an attack roll against AC 16.* If the group manages to cause a total of 2 points of damage per player, they drive it off and get an excellent trophy, as well as 100 XP each. Otherwise, the beast tears the ship's sails and batters the characters; each character loses 1d6 HP.
- 4** The ship encounters storms and other foul weather. *Test Wisdom* (skills like Sailing can help). If the roll is failed, all of the group's equipment and provisions are soaked through with salt water.
- 5** The ship encounters a giant whirlpool, deceptive shallows, or tricky waters of some other sort. *Test Intelligence* (skills like Navigation can help). If the roll is failed, it takes an extra week to navigate through or around the waters, and the characters arrive short of provisions.
- 6** There is a mutiny! *Test Charisma to quell the revolt.* If the roll is failed, all characters take 1d4+1 damage while subduing the mutineers.
- 7** A Lord of Chaos or other alien spirit sends a tempting vision to the characters. *Test Intelligence* (skills like Forbidden secrets can help). If the roll is successful, the GM should give the players a hint or two about the island. If the roll is failed, the characters disappoint the spirit and each loses a Fortune Point.
- 8** While on the way, the characters meet a sinking ship or other band of men in grave danger. *Test Strength* (skills like Athletics can help). If the roll is successful, the characters have saved some sailors who will become their henchman for the adventure. If the roll is failed, the characters instead watch the poor souls drown.

SUGGESTED MONSTERS

The following monsters are particularly appropriate for this scenario pack, so their summaries are here for your convenience. Feel free to use monsters from other sources as you see fit, of course, including our “Bestiary” booklet. With each category of monster is a suggested number which will provide a challenge to four Level 2 PCs. Groups which are smaller or larger, or which contain characters of higher levels, will require the GM to adjust the numbers accordingly.

ISLANDERS

The members of a barbarian tribe or clan are every bit as varied as humans from anywhere in the world. They are typically unarmored and only poorly armed. A group of six to eight should be enough of a challenge for second level characters to become aware of the danger around them.

LIZARD PEOPLE

Turn your natives into a forgotten race of lizard people by granting them +2 armor class and +5 XP.

ISLAND NATIVES

Most adults in the tribe are competent warriors, every bit the equal of their more “civilized” counterparts.

Hit Dice: 1d8 (5 HP)

AC: 13

Attack: +1 to hit, 1d8 damage (axe)

Alignment: usually Chaotic

XP: 20

ISLAND CHAMPIONS

The fiercest in a tribe, these champions drive their clanmates to great feats of martial prowess.

Hit Dice: 2d10 (11 HP)

AC: 13

Attack: +3 to hit, 1d8+2 damage (axe)

Alignment: usually Chaotic

XP: 50

Notes: *Martial Inspiration* (the turn after an island champion wounds a foe, his followers gain +1 to hit)

OUTRIGGER RIDERS

These islanders are avid sea-goers, travelling by canoe around and between nearby islands. Hunters and fishers as well, they hold a place of honor in the tribe.

Hit Dice: 2d8 (9 HP)

AC: 15

Attack: +3 to hit, 1d6 damage (bow)

Alignment: usually Chaotic

XP: 50

Notes: *At Home at Sea* (the rider travels with equal ease by foot and by canoe, and gains +2 to hit and damage from the canoe).

SPEAKER FOR THE VOLCANO

Most tribes have a spiritual advisor, either a man or woman of great cunning and knowledge. These sorcerers hold the tribes’ fortune telling devices, and their word holds at least as much weight at that of a chieftain or king.

Hit Dice: 3d6 (11 HP)

AC: 11

Attack: +1 to hit, 1d6 damage (staff)

Alignment: usually Chaotic

XP: 150

Notes: *Spellcasting* (the volcano speaker may cast spells and rituals as a level three mage; assume she has Intelligence and Wisdom of 13 for casting rolls)

TRIBAL RULER

Many tribes are led by a chieftain, king, or queen who is the foremost warrior and a charismatic leader.

Hit Dice: 4d8 (18 HP)

AC: 16

Attack: +4 to hit, 1d8+2 damage (enchanted blade)

Alignment: usually Chaotic

XP: 170

Notes: *Lead from the Front* (while the ruler is leading in combat, followers receive a +4 bonus to saving throws and +1AC; however, should the barbarian ruler fall, all followers will lose these benefits and suffer a -1 to hit and damage for the remainder of the combat)

GREAT SIMIANS

Even one great simian may be a danger to the party, but they may not want to fight at all.

APEKIN

The ordinary folk of the great simians are great warriors, tricksters, and storytellers. They are sociable and protect their kin with great pride and ferocity.

Hit Dice: 4d10 (22 HP)

AC: 16

Attack: +4 to hit, 1d10 damage (pummel)

Alignment: any

XP: 150

SIMIANT LORD

Those elected to chieftdom by the great simians must be both strong and clever, and are imbued by the trust of their kin with supernatural powers.

Hit Dice: 7d10 (39 HP)

AC: 20

Attack: +7 to hit, 1d10+4 damage (pummel)

Alignment: any

XP: 777

Notes: *Blessings of the Kin* (each simian lord knows two cantrips and has a Wisdom and Intelligence of 15 for casting rolls; they are fond of Beguilement and Bless), *Heavy Fists* (the simian lord may attack twice in each round of combat)

WILD BEASTS

Mundane creatures are perfect threats for the party as it travels through the island's unfamiliar terrain. Six dogs, five wolves, or a single hunting sea cat make good challenges for second level characters.

DOG

Hit Dice: 1d8 (5 HP)

AC: 12

Attack: +1 to hit, 1d4 damage (bite)

Alignment: Neutral

XP: 15

MONKEYS AND LESSER APES

Hit Dice: 1d8 (5 HP)

AC: 12

Attack: +1 to hit, 1d4 damage (fists or thrown stones)

Alignment: Neutral

XP: 35

SEA CAT

Cruel hunters in slick black fur, sea cats are the size of tigers. They dwell on land, but hunt just as well at sea.

Hit Dice: 6d8 (27 HP)

AC: 16

Attack: +6 to hit, 2d6 damage (claw)

Alignment: Neutral

XP: 325

SUPERNATURAL FOES

Unless they have magical weapons, a single Phantom can stymie a group, however with the right equipment, a group would be able to face three phantoms. If they prepare carefully, perhaps they might even face the Island God.

PHANTOM

A spirit unwilling to depart, perhaps a lost explorer or a native guardian. Though not always aggressive, a phantom's touch chills the soul, but scars like a burn.

Hit Dice: 2d6 (7 HP)

AC: 15

Attack: +2 to hit, 1d8 damage (chilling touch)

Alignment: any

XP: 80

Notes: *Incorporeal* (the phantom has no physical form, and is only affected by magic and silver weapons)

ISLAND GOD

This is the spirit of the island itself, worshipped by natives, and perhaps feared as well. It will oppose anyone that upsets the island's equilibrium.

Hit Dice: 8d8 (36 HP)

AC: 19

Attack: +8 to hit, 1d8 damage (trip or shove)

Alignment: Neutral

XP: 2,000

Notes: *Embodied Island* (the spirit is the island; otherwise it is Amorphous, see p.121), *Dangerous Presence* (when embodied but not actively attacking, this god causes 1 hit point of damage per round to all in near range, or 1d4+1 to up to 8 targets targeted directly), *Cantrips* (the island may cast the cantrips Blessing and Hexing; assume it has a Wisdom of 14 for casting rolls), *Immunity* (the god only be harmed by magical weapons or weapons made from the island itself), *True Name* (the god has a true name, which gives its foes and worshippers power over it)

A SCENARIO PACK *within and below* THE GREAT CITY

An opportunity for trouble has arisen within the great city, not far from the characters' usual haunts. It seems the whole of the great city is talking about a treasure hoard to be found somewhere nearby. Dangerous powers seek out this treasure, so even disinterested characters may be caught up in their wake. The treasure can be found at the culmination of a dangerous dungeon, after its protectors and seekers cause many problems in town.

