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ADVENTURER CONQUEROR KING SYSTEM™

HEROIC FANTASY HANDBOOK



Written by **ALEXANDER MACRIS**



ADVENTURER CONQUEROR KING SYSTEM™

HEROIC FANTASY HANDBOOK

The *Heroic Fantasy Handbook* is a rules supplement that brings the flavor of heroic fantasy to your favorite role-playing game. Cleaving away decades worth of assumptions and expectations about how characters heal, fight, and adventure, how magic works, what spells do, and more, the *Heroic Fantasy Handbook* offers a fresh way to play with familiar D20 fantasy mechanics. In the *Heroic Fantasy Handbook* you get:

» A set of 16 new character classes inspired by the archetypes of heroic fantasy. Defend civilization from the predations of Chaos as a Nobiran champion. Master the power of ancient runes and learn the wisdom of the ages as a runecaster. Unleash your charismatic ferocity as an alluring but deadly warmistress. Plumb magic so dark that no mere human could survive it as a Zaharan sorcerer. Forge your destiny as the Chosen.

» An entirely new magic system, eldritch magic, designed to capture the flavor of heroic fantasy. Subtle but powerful, eldritch magic brings a new arsenal of effects into your game. Low-level eldritch casters can infuriate their foes, summon minor demons from the Outer Darkness, or call wolves from the forest. High-level eldritch wizards can call giant eagles from distant mountain lairs, lead foes into madness through corrupting dreams, or unleash the hounds of hell to hunt down their enemies. But eldritch magic carries risks, not the least of which is corruption and madness from the black arts.

» A new way of creating magical effects, ceremonial magic, for worlds where not every magic-user casts spells in a round. With ceremonial magic, characters can perform lengthy ceremonies from a variety of traditions ranging from the chthonic to the liturgical to the shamanic. Using traditional implements, trinkets, and talismans, the ceremonialist can work miracles – or suffer the terrible consequences of failure!

» A new way of casting spells, spellsinging, that allows characters to spontaneously weave together new spells on the fly. Use spellsinging to represent the fluid arts of the elves, the psionic powers of a dying race, or the weaving of words of power by island wizards.

» Over 155 new spells designed for use by eldritch casters, ceremonialists, and spellsingers. Forget comic-book teleportation and fireballs. If you walk the dark path, be ready to madden your foes with dark whisper, torture them body and soul with iron maiden or even yank out their bones and animate their flensed skeleton as your minions with fillet and serve. If you crave elemental power, get ready to transform rain into acid with rain of vitriol, raze your enemy's walls with sunder structure, or even call down a starfall from the heavenly firmament.

» A set of new rules for heroic adventuring, including fate points, heroic funerals, warrior codes, critical hit tables, new special maneuvers, updates to the mechanics for thief skills…

» And much, much more!

The *Heroic Fantasy Handbook* is designed for use with the ***Adventurer Conqueror King System™ (ACKS™)*** but is readily compatible with other fantasy role-playing games built on the same core rules.

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ACKS CORE

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ADVENTURER CONQUEROR KING SYSTEM™

HEROIC FANTASY HANDBOOK

A RULES SUPPLEMENT FOR TALES OF HIGH ADVENTURE AND EPIC FANTASY

ADVENTURER CONQUEROR KING SYSTEM™

HEROIC FANTASY HANDBOOK

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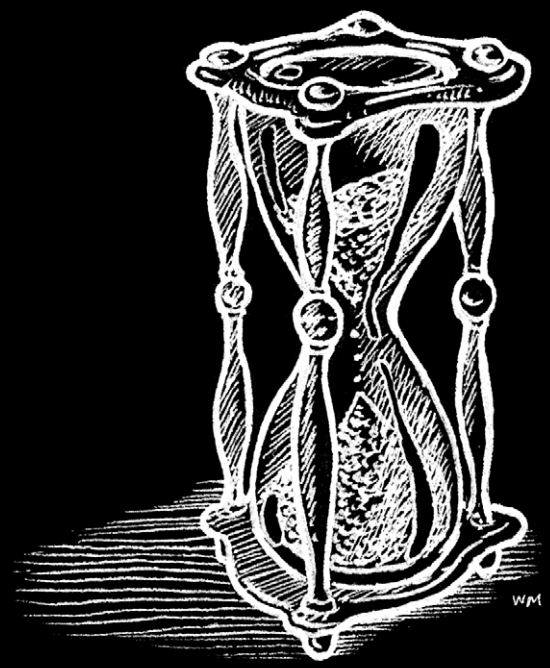
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Chapter 1: **Introduction**



'Heroic fantasy' is the name I have given to... a story of action and adventure laid in a more or less imaginary world, where magic works and where modern science and technology have not yet been discovered. The setting may... be this Earth as it is conceived to have been long ago, or as it will be in the remote future, or it may be another planet or another dimension. Such a story combines the color and dash of the historical costume romance with the atavistic supernatural thrills of the weird, occult, or ghost story. When well done, it provides the purest fun of fiction of any kind. It is escape fiction wherein one escapes clear out of the real world into one where all men are strong, all women beautiful, all life adventurous, and all problems simple...

- L. Sprague de Camp, in the Introduction to Conan (R.E. Howard)

J.R.R. Tolkien defines one end of heroic fantasy, Robert E. Howard defines the other. The two exist on the same genre spectrum, as it were, but still remain far removed from one another and distinct.

- The Demarcation of Sword and Sorcery
(Joseph A. McCullough V)

The ***Heroic Fantasy Handbook*** is a rules supplement that brings the flavor of heroic fantasy to your favorite role-playing game. But what do we mean by "flavor of heroic fantasy"? What's "heroic fantasy," exactly? As the quotes above make clear, arguing about fantasy genres is of course a beloved pastime in our community, and we make no claim to offering *the*, or even *a*, definitive definition of genre. But for purposes of *this boo*k, we define "heroic fantasy" as what the works of J.R.R. Tolkien and Robert E. Howard have in common, once you remove what's different.

Now these two great luminaries are usually considered opposites – Tolkien writing British literary high fantasy, Howard writing American pulp swords & sorcery – and in some ways, that's true. But though they are opposites, they are opposite faces of the same coin; and that coin is what we call heroic fantasy. Tolkien and Howard have more in common with each other, and with the epics, sagas, and heroic elegies of the past, and with contemporary luminaries such as E.R. Burroughs, Clark Ashton Smith, and H.P. Lovecraft, than with many of their contemporary epigones.

What do these works have in common? They are set in a world like our own world, one that often *is* our world, in its distant past or far future. Their heroes, though men and women of extraordinary talent and drive, have none of the "super powers" that have become common in contemporary fantasy (especially games). They do not typically teleport, fly, shoot fire, or raise the dead. Magic in these works is more subtle and nuanced than in contemporary fantasy. It works with what is, rather than creating what is not. A magician cannot teleport straight to his friend's distant castle, though his whispered dreams might reach his friend across the black gulfs of space. A magician will not fling magic missiles, but he might call down lightning from a storm, or capsize a boat with a wave. Working magic might require lengthy ceremonies, terrible sacrifices, or the power of primeval places. And those who use magic risk corruption. Even the wisest can lose their mind, body, and soul if they tamper with dark magic. That's what we mean by heroic fantasy.

As amply demonstrated by Jeffro Johnson's *Appendix N: The Literary History of Dungeons & Dragons*, the original fantasy role-playing was heavily influenced by writers such as Howard, Tolkien, Smith, and Burroughs. But contemporary editions of most d20-based RPGs draw more heavily on the tropes of contemporary fantasy, and the tropes of contemporary fantasy developed in a post-D&D world. Today's fantasy games have drifted far from the original heroic fantasy foundations. The ***Heroic Fantasy Handbook*** cleaves away decades worth of accumulated tropes, assumptions, and expectations in order to unearth a more heroic way. It is a new supplement, but one born of old roots.

HOW TO USE THIS BOOK

You must have a copy of ***Adventurer Conqueror King System (ACKS)*** or a similar D20-based fantasy role-playing game to use this supplement. The supplement is organized into the following parts:

Chapter 1, **Introduction**, details the purpose, inspiration, and sources for the ***Heroic Fantasy Handbook***.

Chapter 2, **Heroes**, provides new rules for character generation and 17 new character classes to expand your ***Adventurer Conqueror King System*** campaigns, including the beastmaster, berserker, chosen, ecclesiastic, elven spellsinger, halfling bounder, halfling burglar, loremaster, Nobiran champion, Nobiran wizard, occultist, runemaster, Thrassian deathchanter, venturer, warmistress, Zaharan darklord, and Zaharan sorcerer.

Chapter 3, **Heroic Deeds**, adds new game mechanics designed to emulate heroic tropes such as the influence of fate, the impact of heroic funerals, and the influence of warrior codes.

Chapter 4, **Heroic Adventuring**, provides new rules for exploration and combat that add heroic flavor to key game activities.

Chapter 5, **Heroic Magic**, revised the entire magic system of the game, offering a new type of magic (eldritch magic), two new ways of performing magic (ceremonial magic and spellsinging), and over 155 new spells.

Chapter 6, **Heroic Monsters**, includes a dozen new monsters drawn from mythic, legendary, and literary inspirations.

Chapter 7, **Heroic Treasure**, updates the treasure tables in ***ACKS*** with new mundane and magical items with heroic flavor.

Chapter 8, **Heroic Secrets**, explains how the new races, classes, spells, and magic types of the ***Heroic Fantasy Handbook*** were created, so that Judges can use the ***ACKS*** toolkits to customize them to their taste.

A NOTE FOR JUDGES

To bring the flavor of heroic fantasy to your campaign worlds, we've jammed the ***Heroic Fantasy Handbook*** with more tasty treats than a halfling's breakfast plate. But at Autarch, our motto is that "every campaign is a law unto itself," so it's up to you how you serve those morsels up.

Everything in the ***Heroic Fantasy Handbook*** is compatible with what's come before in the ***ACKS*** product line, so you can easily use the ***Handbook*** as a sourcebook that expands your existing campaign's selection of classes, spells, proficiencies, and items. Your players can simply select from the new classes and spells the same way that they select from the existing ones; there's no mechanical reason to forbid having a loremaster, a mage, a cleric, and an ecclesiastic in a party if that's what you and your players enjoy. Think of this as the "splatblook" method of using the ***Heroic Fantasy Handbook***, reminiscent of modern sourcebooks for recent RPGs.





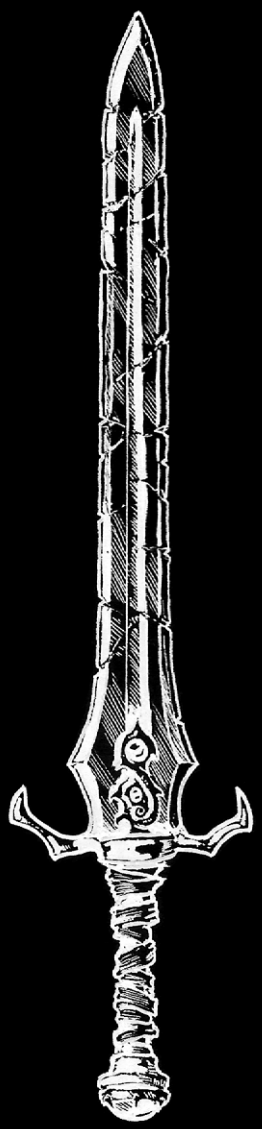
Where the ***Heroic Fantasy Handbook*** truly shines, however, is when it is used to launch a new campaign that embraces the tropes and traditions of heroic fantasy. You can use the ***Handbook*** to run a campaign inspired by an existing world, such as Hyboria or Middle Earth, or create your own heroic fantasy setting catered to your taste. Either way, we've offered suggestions for how to accomplish that – which classes to use and which to withdraw from use, what sort of treasure to place, and so on. We've also provided all of the information you need to customize and expand the material here – creating new eldritch spells, or new ceremonial classes.

The entire ***Heroic Fantasy Handbook*** is in a sense "optional rules" you can use or ignore depending on your preference. Here and there, however, we've specifically called out some rules as mutually-exclusive "Tolkienesque" and "Howardian" options. Despite what we said earlier about the unity of Howard and Tolkien, there are some distinct differences between them as well as between the other authors of pulp that were our primary inspiration. The Tolkienesque optional rules dial the game towards epic fantasy, with mythic creatures such as dwarves, elves, and goblins and a focus on a metaphysical struggle of good versus evil. The Howardian rules dial the game towards swords & sorcery, with Cthulhu-inspired cosmic horror and a focus on a material struggle between civilization and barbarism.

Occasionally we offer optional rules inspired by Lovecraft, Smith, and others as well. Gamers interested in a deeper exploration of the more "gonzo" aspects of sword & sorcery genre should be sure to check out ***Barbarian Conquerors of Kanahu***, a setting sourcebook for ***Adventurer Conqueror King System*** that adds weird monsters, ancient technology, dinosaurs, bugmen, and more.

However you decide to use the ***Heroic Fantasy Handbook*** we hope you find it a valuable and useful addition to your fantasy role-playing game campaign, and would be happy to see you join us at www.autarch.co to share your campaign, classes, spells, templates, and characters with our community.

Chapter 2: **Heroes**



Hers was a hero, destin'd to command
A martial race, and rule the Latian land,
Who should his ancient line from Teucer draw,
And on the conquer'd world impose the law.

- The Aeneid, Book IV (Virgil)

ABILITY SCORES

By default, the ***Adventurer Conqueror King System*** assumes that adventurers are no more or less gifted than the average person. If they become great, it is because of their achievements in play, not because of special advantages during character generation. As a result, the ability scores for ***ACKS*** adventurers are generated by rolling 3d6 in order. If the optional Generating Multiple Characters rule is in effect, where players roll up five characters and select the best to play with, then adventurers are perhaps among the top 20% most talented people, but still drawn from the common stock. In some heroic campaign settings, however, the adventurers are men and women of extraordinary gifts – protagonists such as Achilles, Aeneas, Aragorn, Beowulf, Conan, Elric, and Red Sonja are gifted with might, confidence, and power far beyond the norm.

To account for this, the ***Heroic Fantasy Handbook*** offers the following optional methods for rolling up characters with better ability scores.

- **Heroic:** Roll 4d6 for each ability score in order. Drop the lowest die, tally the remaining dice, and record that result.
- **Legendary:** Roll 5d6 for each ability score in order. Drop the lowest 2 dice, tally the remaining dice, and record that result.

Heroic characters will have ability scores in approximately the same range as the top fifth of normal characters (11-14, averaging 12.24). Legendary characters will have ability scores in approximately the same range as the top fifth of heroic characters (12-16, averaging 13.43). If desired the Judge can have players roll up five characters when using either method.

EXAMPLE: Newton is creating an adventurer for use in a heroic campaign. The Judge has decided to use the optional "Legendary Ability Scores" *and* "Generating Multiple Characters" rules. Newton therefore will generate five characters; for each character, he will generate six ability scores, rolling 5d6 for each in order and dropping the lowest 2 dice. This combination of optional rules creates very powerful characters! Newton's results are, in order for STR, INT, WIS, DEX, CON, and CHA: #1 STR 13, INT 17, WIS 11, DEX 15, CON 13, CHA 13; #2 STR 13, INT 11, WIS 15, DEX 16, CON 11, CHA 15; #3 STR 6, INT 14, WIS 16, DEX 12, CON 12, CHA 13; #4 STR 14, INT 9, WIS 16, DEX 14, CON 17, CHA 14; #5 STR 15, INT 15, WIS 16, DEX 13, CON 14, CHA 17. He decides to select character #5. He selects Elven Spellsinger as his character class, reducing STR to 13 to increase CHA to 18. His final character has STR 13, INT 15, WIS 16, DEX 13, CON 14, CHA 18.

WISDOM MODIFIER

In heroic fantasy campaigns, a character's WIS modifier should be applied to all saving throws, not just saving throws versus magic.

HIT POINTS

Hit points are a measure of a character's ability to survive in combat. Hit points are *not* a direct representation of the character's capacity to receive physical injury. A character with 40 hp cannot survive eight sword stabs to the stomach! Rather, they represent a holistic combination of fighting skill, stamina, luck, and the favor of the gods, all of which contribute to helping the character roll with blows and survive attacks that would have killed a lesser combatant. Therefore, the amount of damage a weapon deals must be understood relative to the hit points of the character struck. It is the percentage of hit points lost, not the raw number lost, that indicates how physically wounded a character or monster is.

However, in virtually every retro-clone (including ***ACKS***), the elegant abstraction of hit points is marred by an asymmetry between damage and healing. Consider two characters, a normal man with 5 hp and an epic hero with 40 hp. When the normal man is dealt 4 points of damage by a sword, this is a grievous blow (80% of his hit points); when the epic hero is dealt the same 4 points of damage, this is merely a flesh wound (10% of his hp). This is exactly as it should be. Yet when the epic hero is treated with cure light wounds, he recovers 1d6+1 points of damage – enough to repair a light wound, as the spell suggests; while when the normal man is treated with cure light wounds, he is likely to recover from what we just said was a grievous blow that brought him near death. To fix this asymmetry, The ***Heroic Fantasy Handbook*** offers rules for proportional healing.

HEALING

All beings recover hit points through rest. For each full day of complete rest in reasonably sanitary conditions, a creature will recover its **base healing rate (BHR)**. If its rest is interrupted, the creature will not heal that day. A creature's base healing rate is based on its maximum hit points, as shown on the Base Healing Rate table. A character's BHR should be recorded on its character sheet, and updated each time the character gains additional hit points.

Max HP	BHR (hp/ day)
1-3	1d2
4-9	1d3
10-16	1d4
17-23	1d6
24-29	1d8
30-36	1d10
37-49	2d6
50-63	2d8
64-76	2d10
77-89	2d12
90-110	3d10
111-140	4d10
141-170	5d10
171+	6d10, plus 1d10 per 30hp past 170

EXAMPLE: Athelstan has 12 hp. His base healing rate is 1d4 hp per day. With a full day of complete rest in sanitary conditions, Athelstan will recover between 1 and 4 hp. If his rest is interrupted, he will not heal.

Characters with the Healing proficiency can shorten their patient's recovery time. A patient under treatment of Healing recovers twice his base healing rate in hp each day of rest.

EXAMPLE: If Athelstan were the patient of a character with Healing proficiency, he would recover twice his base healing rate of 1d4 hp per day of rest, i.e. 2d4 hp per day of rest.

Healing also occurs through magic, such as potions or spells. This kind of healing is instantaneous and will typically be equal to one or more days of rest, as shown on the Magical Healing table. Magical healing and natural healing can be combined.

EXAMPLE: Athelstan (with 12 hp and a base healing rate of 1d4 hp) has sustained 9 points of damage, leaving him with 3 hp. A cleric treats him with comfrey. Comfrey heals its target by half as much as if he had rested for one day, rounded up. Athelstan's base healing rate is 1d4 hp per day, so he will heal 1d4/2 hp. The result of the roll is a 3, so Athelstan is healed (3 / 2) 1.5 hp, rounded up to 2 hp. The cleric then casts **cure moderate wounds** on Athelstan. **Cure moderate wounds** heals its target as if he had rested for two days, so Athelstan will heal 2d4 hp. The result of the roll is a 5, so Athelstan is healed 5 points. He now has 10 hp of his maximum of 12.

Heroic Breakfast Memorial Rule (Optional): Once per day a character can recover his base healing rate in hp by consuming a meal accompanied by alcohol, coffee, or tea. This recovery is in addition to any hit points gained from complete rest. Halfling characters may consume a second breakfast for an additional recovery of hp.

Spell/ Magic Item	Effect*
Salving Rest	The target's base healing rate is doubled for non-magical healing.
Cure Light Wounds	The target is healed as if he had rested for one day.
Cure Moderate Wounds	The target is healed as if he had rested for two days.
Cure Major Wounds	The target is healed as if he had rested for three days.
Cure Serious Wounds	The target is healed as if he had rested for four days.
Cure Critical Wounds	The target is healed as if he had rested for five days.
Spirit of Healing	Each round, the target is healed as if he had rested for one day.
Lay on Hands	The target is healed as if he had rested for one day per two levels of the healer (rounded up).
Comfrey	The target is healed by half as much as if he had rested for one day (rounded up).
Potion of Healing	The target is healed as if he had rested for one day.
Potion of Extra-Healing	The target is healed as if he had rested for three days.