This Scenario Pack gives the GM several tables which will allow the quick creation of an adventure while the players are making their characters. You will find example names, information about the treasure and who wants it, numerous challenges, and sample monsters.

If you need to come up with names of people and places on the fly, use the following tables.

1d12	Street Names	1d12	Street Names
1	Crookback Lane	7	Golden Horn
2	Small Lords Court	8	Chessboard Lot
3	Harm's Way	9	PalaceSpit Lane
4	Straight Road	10	Etisbay Wharf
5	Anvil Boulevard	11	Allonian Close
6	Forum of the Ox	12	Fetchersbay Wind

REMINDER!



ADD A LOCATION TO THE MAP



ADD AN NPC TO THE MAP

You will learn a lot about the great city from the events the players roll while making their characters and the tables in this scenario pack. This will include information on the people who live there.

Use this table to come up with names for some of those people or the characters themselves.

1d20	Female Names	1d20	Female Names	1d20	Male Names	1d20	Male Names
1	Anastasia	11	Nereida	1	Acacius	11	Michael
2	Clementina	12	Patricia	2	Alexander	12	Menas
3	Dominica	13	Praeiecta	3	Bassus	13	Narses
4	Euphemia	14	Rhode	4	Cyrus	14	Paulus
5	Flora	15	Silvia	5	Demetrius	15	Petrus
6	Gabrielia	16	Sophia	6	Elias	16	Rusticus
7	Helena	17	Theocharista	7	Faustus	17	Sergius
8	Iuliana	18	Theodosia	8	Georgius	18	Stephanus
9	Labinia	19	Valeria	9	Ionnes	19	Theodorus
10	Maria	20	Xanthippe	10	Leontius	20	Victor

THE SETUP



1d10	Where is the treasure being hidden or housed?
1	A ruined and forgotten temple hidden beneath the city.
2	A ferocious monster's lair in the sewers.
3	On board an inconspicuous ship docked in the harbor.
4	A noble or merchant's villa in the High City.
5	In a cult's secret meeting space in an abandoned warehouse.
6	A crumbling but once rich house in the Haunted District.
7	One of the city's many temples to a minor deity.
8	A seedy inn frequented by many nefarious folks.
9	Beneath the center of a gladiatorial arena.
10	The home of a secretive sorcerer whose true identity is a mystery.

Fill this table with NPCs and locations from character creation. If the NPCs are friendly, they are being hurt somehow by the treasure or those who hunt it; if they are foes, then they are involved in the hunt. If it is a location, then perhaps a clue as to the treasure's nature or whereabouts can be found there.

1d6	What connects the characters to the treasure?
1	
2	
3	
4	
5	
6	

1d6	Why can't this wait? Why must the characters seek the treasure now?
1	Rumors of the treasure are spreading like wildfire through the bars, inns, and gambling dens of the great city. Can the characters claim the treasure before another group of adventurers?
2	Something has been killing the rats in the area. Now, the dogs are disappearing. What foul pack of beasts stalks the streets at night?
3	Dark dreams roam from bed to bed across the great city, and dark deeds follow in their wake. Although all in the city feel the effects of these dreams, only a few have noticed the patterns behind them.
4	A previous sponsor has called on the characters to fetch the treasure, whether by blackmailing or threatening them, or perhaps with the promise of reward.
5	A friendly named NPC comes to the PCs, begging for help getting her out of a jam by handling (or helping her handle) the situation.
6	A great lord of the city is making the PCs an offer they can't refuse: handle the situation, or die.



EVENTS DURING THE GAME

These events could serve as a distraction from the treasure hunt, or the GM could tie them directly to the main plot.

1d6	What else is happening in the city?
1	The characters are currently seeking a different treasure themselves, such as a lost hoard of coins and gems, or a valuable artifact.
2	An associate of the characters has gone missing, and all clues have led the characters to this island. The GM should choose an existing NPC from the characters' backgrounds to fill this roll.
3	The characters have come here seeking magical power, whether in the form of a magical item, a collection of knowledge, or a portal to another world.
4	A rival of the characters either lives or has fled here.
5	The characters were hired by an NPC in the great city to fetch an item or person on this island.
6	The characters seek glory and a name for themselves. They chose this island for its reputation or in order to slay a famous foe.

THE TREASURE

The following tables help determine the nature and source of the treasure the player characters seek. Whatever the result, the treasure is worth a great deal of money if liquidated, probably around 5,000 silvers.

1d6	Where did this treasure come from? Who gathered the hoard, and what is its nature?
1	Generations ago, the high priest of a blood cult gathered this treasure from his victims. The treasure is cursed; whoever possesses the treasure suffers a -1 penalty to all rolls.
2	A beast of the ancient world, who yet slithers beneath the earth, collected this treasure; she wants it still.
3	The treasure came from another plane of existence, beyond the ken of mortals; no one in the presence of the treasure may spend Fortune Points.
4	A demon of Chaos looks over this treasure and any who might possess it; anyone in possession of the treasure receives a +5 bonus to all saving throws.
5	The treasure once adorned the coral palaces of the fishfolk; it always seeks to return beneath the waves.
6	A mad nobleman hired a genius craftsman to hide this treasure away from all thieves; the treasure is guarded by many ingenious traps.

1d6	What is the treasure?
1	A collection of ancient artifacts and writings worth very much to the right investor.
2	A great pile of gems, jewelry, and golden coins.
3	A magical item of some power whose properties are unknown.
4	A book of cursed and forbidden knowledge, perhaps containing lost maps or the names of gods.
5	A religious artifact which holds significance for multiple cults in the city.
6	A cache containing various currency from across the Hundred Seas.

THE DUNGEON

The following tables will help the GM design a short dungeon representing the hidden treasure's location and guardians. These tables will provide a challenge to overcome at the entrance to the dungeon, two challenges to take place within the dungeon, and one final challenge at the treasure itself. The GM should feel free to weave these elements together in any way she feels fit, and to pepper the dungeon with any other dangers or elements which she feels the group can handle.

1d6

What protects the entrance to the dungeon?

- 1** Opening the door requires the use of a hidden and somewhat famous mechanism; characters can learn of this through research, or can make a roll to discover it when they reach the door.
- 2** The only point of access is through a well-populated area, like a public house or market square. Any comings and goings will attract unwanted and possibly dangerous attention.
- 3** Just inside the entrance is a dangerous trap. Unless they have been warned to avoid triggering it, the trap will cause players to make a saving throw of some kind or take 1d4 damage per level.
- 4** A small group of adversaries guard the entrance to the dungeon. These are likely armed men in the employ of the dungeon's master, but might be more exotic foes.
- 5** A single large creature is at the dungeon's entrance. This might be a giant beast, a wicked spirit, or a sorcerer's twisted creation.
- 6** The entrance to the dungeon is within the domain of a rich or powerful man in the city. Getting onto his property will require great charisma or great stealth.

1d6

What traps, riddles, and dark magics await those who seek the treasure?