**These effects occur instead of the spell or magic item's effect under the ACKS core rules.*

MORTAL WOUNDS

When a creature's hit points drop to 0 or fewer, the creature is unconscious and possibly dead. The creature's condition will not be determined until an ally treats its wounds. When this occurs, the unconscious creature must roll 1d20+1d6 on the **Mortal Wounds** table and apply any appropriate modifiers listed. The modified 1d20 roll determines the unconscious creature's condition while the modified 1d6 roll determines whether any **permanent wounds** are suffered. Characters not treated within 24 hours of being unconscious *must* roll, with no bonus for treatment and at the full -10 penalty for being treated 1 day later.

Heroic Survival: In heroic fantasy campaigns, heroes are considerably more likely to survive mortal wounds than ordinary men. Adventurers with d6 HD add +2 to their 1d20 roll on the Mortal Wounds table. Adventurers with d8 HD add +4, adventurers with d10 HD add +6, and adventurers with d12 HD add +8.

Some results on the Mortal Wounds table will indicate that a character needs a period of bed rest to recover. During this time, the character cannot recover to more than 1 hp and cannot take any action other than speaking and moving at half speed. The period of bed rest can be shortened with magical healing – simply count the days of rest from the magical healing towards



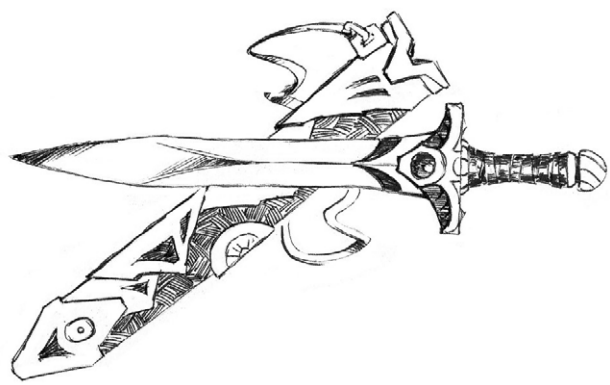
the recovery period. However, a character cannot benefit from more than one type of magical healing per day when recovering from mortal wounds.

> EXAMPLE: A fight goes badly, and Athelstan suffers grievous wounds; he will require 14 days of bed rest to recover. The party hires the patriarch of the local temple to cast **cure critical wounds** on Athelstan. This heals Athelstan as if he had rested for 5 days. Athelstan now requires (14-5) 9 days of bed rest to recover.

If a character suffers permanent wounds, powerful healing magic such as a **restore life and limb** spell, **regeneration** spell, or **ring of regeneration** can eliminate any penalties caused. If applied swiftly, other types of healing can also eliminate the penalties from permanent wounds. If healing (magic or proficiency) restores the character to 1 hit point within 1 turn (10 minutes) of receiving the permanent wound, then the penalties from the permanent wound will be eliminated once the character completes the required bed rest. The permanent wound's effects will still be present during the recovery period, however.

> EXAMPLE: During a defense of the town from orc raiders, Athelstan is reduced to -9 hp and must roll on the Mortal Wounds table. The roll goes badly – grievous wounds resulting in one of his arms being crushed. Fortunately, the patriarch of the local temple is nearby, and able to cast **cure critical wounds** on Athelstan just a few rounds after he is injured. Since Athelstan's base healing rate is 1d4 hp, **cure critical wounds** heals him of 5d4 hp. The roll is a 10, enough to raise him to 1 hp. When Athelstan finishes his period of bed rest (2 weeks), he will regain use of his arm.

If a character dies, he can be revived with **restore life and limb**, **reincarnation**, or other magical effect that restores the dead to life. Characters treated with **restore life and limb** often need extensive periods of time to recover, and may suffer strange side effects. The character must roll 1d20+1d6 on the **Tampering with Mortality** table and apply any appropriate modifiers listed. The resulting side effects are permanent and can only be removed with a **wish** spell. The recovery period, if any, from tampering with mortality can be shorted with magical healing as described above. Note that magic which can restore the dead to life is *very* rare in campaigns using the ***Heroic Fantasy Handbook***.



Khal Drogo Memorial Rule (Optional): In worlds where wounds can fester and grow foul there is no assurance that an injured hero will recover. Each day that a character rests while recovering from incapacitation, he must make a saving throw versus Death. Apply the character's CON modifier to the saving throw. If the save succeeds, the day counts towards his period of bed rest. If the save fails, the character's condition does not improve. If the save fails by 5 or more, or with a natural 1, the character's condition worsens and the period of bed rest required advances by one day. If the remaining period of bed rest required ever reaches more than 45 days, the character dies of sepsis, shock, or system failure. This optional rule does not apply to magical healing, but if you're using this rule, you're probably not allowing that anyway!

TEMPORARY HIT POINTS

Temporary hit points represent temporary blessings or inspiration during which character's fighting skill, stamina, luck, and the favor of the gods is improved. Temporary hit points are not actual hit points; they are a buffer against damage. Characters with temporary hit points who take damage lose the temporary hit points first, with any leftover damage carrying over to their normal hit points. For example, if you have 5 temporary hit points and take 7 damage, you lose the temporary hit points and then take 2 damage. A character can be at full hit points and receive temporary hit points. Healing can't restore temporary hit points, and they can't be added together. If a character has 0 or fewer hit points, receiving temporary hit points does not count as healing.

NEW & MODIFIED CHARACTER CLASSES

In order to better represent the archetypes that appear in heroic fantasy, the ***Heroic Fantasy Handbook*** introduces several new campaign and racial classes. The core, campaign, and racial character classes presented in the ***Adventurer Conqueror King System*** and the ***Player's Companion*** can also be used in ***Heroic Fantasy Handbook*** campaigns, although we recommend that some classes be modified or replaced, as noted below. To avoid forcing players to flip between multiple books, we have included complete descriptions of class powers such as turn undead even if they have already appeared elsewhere.

NEW CHARACTER CLASSES

The new classes in this book include the **beastmaster**, **berserker**, **chosen**, **ecclesiastic**, **elven spellsinger**, **freebooter**, **halfling bounder**, **halfling burglar**, **loremaster**, **Nobiran champion**, **Nobiran wizard**, **occultist**, **runemaker**, **Thrassian deathchanter**, **warmistress**, **Zaharan darklord**, and **Zaharan sorcerer**. In addition, a revised magic-free version of the **venturer** (originally appearing in the ***Player's Companion***) is presented.

BEASTMASTER

His straight and perfect figure, muscled as the best of the ancient Roman gladiators must have been muscled, and yet with the soft and sinuous curves of a Greek god, told at a glance the wondrous combination of enormous strength with suppleness and speed. A personification, was Tarzan of the Apes, of the primitive man, the hunter, the warrior. With the noble poise of his handsome head upon those broad shoulders, and the fire of life and intelligence in those fine, clear eyes, he might readily have typified some demigod of a wild and warlike bygone people of his ancient forest.

– Tarzan of the Apes (E.R. Burroughs)

Prime Requisite: STR, DEX, CON, CHA
Requirements: None
Hit Dice: 1d6
Maximum Level: 14



Some kings and heroes, dreadful in aspect and demeanor, are whispered to have been raised by beasts, suckled by wolves, adopted by the wild. Such tales are rarely true. Most feral children live short and brutish lives, dying young without ever seeing another of their own kind; even if found, they have often regressed into a state of savagery from which their natural humanity cannot free them. But from time to time, a child, abandoned or lost to civilization and adopted by beasts, may be endowed with the strength and character to transcend both man and beast and become something greater. Such children, if they survive, become beastmasters – lords of the wild, combining the ferocity and toughness of a predator with the cunning and courage of a hero.

Beastmasters fight with the instincts and aggression of natural predators. At first level, beastmasters hit an unarmored foe (AC 0) with an attack throw of 10+. Like fighters, they advance in attack throws and saving throws by two points every *three* levels of experience. They **increase their damage** from attacks by +1 at 1st level, and by an additional +1 at 3rd, 6th, 9th, and 12th level. Beastmasters care nothing for civilized concepts such as chivalric combat, preferring to attack with surprise whenever possible. They may **backstab** as thieves of their class level.

However, beastmasters lack formal training in arms and armor, and can wield only **primitive weapons** of the sort they could have fashioned in the wild: spears, hand axes, daggers, bolas, darts, nets, slings, saps, and staves. They may fight wielding a weapon two-handed, and wielding a weapon in each had, but may not use shields nor wear armor. They may use only magic items usable by fighters.

Due to their savage upbringing, beastmasters have **animal reflexes**, gaining +1 bonus to initiative and a +1 bonus to surprise rolls. They are constantly alert to danger, and can **hear noises** as a thief of their class level. From the unspeakable hardships they have endured, beastmasters gain **savage resilience**. When a beastmaster is required to consult the Mortal Wounds table, the player may roll twice and choose the preferred result to apply. Beastmasters also subtract their class level from the number of days of bed rest required to recover.

At a young age, beastmasters learn to clamber up trees, cliffs, and other vertical services with the agility of a monkey. As a result, all beastmasters can **climb** as a thief of their class level. They

Beastmaster Level Progression

Experience	Title	Level	Hit Dice	Damage	Backstab	Acrobatics	Climbing	Hear Noise
0	Savage Stripling	1	1d6	+1	x2	20+	6+	14+
2,900	Young Hunter	2	2d6	+1	x2	19+	5+	13+
5,800	Proven Hunter	3	3d6	+2	x2	18+	5+	12+
11,600	Great Hunter	4	4d6	+2	x2	17+	4+	11+
23,200	Mighty Warrior	5	5d6	+2	x3	16+	4+	10+
46,400	Tribal Champion	6	6d6	+3	x3	15+	4+	9+
95,000	Tribal Hero	7	7d6	+3	x3	14+	3+	8+
190,000	Tribal Chieftain	8	8d6	+3	x3	13+	3+	7+
310,000	Lord of the Wild	9	9d6	+4	x4	12+	3+	6+
430,000	Lord of the Wild, 10th level	10	9d6+2*	+4	x4	11+	3+	5+
550,000	Lord of the Wild, 11th level	11	9d6+4*	+4	x4	10+	2+	4+
670,000	Lord of the Wild, 12th level	12	9d6+6*	+5	x4	9+	2+	3+
790,000	Lord of the Wild, 13th level	13	9d6+8*	+5	x5	8+	1+	2+
910,000	King of the Beasts	14	9d6+10*	+5	x5	7+	1+	1+

**Hit point modifiers from constitution are ignored*

also can perform feats of **acrobatics** such as swinging on vines or leaping over foes. In lieu of moving during a round, a beastmaster may attempt a proficiency throw of 20+ to tumble behind an opponent in melee. The proficiency throw required for the tumble is reduced by 1 per level of experience the character possesses. If successful, the beastmaster is now behind his opponent. The opponent loses the benefit of his shield, if any, and the beastmaster can backstab his opponent (gaining +4 to his attack throw and bonus damage based on his level). Beastmasters also gain a +2 bonus to saving throws where agility would help avoid the situation, such as tilting floors and pit traps.

Beastmaster Attack and Saving Throws						
Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Attack Throw
1	15+	14+	16+	16+	17+	10+
2-3	14+	13+	15+	15+	16+	9+
4	13+	12+	14+	14+	15+	8+
5-6	12+	11+	13+	13+	14+	7+
7	11+	10+	12+	12+	13+	6+
8-9	10+	9+	11+	11+	12+	5+
10	9+	8+	10+	10+	11+	4+
11-12	8+	7+	9+	9+	10+	3+
13	7+	6+	8+	8+	9+	2+
14	6+	5+	7+	7+	8+	1+

Like other predators of the night, beastmasters are **naturally stealthy**, and opponents suffer a -1 penalty to surprise rolls when encountering them. Outdoors, beastmasters are **difficult to spot**, having the ability to seemingly disappear into woods and underbrush with a proficiency throw of 3+ on 1d20. In dungeons, a beastmaster who is motionless and quiet in cover can escape detection with a proficiency throw of 14+ on 1d20.

As natives of the wild, beastmasters bring significant advantages to parties on wilderness adventures. Any time the beastmaster's party is in country familiar to the beastmaster, they get a +4 bonus on proficiency throws to **avoid getting lost**. In any terrain except clear and grassland terrain, the beastmaster's party receives a +5 bonus to proficiency throws to **evade wilderness encounters**. A party guided by a beastmaster can evade wilderness encounters even when surprised on a proficiency throw of 19+.

Once per day, a beastmaster may shout a **bestial cry** that can be heard up to 750' away. Hostile ordinary animals hearing the cry must immediately make a successful morale roll or run away from the beastmaster. Other ordinary animals hearing the beastmaster's cry may come to his assistance. If the animal is friendly to the beastmaster (e.g. if it is a henchman, a trained animal, or resident within 5 miles of his encampment) it will automatically run or fly to his assistance as quickly as possible. Otherwise, the Judge should make a reaction roll for each animal, with a Friendly result indicating the creature comes to the beastmaster's assistance.

Having been raised by and with animals, all beastmasters are **friends of birds and beasts**. They understand the subtle body language and moods of normal animals (though the animals may not understand the character), which grants beastmasters a +2 to all reaction rolls when encountering normal animals and allows them to take animals as henchmen. They also can identify flora and fauna with a proficiency throw of 11+.

Conversely, all beastmasters are **discomfited by civilization**. The sights, smells, and ways of cities are foreign and offensive to them. A beastmaster suffers a penalty to reaction rolls when in urban settlements equal to 7 minus the settlement's market value.

When purchasing starting equipment, a beastmaster may only select primitive weapons, animal parts (from ***Lairs & Encounters***) blankets, healing herbs, ropes, poles, rations, sacks, stakes, tents, torches, and trained animals. However, any trained animals that the beastmaster begins play with may be immediately recruited as henchmen if desired. Any unspent coin is lost.

When a beastmaster reaches 5th level (Mighty Warrior), his **animal magnetism** begins to inspire the men and beasts that follow him. Any henchmen of the beastmaster, and any guard or hunting animals handled by the beastmaster, gain a +1 bonus to their morale score whenever he personally leads them. This bonus stacks with any modifiers from the beastmaster's Charisma or proficiencies.

At 9th level (Lord of the Wild), a beastmaster can establish an **encampment** in a wilderness hex. A beastmaster's encampment is often centered on a wooden cabin or house perched in the highest branches of a great tree. A beastmaster does not attract followers when he establishes an encampment, but he does gain the **fellowship of animals**: all ordinary animals within 5 miles of it become kind and helpful (as per an elven fastness).

Beastmaster Proficiency List: Alertness, Animal Husbandry, Animal Training, Berserkergang, Blind Fighting, Combat Trickery (disarm, incapacitate, knock down, overrun), Dungeon Bashing, Endurance, Fighting Style, Land Surveying, Mountaineering, Naturalism, Navigation, Passing Without Trace, Precise Shooting, Riding, Running, Skirmishing, Sniping, Survival, Swashbuckling, Trapping, Wakefulness, Weapon Finesse, Weapon Focus*

*Modified or new proficiency described on p. 72.

Template:	Wolfpack Runner
Proficiencies:	Running, Tracking
Starting Equipment:	Bone-and-wood spear, sling with 30 stones, pair of bone "claws" (hand axes), wolf skin wrapped around loins (15gp value), trained wolf henchman

Wolfpack Runner Template: This pre-generated template represents a beastmaster raised by a wolf pack. The template is ready for adventure. However, if your beastmaster's INT is 13 or greater, you may pick one or more additional general proficiencies before play if you'd like (see **Starting Proficiencies** in Chapter 4 of ***ACKS***).

BERSERKER

Soon the Berserkergang began to come on Valgard, he trembled and frothed and gnawed the rim of his shield, he rushed forward howling and slaying. His ax was a red blur, he did not feel weapons bite him, and the sheer terror of his rage-twisted face froze many men even while he cut them down. When the fit was over he was weak, but he had heaped corpses high.

– The Broken Sword (Poul Anderson)

Prime Requisite: STR and CON
Requirements: None
Hit Dice: 1d8
Maximum Level: 14

Berserkers are barbarian warriors blessed by pagan gods with the power to enter a trance-like battle rage known as the berserkergang. While enraged, a berserker fights with bear-like ferocity and can shrug off blows that would fell normal men. Berserkers are feared even by their allies, for in the grip of the berserkergang, a man may cut down his dearest friend as easily as his bitterest foe. Some berserkers find their gift brings ruin on themselves, ending up as outlaws and kin-slayers without family or friend; but most are recruited into warrior-cults of like-minded brothers, where they learn to master their fury. In time, berserkers may become famous raiders, housecarls, or even great chieftains. In the Auran Empire, berserkers might be reavers from the bleak wastes of northern Jutland, fierce lancers from Skysostan, or savage tribesmen from the Ivory Kingdom jungles of Keita, Munde, and Kushtu.

At first level, berserkers hit an unarmored foe (AC 0) with an attack throw of 10+. Like fighters, they advance in attack throws and saving throws by two points every three levels of experience. Berserkers increase their base damage roll from successful melee attacks by +1 at 1st level and by an additional +1 at 3rd, 6th, 9th, and 12th level. Although sometimes skilled with missile and especially thrown weapons, a berserker revels in close combat, fighting his enemies eye to eye, not at a distance.

Berserkers enter battle without care for life and limb, and may only wear leather or lighter armor. Like their barbarian kinsmen, they are limited to fighting with the traditional weapons and styles of their tribe. When a berserker is created, select a region of origin for the character from the Regional Origin table below and note down the permitted weapons and fighting styles. The Judge may create other regions of origin within his own campaign setting where necessary. (Note that berserkers do not share their barbarian kinsmen's natural proficiency. Some berserkers may choose to use a class proficiency to match their kinsmen, while other berserkers choose to stand apart from their kinsmen and learn different skills.) Berserkers may only use magic items usable by fighters.

Berserker Level Progression

Experience	Title	Level	Hit Dice	Damage Bonus
0	Hunter	1	1d8	+1
2,750	Raider	2	2d8	+1
5,500	Marauder	3	3d8	+2
11,000	Plunderer	4	4d8	+2
22,000	Reaver	5	5d8	+2
44,000	Bloodletter	6	6d8	+3
90,000	Menace	7	7d8	+3
180,000	Scourge	8	8d8	+3
300,000	Warchief	9	9d8	+4
420,000	Warchief, 10th lvl	10	9d8+2*	+4
540,000	Warchief , 11th lvl	11	9d8+4*	+4
660,000	Warchief , 12th lvl	12	9d8+6*	+5
780,000	Warchief , 13th lvl	13	9d8+8*	+5
900,000	Great Chieftain	14	9d8+10*	+5

**Hit point modifiers from constitution are ignored*

Region	Weapons Permitted	Fighting Styles Permitted
Jutland	Battle axe, club, dagger, great axe, hand axe, shortbow, spear, sword, two-handed sword, war hammer	Weapon & shield, two-handed weapon
Skysostan	Composite bow, dagger, hand axe, javelin, lance, net, sling, short sword (scimitar), spear, whip	Weapon & shield, two weapons
Ivory Kingdoms	Bola, club, dart, dagger, hand axe, javelin, net, shortbow, short sword, spear	Weapon & shield, two weapons

Like the hardy barbarians from which they are drawn, berserkers resist injury with **savage resilience**. When a berserker is required to consult the Mortal Wounds table, the player may roll twice and choose the preferred result to apply. Berserkers subtract their class level from the number of days of bed rest required to recover.

What sets the berserker apart from his barbarian kin is his ability to enter **berserkergang**, the killing rage of mayhem and madness. A berserker's rage encompasses both lesser and greater states. A berserker may enter a **lesser berserkergang** at will. Entering a lesser berserkergang does not count as an action, so the berserker may freely go berserker, move, and attack on the same round. While in a lesser berserkergang, a berserker gains a +2 bonus to attack throws and becomes immune to fear. However, the berserker suffers a -2 penalty to AC and cannot retreat from combat. Once it has begun, a lesser berserkergang cannot be ended until combat ends.

While some ferocious fighters and brutal barbarians also learn to enter the lesser berserkergang (by selecting the Berserkergang proficiency) the **greater berserkergang** is unique to the berserker class. A berserker may enter the greater berserkergang only once per day. (A berserker who selects ranks of the Berserkergang proficiency increases the number of times per day he can enter greater berserkergang by one per rank.) Entering a greater berserkergang requires 1 full round (10 seconds), during which time the berserker works himself into a frenzy, biting on his shield, foaming at the mouth, and howling like a wild animal. While in a greater berserkergang, the berserker gains a +2 bonus to attack throws and damage rolls and becomes immune to fear. Additionally the berserker decreases the damage from any non-magical attacks by 1 point per die. (Damage can be reduced to 0, but not less than 0, on each die. Attacks from monsters of 5 HD or more are considered magical attacks due to the monster's ferocity.) This protection increases to 2 points per die at 7th level and 3 points per die at 13th level.

Totem Animal	Key Ability	Totem Benefit	Shapechanged Characteristics
Bear	STR	Berserkergang	Move 120', AC3, HD 4 *, #AT 3, Dmg 1d3/1d3/1d6, bear hug
Boar	CON	Kin-Slaying	Move 150' , AC2, HD 3 *, #AT 1, Dmg 2d4, charge
Bull	STR	Dungeon Bashing	Move 240', AC2, HD 3 *, #AT 1, Dmg 1d6
Eagle	CHA	Command	Move 480' fly, HD 1 *, AC1, #AT 2, Dmg 1d2/1d2, swoop attack
Hyena	DEX	Weapon Focus	Move 120', AC2, HD 2+1 *, #AT 1, Dmg 1d8 + bone-crush
Lion	CHA	Beast Friendship	Move 150', AC3, HD 5 *, #AT 3, Dmg 1d4+1/1d4+1/1d10
Panther	DEX	Weapon Finesse	Move 210', AC5, HD 4 *, #AT 3, Dmg 1d4/1d4/1d8
Tiger	STR	Ambushing	Move 150', AC3, HD 6 *, #AT 3, Dmg 1d6/1d6/2d6, - 2 surprise rolls
Wolf	CON	Running	Move 180', AC2, HD 2+2 *, #AT 1, Dmg 1d6

** Berserker retains his normal HD and hp; but if berserker's HD exceed totem animal form's HD, increase damage die by +1*

EXAMPLE: Beorn is a 7th level berserker. He is struck by an ogre, dealing 2d6 damage. The damage roll is a 3 and a 5, but Beorn reduces the damage from non-magical attacks by 2 points per die, so he takes 1 and 3. Beorn therefore only takes 4 damage from the ogre. The damage reduction is applied per die.

However, a berserker in a state of greater berserkergang cannot retreat from combat, and has trouble distinguishing friend from foe. If a berserker in a greater berserkergang rolls a natural 1 on an attack throw, he automatically hits a nearby ally within 5' in lieu of his preferred target. Once begun, a greater berserkergang cannot be ended until combat ends. When the greater berserkergang ends, the berserker is immediately exhausted. While exhausted, the berserker cannot charge or run, and suffers a -1 penalty on attack and proficiency throws. A berserker can recover from exhaustion by resting for 1 turn (10 minutes).

Outsiders may view a berserker's rage as a curse or madness, but berserkers know that their powers are actually gifts granted by the pagan gods. The berserker's relationship to the gods is embodied in a **totem animal** such as bear totem, boar totem, or wolf totem. At 1st level (Hunter), a berserker discovers the nature of his totem and gains its totem benefit, a bonus proficiency related to the totem. The berserker's totem should be appropriate to the character's ability scores and tribal traditions. At a minimum, the berserker must possess an ability score of at least 9 in his totem's key ability. Over time, the berserker will come to resemble his totem animal. For instance, a bear berserker might become burly and hirsute, a wolf berserker might become yellow-eyed, lean, and toothy, and a hyena berserker may develop a hunchback and braying laugh. Berserkers often organize themselves into warrior-cults dedicated to their particular totem animal.

The Totem Animals table, below, lists the key abilities and totem benefits of several sample totems. The Judge may create additional totems at his discretion. Berserkers from Jutland traditionally select either bear, boar, or wolf; from Skysostan, either eagle, hyena, or tiger; and from the Ivory Kingdoms, bull, lion, or panther.

Starting at 5th level (reaver), a berserker gains the ability to **shapechange** into his totem animal. The berserker remains in his new shape until he changes back. A 5th level berserker can initially shapechange once per day. For example, if he begins the day in human form, he can shapechange into his totem animal form, but he then has to remain in totem animal form until the following day, when he can change back to his human shape. With each level of experience gained, the berserker can change shape one additional time per day. When in totem animal form, the berserker has the movement, armor class, attacks, damage, and powers listed on the Totem Animals table, below. He retains his normal Hit Dice, hit points, attack throws, and saving throws. If the berserker is of greater Hit Dice than his animal type, he will appear as a bigger, stronger version of the animal, to a maximum of twice normal size. For example, a 10th level berserker in lion shape would appear as a huge predator, twice the mass of a normal lion. A larger-than normal totem animal form increases each damage die by +1. Apart from size, the berserker is indistinguishable from a normal animal. The totem animal shape does not detect as magical, is not detected by spells that reveal illusions, and cannot be **dispelled**. Changing shape can be performed during combat in lieu of making an attack. Alternatively, a berserker may expend a use of shapechange to enter into a greater berserkergang, tapping into his animal spirit to unleash his inner savagery.

Note that while a berserker's relationship to his totem animal resembles that of a shaman's, berserkers do not acquire an actual animal companion – they merely take on some of the characteristics of their totem.

At 5th level a berserker's **animal magnetism** also begins to inspire those who follow him. Any henchmen and mercenaries hired by the berserker gain a +1 bonus to their morale score whenever he personally leads them. This bonus stacks with any modifiers from the berserker's Charisma or proficiencies.

Berserker Attack and Saving Throws

Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Attack Throw
1	15+	14+	16+	16+	17+	10+
2-3	14+	13+	15+	15+	16+	9+
4	13+	12+	14+	14+	15+	8+
5-6	12+	11+	13+	13+	14+	7+
7	11+	10+	12+	12+	13+	6+
8-9	10+	9+	11+	11+	12+	5+
10	9+	8+	10+	10+	11+	4+
11-12	8+	7+	9+	9+	10+	3+
13	7+	6+	8+	8+	9+	2+
14	6+	5+	7+	7+	8+	1+



Upon reaching 9th level (Warchief), a berserker can build or claim a **chieftain's hall**. When the berserker establishes his hall, 1d4+1x10 0th level mercenaries and 1d6 berserkers of 1st-3rd level will serve him. The berserkers will be of the same region and totem animal as their warchief. If hired, they must be paid standard rates for mercenaries. Chieftains' halls are otherwise identical to fighters' castles, as detailed in the Campaign chapter of the ***ACKS*** Rulebook.

At 9th level a berserker also gains the ability to **spiritwalk**. After 1 turn (10 minutes) of chanting, the berserker enters a deep trance during which his spirit walks free of his body. Once a spiritwalk begins, it continues until the berserker's spirit returns to his body, to a maximum duration of 1 hour per level. A spiritwalking berserker's spirit can assume either human or totem animal shape as desired. In either shape, the berserker can see and hear normally, move around at his shape's normal movement rate, and pass through solid objects without difficulty. However, the spiritwalking berserker cannot see into, hear sounds from, or move through an area warded by an **anti-magic shell** or **protection from evil** spell or similar effect. The spiritwalking berserker is incorporeal and invisible, but can be detected with **detect invisible** or **true seeing**, harmed by spells and magic weapons if detected, and forced to return to his body with **dispel evil**. If the berserker's body is destroyed, the character dies at the end of the spiritwalk. If the berserker's spirit is destroyed, his body falls into a catatonic slumber that can only be lifted with **restore life and limb**, **resurrection**, or **wish**. Spiritwalking is so taxing that it can be performed but once per week.

Berserker Proficiency List: Alertness, Ambushing, Beast Friendship, Berserkergang, Blind Fighting, Climbing, Combat Reflexes, Combat Trickery (force back, knock down, overrun, wrestling), Command, Divine Blessing, Divine Health, Endurance, Fighting Style, Mountaineering, Passing Without Trace, Precise Shooting, Riding, Running, Seafaring, Skirmishing, Sniping, Survival, Swashbuckling, Weapon Finesse, Weapon Focus

*Modified or new proficiency described on p. 72.

Template:	Bear-Cult Warrior
Proficiencies:	Fighting Style (weapon & Shield), Endurance, *Berserkergang*
Starting Equipment:	Bearded axe, shield, francisca, bearskin leather armor, wool tunic and pants, leather belt, low boots, silver arm-bands (45gp value), wineskin with strong ale, small sack, 50' rope, grappling hook, 1 weeks' iron rations

Bear-Cult Warrior Template: This pre-generated template represents a pagan warrior of the bear-cult. The template is ready for adventure. However, if your berserker's INT is 13 or greater, you may pick one or more additional general proficiencies before play if you'd like (see **Starting Proficiencies** in Chapter 4 of ***ACKS***).

CHOSEN

"My friend, it is in my heart that you were chosen by the Creator. That is our hope. Lord Foul taught Drool to do the summoning because he desired white gold. But Drool's hands were on the Staff, not Lord Foul's. The Despiser could not control who was summoned. So if you were chosen, you were chosen by the Creator…. The Creator believes your uncoerced volition and strength will save us in the end. If he is wrong, he has put the weapon of his own destruction into Lord Foul's hands."

- Lord Mhoram in The Illearth War (S.R. Donaldson)

Prime Requisite:	**Lowest ability score**
Requirements:	**Any ability score 18**
Hit Dice:	**1d6**
Maximum Level:	**14**

Some men, whether out of desire for wealth, or fame, or power, or mere wanderlust, choose to be adventurers. But others are **chosen**, their paths guided by great powers toward heroic roads that lead them to everlasting glory—or ignominious death. A chosen can appear anywhere and at any time. The humblest farm boy is as likely to be marked by fate as the scion of a king. Chosen are, however, quite rare; fewer than 1 in 1,000 adventurers are chosen, and most people will live their entire lives without ever seeing one. When they do appear, they inevitably draw the attention of the great powers of light and darkness, ever ready to anoint a new champion or preemptively slay a new foe before he can come into the fullness of his power.

To qualify as a chosen, a character must have at least one natural ability score of 18. The chosen's prime requisite is his lowest ability score. Since a character must have an ability score of at least 9 in a class's prime requisite(s) in order to choose a particular class, a character must have at least 9 in every ability score or he cannot become a chosen. A chosen must always be of Lawful alignment. A chosen who changes to Neutral or Chaotic alignment loses all his gifts. (At the Judge's discretion, Chaotic chosen may be permitted, who work for the powers of darkness.)

Chosen are blessed with an instinctive natural aptitude for combat. At first level, chosen hit an unarmored foe (AC 0) with an attack throw of 10+. Like fighters, they advance in attack throws and saving throws by two points every three levels of experience. Whether from preternatural skill or uncanny link, chosen increase their base damage roll from successful melee and missile attacks by +1 at 1st level and by an additional +1 at 3rd, 6th, 9th, and 12th level. A chosen can fight with a two-handed weapon, a weapon in each hand, or a weapon and shield, as desired.

Despite their talents, most chosen begin their adventuring careers with limited knowledge of arms and armor. Chosen may only wear hide or lighter armor, and may only fight with bolas, clubs, daggers, darts, javelins, nets, slings, saps, and staffs. However, a chosen may use one or more gifts (see below) to train in the use of better armor or weapons, either at 1st level or later.

Every chosen receives **gifts** from the powers that have chosen him. Some gifts reveal themselves in overtly magical displays; other gifts may manifest as merely an instinctive aptitude for



Chosen Level Progression					
Experience	**Title**	**Level**	**Hit Dice**	**Damage**	**Gifts**
0	Innocent	1	1d6	+1	3
2,600	Journeyer	2	2d6	+1	4
5,200	Adventurer	3	3d6	+2	5
10,400	Hero	4	4d6	+2	6
20,800	Exemplar	5	5d6	+2	7
41,600	Champion	6	6d6	+3	8
85,000	Protagonist	7	7d6	+3	9
170,000	Epic Hero	8	8d6	+3	10
290,000	Chosen	9	9d6	+4	11
410,000	Chosen, 10th lvl	10	9d6+1*	+4	12
530,000	Chosen, 11th lvl	11	9d6+2*	+4	13
650,000	Chosen, 12th lvl	12	9d6+3*	+5	14
770,000	Chosen, 13th lvl	13	9d6+4*	+5	15
890,000	The One	14	9d6+5*	+5	16

**Hit point modifiers from Constitution are ignored*

learning of particular skills, enabling the chosen to master in mere months what takes others a lifetime to learn.

At 1st level (Innocent), a chosen begins with three gifts. With each level of experienced gained thereafter, the number of gifts bestowed upon by the chosen increases, as shown on the Chosen Level Progression table.

Just as each chosen has a different destiny, so each has a different set of gifts. Chosen select their gifts from the list below. All selections must be approved by the Judge. Some gifts may be banned from particular settings where they are inappropriate or where they refer to optional rules that the Judge has opted not to use. Chosen can only select the same gift multiple times at the same level with the Judge's approval.

CHOSEN GIFTS

Armor Training: The chosen trains to fight in armor. This gift may be selected multiple times. If selected once, the chosen can wear leather armor. If selected twice, the chosen can wear chain mail armor. If selected thrice, the chosen can wear plate armor.

Aura of Protection: The chosen gains a +1 bonus to AC and a +1 bonus on saving throws against attacks made or effects created by evil creatures. The chosen's aura of protection appears as a golden halo when viewed with **detect good**, **detect magic**, or **true seeing**.

Boon Companion: Whenever an ally within 30' makes an attack throw, proficiency throw, or saving throw, the chosen may spend a Fate Point to allow the ally to re-roll the throw. The chosen can spend additional Fate Points to allow further re-rolls if desired. However, the ally can never re-roll a natural 1.

Ceremonial Magic: The chosen has learned the ceremonies of a particular tradition of ceremonial magic (antiquarian, liturgical, runic, sylvan, shamanic, or theurgical). The chosen must choose the tradition at the time he chooses the gift. When this gift is selected, the chosen becomes a 1st level ceremonialist with a repertoire of one 1st level ceremony. He can perform ceremonies in the tradition and create and use trinkets and talismans in the tradition as a 1st level ceremonialist, and can identify trinkets or talismans created by a ceremonialist of the tradition with a proficiency throw of 11+ and of other traditions with an 18+. This gift can be selected multiple times. Each subsequent time it is selected, the chosen can either reduce the proficiency throw required to identify trinkets and talismans of a tradition he already knows by 4; learn another tradition; add one ceremony (of any level he can perform) to his repertoire; or increase his ceremonialist caster level by two, up to a maximum of his class level. Spells learned from other gifts (such as Eldritch Talent) are not included in the chosen's repertoire of ceremonies.

Charismatic Ferocity: When attacking with one-handed melee weapons or thrown weapons, the chosen may apply his CHA modifier instead of his STR modifier on his damage rolls.

Chosen Weapon: The chosen can designate a particular individual weapon as his chosen weapon. The chosen weapon must be given a name (e.g. "Excalibur" or "Anduril"). When the chosen wields his chosen weapon, it is treated as if its magical bonus to attack and damage were 1 point greater. This gift may be selected multiple times, but no more than once at 1st to 4th level, twice at 5th to 9th level, and thrice at 10th level and above. Each time it is selected the chosen can increase the bonus of his chosen weapon or designate an additional weapon as a chosen weapon.

Cleansing Touch: By touching a creature and spending a Fate Point, the chosen can instantly remove a curse or dispel a harmful magical effect. The chosen must be of equal or greater level than the spellcaster who cast the curse or effect.

Courage: The chosen has mastered his fear and will never shirk from his destiny. He is immune to normal and magical fear effects.

Destined: The chosen gains two Fate Points. This gift may be selected multiple times.

Determined: The chosen may spend a Fate Point after making an attack throw, proficiency throw, or saving throw to set the result of the throw to 10 (instead of re-rolling). The chosen cannot spend a Fate Point in this manner if the original roll was a natural 1, however.

Divine Proficiency: The chosen can select one class proficiency, choosing from Divine Blessing, Divine Health, Laying on Hands, Prophecy, and Sensing Evil. This gift can be selected

multiple times, selecting an additional proficiency each time, to a maximum limit of three selections. Note that some proficiencies available with this gift are not useful unless the chosen has selected the Eldritch Talent gift.

Eldritch Talent: The chosen manifests the ability to cast an eldritch spell at certain intervals. The spell selected may be of any level, up to the chosen's level of experience. The spell is cast as if the chosen were of the minimum caster level for the spell. The frequency with which the chosen can cast is determined by the spell's level. 1st – once per hour; 2nd – once per 8 hours; 3rd – once per day; 4th – once per week; 5th – once per month; 6th – once per year. The chosen does not have a spellbook and cannot change his repertoire. This gift does not allow the chosen to use scrolls or magic items usable only by mages or clerics. This proficiency can be selected multiple times to gain the ability to cast additional spells. (In traditional ***ACKS*** campaigns, arcane or divine magic can be substituted for eldritch magic.)

Eldritch Warrior: When the chosen successfully strikes a target with a melee attack, he can expend a spell to increase damage. Damage is increased by 1d6 per level of the spell expended. The chosen must have gained spellcasting abilities from the Eldritch Talent gift before selecting this gift.

Farseeing: The chosen can see the fates of mortals. He may determine how many Fate Points a character has after 10 minutes (1 turn) of casual interaction or observation. Once per week, the chosen may cast **fate** (as the spell) with a casting time of 10 minutes (1 turn).

Friends of Birds and Beasts: The chosen can understand the subtle body language and moods of normal animals (though the animals may not understand the character). This gives the chosen a +2 to all reaction rolls when encountering normal animals, and allows him to take animals as henchmen. The chosen can also identify flora and fauna with a proficiency throw of 11+.

Gift of Tongues: The chosen has a gift for learning new tongues. Each time this gift is selected, he may learn four additional languages.

Hard to Kill: When a chosen is required to consult the Mortal Wounds table, the player may roll twice and choose the preferred result to apply. The chosen also subtract his class level from the number of days of bed rest required to recover.

Healing Touch: By touching a creature and spending a Fate Point, the chosen can instantly heal the creature by an amount equal to his Base Healing Rate or the creature's Base Healing Rate, whichever is less.

Inspiring: By reciting heroic lays or stirring words for a few moments before a battle (one round), a chosen can grant his allies within a 50' radius a +1 bonus to attack throws, damage rolls, morale rolls (for monsters or NPCs allied with the character), and saving throws against magical fear. The bonus lasts for 10 minutes (1 turn). A chosen can inspire courage in any given character once per day per class level. A chosen cannot inspire courage on characters who are already engaged in combat.

Invulnerable: The chosen is blessed with partial invulnerability to harm. Any damage the chosen suffers from non-magical attacks is reduced by 1 point per die. The damage reduction is applied per die. Damage can be reduced to 0, but not less than 0, on each die. Attacks from monsters of 5 HD or more are considered magical attacks due to the monster's ferocity. This gift can be selected up to three times. Each additional time the gift is selected, damage suffered is reduced by 1 additional point per die, to a maximum of 3 points per die.

Lion-Hearted: If the chosen is serving as a commander or hero on the battlefield with an army, the army automatically stands firm on its first morale roll, or rallies if it would have stood firm. This benefit is lost for the duration of the battle, however, if the chosen himself routs, flees, or leads from the rear (see ***Domains at War: Battles***, p. 42).

Lucky: When re-rolling attack throws, proficiency throws, or saving throws using Fate Points, the chosen may roll the die twice and choose the better value.

Keen Eyes: The chosen can detect hidden and secret doors with a proficiency throw of 8+ on 1d20 when actively searching, or 14+ on casual inspection.

Magical Music: The chosen gains the ability to sing spells. He gets two spell points and has one 1st level eldritch spell in his repertoire, which he casts as a 1st level spellsinger. This gift can be selected multiple times. Each time the gif its selected, the character can either increase his caster level by two, up to a maximum of his class level; or gain two spell points and add one additional eldritch spell (of any level he can spellsing) to his repertoire. Spells learned from other gifts (such as Eldritch Talent) are not included in the chosen's repertoire of spellsinging spells.

Magical Proficiency: The chosen can select one class proficiency, choosing from Alchemy, Arcane Dabbling, Battle Magic, Collegiate Wizardry, Elementalism, Loremastery, Magical Engineering, Prestidigitation, Quiet Magic, Sensing Power, Soothsaying, Transmogrification, or Unflappable Casting. This gift can be selected multiple times, selecting an additional proficiency each time, to a maximum limit of three selections. Note that some proficiencies available with this gift are not useful unless the chosen has selected the Eldritch Talent gift.