- 1** The dungeon is labyrinthine and massive, full of dark stone passages branching both left and right, upstairs and down. A party without a map or guide must make an Intelligence check or spend 1d4 days lost in the darkness. Did they bring enough food and water?
- 2** Once the players cross over the broken stone threshold of a chamber, a chime sounds and they must make a saving throw versus spell. If they fail, they lose their sense of sight or hearing; if they succeed they lose their sense of taste or smell. Their senses are restored when they leave the location, but will disappear again if they ever return.
- 3** The dungeon contains a physically challenging traversal, such as a difficult climb, a dangerous swim, or a perilous jump. Characters must make an appropriate ability score check or suffer 1d4 damage and a -2 penalty on all future physical rolls until they have rested.
- 4** A mage of subtle powers seeks the treasure as well, cloaked in invisibility, and deadly in the shadows. She is a level 4 mage and knows the spells Counterspell, False Friend, Greater Illusion, Masked Image; the rituals Hidden Sanctum, Invisibility; and the cantrips Beguilement, Glamour Weaving.
- 5** The dungeon is partially in another dimension. Gravity may change from room to room; each area might seem to be in a different environment, from forest to tundra to volcano; some fundamental human truth, like hospitality, might be inverted.
- 6** The dungeon has three traps: one near the entrance, one near the monsters' lair, and one near the treasure. Each of these places is trapped with a different challenge from the following list: pit trap, swinging blades, poison arrows, crushing blocks from above, flooding, flames and fire, tripwire alarm.

1d8

What monsters guard the treasure and threaten the neighborhood?

- 1 This place has become home to a colony of giant snakes, including a ball of 4d6 ravenous just-birthered snakes as likely to eat their siblings as the heroes, and at least one giant snake waiting to drop onto an unlucky adventurer.
- 2 The hungry dead roam the halls, perhaps set to guard the treasure, perhaps arisen for other reasons, but all wearing strange iron bands, and all preternaturally angry at the living.
- 3 The area is filled with cracked marble statues, a few of which spring into action and attack once the adventurers have gone past them.
- 4 Another group of adventurers seeks the treasure at the same time and they have no compunctions about killing their way to wealth and glory. The group should be a little weaker than the characters. They will be clever enough to lie in wait, but impatient enough to rush headlong towards the treasure.
- 5 The dungeon is home to numerous children of Chaos, mostly the mutated folk of the city who have been driven into hiding and are filled with bitterness and rage.
- 6 A feral race of fishfolk who have never seen the sun have come up into the dungeon from an underground sea heretofore unexplored by humankind.
- 7 Magical resonance from a thousand failed rituals has driven mad everything from the furniture to the fixtures. The party will encounter numerous animated objects (see *Through Sunken Lands and Other Adventures* p.96).
- 8 Minor spirits of Chaos are drawn to the treasure like moths to the flame. In their erratic orbits around it, they fight each other and feast on any mortals who fall into their paths.

1d6

What power guards the treasure?

- 1 A sorceress is in league with the power that gathered the treasure, and will use all of her considerable magics to protect it. If defeated, she will flee, but will certainly return to seek revenge.
- 2 A demon is bound to the treasure chamber and obligated to try to stop any intruders. Whether it was forced into this duty or agreed to it for some other service will determine just how much it really cares about stopping thieves.
- 3 A monstrosity guards the treasure. Perhaps the monstrosity was summoned or grown to guard the hoard, or perhaps a villain's cunning led her to use the monstrosity as a guard dog.
- 4 A band of trained warriors have been set to guard the treasure. These are no idle loafers, but clever people interested in their own survival. They will have set look outs and planned for an attack.
- 5 An ancient warrior has been cursed to guard this treasure for all eternity, fighting until destroyed in order to protect the one thing that keeps it from eternal peace.
- 6 The treasure is bait used by a powerful, half-sentient magical curse: all in near range must make a saving throw versus polymorph or lose 1 point from a random ability score. The curse will lose its power after there are none left alive who are still feeding it.

THE ROAD GOES ON

If you are playing this scenario as a one-shot, surviving the dungeon and learning about the hidden treasure is probably interesting enough for the group. However, if you plan to continue with these characters on further adventures, it might be nice to give them a reward to help them in future endeavors.

1d6 What reward do the characters gain apart from the treasure itself?

- 1** The characters acquire an incredibly valuable statue obviously stolen from the Imperial Palace.
- 2** Encased in a scabbard of rotting leather is a short sword made of dark blue iron. This sword grants +2 to hit and damage and, once drawn, assumes the size and style of its wielder's preference. It rots or corrodes any sheath in which it is placed.
- 3** Amongst the treasure is a slender bone wand covered with strange runes. Any spell caster who has read them aloud may use the wand during any ritual to gain a +1 bonus.
- 4** The characters acquire a small wooden box, bound in tin, which somehow always contains a roll of bandages and about a dozen coppers of the local currency.
- 5** Wrapped in layers of suspiciously-stained linen is a bronze tablet in the shape of a door which contains instructions for the spell Opening Touch. Casting this spell on the tablet will shatter it into pieces, revealing a knapped flint dagger granting +3 to hit and damage.
- 6** The characters get a potent magical amulet made of untarnished, eldritch metal. The item provides its wearer with +1 to AC and saving throws and always glows faintly with an unnatural light.

The GM may want to leave the players with the seed of a future adventure involving the treasure, its guardians, or its hunters. This allows the group to continue their story with the same characters later. This table will give a hook towards the end of the session which will lead to further play.

1d6 What leads the characters to their next adventure?

- 1** Another treasure hunter becomes friendly with the party, offering cooperation in this adventure and the promise of a shared expedition to the far side of the island next month.
- 2** The characters come upon an ill-proportioned map with directions to a hidden portal and a treasure trove described as both ghastly and beautiful.
- 3** The second son of a minor noble house who was also hunting the treasure is now in need of rescue. If the characters get him safely home, they will make powerful friends in the great city.
- 4** Amongst the treasures, the characters find a demon bound into a metal compass which always points towards the nearest treasure hoard.
- 5** Shortly after completing their task, a stranger approaches the characters and begins to describe the adventure to them in disturbing detail. She then asks for a favor involving a perilous voyage.
- 6** Rumours of another treasure begin to spread throughout the great city, and a friendly NPC comes to ask the characters for help with it.

RECENT EVENTS

The city is abuzz with rumors of the hidden treasure, and each of the characters has been hearing different bits of information. Each player should roll on this table to see what rumors have come along. The player to the left was there too and may help. Remember that if a player rolls a duplicate event, one of the special events at the end of the table happens instead.

1d10

What rumor about the treasure made its way to you?