Martial Proficiency: The chosen can select one class proficiency, choosing from Alertness, Blind Fighting, Combat Reflexes, Combat Trickery, Fighting Style, Precise Shooting, Skirmishing, Swashbuckling, Weapon Finesse, and Weapon Focus. This gift can be selected multiple times, selecting an additional proficiency each time, to a maximum limit of three selections.

Martial Talent: The chosen has a native aptitude for weapons. The chosen gains a +1 bonus to attack throws with his choice of either melee or missile attacks. This gift can be selected twice, once for melee and once for missile attacks.

Martial Training: The chosen has had training in use of arms. This gift may be selected multiple times. Each time it is selected, choose one of the following types of weapons and add these to the list of weapons permitted to the character: (1) axes; (2) bows/crossbows; (3) flails/hammers/maces; (4) swords/daggers; (5) spears/pole arms; (6) any four weapons.

Chosen Attack and Saving Throws						
Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Attack Throw
1	15+	14+	16+	16+	17+	10+
2-3	14+	13+	15+	15+	16+	9+
4	13+	12+	14+	14+	15+	8+
5-6	12+	11+	13+	13+	14+	7+
7	11+	10+	12+	12+	13+	6+
8-9	10+	9+	11+	11+	12+	5+
10	9+	8+	10+	10+	11+	4+
11-12	8+	7+	9+	9+	10+	3+
13	7+	6+	8+	8+	9+	2+
14	6+	5+	7+	7+	8+	1+

Meditative Focus: The chosen can go into a state of intense Zen-like focus once per day per level of experience. While in focus, the character gains a +1 bonus to all attack throws, proficiency throws, saving throws, and initiative rolls. A meditative focus lasts for 1 turn (10 minutes).

Military Genius: The chosen commands the battlefield like a god of war. He gains a permanent +1 bonus to his strategic ability, leadership ability, and morale modifier when commanding troops on the battlefield.

Mystical Bloodline: The chosen is the scion of an otherworldly or inhuman power. When this gift is selected, the chosen's lifespan is extend to three times longer than normal, and he ceases to show further signs of aging. He also gains the elf's immunity to paralysis. When this gift is selected, the chosen's ancestry manifests somehow in his appearance (pointed ears, golden eyes, a strange birthmark, or other unusual trait.)

Scion of Kings: The blood of ancient lords flows in the chosen's veins. The character may hire one more henchman than his Charisma would otherwise permit, and the base morale score of any henchmen is increased by 1.

Second Sight: The chosen has a connection to the hidden world, and can see innately or magically invisible creatures within 60'. Invisible creatures are aware that the chosen can see them, and may often take a particular interest in him as a result. Second Sight does not provide the ability to see characters hiding in shadows, secret doors, traps, or other creatures or objects hidden through cover and concealment, but does provide a +4 bonus to saving throws to disbelieve illusions.

Student of War: The chosen can select one proficiency, choosing Command, Military Strategy, Leadership, or Siege Engineering. This gift can be selected multiple times, selecting an additional proficiency or proficiency rank each time.

Sworn Foe: When this gift is selected, the chosen must designate one specific individual monster or NPC by its name or unique physical characteristic (e.g. "the six-fingered man"). That creature becomes his sworn foe. The chosen gains a +2 bonus to attack throws and saving throws when confronting his sworn foe. If the chosen lands a successful attack on his sworn foe (including spells), the chosen can spend a Fate Point to deal double damage with the attack. If the sworn foe lands a successful attack on the chosen, the chosen can spend a Fate Point to halve the damage dealt by the attack. Once a chosen defeats his sworn foe, he may name a new sworn foe at any time thereafter. A sworn foe must have HD or levels of experience at least equal to those of the chosen; if the chosen ever surpasses his sworn foe in level or HD, he must select a new foe.

Thievery Proficiency: The chosen can select one class proficiency, choosing from Acrobatics, Alertness, Ambushing, Cat Burglary, Climbing, Contortionism, Eavesdropping, Lip Reading, Lockpicking, Passing Without Trace, Running, Skulking, and Trap Finding. This gift can be selected multiple times, selecting an additional proficiency each time, to a maximum limit of three selections.

Thievery Training: The chosen can select one thief skill, choosing from Find Traps, Hide in Shadows, Move Silently, Open Locks, Pick Pockets, and Remove Traps. Thereafter the chosen can perform this skill as a thief of his level. This proficiency may be selected multiple times to gain additional thief skills, to a maximum limit of three selections.

Tribulating Adversary: Whenever an enemy within 30' makes an attack throw, proficiency throw, or saving throw, the chosen may spend a Fate Point to force the enemy to re-roll the throw. The chosen can spend additional Fate Points to allow further re-rolls if desired. However, the chosen can never force a re-roll of a natural 20.

Wholeness of Body: The chosen is immune to all forms of poison, including magical poisons.

When a chosen reaches 5th level (Exemplar), his **sense of destiny** inspires others to follow him. Any henchmen and mercenaries hired by the chosen gain a +1 bonus to their morale score whenever he personally leads them. This bonus stacks with any modifiers from the chosen's Charisma, proficiencies, or class powers.

At 9th level (Chosen), a chosen can **establish a stronghold** and become a protector of men. When he does so, up to 1d4+1x10 0th level mercenaries will come to apply for jobs and training. If hired, they must be paid standard rates for mercenaries.

Chosen Proficiency List: Alertness, Arcane Dabbling, Armor Training, Beast Friendship*, Blind Fighting, Combat Reflexes, Combat Trickery (force back, overrun, sunder), Command, Diplomacy, Divine Blessing, Endurance, Farseeing*, Fighting Style, Goblin-Slaying, Healing*, Laying on Hands*, Leadership, Military Strategy, Mystic Aura, Passing Without Trace,

Prophecy*, Running, Second Sight*, Skirmishing, Weapon Finesse, Weapon Focus*

*Modified or new proficiency described on p. 72.

Template:	Inheritor
Proficiencies:	Weapon Focus (swords), Manual of Arms, *Armor Training*, *Chosen Weapon*, *Martial Training (swords/daggers)*
Starting Equipment:	*Chosen sword +1* in finely-made scabbard (25gp value), dagger, leather armor, shield, armiger's tunic and pants, low leather boots, leather belt, backpack, 2 flasks of military oil, 2 weeks' iron rations, 15gp

Inheritor Template: This pre-generated template represents the inheritor of a chosen weapon handed down by a heroic ancestor. The template is ready for adventure. However, if your chosen's INT is 13 or greater, you may pick one or more additional general proficiencies before play if you'd like (see **Starting Proficiencies** in Chapter 4 of ***ACKS***).

ECCLESIASTIC

Armed with holy water and aspergillus, and accompanied by many of the towns-people carrying torches, staves and halberds, the priest was led by Maspier to the place of the horror; and there they had found the body of Mazzal, with fearfully mangled face, and throat and bosom lined with bloody lacerations. The demoniac assailant had flown, and it was not seen or encountered again that night; but those who had beheld its work returned aghast to their homes, feeling that a creature of nethermost hell had come to visit the city, and perchance to abide therein. Consternation was rife on the morrow, when the story became generally known; and rites of exorcism against the invading demon were performed by the clergy in all public places and before thresholds.

– The Maker of Gargoyles (C. A. Smith)

Prime Requisite: WIS
Requirements: None
Hit Dice: 1d4
Maximum Level: 14

Ecclesiastics are human men and women dedicated to the service of a religious order. If your Judge has not specified particular religious orders in his campaign, the default ecclesiastic is assumed to be a member of the Temple of the Winged Sun, devoted to Ammonar, God of Law and Light. Whatever order they serve, the majority of ecclesiastics never adventure, preferring to dedicate themselves to ministry, prayer, and sacramental duties. Only a few venture forth from their parishes into the dangers of the world, traveling as mendicants, proselytizers, missionaries, or crusaders. Most of these ecclesiastics lose their lives or their faith to darkness or decadence. Those ecclesiastics who succeed in bringing the light of faith into dark places are recorded by later generations as saints and prophets of their god.

Ecclesiastics receive little combat training. At first level, ecclesiastics hit an unarmored foe (AC 0) with an attack throw of 10+. They advance in attack throws only two points every *six* levels of experience (i.e. the same as mages), but they advance in saving throws by two points every *four* levels of experience (i.e. as clerics). They may only fight with quarterstaffs, clubs, daggers, or darts. They are unable to use shields, fight with two weapons, or wear any kind of armor.

Although they cannot cast spells like clerics, ecclesiastics may **learn and perform eldritch ceremonies** in the **liturgical tradition** starting at 1st level (Acolyte). An ecclesiastic's selection of ceremonies is limited to the ceremonies in his **repertoire**. An ecclesiastic's repertoire can include a number of eldritch ceremonies up to the number and level of ceremonies listed for his level, increased by his Intelligence bonus. More information on ceremonial magic, and individual spell descriptions, can be found in the Heroic Magic chapter (p. 105).

As they advance in level, ecclesiastics may add new ceremonies to their repertoire by visiting a temple of their order and spending one game week per ceremony. Each ecclesiastic's order will require that the ecclesiastic learn particular ceremonies at each level, and will refuse to teach certain ceremonies it deems sacrilegious. Ecclesiastics who wish to learn such ceremonies must find or research them on their own. The specific ceremonies taught by any given order should be determined by the Judge based on his setting.

EXAMPLE: Balbus, an ecclesiastic, has advanced to 2nd level, increasing his repertoire from one to two 1st level ceremonies. He visits the local Temple of the Winged Sun and impudently inquires of his Patriarch whether he might learn **choking grip** or **weave smoke**. After a stern lecture on upholding Light and Law, Balbus is offered a choice of **illumination** or **command word**.

Ecclesiastics must uphold the doctrines of their faith in order to remain members of their religious order. If an ecclesiastic is found breaking the rules of his order, he may be disciplined or even separated from his order. An ecclesiastic who is separated from his order may not return to the order when they advance in level to learn new ceremonies, and will not receive aid or followers when building a cathedral (see below). Other penalties are entirely up to the Judge.

Ecclesiastics are among the most educated and respected members of their society. All ecclesiastics learn **theology** at a seminary or monastery (as per the Theology proficiency). They can automatically identify religious symbols, spell signatures, trappings, and holy days of their own faith, and can recognize those of other faiths with a proficiency throw of 11+. Rare or occult cults may be harder to recognize (Judge's discretion). An ecclesiastic may select additional ranks in the Theology proficiency to improve his proficiency throw if desired.

Ecclesiastics can **comfort and console the wounded**, helping the faithful to better endure pain and suffering while they heal. Each use of the ability requires 1 turn (10 minutes), during which the target creature is reassured through prayer and pastoral guidance. Once comforted and consoled, the creature's base healing rate from resting is doubled for the next day. An ecclesiastic cannot comfort and console wounded creatures of a different alignment or religion, nor can he comfort and console creatures of animal intelligence. This ability only applies to healing from resting. It does not stack with the effects of the **salving rest** spell nor with rallying the faithful.

Ecclesiastic Level Progression					Ceremony Progression					
Experience	**Title**	**Level**	**Hit Dice**	**Special Abilities**	**1**	**2**	**3**	**4**	**5**	**6**
0	Catechist	1	1d4	Comfort & console, rally the faithful, theology, turn	1	-	-	-	-	-
1,250	Acolyte	2	2d4	-	2	-	-	-	-	-
2,500	Priest	3	3d4	-	2	1	-	-	-	-
5,000	Curate	4	4d4	-	2	2	-	-	-	-
10,000	Vicar	5	5d4	Magic research (minor)	2	2	1	-	-	-
20,000	Rector	6	6d4	-	2	2	2	-	-	-
40,000	Prelate	7	7d4	-	3	2	2	1	-	-
80,000	Bishop	8	8d4	-	3	3	2	2	-	-
180,000	Patriarch	9	9d4	Cathedral, magic research	3	3	3	2	1	-
280,000	Patriarch, 10th lvl	10	9d4+1*	-	3	3	3	3	2	-
380,000	Patriarch, 11th lvl	11	9d4+2*	Magic research (advanced)	4	3	3	3	2	1
480,000	Patriarch, 12th lvl	12	9d4+3*	-	4	4	3	3	3	2
580,000	Patriarch, 13th lvl	13	9d4+4*	-	4	4	4	3	3	2
680,000	Saint	14	9d4+5*	-	4	4	4	4	3	3

**Hit point modifiers from constitution are ignored*

By reciting a sermon or singing a hymn of battle, an ecclesiastic can **rally the faithful**. Rallying the faithful requires a few moments of oration (one round), and grants allied creatures within 30' a pool of temporary hit points equal to the lower of the ecclesiastic's or the subject's base healing rate. These temporary hit points last for one turn (10 minutes) or until lost to damage, whichever comes first. To benefit from this spell, the subjects must either be of the same alignment and religion of the ecclesiastic, or must have personally benefited from his magic in the past. An ecclesiastic can rally the faithful once per day per level.

EXAMPLE: Balbus, now a 5th level ecclesiastic, has a base healing rate of 1d8. He is adventuring with Athelstan (a paladin with 12 hp and a base healing rate of 1d4) and Raknar Red-Handed (a barbarian with 17 hp and a base healing rate of 1d6). The adventurers confront an ogre, which hits Raknar for 8 points of damage, reducing him to 9 hp. On his action, Balbus rallies the faithful, granting Athelstan and Balbus temporary hit points. Each character receives the temporary hit points equal to the lower of Balbus' or their own base healing rate; for both characters that is their own healing rate. Athelstan rolls 1d4 and receives 2 temporary hit points, putting him at 12 hp and 2 temporary hp. Balbus rolls 1d6 and receives 6 temporary hp, putting him at 9 (of 17) hp and 6 temporary hp. These temporary hp will be lost first if the adventurers are hit. Otherwise they will last one turn.

Finally, all ecclesiastics have the ability to **turn undead**, calling upon the liturgy of their faith to drive back, and even destroy, undead. The potency of this ability is determined by level. On the Turning Undead table, there will be a dash, a "T", a "D", or a number corresponding to the type of undead monster and the level of the ecclesiastic. A dash means that the ecclesiastic has not attained high enough level to turn the undead type. A "T" means that the ecclesiastic automatically turns the undead, and a "D" means that the undead will be destroyed automatically. A number indicates that the player must roll that number or higher on 1d20 in order to turn the undead. If this roll is successful, or there is a "T" in the chart, the player rolls 2d6 and the result equals the number of total Hit Dice of undead monsters turned. A "D" in the chart requires the same roll to determine how many HD of undead are destroyed. No matter what the dice roll result, at least one undead monster will always be turned or destroyed, as appropriate, on a successful use of turning.

Turned undead flee the area for 10 rounds by the best and fastest means available to them. If they cannot flee, they cower in terror, taking no actions and suffering a -2 penalty to AC. If the ecclesiastic attacks turned undead in melee combat, the

Ecclesiastic Turning Undead														
	Ecclesiastic Level													
Undead Type	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**	**13**	**14**
Skeleton	10+	7+	4+	T	T	D	D	D	D	D	D	D	D	D
Zombie	13+	10+	7+	4+	T	T	D	D	D	D	D	D	D	D
Ghoul	16+	13+	10+	7+	4+	T	T	D	D	D	D	D	D	D
Wight	19+	16+	13+	10+	7+	4+	T	T	D	D	D	D	D	D
Wraith	-	19+	16+	13+	10+	7+	4+	T	T	D	D	D	D	D
Mummy	-	-	19+	16+	13+	10+	7+	4+	T	T	D	D	D	D
Spectre	-	-	-	19+	16+	13+	10+	7+	4+	T	T	D	D	D
Vampire	-	-	-	-	19+	16+	13+	10+	7+	4+	T	T	D	D
Infernal*	-	-	-	-	-	19+	16+	13+	10+	7+	4+	T	T	D

**This category includes very powerful undead, or unholy beings such as demons and devils*



Ecclesiastic Saving Throws						Ecclesiastic Attack Throws	
Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs &Wands	Spells	Level	Attack Throw
1-2	13+	10+	16+	13+	15+	1-3	10+
3-4	12+	9+	15+	12+	14+	4-6	9+
5-6	11+	8+	14+	11+	13+	7-9	8+
7-8	10+	7+	13+	10+	12+	10-12	7+
9-10	9+	6+	12+	9+	11+	13+	6+
11-12	8+	5+	11+	8+	10+		
13- 14	7+	4+	10+	7+	9+		

turning effect is broken, but he can use spells or missile weapons against them, and other characters may attack them in any fashion, without breaking the turning effect. Destroyed undead are immediately turned to ash.

There is no limit to how often an ecclesiastic may attempt to turn undead each day, but if an attempt to turn undead fails during an encounter, the ecclesiastic may not attempt to turn undead again for the remainder of that encounter.

Certain chaotic sects teach their ecclesiastics to control undead rather than turn them. The undead are controlled for 1 turn per level of the character. If the undead would have been destroyed, the undead are controlled for 1 day per level of the ecclesiastic instead. Controlled undead behave as if **charmed**, obeying the ecclesiastic as if they were friends. However, if the controlled undead are turned or destroyed by an ecclesiastic during the duration of the control, the control is dispelled immediately. If the duration of the control ends without incident, the undead will flee (as if turned).

An ecclesiastic can use any magic items usable by mages or clerics. When an ecclesiastic reaches 5th level (Vicar), he may begin to research spells, scribe scrolls, and brew potions. Ecclesiastics may collect and use divine power as clerics in order to fuel their magical research.

At 9th level (Patriarch), he is able to create more powerful magic items such as weapons, rings, and staffs. Also upon attaining 9th level (Patriarch), an ecclesiastic may establish or build a **cathedral**. So long as the ecclesiastic is currently a member in good standing of his order, he may buy or build his cathedral at half the normal price due to aid from his order. Once a cathedral is established, the ecclesiastic's reputation will spread and he will attract 5d6x10 0th level soldiers armed with various weapons, plus another 1d6 ecclesiastics of 1st-3rd level of the same religion to serve the order. They are completely loyal (morale +4). While in the ecclesiastic's service, his followers must be provided food and lodging, but need not be paid wages. The Judge determines which proportions of followers are archers, infantry, etc. Ecclesiastic's cathedrals are otherwise identical to cleric's fortified temples, as detailed in the **Campaign** chapter of the ***ACKS*** Rulebook.

At 11th level, an ecclesiastic may learn and cast ritual eldritch pells of great power (6th and 7th level), craft magical constructs, and create magical cross-breeds. If chaotic, the ecclesiastic will become able to create necromantic servants and even become undead himself.

Ecclesiastic Proficiency List: Alchemy, Animal Husbandry, Apostasy*, Beast Friendship, Ceremonial Magic*, Command, Divine Blessing, Divine Health, Farseeing*, Healing*, Knowledge, Laying on Hands*, Loremastery, Magical Engineering, Magical Music*, Mystic Aura, Naturalism, Performance, Personal Talisman*, Prestidigitation, Profession, Prophecy*, Quiet Magic, Righteous Turning, Second Sight*, Sensing Evil, Sensing Power, Unflappable Casting

*Modified or new proficiency described on p. 72.

Template:	Priest
Proficiencies:	Divine Blessing, Performance (oration)
Starting Equipment:	Bronze-shod staff, white cassock, gold silk sash, high boots, backpack, liturgical implements (level 1), holy symbol (winged sun of Ammonar), holy book (The Laws of the Light), 2 weeks' iron rations, 1gp

Priest Template: This pre-generated template represents a devout priest from an organized religious order. The template is ready for adventure. However, if your ecclesiastic's INT is 13 or greater, you may pick one or more additional general proficiencies before play if you'd like (see **Starting Proficiencies** in Chapter 4).

ELVEN SPELLSINGER

In that hour Lúthien came, and standing upon the bridge that led to Sauron's isle she sang a song that no walls of stone could hinder. Beren heard, and he thought that he dreamed; for the stars shone above him, and in the trees nightingales were singing. And in answer he sang a song of challenge… Then all strength left him and he fell down into darkness. But Lúthien heard his answering voice, and she sang then a song of greater power. The wolves howled, and the isle trembled.

– Of Beren and Lúthien, The Silmarillion (J.R.R. Tolkien)

Prime Requisite: INT and CHA
Requirements: INT 9
Hit Dice: 1d4
Maximum Level: 12



According to elven myth, the world began with a song – a mighty anthem sung by the gods themselves by which all things were created. Whether this myth is true, not even the wisest sages can say; but it is true that elf-song can carry great magical power, through which the world can be re-made in accordance with the will of the singer. Elves who have mastered this art are known as spellsingers, and they are counted among the mightiest of magicians. Though most elven spellsingers live out their long lives in the high fastnesses of their people, some enter the realms of men, called forth by a desire to experience awe and terror, a quest for rare and forgotten magic, or merely the lure of adventure.

Elven spellsingers receive limited combat training. At first level, spellsingers hit an unarmored foe (AC 0) with an attack throw of 10+. They advance in attack throws only two points every *six* levels of experience (i.e. the same as mages), though they advance in saving throws by two points every four levels (i.e. as clerics). They may fight with daggers, swords, short swords, composite bows, long bows, and quarterstaffs. They may fight wielding a weapon two-handed but are unable to use shields, fight with two weapons, or wear any kind of armor.

The voices of all elves sound lilting and lyrical to the ears of men; that of the spellsinger is beautiful enough to work magic. Every elven spellsinger begins with one rank of **Perform (singing)** proficiency; additional ranks may be accumulated as class or general proficiency selections. Because of her **irresistible voice**, an elven spellsinger gains a +2 bonus to reaction rolls with creatures she speaks to. If this bonus results in a total of 12 or more, the subjects act as if **charmed** while in her presence. Creatures with a WIS greater than the spellsinger's CHA are immune to this power (and the elven spellsinger will know they are immune).

All elven spellsingers practice the art of **spellsinging** from which they derive their name. Spellsinging is a method of casting eldritch spells by reciting lyrics laced with words of power. Spellsingers perform magic by spending **spell points (SP)** rather than by expending daily spell castings. Each spell costs a certain number of spell points to sing. The higher the level of the spell, the more points it costs. The Spell Point Costs table describes each spell's cost. The spellsingers' use of spell points gives them the flexibility to choose to cast a large number

Elven Spellsinger Level Progression					Spell Points & Repertoire Progression						
Experience	**Title**	**Level**	**Hit Dice**	**Special Abilities**	**Spell Points**	**1**	**2**	**3**	**4**	**5**	**6**
0	Glamourer	1	1d4	Perform, Irresistible voice, spellsinging	2	2	-	-	-	-	-
2,700	Charmer	2	2d4	-	3	3	-	-	-	-	-
5,400	Beguiler	3	3d4	-	5	3	1	-	-	-	-
10,800	Spellbinder	4	4d4	-	7	3	2	-	-	-	-
21,600	Bewitcher	5	5d4	Magic research (minor)	10	3	2	1	-	-	-
43,200	Ensorceller	6	6d4	-	15	3	3	2	-	-	-
85,000	Illusionist	7	7d4	-	21	4	3	2	1	-	-
170,000	Enchanter	8	8d4	-	29	4	3	3	2	-	-
370,000	Spellsinger	9	9d4	Fastness, magic research	38	4	4	3	2	1	-
570,000	Spellsinger, 10th lvl	10	9d4+1*	-	50	4	4	3	3	2	-
770,000	Spellsinger, 11th lvl	11	9d4+2*	Magic research (advanced)	64	5	4	4	3	2	1
970,000	Spellsinger, 12th lvl	12	9d4+3*	-	81	5	4	4	3	3	2

**Hit point modifiers from constitution are ignored*

of low level spells, a small number of high level spells, or any combination in between. See p. 102 of the Heroic Magic chapter for details on spellsinging.

Spell Level	Spell Point Cost
1st	1
2nd	2
3rd	3
4th	5
5th	7
6th	10

Spellsingers recover their spell points in the same way spellcasters recover their daily spell castings, by spending eight hours resting without interruption and one hour concentrating on prayer or study. Spell points can only be recovered by resting once every 24 hours. Spellsingers can also **tap ambient magic** to fuel their spells without expending their own SPs. See p. 104 of the Heroic Magic chapter for details on tapping ambient magic.

Like other eldritch casters, a spellsinger's spell selection is limited to the spells in his repertoire. A spellsinger's repertoire can include a number of spells up to the number and level of spells listed for his level, increased by his Intelligence bonus, and functions exactly like an arcane/eldritch caster's repertoire in all respects. Unlike other casters, however, spellsingers can cast spells that are not in their repertoire by **extemporaneously singing spells**. See p. 103 of the Heroic Magic chapter for details on extemporaneous spellsinging.

When an elven spellsinger reaches 5th level (Spellbinder), she may begin to research spells, scribe magical scrolls, and brew potions. Elven spellsingers may collect and use divine power as clerics in order to fuel their magical research. When an elven spellsinger reaches 9th level (Spellsinger), she is able to create more powerful magic items such as weapons, rings, and staffs.

At 9th level, an elven spellsinger can also establish a **fastness** in a natural setting, such as a forest or glen. Rather than impose upon nature, this keep must blend seamlessly with it. A total of 3d6x10 1st level elven NPCs will move in to help with it and defend the fastness at no cost to the character. Additional rules for elven fastnesses are detailed in the **Campaign** chapter of ***ACKS***.

At 11th level, an elven spellsinger may learn and cast ritual spells of great power (7th, 8th, and 9th level), craft magical constructs, and create magical cross-breeds. If chaotic, the spellsinger may create necromantic servants and become undead, though such a choice is understandably rarer among the ageless elves.

Like other elves, spellsingers gain a +1 bonus to surprise rolls when in the wilderness due to their **attunement to nature**. Elves have **keen eyes** that allow them to detect hidden and secret doors with a proficiency throw of 8+ on 1d20 when actively searching, or 14+ on casual inspection. Because of their **connection to nature**, elves are completely unaffected by the paralysis ghouls can inflict, and the target values for all their saving throws versus Petrification/Paralysis and Spells are reduced by 1. (These adjustments are already factored into the saving throws on the table below.) All elves can speak the Common, Elven, Gnoll, Hobgoblin, and Orc languages.

Elven Spellsinger Proficiency List: Alchemy*, Art*, Beast Friendship, Bright Lore of Aura*, Ceremonial Magic*, Contemplation*, Craft*, Diplomacy, Familiar, Farseeing*, Healing, Knowledge, Laying on Hands*, Loremastery, Magical Engineering, Magical Music*, Mastery of Charms and Illusions*, Naturalism, Quiet Magic, Passing Without Trace, Performance, Prophecy*, Prestidigitation, Second Sight*, Sensing Evil, Sensing Power, Swashbuckling, Transmogrification, Unflappable Casting, Wakefulness

*Modified or new proficiency described on p. 72.

Template:	Siren
Proficiencies:	Mastery of Charms and Illusions, Seduction
Starting Equipment:	Silk stitched spellbook with **ensorcellement**, dagger, blue silk cloak, veil, sash, white silk dress, long leather gloves, silver bangles (10gp value), silver earrings (10gp), high boots, backpack, quill and ink, 2 weeks' iron rations, 4gp

Siren Template: This pre-generated template represents an alluring enchantress. The template is ready for adventure. However, if your spellsinger's INT is 13 or greater, you may pick one or more additional general proficiencies and starting spells before play if you'd like.

Elven Spellsinger Saving Throws						Spellsinger Attack Throws	
Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs &Wands	Spells	Level	Attack Throw
1-2	12+	10+	16+	13+	14+	1-3	10+
3-4	11+	9+	15+	12+	13+	4-6	9+
5-6	10+	8+	14+	11+	12+	7-9	8+
7-8	9+	7+	13+	10+	11+	10-12	7+
9-10	8+	6+	12+	9+	10+		
11-12	7+	5+	11+	8+	9+		

FREEBOOTER

They lived by thievery, robbery, bodyguarding, brief commissions as couriers and agents—commissions they always, or almost always, fulfilled punctiliously—and by showmanship, the Mouser entertaining by legerdemain, juggling, and buffoonery, while Fafhrd with his gift for tongues and training as a singing skald excelled at minstrelsy. They never worked as cooks, clerks, carpenters, tree-fellers, or common servants...

– The Circle Curse, in Swords Against Death (Fritz Leiber)

Prime Requisite: DEX (plus one ability score determined by path)
Requirements: None
Hit Dice: 1d4
Maximum Level: 14

Freebooters are a motley assortment of adventurers who live and die for plunder. Some freebooters are dauntless expeditionaries who raid tombs for ancient treasures. Others may be brutal ruffians who rob and ravage the weak and foolish, cunning scoundrels with the charisma to convince their marks to hand over their wealth willingly, or hardy wayfarers who exact a toll on any who cross the roads and trails of their wilderness homes. Whatever their particular path to plunder, wayfarers share a lust for adventure, a taste for gold, and a willingness to resort to subterfuge and backhanded tactics without hesitation.

Like thieves, freebooters often belong to a **criminal guild** which offers shelter and information between heists. At the Judge's discretion, a freebooter may have to forfeit a portion of his earnings to the guild in exchange for protection. In the Auran Empire, freebooters are everywhere, from the slums of the ports of Kushtu to the highest halls of the Senate in Aura.

Freebooters are ruthless, dirty combatants. At first level, freebooters hit an unarmored foe (AC 0) with an attack throw of 10+. Like fighters, they advance in attack throws by two points every *three* levels of experience. However they advance in saving throws like thieves, by two points every *four* levels of experience.

All freebooters may wear leather armor or lighter, and may wield crossbows, daggers, shortbows, short swords, and swords, as well as five other weapons determined by their path (see below). They may fight wielding a weapon two-handed and wielding a weapon in each hand, but may not use shields. They may only use magic items usable by thieves.

Lacking the staying power of fighters, freebooters prefer to strike from ambush and finish their foes quickly. A freebooter whose opponent is unaware of his presence can **backstab** him. When backstabbing, the freebooter receives an attack bonus of +4 and, if successful, deals additional damage for every four levels he has attained. A freebooter at 1st through 4th levels does double the normal damage, at 5th-8th levels does triple the normal damage, at 9th-12th levels does quadruple the normal damage, and at 13th level or higher does quintuple the normal damage.

Freebooters **increase their damage** from their choice of either missile *or* melee attacks by +1 at 1st level, and by an additional +1 at 3rd, 6th, 9th, and 12th level. The freebooter must choose which type of attack will receive the damage bonus at 1st level, and may not change the choice as he advances (i.e. they may choose to be either melee or missile specialists).

A freebooter's plundering pursuits are shaped by his **path to wealth**. There are four paths to wealth available to a freebooter: Expeditionary, Ruffian, Scoundrel, and Wayfarer. Each path offers a different set of abilities reflecting that path's preferred methods to accumulate wealth. When a freebooter is created, select a path for the character from the Paths to Wealth table below, and write down the proficiencies and powers of the path. Each path teaches the use of a selection of five additional weapons, trains the character in four thief skills, and grants five bonus proficiencies. Note that each path has its own prime requisite in addition to DEX.

Path	Description
Expeditionary	A looter of tombs and a delver of dungeons, skilled in scouting, trap-finding, and lock-picking.
Ruffian	A cut-throat and killer, skilled in breaking and entering, robbery, and intimidation.
Scoundrel	A gentleman thief, skilled in subterfuge and disguise.
Wayfarer	A highwayman, outrider, or scout, skilled in hunting, trapping, and survival.

Freebooter Level Progression

Experience	Title	Level	Hit Dice	Damage Bonus	Backstab
0	Scrounger	1	1d4	+1	x2
2,150	Looter	2	2d4	+1	x2
4,300	Pilferer	3	3d4	+2	x2
8,600	Purloiner	4	4d4	+2	x2
17,200	Defalcator	5	5d4	+2	x3
34,400	Ransacker	6	6d4	+3	x3
70,000	Plunderer	7	7d4	+3	x3
140,000	Freebooter	8	8d4	+3	x3
240,000	Freebooter Captain	9	9d4	+4	x4
340,000	Freebooter Captain, 10th level	10	9d4+2*	+4	x4
440,000	Freebooter Captain, 11th level	11	9d4+4*	+4	x4
540,000	Freebooter Captain, 12th level	12	9d4+6*	+5	x4
640,000	Freebooter Captain, 13th level	13	9d4+8*	+5	x5
740,000	Prince of Plunder	14	9d4+10*	+5	x5

**Hit point modifiers from constitution are ignored*

Freebooter (Thief) Skills							
Level	Open Locks	Find/ Remove Traps	Pick Pockets*	Move Silently	Climb Walls	Hide in Shadows	Hear Noise
1	18+	18+	17+	17+	6+	19+	14+
2	17+	17+	16+	16+	5+	18+	13+
3	16+	16+	15+	15+	5+	17+	12+
4	15+	15+	14+	14+	4+	16+	11+
5	14+	14+	13+	13+	4+	15+	10+
6	12+	13+	12+	12+	4+	14+	9+
7	10+	11+	10+	10+	3+	12+	8+
8	8+	9+	8+	8+	3+	10+	7+
9	6+	7+	6+	6+	3+	8+	6+
10	4+	5+	4+	4+	3+	6+	5+
11	3+	3+	2+	2+	2+	4+	4+
12	2+	2+	-1+	2+	2+	3+	3+
13	1+	2+	-3+	1+	1+	2+	2+
14	1+	1+	-5+	1+	1+	1+	1+

**-1 penalty on the proficiency throw per each level the freebooter is lower than the victim.*

At the Judge's discretion, a freebooter may follow a unique path, outside of the four listed above. The player and Judge should collaborate to choose five weapons, four thief skills, and five bonus proficiencies that are appropriate to the freebooter.

PATH OF THE EXPEDITIONARY

Prime Requisite: WIS
Weapons: hand axe, pole arm, spear, staff, war hammer
Thief Skills: Find Traps, Open Locks, Move Silently, Remove Traps
Bonus Proficiencies: Alertness, Climbing, Dungeon Bashing, Mapping, Trap Finding

The expeditionary is a looter of tombs and a delver of dungeons. He often serves as point-man on dungeon delves due to his ability to find both secret doors and traps more effectively than almost any other adventurer. His ability to climb walls and move silently allows him to scout ahead undetected by listening guards, while his training in disarming traps, opening locks, and bashing doors enables him to penetrate almost any obstacle in his path to plunder. Expeditionaries are also excellent map-makers and most treasure maps are created by them.

PATH OF THE RUFFIAN

Prime Requisite: STR
Weapons: battle axe, club, morning star, sap, whip
Thief Skills: Hide In Shadows, Move Silently, Open Locks, Pick Pockets
Bonus Proficiencies: Dungeon Bashing, Fighting Style (ruffian's choice), Intimidation, Skulking, Swashbuckling

The ruffian is a cut-throat and killer. A ruffian can cut the purses of passersby, skulk in the shadows to waylay unsuspecting victims, break into homes and burglarize their valuables, or simply rely on his threatening demeanor and martial prowess to rob victims at sword-point. Most freebooters are ruffians, and they can be found in great numbers in any den of scum and villainy.

PATH OF THE SCOUNDREL

Prime Requisite: CHA
Weapons: arbalest, dart, mace, sap, whip
Thief Skills: Hide In Shadows, Move Silently, Open Locks, Pick Pockets
Bonus Proficiencies: Cat Burglary, Climbing, Disguise, Eavesdropping, Lip Reading

The scoundrel is a gentleman thief. His ability to scale walls, open locks, hide in shadows, and move silently enables him to function as nigh-undetectable cat burglar, stealing his victims' most precious treasures without need for violence. An expert in disguise, he can blend in to any crowd, where his graceful sleight-of-hand can relieve his marks of their important papers and burdensome purses. Skilled eavesdroppers and lip readers, scoundrels often work as spies and secret agents, uncovering secrets that the powerful wish to keep hidden.

PATH OF THE WAYFARER

Prime Requisite: CON
Weapons: bola, hand axe, longbow, net, staff
Thief Skills: Climb Walls, Hear Noise, Hide In Shadows, Move Silently
Bonus Proficiencies: Land Surveying, Running, Sniping, Skirmishing, Tracking

The wayfarer is a highwayman, outrider, and scout. He excels at hit-and-run attacks, sniping from the cover of darkness and brush, then falling back swiftly and silently into the wilderness. He has the ability to move through the wilderness at great speed, and can navigate mountainous terrain, climb trees, and scale precipices that halt pursuers. If inclined to law, wayfarers may use their expertise in tracking and land surveying to discover monster lairs in the wilderness for adventuring parties or local garrisons.

While each path of freebooter knows different thief skills, all follow the same progression of improvement, as shown on the Freebooter (Thief) Skill Progression table, below.



Freebooter Saving Throws						Freebooter Attack Throws	
Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Level	Attack Throws
1-2	13+	13+	16+	14+	15+	1	10+
3-4	12+	12+	15+	13+	14+	2-3	9+
5-6	11+	11+	14+	12+	13+	4	8+
7-8	10+	10+	13+	11+	12+	5-6	7+
9-10	9+	9+	12+	10+	11+	7	6+
11-12	8+	8+	11+	9+	10+	8-9	5+
13- 14	7+	7+	10+	8+	9+	10	4+
						11-12	3+
						13	2+
						14	1+

When a freebooter attains 9th level (Freebooter Captain), he can establish a **hideout**, and 2d6 freebooter apprentices of 1st level will come to work with the character. The freebooters will be of the same path as their captain. If hired, they must be paid standard rates. Additional rules for hideouts are detailed in the **Campaign** chapter.

Freebooter Proficiency List: Acrobatics, Alertness, Arcane Dabbling, Blind Fighting, Bribery, Cat Burglary, Ceremonial Magic, Combat Reflexes, Combat Trickery (disarm, incapacitate), Contortionism, Fighting Style, Lip Reading, Lockpicking, Loremastery, Magical Music, Martial Training, Mountaineering, Passing Without Trace, Precise Shooting, Running, Skirmishing, Skulking, Sniping, Swashbuckling, Trap Finding, Weapon Finesse, Weapon Focus*

*Modified or new proficiency described on p. 72.

Template:	Spelunker (Expeditionary path)
Proficiencies:	Mountaineering, Caving
Starting Equipment:	Crossbow, case with 20 bolts, 10′ pole, short sword, 2 throwing daggers, sturdy leather armor, tanned brown cloak, thick tunic and pants, leather belt, low boots, backpack, 2 large treasure sacks, thieves' tools, grappling hook, 50′ rope, tinderbox, lantern, small hammer, 12 iron spikes, 2 flasks of military oil, wineskin, 2 weeks' iron rations

Spelunker Template: This pre-generated template represents a brave spelunker, expert in delving into the deepest caves and caverns. The template is ready for adventure. However, if your spelunker's INT is 13 or greater, you may pick one or more additional general proficiencies before play if you'd like (see **Starting Proficiencies** in Chapter 4 of ***ACKS***).



HALFLING BOUNDER

The Shirriffs was the name that [halflings] gave to their police… There were in all the Shire only twelve of them, three in each Farthing. A rather larger body, varying at need, was employed 'to beat the bounds', and to see that Outsiders of any kind, great or small, did not makes themselves a nuisance. At the time when this story begins, the Bounders, as they were called, had been greatly increased. There were many reports and complaints of strange persons and creatures prowling about the borders, or over them: the first sign that all was not quite as it should be, and always had been except in tales and legends of long ago!

- The Fellowship of the Rings (J.R.R. Tolkien)

Prime Requisite: STR, DEX
Requirements: DEX 9
Hit Dice: 1d6
Maximum Level: 8

Halflings are a race of diminutive and insular humanoids noted for their love of food, wealth, and comfort and their dislike of big people, strangers, and travel. Descending from human and dwarven stock, they stand about 3' tall, with ruddy skin, dark hair, and brown or black eyes. Among the most hirsute of the humanoid races, halflings cultivate their body hair the way dwarves cultivate their beards. Well-groomed foot hair is the mark of a halfling of fine breeding. Halflings live in hill burrows with big, round windows which are known as a "halfling holes", and are a compromise between a dwarven heritage that craves the security of thick earth overhead and a human bloodline clamoring for sun and space. Halflings organize themselves in small, close-knit communities known as shires, typically made up of 500 to 600 halflings but sometimes having as many as 3,000 denizens.

The safety and security of the shire is entrusted to the bounders, a militia-like organization of volunteers that watch over the areas outside the shire, and help keep order within. Bounders tend to be among the biggest and boldest halflings around, and as such are more likely than other members of their homebodied race to be found as adventurers. Some bounders adventure from an excess of wanderlust, others in order to bring to justice a trespasser against the shire, and others in order to gain the wealth needed to become respected gentlemen of their community.