- 1 You overheard a sailor by the docks talking about the treasure. *Test Charisma* (Gossip and Socialize skills may help). *Success*: the GM will give you one hint as to the treasure's location. *Failure*: you offend the sailor who breaks his flagon over your head; begin the session having suffered 1d4 hit points of damage.
- 2 While shopping, you saw two strangers pass a package and followed the recipient on a whim. *Test Dexterity* (skills like Stealth may help). *Success*: you discover the name and location of an NPC associated with the treasure. *Failure*: your target spots you and his compatriots mug you in an alley; lose any spare coin you had with you.
- 3 You saw a group of cloaked figures carry strange equipment into an alleyway. *Test Intelligence* (skills like Trapping may help). *Success*: you know how to prepare for one of the dungeon's challenges, and will gain a +2 bonus to rolls against it. *Failure*: they were onto you, and there will be extra guardians at the dungeon.
- 4 You got into a drinking contest with a thief from the guild. *Test Constitution*. *Success*: the GM will give you one hint as to the treasure's location. *Failure*: you wake up in the city jail, and your friends will have to bail you out.
- 5 Near one of the city's centers of learning, you saw some hooded figures drop a parchment map. *Test Dexterity* (skills like Pickpocketing may help). *Success*: you manage to snatch the parchment without them noticing, and now have a map of the dungeon, though you still do not know its location. *Failure*: the men notice your attempt and snarl a curse before sneaking away; you will suffer a -3 penalty to the next roll that you make.
- 6 You were attacked by a madman ranting about a cursed treasure hidden somewhere in the city. *Test Strength*. *Success*: you control and calm the man for long enough to hear one piece of information about the nature of the treasure. *Failure*: you are throttled before getting away; begin the game having suffered 2 hit points of damage.
- 7 A decadent imperial nobleman insisted you find a magical treasure for him. *Test Charisma* (skills like Persuasion may help). *Success*: the nobleman offered you 100 gold coins to take the job; he is waiting on an answer. *Failure*: the nobleman threatens to send his men after you should you fail to bring him the treasure free of charge.
- 8 At an inn, you overheard a wounded woman discussing her failed attempt to find a priceless treasure in the city. *Test Charisma* (skills like Socialize and Healing may help). *Success*: the adventuress tells you the nature of one of the creatures you will face in the dungeon, as well as a hint as to how she now realizes she could have beaten it. *Failure*: you say too much, and now another group of adventurers knows that you are after the treasure.
- 9 An impressive seer was telling fortunes near the Temple District. *Test Intelligence* (skills like Forbidden Knowledge may help). *Success*: the prophetess was impressed with you, and tells you a piece of information about the great power which guards the treasure. *Failure*: finding you distasteful and ignorant, the seer sends you away roughly and gives you a bad omen; you will automatically fail the next saving throw you must make.
- 10 A group of cultists accost you, asking where you hid their stolen treasure. *Test Strength*. *Success*: you fought them off and made off with one of their purses; gain 2d10 silvers. *Failure*: they cut your face, leaving their mark on you; begin the game with 1 hit point of damage and are marked by the cult.
- * The priest of a foreign god visited you in a tavern and told you that you would face a great challenge soon. *Test Wisdom* (skills like Socialize and Religious Lore may help). *Success*: the priest gives you a token of his god which provides you with a +1 bonus to all saving throws for the next month. *Failure*: The priest blesses you and goes on his way; you will automatically pass the next saving throw you must take.
- ** While you were walking near the harbor, you saw a strange woman rise from the sea; truly you were in the presence of an elemental godling. She asked you to swim with her. *Test Constitution* (skills like Athletics may help). *Success*: impressed with your abilities, she offers you a blade of great power (a +2 weapon with at least one unknown magical property). *Failure*: she laughs at your unworthy skills, but gives you her necklace of shells nonetheless (an amulet which allows its wearer to breathe underwater).
- *** A prince of Chaos came to you in the guise of a multihued cat and offered to make you the master of the dungeon should you succeed in your quest. If you agree and succeed in the adventure, you become a champion of Chaos, and the location and all of its treasures and inhabitants are yours. If you disagree you neither gain nor lose anything.

SUGGESTED MONSTERS

The following monsters are particularly appropriate for this scenario pack, and so their summaries are provided here for your convenience. With each category of monster is a suggested number which will provide a challenge to four Level 2 PCs.

HUMAN THREATS

The Urban Adventurer or Shadowy Sorcerer might be the major villain for the scenario. Five or six city guards are a good show of force for an early encounter.

URBAN ADVENTURER

Many brilliant, desperate men and women make their way to the great city in search of fame and fortune.

Hit Dice: 3d8 (14 HP)

AC: 15

Attack: +2 to hit, 1d6+1 damage (short sword)

Alignment: usually Neutral

XP: 95

Notes: *Highly Skilled* (the Urban Adventurer is as skilled as the PCs and may make ability score checks for various things; assume that he has a 13 in each ability score and three special skills which give him a +2 bonus), *Well Connected* (the Urban Adventurer has connections providing illicit knowledge and goods), *Light Source* (the Urban Adventurer always has a light source to hand)

SHADOWY SORCERER

A single mage of subtle powers stalks the treasure as well, cloaked in invisibility, and deadly in the shadows.

Hit Dice: 4d6 (14 HP)

AC: 12

Attack: +2 to hit, 1d4 damage (dagger)

Alignment: Chaotic

XP: 300

Notes: *Spellcasting* (the Shadowy Sorcerer may cast cantrips, spells, and rituals as a level four mage; assume she has an Intelligence and Wisdom of 14 for the purposes of casting rolls; he knows the Beguilement and Glamour Weaving cantrips, the spells Counterspell, False Friend, Greater Illusion, and Masked Image, and the rituals Hidden Sanctum and Invisibility)

CITY GUARD

Hit Dice: 1d8 (5 HP)

AC: 14

Attack: +0 to hit, 1d8 damage (long sword or pole arm)

Alignment: usually Neutral or Lawful

XP: 20

ACQUISITIVE NOBLE

The noble's weapons are not the iron blade and feathered arrow, but the silver tongue and silken purse.

Hit Dice: 2d6 (7 HP)

AC: 10

Attack: -1 to hit, 1d4-1 damage (fashionable dagger)

Alignment: usually Neutral

XP: 60

Notes: *Social Graces* (the Acquisitive Noble always knows what to say; assume that she has a 14 in Charisma and Wisdom), *Well Connected* (the Acquisitive Noble has connections providing almost everything), *Hired Muscle* (the Acquisitive Noble can, with several hours preparation, acquire 3d4 personal guards like the City Guard, above)

INHUMAN THREATS

This beast would serve as a rival for the treasure or its final guardian. The GM may wish to give hits about its powers to allow the characters to prepare.

THE BEAST WHO SLITHERS

A beast of the ancient world, who yet slithers beneath the earth, collected this treasure; she wants it still.

Hit Dice: 5d10 (28 HP)

AC: 14

Attack: +5 to hit, 1d4 damage (claw), 1d8 (bite)

Alignment: Chaotic

XP: 350

Notes: *Breath Weapon* (once per day, the beast may belch a great cloud of poisonous smoke; all in near range save versus breath weapon or suffer 1d8 damage), *Poison* (the beast drips with poison; anything it touches must save versus poison or suffer 1 hit point of damage for 1d8 rounds), *Swift* (if there are enough foes in its immediate range, the monstrosity may claw twice and smash or bite once per round)

A SCENARIO PACK *against* AN ARCANIC MASTER

One way or another, the heroes have found themselves at the tower of a great sorcerer, a dangerous place living in symbiosis with its master. The very nature of reality bends to the will of the tower, and strange creatures from many lands, and perhaps other planes, have come to feed on its magical powers. There is treasure here, as well as glory and lore for its would-be conquerors, but what is the price? Will the characters throw down the master of the tower, or will they become another of his playthings?

This Scenario Pack gives the GM several tables which will allow the quick creation of an adventure while the players are making their characters. You will find example names, information about the treasure and who wants it, numerous challenges, and sample monsters.

If you need to come up with names of people and places on the fly, use the following tables.

1d6	Tower Names
1	The Sable Spire
2	Gundrir's Eternal Rest
3	The Coven of Rubies and Dreams
4	The Tower of the Shadowed Master
5	The Last Sanctum
6	Journeys' End

REMINDER!



ADD A LOCATION
TO THE MAP



ADD AN NPC
TO THE MAP

You will learn a lot about the great city from the events the players roll while making their characters and the tables in this scenario pack. This will include information on the people who live there.

Use this table to come up with names for some of those people or the characters themselves.

1d20	Female Names	1d20	Female Names	1d20	Male Names	1d20	Male Names
1	Adilah	11	Lyra	1	Arjun	11	Nicos
2	Agathe	12	Maeen	2	Ajay	12	Orien
3	Buchra	13	Rabwah	3	Bilal	13	Pancras
4	Carissa	14	Rhoda	4	Constantine	14	Rastus
5	Eleusine	15	Rehana	5	Corban	15	Reyansh
6	Fatiha	16	Sabine	6	Ishaan	16	Stavros
7	Jamila	17	Soraya	7	Kabir	17	Sai
8	Khatijah	18	Waleeya	8	Kal	18	Yousef
9	Leda	19	Yasmine	9	Mustafa	19	Xander
10	Lucia	20	Zamrud	10	Nadim	20	Zakaria

THE SETUP

The following tables will give you information about the tower itself, as well as the mage and his magical powers. Many table entries will list spells or other skills and attributes of the tower's mage. If items are given, be assured that they are tools to be used against the players, not treasures hidden away.