Halfling Bounder Level Progression				
Experience	Level	Title	Hit Dice	Damage Bonus
0	1	Halfling Bounder	1d6	+1
2,000	2	Halfling Reeve	2d6	+1
4,000	3	Halfling Constable	3d6	+2
8,000	4	Halfling Bailiff	4d6	+2
16,000	5	Halfling Steward	5d6	+2
32,000	6	Halfling Warden	6d6	+3
65,000	7	Halfling Marshall	7d6	+3
130,000	8	Halfling Sheriff	8d6	+3

Halfling bounders are the best-trained combatants of their race. At first level, bounders hit an unarmored foe (AC 0) with an attack throw of 10+. They advance in attack throws and saving throws by two points every *three* levels of experience (i.e. the same as fighters). In addition, they gain an **accuracy bonus** of +1 to all attack throws with missile weapons.

They are trained with battle axes, bolas, crossbows, daggers, hand axes, javelins, slings, short bows, short swords, and swords. They can fight with a small weapon and halfling-size shield, with a small weapon in each hand, or with a medium-sized weapon used two-handed. Due to their careful aim, they increase their base damage roll from successful missile and melee attacks by +1 at 1st level, and by an additional +1 at 3rd and 6th level. Bounders can wear any armor.

Despite their combat training, halfling bounders prefer not to confront powerful enemies alone. A bounder may instead **placate** his opponents use disarming words, glib talk, or submissive body language, until help arrives. The bounder may not attack while placating, but may walk at half speed, or perform an action in lieu of moving, such as standing up from being knocked down, picking an item off the ground, or retrieving an item from a pack or sack. A halfling bounder may not placate if he, or any other halflings in his party, have already attacked an opponent during the present encounter.

When a halfling bounder is placating, any opponent attempting to strike or otherwise directly attack him must attempt a saving throw versus Spells. If the save succeeds, the opponent can attack the halfling bounder normally that round. If the save fails, the opponent will not attack the bounder that round and will attack another creature instead. Area effects may still affect the halfling. Mindless creatures and fantastic creatures of animal intelligence cannot be placated, but ordinary animals and all sapient creatures are susceptible to a halfling burglar's cringing placation.



Halfling bounders are ever alert for threats to their shire. Their **nervous watchfulness** grants bounders a +1 bonus to initiative and a +1 bonus against surprise. As they must constantly patrol the perimeter of the shire, halfling bounders learn to maintain a **bounding march** that affords them a movement rate of 120' per turn and 24 miles per day.

Like burglars, halfling bounders are **difficult to spot** outdoors, having the ability to seemingly disappear into woods and underbrush with a proficiency throw of 3+ on 1d20. In dungeons, a halfling bounder who is motionless and quiet in cover can escape detection with a proficiency throw of 14+ on 1d20.

All halflings are perceived as **child-like** by members of the larger races. A halflings suffer a -2 penalty to loyalty and morale with non-halfling henchman, but gains a +2 bonus to loyalty and morale with halfling henchman. This modifier does not affect their reaction rolls, as some people like kids.

Due to their **dwarven ancestry**, halflings gain a +1 bonus on saving throws versus Petrification/Paralysis and Spells. These adjustments are already factored into the saving throws on the Halfling Burglar Attack and Saving Throws table below.

As **naturally chatty** folk, all halfling characters will speak the Common tongue, their native tongue, and three bonus languages, selected from the following list based on their shire's

Halfling Bounder Attack and Saving Throws						
Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Attack Throw
1	14+	14+	16+	16+	16+	10+
2-3	13+	13+	15+	15+	15+	9+
4	12+	12+	14+	14+	14+	8+
5-6	11+	11+	13+	13+	13+	7+
7	10+	10+	12+	12+	12+	6+
8	9+	9+	11+	11+	11+	5+

proximity to other races and realms: Bugbear, Dwarf, Elf, Gnome, Goblin, Human (various), Hobgoblin, Kobold, Orc.

Halflings have notoriously large appetites and are famous for their **heroic breakfasts**. Once per day a halfling can recover his base healing rate in hp by consuming a meal accompanied by alcohol, coffee, or tea. This recovery is in addition to any hit points gained from complete rest.

Halfling crave comfort and security far to much to be able to descend into dastardly wickedness. They are **difficult to corrupt**, suffering only ½ the usual amount of Corruption from spending time in sinkholes of evil (p. 98), using evil magic items (p. 94), or from the effects of **corrupting dreams** (p. 132).

While spiritually strong, halflings are **physically weak** and suffer a -4 penalty to proficiency throws to open doors and other feats of strength. For the same reason halflings are **easily encumbered**. They can only carry 3 stone without becoming encumbered. When carrying 4 stone their encounter movement rate is reduced to 90'. When carrying 5-6 stone, their encounter movement rate is reduced to 60'. When carrying 7 stone or more, their encounter movement rate is reduced to 30'. A halfling can carry a maximum of 12 stone, modified by his Strength bonus or penalty.

Because of their small size, halflings can get **underfoot** of large, clumsy creatures. Monsters of larger than man-sized suffer a -2 penalty to their attack throws against halflings.

Halfling bounders cannot attain 9th level, and therefore never attract followers by establishing a stronghold.

Halfling Bounder Proficiency List: Acrobatics, Alertness, Ambushing, Animal Training, Blind Fighting, Combat Reflexes, Combat Trickery (disarm, knockdown, incapacitate, underrun), Command, Contortionism, Craft*, Diplomacy, Endurance, Fighting Style, Goblin-Slaying, Land Surveying, Leadership, Lip Reading, Mapping, Military Strategy, Mountaineering, Navigation, Passing Without Trace, Precise Shooting, Riding, Signaling, Skirmishing, Sniping, Swashbuckling, Tracking, Weapon Finesse, Weapon Focus*

*Modified or new proficiency described on p. 72.

Template:	Kennelmaster
Proficiencies:	Precise Shot, Animal Training (dogs)
Starting Equipment:	Shortbow, quiver with 20 arrows, short sword, 3 daggers, chainmail armor, small shield, tanned brown cloak, thick tunic and pants, leather belt, backpack, blanket, lantern, 3 flasks of common oil, 2 weeks' iron rations, waterskin, 3 cute but fierce hunting dogs

Kennelmaster Template: This pre-generated template represents a halfling kennelmaster trained to fight alongside his dogs. The Template is ready for adventure. However, if your halfling bounder's INT is 13 or greater, you may pick one or more additional general proficiencies before play if you'd like (see **Starting Proficiencies** in Chapter 4 of ***ACKS***).



HALFLING BURGLAR

His small hand would not close about it for it was a large and heavy gem; but he lifted it, shut his eyes, and put it in his deepest pocket. "Now I am a burglar indeed!" thought he. "But I suppose I must tell the dwarves about it-some time. They did say I could pick and choose my own share; and I think I would choose this, if they took all the rest!

– Bilbo Baggins, in The Hobbit (J.R.R. Tolkien)

Prime Requisite: DEX
Requirements: DEX 9
Hit Dice: 1d4
Maximum Level: 10

Legend has it that the first halfling burglar was nothing of the sort, merely some hapless shire-dweller drawn into an expedition by the machinations of a meddlesome Nobiran wizard and a band of dwarven delvers. Legend also has it that the halfling later returned home from his expeditions richer than any halfling in history and established himself as a leading gentleman in his shire. The tale has two endings; in the happy version of the tale, the halfling burglar ended his years in luxurious retirement, training his nephew and nephew's friends in the tricks he had learned. The tragic ending claims that the burglar was corrupted by dark magic and abandoned his friends and family to dwell forever in cavernous darkness.

Learned sages are confident this story is just a faery-tale, and that no such halfling ever existed. Nevertheless, the tale's influence has been profound. More than one young halfling, despite belonging to a race utterly unsuited for adventuring, has left the comforts of his family hobbit-hole to seek out fame and

fortune. Of course, most of these halflings are never seen again, but sometimes – not often, mind you, but just often enough – a halfling burglar will return, baggage laden with gold, brimming with tales of adventurer and excitement. Such halflings typically establish themselves as bourgeois gentlemen in their shire, and furtively train other young halflings in their skills. Their disciples may in time become adventurers themselves, though as often as not they simply use their craft to trespass, annoy, and meddle in the affairs of their betters. More law-abiding halflings are thus quick to point out to visiting strangers where "that sort" can be found, and generally cheer when they are recruited to join adventuring parties.

Halfling burglars are good combatants, as far as halflings go, although not as skilled as halfling bounders. At first level, burglars hit an unarmored foe (AC 0) with an attack throw of 10+. They advance in attack throws and saving throws by two points every *four* levels of experience (i.e. the same as thieves). They are trained with bolas, daggers, darts, slings, short bows, and short swords. They can fight with a halfling-size shield or with a weapon in each hand, but cannot fight two-handed.

Burglars never wear armor heavier than leather. Because they stay constantly **light on their feet**, all halfling burglars gain Swashbuckling as a bonus proficiency, providing a +1 bonus to AC at 1st level, increasing to +2 AC at 7th level.

When outdoors, halfling burglars are **difficult to spot**, having the ability to seemingly disappear into woods and underbrush with a proficiency throw of 3+ on 1d20. In dungeons, a halfling who is motionless and quiet in cover can escape detection with a proficiency throw of 14+ on 1d20.

Halfling Burglar Level Progression

Experience	Level	Title	Hit Dice
0	1	Hairfootpad	1d4
1,175	2	First-Story Halfling	2d4
2,350	3	Snooper	3d4
4,700	4	Prowler	4d4
9,400	5	Sneaker	5d4
18,800	6	Filcher	6d4
40,000	7	Pilferer	7d4
80,000	8	Burglar	8d4
155,000	9	Bourgeois Burglar	9d4
235,000	10	Bourgeois Burglar, 10th level	9d4+2*

**Hit point modifiers from constitution are ignored*

When confronted by enemies, a halfling burglar may **placate** them use disarming words, glib talk, or submissive body language to avoid being attacked. The burglar may not attack while placating, but may walk at half speed, or perform an action in lieu of moving, such as standing up from being knocked down, picking an item off the ground, or retrieving an item from a pack or sack. A halfling burglar may not placate if he, or any other halflings in his party, have already attacked an opponent during the present encounter.

When a halfling burglar is placating, any opponent attempting to strike or otherwise directly attack him must attempt a saving throw versus Spells. If the save succeeds, the opponent can attack the halfling burglar normally that round. If the save fails, the opponent will not attack the burglar that round and will attack another creature instead. Area effects may still affect the halfling. Mindless creatures and fantastic creatures of animal intelligence cannot be placated, but ordinary animals and all sapient creatures are susceptible to a halfling burglar's cringing placation.

Uncharitable human adventurers often claim that a halfling burglar's abilities are limited to dodging, hiding, and pleading for his life. In actuality, halfling burglars have a range of other skills that are useful for trespassing, pilfering, eavesdropping, or being a meddling nuisance. These skills improve as the burglar gains levels according to the progression on the Halfling Burglar Skills table, above.

All halflings are perceived as **child-like** by members of the larger races. A halflings suffer a -2 penalty to loyalty and morale with non-halfling henchman, but gains a +2 bonus to loyalty and morale with halfling henchman. This modifier does not affect their reaction rolls, as some people like kids.

Due to their **dwarven ancestry**, halflings gain a +1 bonus on saving throws versus Petrification/Paralysis and Spells. These adjustments are already factored into the saving throws on the Halfling Burglar Attack and Saving Throws table below.

As **naturally chatty** folk, all halfling characters will speak the Common tongue, their native tongue, and three bonus languages, selected from the following list based on their shire's proximity to other races and realms: Bugbear, Dwarf, Elf, Gnome, Goblin, Human (various), Hobgoblin, Kobold, Orc.

Halflings have notoriously large appetites and are famous for their **heroic breakfasts**. Once per day a halfling can recover his base healing rate in hp by consuming a meal accompanied by alcohol, coffee, or tea. This recovery is in addition to any hit points gained from complete rest.

Halfling crave comfort and security far to much to be able to descend into dastardly wickedness. They are **difficult to corrupt**, suffering only ½ the usual amount of Corruption from spending time in sinkholes of evil (p. 98), using evil magic items (p. 94), or from the effects of **corrupting dreams** (p. 132).

While spiritually resilient, halflings are **physically weak** and suffer a -4 penalty to proficiency throws to open doors and other feats of strength. For the same reason halflings are **easily encumbered**. They have a base movement rate of just 90' and can only carry 3 stone without becoming encumbered. When carrying 4 stone their encounter movement rate is reduced to 60'. When carrying 5-6 stone, their encounter movement rate is reduced to 45'. When carrying 7 stone or more, their encounter movement rate is reduced to 30'. A halfling can carry a maximum of 12 stone, modified by his Strength bonus or penalty.

Because of their small size, halflings can get **underfoot** of large, clumsy creatures. Monsters of larger than man-sized suffer a -2 penalty to their attack throws against halflings.

When a burglar attains 9th level (Bourgeois Burglar), he can establish a **hidey-hole**, and 2d6 halfling burglar apprentices of 1st level will offer to work for him. If hired, they must be paid standard rates for ruffians. Many burglars use these followers to start a profitable crime syndicate, and thereafter stay at home,

Halfling Burglar Skills						
Level	Open Locks	Find & Remove Traps	Pick Pockets*	Move Silently	Climb Walls	Hear Noise
1	18+	18+	17+	17+	6+	14+
2	17+	17+	16+	16+	5+	13+
3	16+	16+	15+	15+	5+	12+
4	15+	15+	14+	14+	4+	11+
5	14+	14+	13+	13+	4+	10+
6	12+	13+	12+	12+	4+	9+
7	10+	11+	10+	10+	3+	8+
8	8+	9+	8+	8+	3+	7+
9	6+	7+	6+	6+	3+	6+
10	4+	5+	4+	4+	3+	5+

** -1 penalty on the proficiency throw per each level the burglar is lower than the victim.*

get fat, and pretend to be respectable bourgeoisie of their shire. A burglar's hidey-hole is otherwise identical to a thief's hideout. See the Hideouts & Hijinks section of Chapter 7 of ***ACKS***.

Halfling Burglar Proficiency List: Acrobatics, Alertness, Ambushing, Arcane Dabbling*, Bargaining, Blind Fighting, Cat Burglary, Caving, Combat Reflexes, Combat Trickery (disarm, knockdown, underrun), Contortionism, Craft*, Gambling, Lip Reading, Lockpicking, Mapping, Mountaineering, Navigation, Passing Without Trace, Precise Shooting, Riding, Running, Skirmishing, Skulking, Sniping, Swashbuckling, Trap Finding, Trapping, Weapon Finesse, Weapon Focus*

*Modified or new proficiency described on p. 72.

Template:	Rumormonger
Proficiencies:	Skulking, Lip Reading
Starting Equipment:	Shortbow, quiver with 20 arrows, short sword, 3 daggers, leather armor, tanned brown cloak, thick tunic and pants, leather belt, adventurer's harness, ear trumpet, lantern, 3 flasks of common oil, thieves' tools, 2 weeks' iron rations, waterskin, 2gp

Rumormonger Template: This pre-generated template represents a meddlesome rumormonger skilled at listening in to other's conversations. The Template is ready for adventure. However, if your halfling burglar's INT is 13 or greater, you may pick one or more additional general proficiencies before play if you'd like (see **Starting Proficiencies** in Chapter 4 of ***ACKS***).

LOREMASTER

And the loremasters among them learned also the High Eldarin tongue of the Blessed Realm, in which much story and song was preserved from the beginning of the world; and they made letters and scrolls and books, and wrote in them many things of wisdom and wonder in the high tide of their realm, of which all is now forgot.

– Akallabêth, in The Silmarillion (J.R.R. Tolkien)

Prime Requisite: INT and WIS
Requirements: None
Hit Dice: 1d4
Maximum Level: 14

Loremasters pursue knowledge and preserve ancient wisdom handed down from time immemorial. Most loremasters live ascetic lives devoted to annotating and studying the books and scrolls collected by their predecessors. But the boldest and most ambitious become adventurers, delving into the dungeons and tombs of past kingdoms in search of knowledge which has been lost. Wielding secrets forgotten for centuries, these loremasters become the most powerful of their kind, legends whose deeds will become the subject of study by the annalists of the future.

Because of their devotion to study, loremasters receive limited combat training. At first level, loremasters hit an unarmored foe (AC 0) with an attack throw of 10+. They advance in attack throws only two points every *six* levels of experience (i.e. half as fast as fighters), though they advance in saving throws by two points every four levels (i.e. as clerics). They may only fight

Halfling Burglar Attack and Saving Throws						
Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Attack Throw
1-2	12+	13+	16+	14+	14+	10+
3-4	11+	12+	15+	13+	13+	9+
5-6	10+	11+	14+	12+	12+	8+
7-8	9+	10+	13+	11+	11+	7+
9-10	8+	9+	12+	10+	10+	6+

Loremaster Level Progression					Ceremony Progression					
Experience	Title	Level	Hit Dice	Special Abilities	1	2	3	4	5	6
0	Learner	1	1d4	Loremastery, personal talisman, read languages	2	-	-	-	-	-
2,000	Disciple	2	2d4	-	3	-	-	-	-	-
4,000	Scholastic	3	3d4	Personal talisman 2	3	1	-	-	-	-
8,000	Archivist	4	4d4	-	3	2	-	-	-	-
16,000	Scholar	5	5d4	Magic research (minor)	3	2	1	-	-	-
32,000	Antiquarian	6	6d4	-	3	3	2	-	-	-
65,000	Annalist	7	7d4	-	4	3	2	1	-	-
130,000	Savant	8	8d4	-	4	3	3	2	-	-
230,000	Loremaster	9	9d4	Athenaeum, magic research	4	4	3	2	1	-
330,000	Loremaster, 10th lvl	10	9d4+1*		4	4	3	3	2	-
430,000	Loremaster, 11th lvl	11	9d4+2*	Magic research (advanced), personal talisman 3	5	4	4	3	2	1
530,000	Loremaster, 12th lvl	12	9d4+3*	-	5	4	4	3	3	2
630,000	Loremaster, 13th lvl	13	9d4+4*	-	5	5	4	4	3	2
730,000	Sage	14	9d4+5*	-	6	5	4	4	3	3

**Hit point modifiers from constitution are ignored*

with quarterstaffs, clubs, daggers, and darts. They are unable to use shields, fight with two weapons, or wear any kind of armor. For these reasons, loremasters are quite vulnerable to physical danger, and in an adventuring group they should be protected.

The books and scrolls of interest to the loremaster are virtually never written in the Common tongue so loremasters soon become familiar with even the most obscure scripts, codes, and languages. At 1st level, a loremaster may **read languages** unfamiliar to them (including ciphers, treasure maps, and dead languages, but not magical writings) with a proficiency throw of 5+ on 1d20. If the roll does not succeed, the loremaster may not try to read that particular piece of writing until he reaches a higher level of experience.



From careful study of ancient annals and legends, loremasters can decipher occult mysteries, remember ancient history, identify historic artifacts, and similar tasks. At 1st level, a loremaster must make a proficiency throw of 18+ on 1d20 to succeed in **loremastery**. The proficiency throw for loremastery reduces by 1 per level.

Most importantly, the scholarly pursuits of loremasters allow them to **learn and perform eldritch ceremonies** in the **theurgical tradition**. A loremaster's selection of ceremonies is limited to the ceremonies in his **repertoire**. A loremaster's repertoire can include a number of eldritch ceremonies up to the number and level of ceremonies listed for his level, increased by his Intelligence bonus. A loremaster can use any magic items usable by mages or clerics, and can make trinkets to aid his performance of ceremonies. More information on ceremonial magic, and individual spell descriptions, can be found in the Heroic Magic chapter (p. 105).

As they advance in level, loremasters may add new ceremonies to their repertoire by visiting an athenaeum or other place of learning (see below) and spending one game week per ceremony. Particular athenaeums may only offer particular ceremonies at each level, either due to the limitations of their libraries or doctrinal beliefs. Loremasters who wish to learn unavailable ceremonies must find or research them on their own. The specific ceremonies taught at any given athenaeum should be determined by the Judge based on his setting.