1d6	What type of magic?
1	Chaos - Reality warps itself strangely to suit the mage's will. Cantrip: Hexing; Ritual: Alter Self
2	Moon - Soft light and gentle misdirection is at the heart of this magic. Cantrip: Conjure Sound; Ritual: Hidden Sanctum
3	Elements - Only the most equanimous elemental mage can avoid choosing a favorite element Spell: Element's Command; Ritual: Binding
4	Summoning - There's no magic like stolen magic for an evil mage. The mage will have a very high Charisma when dealing with demons. Ritual: Summoning, Binding
5	Promises - The most secure chains are made not from metal, but from promises. The mage has a high Charisma. Cantrip: Beguilement, Ritual: Dispel Magic
6	The Dead - Just as all who live must pass beyond the veil, so does power make its way there. Cantrip: Second Sight, Spell: Reanimation, Evade The Dead

1d6	What manner of mage?
1	A young immortal, caught up in her newfound power, and thirsty for respect. Spell: Counterspell, Obscurement; Ritual: Dispel Magic
2	An impossible alien come to the Sunken Lands for an inscrutable purpose, there is no way this mage can pass for human. Spell: Witch Laugh; Spell: Demonic Haze; Ritual: Hand of the Harpy
3	Elements - Only the most equanimous elemental mage can avoid choosing a favorite element Spell: Element's Command; Ritual: Binding
4	Summoning - There's no magic like stolen magic for an evil mage. The mage will have a very high Charisma when dealing with demons. Ritual: Summoning, Binding
5	Promises - The most secure chains are made not from metal, but from promises. The mage has a high Charisma. Cantrip: Beguilement, Ritual: Dispel Magic
6	The Dead - Just as all who live must pass beyond the veil, so does power make its way there. Cantrip: Second Sight, Spell: Reanimation, Evade The Dead



1d6	What is the mage's favorite peculiarity?
1	Mushroom magics Spell: Entanglement, Call the Swarm; Monsters: Animate Fungi
2	Magic Mirrors Spell: Mystical Shield, Sanctuary of Peace; Items: Scrying mirrors (+3 to scrying rituals), maps of strange lands
3	Riddles Spell: Forgetful Mind, Greater Illusion; Items: Fiendishly clever traps, mazes, and illusory threats
4	Games Cantrip: Hand of Will; Spell: Greater Illusion; Monsters: Living games chess pieces (Stone Men and Gargoyles)
5	Homunculi Cantrip: Hand of Will; Ritual: Minor Animation; Monsters: Animated Objects, Homunculi
6	Obsessed with Fire Spell: Brave the Flames, Burning Hands; Items: Brazier of Living Flame (+3 to fire rituals)

ABOUT THE TOWER

1d6

What form does the Tower take: tall, wide, or deep?

- 1 Many small floors, linked by a variety of stairs, ladders, and hidden doors.
- 2 A few great, half-empty chambers, each more filled with details more bizarre than the last.
- 3 A strange path through a thousand worlds, sometimes inside, sometimes out, but always strangely connected.
- 4 Built in a pocket dimension, the tower's small size hides a huge structure.
- 5 The mage has taken advantage of the magical properties of deep mine or shaft which has tapped into a vein of rich magic.
- 6 It seems to be a madman's idea of a palace, for the tower is not much more than a procession of different halls and receiving rooms.

1d6

What is the mood of the tower?

- 1 Confusing - A labyrinth of tiny rooms and conflicting stairwells. -1 to Saving Throws
- 2 Morose - A heavy pall hangs over the tower as if even the air has given up hope of being breathed. Must spend an extra Fortune Point each time you use a Fortune Point in the tower.
- 3 Off-kilter - One of the fundamental rules of the universe seems just a little off. Time passes strangely, doors do not always lead to adjacent rooms, or up is sometimes down.
- 4 Stately - Everything is well maintained and classy. -2 to save vs mind control and -2 to charisma tests against the tower's denizens
- 5 Messy - And sometimes things climb out of the piles of papers. Players are frequently surprised, and all search checks are at -1.
- 6 Repressed Rage - Everyone, and every thing, in the tower is filled with a terrible anger and takes -2 to Armor Class and +1d4 damage to all attacks. Characters may save versus polymorph to avoid the affect.

1d6

What serves the mage and master of the tower?

- 1 Surprisingly normal servants clean, cook, and tend to the mage and tower.
Spells: Commanding Word, Magic Missile; Rituals: Feast's Blessing
- 2 Acolytes and students maintain the tower between their lessons and their unspeakable experiments.
Spells: Friend's Call, Inspiration; Rituals: Word of Courage, Heart of the Ox
- 3 Magical constructs of various types manage the tower's affairs.
Rituals: Unseen Servant, Minor Animation
- 4 Ghosts of servants and, sometimes, their corpses, continue to serve the mage from beyond the veil.
Cantrip: Second Sight; Spells: Reanimation, Terrifying Presence
- 5 Strange spirits and creatures from out of time and space tend to the mage and tower as human servants would.
Spells: Abjuration; Rituals: Circle of Protection, Summoning, Binding
- 6 There are no servants, though sometimes items float through empty rooms on their way to some dark end.
Rituals: Continual Light, Unseen Servant

1d6

What forces guard the mage's tower?

- 1** Armed Guards - This mage does not rely upon magic alone, but also upon strength of arms, led by a team of well-trained guards. Ritual: Heart of the Ox
- 2** Traps - Wizards and trap-makers are both known for their devious minds. This particular mage has mastered both arts. Rituals: Foresight
- 3** Magical Traps -spells used as traps when crossing a threshold. For example Save vs Breath Weapon when walking through a door or be covered in a multicolored spray and lose 1d6 intelligence and wisdom until you leave the tower; Spells: Flash of Brilliance, Web; Rituals: Witch's Watchman
- 4** The furniture, and the very tower itself- Animated objects defend this tower; doors close to trap intruders; even the decorative swords hanging on the walls might leap into action at any moment. Ritual: Minor Animation
- 5** Lesser mages - Other spell casters defend the tower as well. Perhaps they are his acolytes, or perhaps other mages bound to his servants, but either way, they serve the master of the tower. Rituals: Magic Stones, Wizard Lock
- 6** There are no guards, but nevertheless a feeling of watchfulness envelops the tower, and little things just seem to work against any intruders. Cantrip: Hexing; Rituals: Witch's Watchman, Augury, Slip the Blade; Item: A scrying device that lets the mage treat the whole tower as Near range.

1d6

What is the the living heart of the tower?

- 1** A simmering pool of living mana that whispers brightly to its beloved, the tower's keeper.
- 2** The dark heart of a demon, imprisoned in a cracked crystal matrix, pulsing to an arrhythmic beat.
- 3** A mirror, set into an unusual frame, which reflects a different world where strange things slither against the frame, seeking entry to our tasty world.
- 4** A comfortable library with built-in shelves and great leather chairs strewn about.
- 5** A large stone kitchen built around a central oven large enough to roast an elephant. Drying herbs and meats, hang from the ceiling, while strange smells emanate from an ever-boiling black iron cauldron.
- 6** A sealed cistern kept halfway up the tower, doorless, between two secret rooms. A primal water spirit is trapped within it, and pulls the ocean to the tower.

1d6

What in the tower might aid the characters should they stumble?

- 1** A good wizard who used to be friends and wants to reform the villain.
- 2** A coven competing for a power source and desperate for an edge.
- 3** The inhabitants, man and beast alike, of the area in which the tower has grown.
- 4** The master of the tower is cut off from magical society, and so getting supplies for even simple rituals can be difficult.
- 5** A power from the wizard's past, seeking vengeance, or perhaps the fulfillment of a delinquent promise across the years.
- 6** The rightful inhabitant of the tower wishes to return.

Take a moment after you have rolled on all the tables and look at the cantrips, spells, and rituals the mage prefers. Use these to sketch out the mage's plan to defend the tower. After all, the player characters are unlikely the first to challenge the mage in this, the heart of her power.

THE ROAD GOES ON

If the group is playing this scenario as a one-shot, surviving the tower will probably be satisfying enough for the players. However, if the group plans to continue with these characters on further adventures, it might be nice to give them a reward. The following tables will give the GM some ideas for such rewards, as well as seeds to plant for further adventures.

1d6	What reward do the characters gain for their troubles?
1	Somewhere within the tower, the characters discover a stash of coins and gems from across the known world. Much of this can be easily liquidated for 750 silvers or more, while some of it is much rarer and more valuable.
2	In a place of honor is a metal statuette three feet high which always seems to reflect the afternoon sunlight. The statuette is small but heavy, and the characters will have to find a buyer who realizes its true worth.
3	On a table in the laboratory, amidst an assortment of delicate measuring instruments, is a well-worn axe covered in copper filigree. It grants its wielder +1 to hit and damage and +2 to Constitution.
4	Pinned to a desk with the receipt for a chartered boat is a map showing the way to a mysterious island marked with the phrase: "Here, the artefact."
5	The characters have the opportunity to free a demon imprisoned in the tower. If they do, it will give them a clay token. Breaking that token will successfully summon the grateful demon for one day, after which he will vanish.
6	Hidden in the wizard's personal chambers in a mahogany box is a magical journal describing how to cast all of her spells or rituals, but not both.

The GM may want to leave the players with the seed of a future adventure stemming from this one. This allows the group to continue their story with the same characters later. This table will give a hook towards the end of the session which will lead to further play.

1d6	What leads the characters to their next adventure?
1	Something has developed a taste for the magic of the tower and takes an interest in the player characters after they disrupt its food source.
2	Word of the player characters' success spreads. Not even a month later, a messenger from a distant island comes seeking help with their own troublesome mage.
3	When the characters open the door to leave the tower, they see it suddenly leads to a place they have never seen before. Where are they, and how will they make it home?
4	One of the Emperor's own sorcerers hears of the events of the tower and summons the characters to an audience where she entices them to make an assault on one of her rivals.
5	As the characters are leaving the tower, another mage appears at the door. She leads a band of adventurers intent on raiding the tower. They grin evilly when they see the treasure has been gathered for them.
6	After the characters leave the tower, it becomes clear that all of their gear, including their weapons and armor, have been affected by the ritual Aura of Power. This will attract the attention of several acquisitive spell thieves.

RECENT EVENTS

In true sword and sorcery fashion, this adventure is an episodic story. The characters begin somehow at the entrance to the tower. It is up to the group to narrate a bit of background regarding the nature of the adventure, either in character or out. You may ignore this if you are working the tower into the background of an extended campaign.

Unlike other Scenario Packs, the Wizard's Tower does not have a 'recent events' table. There are a host of reasons that the characters might be here. The GM should begin by stating whether the tower is located in the great city or in a foreign land. Each player should then state in turn why his character is here. Suggestions for character motivations include plunder, magical knowledge, a quest for revenge, or even that they simply awoke here with no understanding of why.

After determining the location of the tower and giving the players a chance to say why their characters have ventured here, it is time to see what has happened to them on their way to the tower. Roll once for the entire group on the following table to determine what perils they have already faced.

Each of these events gives a necessary die roll. If it is a saving throw, every character in the group must make the test. If it is an ability score check, then, while everyone is working on the problem together, only a single character may take the lead and make the roll. Discuss the scene and determine which character will make the test; others may help as normal. If there is any serious argument about who gets to test, use initiative to solve the dispute.

When the characters have completed this event, they will be at the entrance to the tower and the game is on!

1d6

What happened on the way to the wizard's tower?

- 1** The characters came across a group of desperate men and women who were seeking revenge against the mage for past wrongs. *Test Charisma* (Persuasion or Charm skills may help). *Success*: the men agreed to join the PCs, and each of the characters receives a 1 HD henchman to help them in the tower. *Failure*: after a night around the fire, the characters wake to find the men gone; they may meet again in the tower. Will they be at odds? Was anything stolen in the night? Have they accidentally alerted the master of the tower?
- 2** While approaching the tower, the characters found themselves tracked and hunted by the wizard's men, beasts, or spirits. *Test Dexterity* (skills like Stealth may help). *Success*: the characters gave their hunters the slip, and will receive a +2 bonus on any further rolls to sneak or remain hidden while in the tower. *Failure*: the characters were noticed, and the denizens of the tower will be alerted to their arrival.
- 3** Whether in the streets of the great city, on a deserted island, or in a foreign land, the characters were harried by the armed servants of the tower's master. *Everyone in the group makes an attack roll against AC 15*. If the group manages to cause 2 points of damage per player, the tower will have fewer minions than it otherwise would. Otherwise, they face a temporary loss and must retreat, and two random PCs suffer 1d6 points of damage.
- 4** While sleeping, the characters were the victims of a subtle magical onslaught. *Everyone in the group makes a saving throw versus spell*. Those who pass have learned a bit about the mage's magics, and will receive a +1 bonus to any further saves versus the master's spells during the adventure. Those who fail were assaulted by wicked spirits in their dreams and suffer a -1 penalty to ability score checks, saving throws, and rolls to hit.
- 5** The characters faced great hardship on their way to the tower. Perhaps it was hidden by dense wilderness, or perhaps the streets of the city twisted endlessly as in a dream while they approached. *Test Constitution* (skills like Survival and Forbidden Secrets may help). *Success*: the characters persevered and even managed to find special herbs or potions along the way to help them; each gains a single dose of healing which will restore 1d8 hit points of damage. *Failure*: the characters arrive tired, sore, and confused; they will suffer a -2 penalty to ability score checks for the adventure.
- 6** While preparing for their assault, the characters were the targets of dangerous spells which warp the mind and confuse the heart. *Everyone in the group makes a saving throw versus spell*. Those who pass overcome the magic, and learn something about the mage in the process; each now has knowledge of either a challenge in the tower or one of the spells known by the sorcerer. Those who fail are befuddled, abandoned, or betrayed; each will begin without the help of a companion or ally, or without a single piece of equipment.

SUGGESTED MONSTERS

The following monsters are particularly appropriate for this scenario pack, and so their summaries are provided here for your convenience. With each category of monster is a suggested number which will provide a challenge to four Level 2 PCs.

PHYSICAL THREATS

If the players must pass them, three carnivorous flora can provide a serious threat. Eight wandering fungi scattered about can easily destroy an unwitting party.

CARNIVOROUS FLORA

Bizarre plants appearing as large ferns, tree stumps, or flowers. When roused, their tendrils move at terrifying speeds, revealing maws filled with vicious teeth.

Hit Dice: 3d6 (11 HP)

AC: 13

Attack: +3 to hit, 1d8 damage (maw)

Alignment: Neutral

XP: 100

Notes: *Poisonous* (any bit by the carnivorous flora must make a saving throw versus poison or receive double damage from the attack), *Rooted* (while the carnivorous flora has tendrils or other appendages that can move, its main body is stationary and cannot move), *Startling Speed* (carnivorous flora have an initiative rating of 12)

WANDERING FUNGI

Taking various shapes, from lichen to toadstools, wandering fungi can live on any old compost, but they prefer flesh and are just mobile enough to seek it out.