As part of his training in ceremonial magic, every loremaster creates a **personal talisman** to aid him in performing ceremonies. The loremaster's personal talisman provides a +1 bonus to ceremony throws for ceremonies of one particular type. (The loremaster may choose from death & necromancy; detection; elemental air; elemental earth; elemental fire; elemental water; enchantment & illusion; healing; movement; protection; summoning; and transmogrification). When the loremaster advances to 3rd level, his personal talisman can

Loremaster Saving Throws						Loremaster Attack Throws	
Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Level	Attack Throw
1-2	13+	10+	16+	13+	15+	1-3	10+
3-4	12+	9+	15+	12+	14+	4-6	9+
5-6	11+	8+	14+	11+	13+	7-9	8+
7-8	10+	7+	13+	10+	12+	10-12	7+
9-10	9+	6+	12+	9+	11+	13+	6+
11-12	8+	5+	11+	8+	10+		
13- 14	7+	4+	10+	7+	9+		

increase its bonus by +1 for ceremonies of one particular type (e.g. increase the bonus to +2 for the current type or add a bonus of +1 with a new type). When the loremaster reaches 11th level, his personal talisman can increase its bonus by another +1 for ceremonies of one particular type (e.g. increase a +2 bonus to +3 for a current type, or increase a +1 bonus to +2 for a current type, or add a bonus of +1 with a new type). If desired, the loremaster may increase the bonus afforded by, or number of ceremony types covered by, his personal talisman by selecting the Personal Talisman proficiency (see p. 78). More information on talismans can be found in the Ceremonial Talismans section of the Heroic Magic chapter (p. 114).

When a loremaster reaches 5th level (Scholar), he may begin to research ceremonies, scribe scrolls, brew potions, and make talismans. Loremasters may collect and use divine power as clerics in order to fuel their magical research.

When a loremaster reaches 9th level (Loremaster), he is able to create more powerful magic items such as weapons, rings, and staffs. A loremaster may also build an **athenaeum**, typically a great library, when he reaches 9th level. He will then attract 1d6 apprentices of 1st-3rd level plus 2d6 normal men seeking to become loremasters. Their intelligence scores will be above average, but many will become discouraged from the rigorous mental training and quit after 1d6 months. While in the loremaster's service, apprentices must be provided food and lodging, but need not be paid wages. If the loremaster builds a **menagerie** beneath or near his athenaeum, monsters may be collected therein. Loremaster's athenaeum and menageries are otherwise identical to mages' sanctums and dungeons, as detailed in the **Campaign** chapter of the ***ACKS*** Rulebook.

At 11th level, a loremaster may create learn and cast ritual eldritch spells of great power (7th, 8th, and 9th level), craft magical constructs, and create magical cross-breeds. If chaotic, the loremaster may create necromantic servants and become undead.

Loremaster Proficiency List: Alchemy*, Battle Magic, Beast Friendship, Black Lore of Zahar, Bright Lore of Aura*, Ceremonial Magic*, Collegiate Wizardry, Contemplation*, Craft*, Diplomacy, Elementalism, Elven Bloodline, Engineering, Familiar, Farseeing*, Healing, Knowledge, Magical Engineering, Mystic Aura, Naturalism, Personal Talisman*, Prestidigitation, Prophecy*, Second Sight*, Sensing Power, Transmogrification, Soothsaying*, Unflappable Casting

*Modified or new proficiency described on p. 72.

Template:	Magical Scholar
Proficiencies:	Magical Engineering, Collegiate Wizardry
Starting Equipment:	Well-kept ceremonial codex with **slumber**, rune-etched staff, blue mage's cassock, leather belt, low boots, backpack, theurgical implements (level 1), quill and ink, 1 week's iron rations, 55gp

Magical Scholar: This pre-generated template represents a curious magical scholar from an organized guild of mages. The template is ready for adventure. However, if your loremaster's INT is 13 or greater, you may pick one or more additional general proficiencies and starting spells before play if you'd like (see **Starting Proficiencies** in Chapter 4 and **Spell Repertoire** in Chapter 5 of ***ACKS***).

NOBIRAN CHAMPION

"Many evil things there are that your strong walls and bright swords do not stay. You know little of the lands beyond your bounds. Peace and freedom, you say? The North would have known them little but for us. Fear would have destroyed them. But when dark things come from the houseless hills, or creep from the sunless woods, they fly from us."

– Aragorn, in The Lord of the Rings (J.R.R. Tolkien)

Prime Requisite: STR and CHA
Requirements: STR 11, INT 11, WIS 11, DEX 11, CON 11, CHA 11
Hit Dice: 1d8
Maximum Level: 14

Civilization is ever under threat – barbarians, beastmen, the very forces of Chaos itself ever assail the realms of man. Against these threats, the Nobiran champion stands firm and ever-watchful, shield high and sword in hand. Descended from the very heroes who first carved the realm from the wilderness, Nobiran champions are sometimes found among the old nobility, but most are lonely wanderers who protect realms that have forgotten their kings of old.

Note: Nobirans are a race of divinely-blessed men from the Auran Empire campaign setting. Outside of the Auran Empire campaign setting, Nobirans could be used to model any demi-human race of exceptional power and nobility, such as the half-human, half-divine demigods of Greek myth, the Aasimar of the Forgotten Realms, or the Dúnedain of Tolkien's Middle Earth. In settings where normal men cannot become spellcasters, Nobirans can also



represent those mortals born with a gift for magical talent arising from benign or divine sources.

Some Nobiran champions eventually become renowned for their glorious deeds and claim high places as leaders of men. Others, scorned by the very people they defend, defect to the Enemy and become terrible foes of the realm. Most die in forlorn battles, remembered only by the brothers, sons, and comrades who pick up the swords of the fallen and continue to fight the long defeat.

Nobiran champions are raised to be warriors from a young age. At first level, champions hit an unarmored foe (AC 0) with an attack throw of 10+. Like fighters, they advance in attack throws and saving throws by two points every *three* levels of experience. All Nobiran champions may wear chainmail armor or lighter, and may wield daggers, lances, javelins, pole arms, spears, short swords, swords, and two-handed-swords, as well as five other weapons determined by their calling (see below). They may fight wielding a weapon and shield, wielding a weapon two-handed, and wielding a weapon in each hand. They may use any magic item usable by fighters.

Nobiran champions **increase their damage** from their choice of either missile *or* melee attacks by +1 at 1st level, and by an additional +1 at 3rd, 6th, 9th, and 12th level. The champion must choose which type of attack will receive the damage bonus at 1st level, and may not change the choice as he advances (i.e. they may choose to be either melee or missile specialists).

A champion's martial talents are shaped by his **calling of arms**. There are three callings of arms available to a champion: Armiger, Herald, and Ranger. Each calling offers a different set of abilities reflecting that calling's specific viewpoint on the duties of a champion. When a Nobiran champion is created, select a calling for the character from the Calling of Arms table below, and write down the proficiencies and powers of the calling. Each calling teaches the use of a selection of five additional weapons, adds four proficiency selections to the Nobiran Champion Proficiency List as potential class proficiency choices, and unlocks four special abilities earned as the character advances in level.

College	Description
Armiger	The realms of man are defended, not with words or wits, but with warriors with steel armor and iron will. It is the calling of the armiger to devote himself to the study of armored combat on the battlefield.
Herald	The agents of chaos ceaselessly sow discord and hatred, and through their treachery wars can be lost even if every battle is won. It is the calling of the herald to forge the alliances and craft the strategies that unite kingdoms and win wars.
Ranger	Dark things lurk at the borders of civilization, ever encroaching when they sense weakness. It is the calling of the ranger to hunt them down in their forests, swamps, and hidden places before they can threaten the heartland.

CALLING OF THE ARMIGER

Class Proficiencies: Combat Trickery (knock down), Dungeon Bashing, Martial Training, Riding
Weapons: battle axe, flail, great axe, morning star, war hammer

1st level: The armiger has devoted himself to the study of armored combat. This **armor training** permits him to wear banded, lamellar, and/or plate armor rather than just chainmail.

3rd level: Years of fighting in a panoply of steel has taught the armiger to **endure heavy loads**. He reduces his effective encumbrance by 2 stone for purposes of determining his movement rate.

7th level: The armiger has learned to mitigate damage by absorbing the blow on his armor or shield. When an armiger mitigates damage, the damage dealt by the attack is reduced to 1 point. The excess damage is absorbed by the armiger's armor or shield, which is reduced in effectiveness (AC) by 1 point per 10 points of damage mitigated (rounded up). In addition, if the amount of damage mitigated is greater than the armiger's current hit points, then he is also knocked prone. The armiger cannot mitigate damage if he is backstabbed, frightened, helpless, infuriated, mesmerized, prone, surprised, or stunned. Special maneuvers cannot be mitigated, nor can damage from critical hits, magic, or area of effect attacks. Armor and/or shields that are reduced to 0 or less effectiveness are ruined and

Nobiran Champion Level Progression

Experience	Title	Level	Hit Dice	Damage	Special Abilities
0	Bulwark	1	1d8	+1	Calling of arms, Nobiran
2,625	Warder	2	2d8	+1	-
5,250	Defender	3	3d8	+2	Calling of arms
10,500	Protector	4	4d8	+2	-
21,000	Guardian	5	5d8	+2	Battlefield prowess
42,000	Sentinel	6	6d8	+3	-
85,000	Justiciar	7	7d8	+3	Calling of arms
170,000	Champion	8	8d8	+3	-
360,000	Captain	9	9d8	+4	Study of war, stronghold
550,000	Captain, 10th level	10	9d8+2*	+4	-
740,000	Captain, 11th level	11	9d8+4*	+4	Calling of arms
930,000	Captain, 12th level	12	9d8+6*	+5	-
1,120,000	Captain, 13th level	13	9d8+8*	+5	Oneness of lord and land
1,310,000	Great Captain	14	9d8+10*	+5	-

**Hit point modifiers from constitution are ignored*

Nobiran Champion Attack and Saving Throws						
Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Attack Throw
1	13+	12+	14+	14+	15+	10+
2-3	12+	11+	13+	13+	14+	9+
4	11+	10+	12+	12+	13+	8+
5-6	10+	9+	11+	11+	12+	7+
7	9+	8+	10+	10+	11+	6+
8-9	8+	7+	9+	9+	10+	5+
10	7+	6+	8+	8+	9+	4+
11-12	6+	5+	7+	7+	8+	3+
13	5+	4+	6+	6+	7+	2+
14	4+	3+	5+	5+	6+	1+

cannot be repaired. Otherwise an armorer with a workshop can repair the damage to an armiger's armor and shield at a cost of 10gp per point of effectiveness.

11th level: The armiger is a **lion-hearted leader** whose courage inspires his men to fight on. If the armiger is fighting on the battlefield with an army, the army automatically stands firm on its first morale roll, or rallies if it would have stood firm. This benefit is lost for the duration of the battle, however, if the armiger himself routs, flees, or leads from the rear (see ***Domains at War: Battles***, p. 42).

CALLING OF THE HERALD

Class Proficiencies: Armor Training, Leadership, Mystic Aura, Siege Engineering
Weapons: battle axe, composite bow, flail, mace, war hammer

1st level: The herald has the ability to **inspire courage**. Inspiring courage requires a few moments of oration (one round), and grants the herald's allies within a 50' radius a +1 bonus to attack throws, damage rolls, morale rolls (for monsters or NPCs allied with the character), and saving throws against magical **fear**. The bonus lasts for 10 minutes (1 turn). The herald can inspire courage in any given character once per day per class level. The herald cannot inspire courage in characters who are already engaged in combat or in characters of different alignment.

3rd level: As an envoy to lords and rulers, the herald has become conversant in the tongues of all the great civilizations. The character gains the ability to speak, read, and write four **bonus languages**. The languages chosen must be in common use by his realm's historical allies or enemies (Judge's discretion).

7th level: The herald knows that the greatest victories come without fighting. In lieu of moving or attacking on his initiative, the herald may demand surrender from a group of hostile creatures. The group can be of any size, but the creatures must be able to see, hear, and understand the herald, and must be either outnumbered or surprised by the herald and his allies in order to be affected. Affected creatures must make an immediate morale roll with a penalty equal to the herald's CHA bonus. A result of Retreat or Fighting Withdrawal will lead to their immediate surrender. If the demand fails, a herald may not demand surrender from the same creature or creatures again until other circumstances have triggered a morale roll by the creature or creatures. This ability can be used at the start of a ***D@W*** battle if the opposing army is surprised or outnumbered by the herald's army.

11th level: The herald is a **clarion commander** who can rouse the populace in times of danger. When the herald issues a call to arms to his vassals, he can ask them to muster their full garrison without provoking a Henchman Morale roll. When the herald levies the peasant militia of his domain, or when his vassals levy their militias in response to his call to arms, morale of the domain does not suffer a penalty. All militia levied by the herald, or by his vassals in response to the herald's call to arms, gain a +1 bonus to their morale scores, for the duration of the call. (This bonus does not stack if both the ruler and a vassal are heralds.)

CALLING OF THE RANGER

Class Proficiencies: Ambushing, Land Surveying, Precise Shooting, Sniping
Weapons: composite bow, hand axe, long bow, staff, short bow

1st level: The ranger is **difficult to spot** in the wilderness, having the ability to seemingly disappear into woods and underbrush with a proficiency throw of 3+ on 1d20. In dungeons, the ranger can escape detection with a proficiency throw of 14+ on 1d20 if he remains quiet and motionless.

3rd level: Years of pursuing his foe have taught the ranger to be a highly proficient **tracker**. He gains the Tracking proficiency, if he does not have it already. If he already has one or more ranks of Tracking, then this class power grants the ranger the ability to move at full speed while tracking.

7th level: The ranger is an **expert scout** trained to find monster lairs in the wilderness (see ***Lairs & Encounters***, p. 13). When searching a hex, the ranger receives a searching throw to discover a lair every 30 minutes instead of every hour (or every 15 minutes if aerial). When first arriving in a hex, the ranger may attempt to assess the total number of lairs in the hex as if he had Land Surveying proficiency. If the ranger already has or later gains Land Surveying, this class power stacks with the proficiency to grant the ranger a +4 bonus to his assessment throws.

11th level: The ranger is a **cunning and flexible reconnoiter** who excels in scouting and screening the enemy. Whenever the ranger is commander of the scouting or screening units in an army, or its overall leader, the army treats any opposing

army as if it were one row more proximate on the Results of Reconnaissance Rolls table. If the opposing army is already in the same 6-mile hex, then the army treats its degree of success as one column better instead. Any opposing army treats the ranger's army as if it were one row less proximate for reconnaissance results, or if already at maximum distance, as if its degree of success were one column worse.

Note: The 11th level class power for each calling is designed for use with the ***Domains at War*** rules for mass combat. The 7th level class power for the ranger calling is designed for use with the ***Lairs & Encounters*** rules for wilderness exploration. If the Judge is not using these rules in his campaign, then the Nobiran champion should receive a bonus class proficiency instead of the listed class power.

At 5th level (Guardian), a Nobiran champion's **battlefield prowess** inspires others to follow him. Any henchmen and mercenaries hired by the champion gain a +1 bonus to their morale score whenever he personally leads them. This bonus stacks with any modifiers from the champion's Charisma, proficiencies, or class powers.

When a Nobiran champion reaches 9th level (Captain), he undertakes a **study of war**. The Nobiran champion gains one rank in one of the following proficiencies: Command, Military Strategy, Leadership, or Siege Engineering. Such military knowledge is quite timely, because at 9th level a champion can also found or capture a **stronghold** and become a protector of men. When he does so, up to 1d4+1x10 0th level mercenaries and 1d6 Nobiran champions of 1st-3rd level will come to apply for jobs and training. If hired, they must be paid standard rates for mercenaries.

When he reaches 13th level (Captain), a Nobiran champion achieves **oneness of land and lord**. The Nobiran champion's hit points are increased by 2 x the current morale score of his domain (a negative morale score will decrease his hp). Provided the champion remains Lawful, healthy, and free of corrupting weaknesses (see p. 96), his domain's Land Value is increased by 2gp, as if it were benefitting from a Harvest ritual. If the champion is Neutral, but otherwise healthy and uncorrupted, there is no effect. If the champion is suffering from a curse, disease, or corrupting weakness, then his domain's Land Value is decreased by 2gp, as if it were suffering from a Ravage ritual. This class power has no effect if the champion is not the ruler of a domain.

In addition to the abilities they gain from their class, Nobiran are also born with certain gifts. The **blood of ancient kings** flows in Nobiran veins. All Nobirans may hire one more henchman than their Charisma would otherwise permit, and the base morale score of any henchmen is increased by 1. Due to the **favor of the gods**, all Nobirans receive a +2 bonus to all saving throws. (This adjustment is already factored into the saving throws on the Nobiran Champion Saving Throws table below.) Nobirans are also **ageless**, enjoying a lifespan three times longer than that of normal men, free from decrepitude and weariness. Like elves, they are immune to ghoul paralysis. Finally, they enjoy **divine health** that renders them immune to all forms of disease, including magical diseases caused by spells, mummies, or lycanthropes.

Nobiran Champion Proficiency List: Alertness, Arcane Dabbling, Beast Friendship, Blind Fighting, Combat Reflexes, Combat Trickery (force back, overrun, sunder), Command, Diplomacy, Endurance, Farseeing*, Fighting Style, Goblin-Slaying, Healing, Laying on Hands, Military Strategy, Passing Without Trace, Prophecy*, Running, Second Sight*, Skirmishing, Weapon Finesse, Weapon Focus*

*Modified or new proficiency described on p. 72.

Template:	Warden (Ranger calling)
Proficiencies:	Beast Friendship, Tracking
Starting Equipment:	Sturdy longbow, quiver with 20 arrows, iron-tipped spear, archaic sword, dagger, chain mail armor, wind-battered fur cloak, wool tunic and pants, leather belt, low boots, backpack, lantern, tinderbox, 2 flasks of common oil, blanket, 50' rope, 12 iron spikes, small hammer, wineskin, 1 week's iron rations, 7gp

Warden Template: This pre-generated template represents a keen-eyed ranger, friend to birds and beast, defending the borders of civilization. The template is ready for adventure. However, if your Nobiran champion's INT is 13 or greater, you may pick one or more additional general proficiencies before play if you'd like (see **Starting Proficiencies** in Chapter 4 of ***ACKS***).



NOBIRAN WIZARD

"You need not thank me," said the lady, with a dulcet smile. "I am Moriamis, the enchantress, and the Druids fear my magic, which is more sovereign and more excellent than theirs, though I use it only for the welfare of men and not for their bale or bane."

– The Holiness of Azédarac (C.A. Smith)

Prime Requisite:	**INT and WIS**
Requirements:	**STR 11, INT 11, WIS 11, DEX 11, CON 11, CHA 11**
Hit Dice:	**1d4**
Maximum Level:	**14**

Gifted from birth with power beyond other men, Nobiran wizards are feared and respected by all. The blood of gods and great heroes runs in their veins, and their lives are not those of mortals. A Nobiran wizard has no need for the potions, fetishes, and ceremonies of a shaman or occultist. Even the lowliest wizard can utter a word of power to sunder the sword of his foe, or kindle flame with a gesture. The mightiest wizards can shatter the gate of a fortress with a blow from their staff, and summon up a thunder-storm with a song. Some Nobiran wizards succumb to the temptations of their great power, and are counted among the enemies of men; but most use their knowledge to advise, guide, and protect the realm from the evils that assail it.

At first level, Nobiran wizards hit an unarmored foe (AC 0) with an attack throw of 10+. Like mages, they advance in attack throws and saving throws by two points every six levels of experience. Nobiran wizards are limited to fighting with the weapons taught by their college (see below), and are unable to use shields, fight with two weapons, or wear any kind of armor.

The earliest manifestation of a wizard's gift is **prestidigitation**, the ability to magically accomplish simple illusions and sleight of hand tricks suitable for impressing peasants, such as lighting a candle or shaping a smoke ring, at will. To perform these effects, the wizard merely must be able to perform the task physically, and be free to speak and gesture. He may use prestidigitation to pick pockets as a thief of one half his class level.

As they grow in power, Nobiran wizards are able to **learn and cast eldritch spells**. The number and levels of spells the wizard can use in a single day are listed on the Wizard Spell Progression table. A wizard's spell selection is limited to the spells in his **repertoire**. A wizard's repertoire can include a number of spells up to the number and level of spells listed for his level, increased by his Intelligence bonus. All wizards can use any magic items usable by mages or clerics. More information on casting eldritch spells, and individual spell descriptions, can be found in the Magic chapter (p. 94, 120).