Hit Dice: 1d6 (3 HP)

AC: 9 (16 vs ranged weapons)

Alignment: Neutral

XP: 50

Notes: *Soporific Spores* (any in melee range of a frightened or hungry wandering fungus must make a save a saving throw versus poison or fall asleep), *Surreptitiously Mobile* (wandering fungi move quickly, but no one ever notices them moving; this makes them difficult to target from a distance), *Slow Digestion* (a wandering fungus can feed on a human for weeks before killing its prey; its soporific spores will keep the victim sedated)

HOMUNCULI

A little magical construction, almost alive, which carries out its maker's will. Perhaps a doll, a clockwork contraption, or a horror of dead things walking.

Hit Dice: 1d6 (4 HP)

AC: 13

Attack: +2 to hit, 1d2 damage (appendage)

Alignment: as its maker, often Chaotic

XP: 25

Notes: *Bound* (the homunculus cannot be suborned against its maker, who will always know where it is), *Convenient Size* (the homunculus was built for its master's tower; it can get to any location in the tower it might wish, and may act at any initiative rating, while in the tower)

MAGICAL THREATS

One or two animated objects can surprise, if not truly threaten, a party. Furious Furnishings are best used to flavor a more serious encounter.

ANIMATED OBJECT

These are the mindless results of magic, and might be any medium sized object: a sword, table, or mighty tome.

Hit Dice: 3d8 (14 HP)

AC: 12

Attack: +0 to hit, 1d8 (bash)

Alignment: Neutral

XP: 35

FURIOUS FURNISHINGS

Not as mobile as animated objects, these are immobile items like doors, lamps, perhaps even trap doors, which have come to life in the service of a mage. They are able to move just a little, and have enough sentience to choose their targets.

Hit Dice: 1d10 (6 HP)

AC: 12

Attack: +2 to hit, 2d4 (bludgeon)

Alignment: Neutral

XP: 350

Notes: *Surprising* (a furnishing gains a +8 bonus to hit in the first round of an encounter), *Well-placed* (the furnishing cannot move away from where it was placed)

CITIZENS OF THE TOWER

The tower is inhabited by its master, who may have other mortal or spiritual servants at his beck and call.

THE MASTER OF THE TOWER

This mighty sorcerer is the master of the tower. He does not take kindly to trespassers, and all in his home bend to his will. Did he build the tower himself with his magic, commission its construction using ordinary means, or claim it for his own?

The tables in this Scenario Pack give more information about the master's spells and powers.

This is a 5 HD mage. He is easily a threat for a group of second level characters, and will be hard to overcome. The level of danger he poses can vary greatly based upon how clever the GM makes him and how much time he has to prepare his magic. The GM could change him to be a fourth or even third level mage to lower the difficulty, but it may mean that he cannot access some of the rituals provided earlier in the Scenario Pack. Characters of fourth or higher level could tackle a more powerful mage.

Hit Dice: 5d6 (20 HP)

AC: 16

Attack: +4 to hit, 1d6+3 damage (magic staff)

Alignment: any

XP: 350

Notes: *Spellcasting* (the master may cast cantrips, spells, and rituals as a level five mage; his cantrips, spells, and rituals are given in the Scenario Pack, though the GM should modify them as she sees fit; assume he has an Intelligence and Wisdom of 15 for the purposes of casting rolls)

THE APPRENTICE

Some sorcerers take on apprentices who then live in their towers, completing mundane chores and learning what they can. The GM should give the apprentice two of the spells and all of the first level rituals known by her master, as well as one of his cantrips. The apprentice should then be assigned one cantrip of her own, and another spell or ritual of the GM's choosing.

A group of second level characters can easily dispatch the apprentice, but with time to prepare, she can cause them trouble and add to her master's mystical might. She could also be persuaded to serve a new sorcerer...

Hit Dice: 1d6 (4 HP)

AC: 11

Attack: +0 to hit, 1d4 damage (dagger)

Alignment: any

XP: 50

Notes: *Spellcasting* (the apprentice may cast cantrips, spells, and rituals as a level one mage; her cantrips, spells, and rituals are largely dependent on her master; assume she has an Intelligence and Wisdom of 14 for the purposes of casting rolls)

THE MASTER'S PROTECTOR

Some mages keep a bodyguard or armed servant to protect them from intruders. This warrior has been at his master's side for years and is equipped with magical arms and armor.

On his own, the protector can threaten a group of second level characters but is still likely to fall to them without too much fuss. When he feels his master is threatened, he is likely to take protective stance, as described on p.48 of *Through Sunken Lands and Other Adventures*.

Hit Dice: 2d10 (13 HP)

AC: 19

Attack: +6 to hit, 1d8+5 damage (runed axe)

Alignment: any

XP: 70

Notes: *Enchanted Arms* (the protector's profile assumes a magical weapon and armor with a small bonus; he may have other magical items)

THE LABORERS

Someone has to work the tower. These laborers are probably mundane humans, though some wizards prefer undead or mutant servitors. They are almost always armed as they go about the tower, and have a touch of magic about them.

A group of four laborers makes for a minor encounter.

Hit Dice: 1d8 (5 HP)

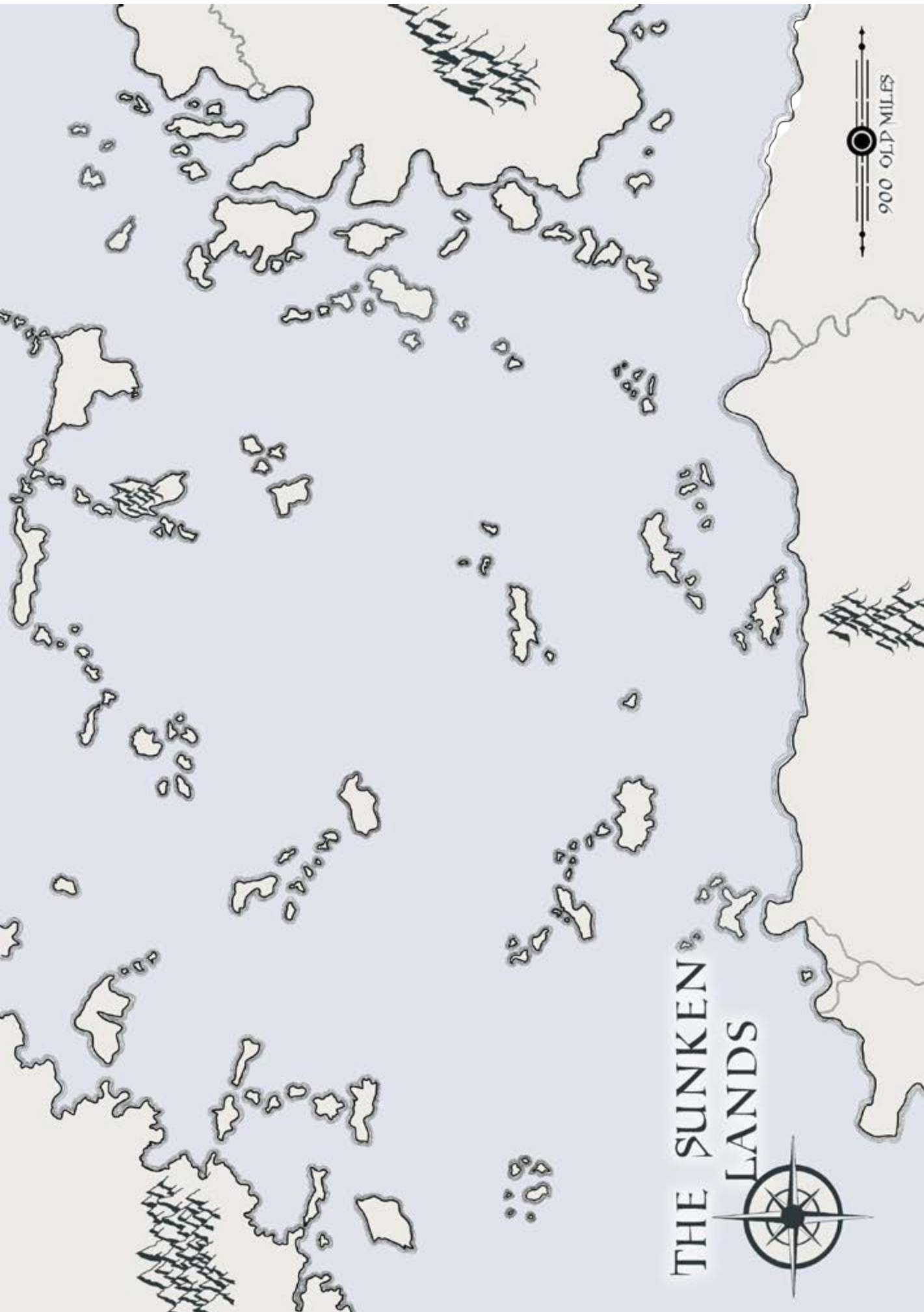
AC: 13

Attack: +1 to hit, 1d6 damage (short sword)

Alignment: any

XP: 25

Notes: *Touch of Magic* (each laborer knows one cantrip or spell of its master; assume they have Intelligence and Wisdom scores of 12 for the purposes of casting rolls)



THE SUNKEN
LANDS

900 OLD MILES





THE GREAT CITY OF

NAME:

ALIGNMENT:

PLAYER:

EXPERIENCE:

CLASS:

BASE ATTACK BONUS:

LEVEL:

INITIATIVE:

STRENGTH

melee to hit
melee damage

DEXTERITY

ranged to hit
armor class
initiative

CONSTITUTION

hit points per level

INTELLIGENCE

languages known

WISDOM

save vs mind control

CHARISMA

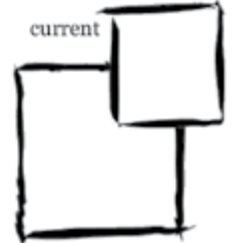
max # of allies



Armor Class



Fortune Points



Hit Points

SKILLS:

CLASS ABILITIES:

SAVING THROWS



Poison



Breath
Weapon



Polymorph



Spell



Magic Item

WEAPONS



to hit damage



to hit damage



to hit damage



to hit damage

EQUIPMENT:

HISTORY AND NOTES:

TRAITS

MAGIC

Cantrips:

Spells:

Rituals:

ALLIES AND HENCHMEN

EXPANDED NOTES AND HISTORY

STASHED EQUIPMENT

COMBAT STANCES

Normal Stance: *no change*

Aggressive Stance: *+2 to hit, -4 AC*

Defensive Stance: *+2 AC, -4 to hit*

Protective Stance: *+2 AC, may not attack,
may take a hit for a friend*

Commanding Stance: *-6 to AC, may not attack,
successful Charisma check gives
all companions +2 to hit*

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A KINGLESS REALM



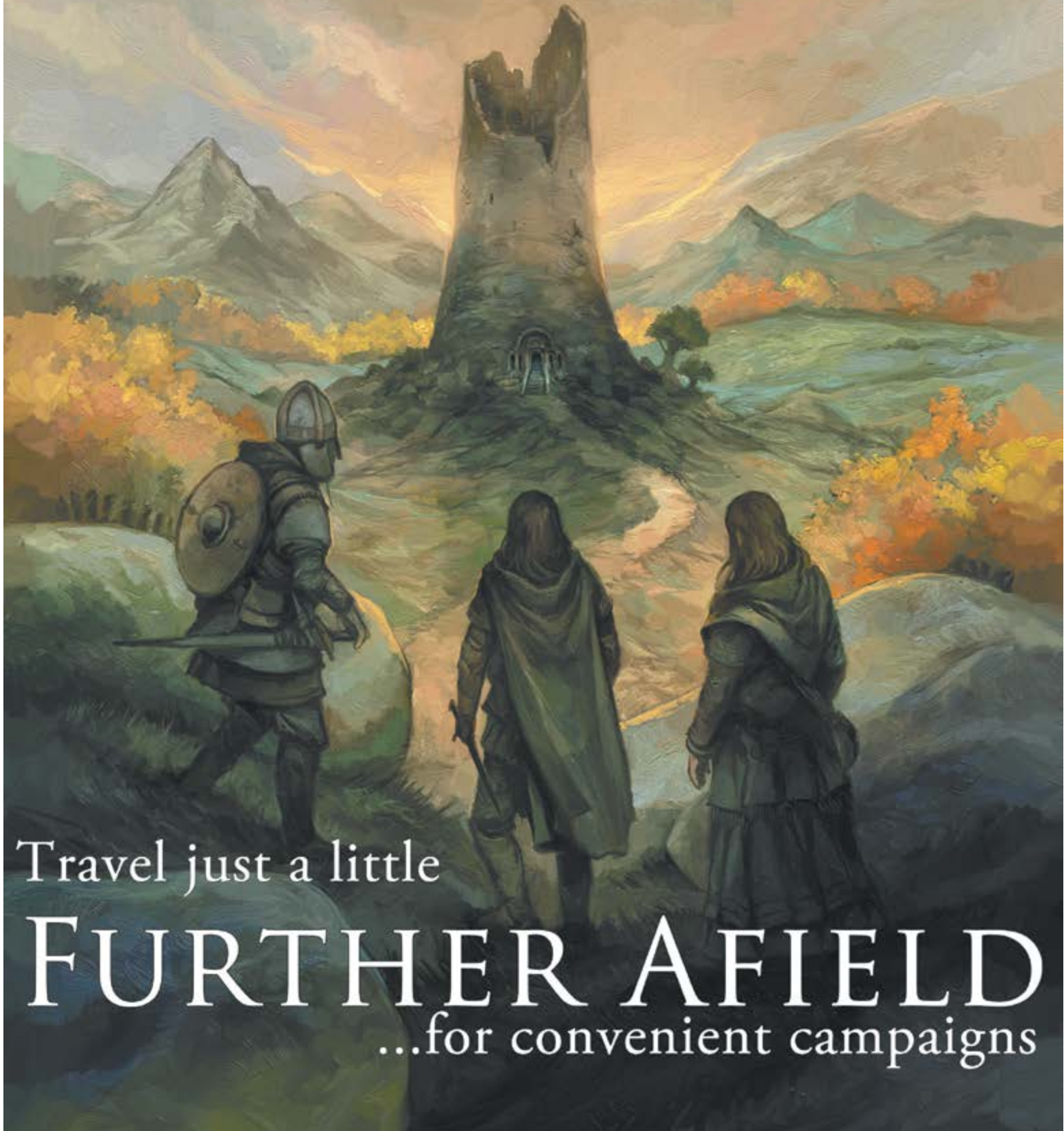
A supplement for *Beyond the Wall and Other Adventures* including:

- rules for playing with more or less powerful characters
- a host of advice for gamemasters
- guidelines for playing seasonal campaigns featuring an ever-changing village
- a sample setting, The Broken Kingdom and the villages of the Homelands



BEYOND THE WALL AND OTHER ADVENTURES

*"Only those who will risk going too far can possibly find out how far one can go."
~ T.S. Eliot*



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