A wizard's advancement in the magical arts is shaped by his **college of wizardry**. The origin of the colleges of wizardry is lost in the mists of time. However, the colleges of Artifice, Fellowship, Lore, and Nature are believed to be the oldest of the colleges. Graduates of these colleges are known for their white, grey, blue and brown robes, respectively.

When a Nobiran wizard is created, select a college for the character from the College table below, and write down the proficiencies and powers of the college. Each college teaches the use of a selection of four weapons for self-defense, four proficiency selections which are added to the Wizard Proficiency List as potential class proficiency choices, and five special abilities earned as they advance in level. (Chaotic wizard may also select one of the paths of the Zaharan sorcerer, if desired.)

College	Description
Artifice	The college of Artifice sees magic as a mechanical process to be studied systematically in order to decipher its operations and improve upon them. Its wizards frequently seek out the company of dwarves, who share their fascination with artificial things made with metal and fire.
Fellowship	The college of Fellowship teaches that magic is a manifestation of the divine spark within every sapient creature. Its wizards are often found in adventuring parties, carrying divine light into the shadowed places of the world.
Lore	The college of Lore teaches that magic is governed by secret laws and esoteric principles. Its wizards seek out forgotten knowledge and share insights with sages and scholars.
Nature	The college of Nature views magic as a force of nature, created and sustained by life. Its wizards live in the wild places of earth, and find friendship with birds, beasts, elves, and shamans.

WIZARD OF ARTIFICE

Class Proficiencies: Bargaining, Bribery, Command, Siege Engineering
Weapons: Dagger, dart, staff, whip

1st level: The wizard has studied the craft of magic and the methods by which it is worked into objects. The wizard gains one rank of **Magical Engineering** proficiency.

3rd level: The mechanisms of war are among the most intricate ever crafted by man, and worthy of deep study. The wizard gains one rank of **Siege Engineering** proficiency.

5th level: The science of making reveals the art of unmaking. Once per day the wizard can cast **dispel magic** (as the 3rd level spell). The casting time is one round (10 seconds).

9th level: Years of careful laboratory work begin to pay off as the wizard develops **flawless precision**. When conducting ordinary magic research (i.e. not using experimental methods), the wizard avoids automatic failures on unmodified die rolls of 2-3. An unmodified die roll of 1 is still an automatic failure, however.

11th level: The wizard is capable of creating **marvelous machines** that blend science and magic. The wizard is able to design and build constructs at half the usual base time and cost.

WIZARD OF FELLOWSHIP

Class Proficiencies: Command, Divine Blessing, Leadership, Military Strategy
Weapons: Club, dagger, dart, staff

1st level: The wizard is an ever-present reminder of light and hope in a dark world. He gains the ability to **inspire courage**. Inspiring courage requires a few moments of oration (one round), and grants the wizard's allies within a 50' radius a +1 bonus to attack throws, damage rolls, morale rolls (for monsters or NPCs allied with the caster), and saving throws against magical **fear**. The bonus lasts for 10 minutes (1 turn). The

Nobiran Wizard Level Progression					Wizard Spell Progression					
Experience	**Title**	**Level**	**Hit Dice**	**Special Abilities**	**1**	**2**	**3**	**4**	**5**	**6**
0	Initiate	1	1d4	Nobiran, college, prestidigitation	2	-	-	-	-	-
2,625	Adept	2	2d4	-	3	-	-	-	-	-
5,250	Theurgist	3	3d4	College	3	1	-	-	-	-
10,500	Magician	4	4d4	-	3	2	-	-	-	-
21,000	Thaumaturge	5	5d4	Magic research (minor), college	3	2	1	-	-	-
42,000	Enchanter	6	6d4	-	3	3	2	-	-	-
85,000	Conjurer	7	7d4	-	4	3	2	1	-	-
170,000	Mage	8	8d4	-	4	3	3	2	-	-
360,000	Wizard	9	9d4	Magic research, college, tower	4	4	3	2	1	-
550,000	Wizard, 10th level	10	9d4+1*	-	4	4	3	3	2	-
740,000	Wizard, 11th level	11	9d4+2*	Magic research (advanced), college	5	4	4	3	2	1
930,000	Wizard, 12th level	12	9d4+3*	-	5	4	4	3	3	2
1,120,000	Wizard, 13th level	13	9d4+4*	-	5	5	4	4	3	2
1,310,000	Wizard of the Council	14	9d4+5*	-	6	5	4	4	3	3

**Hit point modifiers from constitution are ignored*

wizard can inspire courage in any given character once per day per class level. The wizard cannot inspire courage in characters who are already engaged in combat or in characters of different alignment.

3rd level: The wizard is ready to take the battle to the enemy. He gains the **Martial Training** proficiency, learning the use of short swords, swords, and two-handed swords.

5th level: Though he may take a humble mien as he walks among the common man, a wizard in the fullness of his power is a luminous being that the dark cannot stand against. Once per day the wizard can cast **inspire awe** (as the 3rd level spell). The casting time is one round (10 seconds).

9th level: The wizard is blessed with an **aura of protection** that grants a +1 bonus to AC and a +1 bonus on saving throws against attacks made or effects created by evil creatures. The wizard's aura of protection appears as a golden halo when viewed with magic.

11th level: The powers of darkness cannot stand before the wizard's **bright lore**. The character can turn undead as an ecclesiastic of one-half his class level. If the character casts spells that require a saving throw versus Paralysis, his targets suffer a -2 penalty on the save. When the character casts protection spells, the spell effects are calculated as if he were two class levels higher than his actual level of experience. This class power stacks with the **Bright Lore of Aura** class proficiency (see p. 75).

WIZARD OF LORE

Class Proficiencies: Mapping, Navigation, Riding, Seafaring
Weapons: Dagger, dart, sling, staff

1st level: The wizard has undertaken a careful study of ancient annals and occult mysteries. He gains the **Loremastery** proficiency.

3rd level: Few books and scrolls of interest to the wizard are written in the Common tongue, so the wizard must master obscure scripts, codes, and languages. He may **read languages** (including ciphers, treasure maps, and dead languages, but not magical writings) with a proficiency throw of 5+ on 1d20. If the roll does not succeed, the wizard may not try to read that particular piece of writing until he reaches a higher level of experience.

5th level: In his studies, the wizard has learned ancient runes of power. Once per day, he can cast **glyphs of warding** (as the 3rd level spell). The casting time ins one round (10 seconds).

9th level: The wizard can **unveil esoteric meaning** hidden in mundane texts. The gp value of the wizard's library is doubled for purposes of magical research, and he is eligible for a bonus of up to +5 (instead of +3) from library value.

11th level: By studying astrology and metaphysics, the wizard masters the **lore of the stars and spheres**. The wizard is able to learn and cast ritual magic at half the usual base time and cost.

Nobiran Wizard Saving Throws						Nobrian Wizard Attack Throws	
Level	**Petrification & Paralysis**	**Poison & Death**	**Blast & Breath**	**Staffs & Wands**	**Spells**	**Level**	**Attack Throw**
1-2	11+	8+	14+	11+	15+	1-3	10+
3-4	10+	7+	13+	10+	14+	4-6	9+
5-6	9+	6+	12+	9+	13+	7-9	8+
7-8	8+	5+	11+	8+	12+	10-12	7+
9-10	7+	4+	10+	7+	11+	13+	6+
11-12	6+	3+	9+	6+	10+		
13- 14	5+	2+	8+	5+	9+		



WIZARD OF NATURE

Class Proficiencies: Animal Husbandry, Contemplation, Divine Health, Survival

Weapons: Club, dagger, sling, staff

1st level: As a **friend of birds and beasts**, the wizard can understand the subtle language of normal animals. He gains a +2 to all reaction rolls when encountering animals, and may take them as henchmen. He can identify flora and fauna with a proficiency throw of 11+. This class power stacks with Beast Friendship proficiency (see p. 73).

3rd level: The ways of the wild include the art of the hunt. The wizard gains **Martial Training** proficiency, learning the use of short bows, short swords, and spears.

5th level: So close has the wizard grown to his wild kin that their shape is as natural to him as his own skin. Once per day, the wizard can cast **skinchange** (as the 3rd level spell). The casting time is one round (10 seconds).

9th level: The spirits of nature reward the wizard with an **animal companion**. A wizard of nature's animal companion is mechanically identical to a shaman's totem animal, including totem benefit (see ***Player's Companion***, p. 38)

11th level: Due to his **attunement to nature**, the wizard gains a +1 bonus to surprise rolls when in the wilderness. All ordinary animals within 5 miles of the wizard's home or sanctum become kind and helpful, knowing him as a **steward of the wild**.

When a Nobiran wizard of any college reaches 5th level (Thaumaturge), he may begin to research spells, scribe magical scrolls, and brew potions. Nobiran Wizards may collect and use divine power as clerics in order to fuel their magical research.

When a wizard reaches 9th level (Wizard), he is able to create more powerful magic items such as weapons, rings, and staffs. A Nobiran wizard may also build a **wizard's tower** when he reaches 9th level. He will then attract 1d6 apprentice wizards of 1st-3rd level plus 2d6 young Nobirans seeking to become wizards. Their intelligence scores will be above average, but many will become discouraged from the rigorous mental training and quit after 1d6 months. While in the wizard's service, apprentices must be provided food and lodging, but need not be paid wages. If the wizard builds a **dungeon** beneath or near his tower, monsters will start to arrive to dwell within, followed shortly by adventurers seeking to fight them.

At 11th level, a Nobiran wizard may learn and cast ritual spells of great power (7th, 8th, and 9th level), craft magical constructs, and create magical cross-breeds. If chaotic, a Nobiran wizard may create necromantic servants and even become undead himself, though few of their long-lived race choose to do so.

The Nobiran's ancestry offers more gifts than just spellcasting. The **blood of ancient kings** flows in every Nobiran. The character may hire one more henchman than his Charisma would otherwise permit, and the base morale score of any henchmen is increased by 1. Due to the **favor of the gods**, all Nobirans receive a +2 bonus to all saving throws. (This adjustment is already factored into the saving throws on the Nobiran Wizard Saving Throws table below.) They are also **ageless**, enjoying a lifespan three times longer than that of normal men, free from decrepitude and weariness. Like elves, they are immune to ghoul paralysis. They also enjoy **divine health** that renders them immune to all forms of disease, including magical diseases caused by spells, mummies, or lycanthropes.

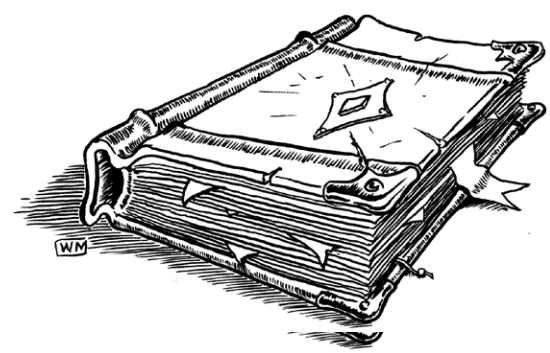
Wizard Proficiency List: Alchemy*, Battle Magic, Beast Friendship*, Black Lore of Zahar*, Bright Lore of Aura*, Ceremonial Magic*, Collegiate Wizardry, Crafting*, Elementalism, Familiar, Healing, Language, Laying on Hands, Magical Engineering, Mastery of Charms and Illusions*, Mystic Aura, Naturalism, Quiet Magic, Second Sight*, Sensing Evil, Sensing Power, Soothsaying*, Transmogrification, Unflappable Casting,

*Modified or new proficiency described on p. 72.

Template:	Servant of Fire (Fellowship path)
Proficiencies:	Elementalism, Theology
Starting Equipment:	Red leather spellbook with **blinding flash**, holy symbol (ivory torch), gnarled oaken quarterstaff, 5 darts, flame red cassock with hood, leather belt, low boots, backpack, quill and ink, flask of holy water, 2 weeks' iron rations, 7gp

Servant of Fire: This pre-generated template represents an elementalist in the service of light and law. The template is ready for adventure. However, if your wizard's INT is 13 or greater, you may pick one or more additional general proficiencies and starting spells before play if you'd like (see **Starting Proficiencies** in Chapter 4 and **Spell Repertoire** in Chapter 5 of ***ACKS***).

Note: Judges may wish to allow human wizards that cast eldritch spells. Human wizards are identical to Nobiran wizards, except that they use the mage experience point progression and lose the Nobiran racial powers (don't forget to increase the target value of all of their saving throws by 2 points). If the Judge has Axioms Issue 1, he can also use the alternative wizard class in that book, but should replace the arcane spells with eldritch spells and the eldritch spell progression.



OCCULTIST

"I will rouse them, will waken them, will learn their forgotten wisdom, the knowledge locked in those withered skulls. By the lore of the dead we shall enslave the living! Aye, kings and generals and wizards of eld shall be our helpers and our slaves. Who shall stand before us?"

– Thutothmes, in The Hour of the Dragon (R.E. Howard)

Prime Requisite:	**INT and WIS**
Requirements:	**None**
Hit Dice:	**1d4**
Maximum Level:	**14**

A loremaster seeks knowledge; an occultist seeks power, and stops at nothing in this pursuit. He will make alliances with dark beings, pursue forbidden lore, and even sacrifice his own humanity for the sake of eldritch might. Many occultists become adventurers to plumb the secrets of dusty tombs, forgotten crypts, and hidden sanctums. Few do so for heroic motives. These practices leave occultists reviled and condemned in every Lawful society. More sinister societies revere and respect the occultist, and many assume positions of power in those civilizations.

Occultists consider physical combat beneath them, and undergo little training in it. At first level, occultists hit an unarmored foe (AC 0) with an attack throw of 10+. They advance in attack throws only two points every *six* levels of experience (i.e. the same progression as mages), though they advance in saving throws by two points every four levels (i.e. as clerics). They may only fight with daggers, darts, quarterstaffs, or whips. They are unable to use shields, fight with two weapons, or wear any kind of armor. For these reasons, occultists tend to avoid personally fighting, and many occultists prefer for their party members or minions to do the dirty work.

The chief power of occultists is their ability to **learn and perform eldritch ceremonies** in the **chthonic tradition**. An occultist's selection of ceremonies is limited to the ceremonies in his **repertoire**. The number and levels of ceremonies the occultist can include in his repertoire is summarized on the Occultist Ceremony Progression table, but is increased by his Intelligence bonus. An occultist can use any magic items usable by mages or clerics, , and can make trinkets to aid his performance of ceremonies. More information on ceremonial magic, and individual spell descriptions, can be found in the Heroic Magic chapter (p. 105).

As they advance in level, occultists may add new ceremonies to their repertoire by visiting a cult temple (see below) and spending one game week per ceremony. Particular cult temples may only offer particular ceremonies at each level, either due to the limitations of their libraries or doctrinal beliefs. Occultists who wish to learn unavailable ceremonies must find or research them on their own. The specific ceremonies taught at any given cult temple should be determined by the Judge based on his setting.

As part of his training in ceremonial magic, every occultist creates a **personal talisman** to aid him in performing ceremonies. The occultist's personal talisman provides a +1 bonus to ceremony throws for ceremonies of one particular type. (The occultist may choose from death & necromancy; detection; elemental air; elemental earth; elemental fire; elemental water; enchantment & illusion; healing; movement; protection; summoning; and transmogrification). When the occultist advances to 3rd level, his personal talisman can increase its bonus by +1 for ceremonies of one particular type (e.g. increase the bonus to +2 for the current type or add a bonus of +1 with a new type). When the occultist reaches 11th level, his personal talisman can increase its bonus by another +1 for ceremonies of one particular type (e.g. increase a +2 bonus to +3 for a current type, or increase a +1 bonus to +2 for a current type, or add a bonus of +1 with a new type). If desired, the occultist may increase the bonus afforded by or number of ceremony types covered by his personal talisman by selecting the Personal Talisman proficiency (see p. 76). More information on talismans can be found in the Ceremonial Talismans section of the Heroic Magic chapter (p. 114).

The occultist also begins to unlock the **secrets of the dark arts** at 1st level. He may control undead as a Chaotic cleric of one half his class level (round up). If the occultist casts spells that require a saving throw versus Death, his targets suffer a -2 penalty on the save. When the occultist casts necromancy spells, the spell effects are calculated as if he were two levels higher than his actual caster level. This class power stacks with the Black Lore of Zahar proficiency (see p. 73).

When an occultist reaches 5th level (Warlock), he may begin to research ceremonies, scribe scrolls, brew potions, and make talismans. Like clerics, occultists may collect and use divine power in order to fuel their magical research. He also learns to **contact dark powers** such as demons and evil spirits. These beings possess near omniscience, but contact with them can be mind-shattering. Contacting the dark powers takes 1 turn (10 minutes) and is so taxing that the occultist may only do so once per week. The effect is resolved as per the 5th level black eldritch spell **contact other sphere**.

At 9th level (Occultist) an occultist gains the ability to create magic items such as weapons, rings, and staffs as a mage. He also learns to **summon infernal creatures** to perform tasks for him. It takes 1 turn (10 minutes) for the summoning to be completed, during which time the warlock may take no other actions. The creature summoned might be an **invisible stalker** (as per the ***ACKS*** core rules), a **chaos hulk**, or other Chaotic creature of the Judge's devising. The summoned creature will serve until **dispel evil** is cast on the creature, it is slain, or its task is fulfilled. Infernal creatures resent being summoned and may attempt to pervert their instructions if the task is protracted or dangerous. A warlock may perform a summoning but once per month.

At this time he may also establish a **cult temple**. The occultist may buy or build his cult temple at half the normal price due to patronage from those eager to secure his occult intervention. Once a cult temple is established, the occultist's reputation will spread and he will attract 5d6x10 0th level soldiers armed with various weapons, plus another 1d6 occultists of 1st-3rd level of the same tradition to serve his cult. The occultist's followers are completely loyal (morale +4), and need not be paid wages. Occultists' cult temples are otherwise identical to cleric's fortified temples, as detailed in the **Campaign** chapter of the ***ACKS*** Rulebook.

Occultist Level Progression					Occultist Ceremony Progression					
Experience	**Level**	**Title**	**Hit Dice**	**Special Abilities**	**1**	**2**	**3**	**4**	**5**	**6**
0	1	Spiritualist	1d4	Personal talisman, secrets of the dark arts	2	-	-	-	-	-
2,000	2	Medium	2d4		3	-	-	-	-	-
4,000	3	Incantationist	3d4	Personal talisman 2	3	1	-	-	-	-
8,000	4	Malefactor	4d4		3	2	-	-	-	-
16,000	5	Warlock	5d4	Contact dark powers, magic research (minor)	3	2	1	-	-	-
32,000	6	Cursebringer	6d4	-	3	3	2	-	-	-
65,000	7	Necromancer	7d4	-	4	3	2	1	-	-
130,000	8	Black Magician	8d4	-	4	3	3	2	-	-
230,000	9	Occultist	9d4	Cult temple, magic research, summon infernal creature	4	4	3	2	1	-
330,000	10	Occultist, 10th level	9d4+1*		4	4	3	3	2	-
430,000	11	Occultist, 11th level	9d4+2*	Magic research (advanced), personal talisman 3	5	4	4	3	2	1
530,000	12	Occultist, 12th level	9d4+3*	-	5	4	4	3	3	2
630,000	13	Occultist, 13th level	9d4+4*		5	5	4	4	3	2
730,000	14	Hierophant	9d4+5*	-	6	5	4	4	3	3

**Hit point modifiers from constitution are ignored*

At 11th level, an occultist may cast ritual arcane spells of great power (7th, 8th, and 9th level), craft magical constructs, create magical cross-breeds, create necromantic servants, and become undead. Of those few occultists who reach this level of power, many sacrifice body and soul in pursuit of power and become undead.

Occultist Proficiency List: Alchemy*, Battle Magic, Ceremonial Magic*, Collegiate Wizardry, Contemplation*, Craft*, Elementalism, Elven Bloodline, Engineering, Familiar, Farseeing*, Healing, Knowledge, Language, Loremastery, Magical Engineering, Mastery of Charms and Illusions*, Mystic Aura, Naturalism, Personal Talisman*, Prestidigitation, Prophecy*, Second Sight*, Sensing Evil, Sensing Power, Transmogrification, Soothsaying*, Unflappable Casting

*Modified or new proficiency described on p. 72.

Template:	**Corrupt Scholar**
Proficiencies:	Loremastery, Knowledge (occult)
Starting Equipment:	Bloodstained ceremonial codex with **summon manes**, rune-etched staff, silver dagger, chthonic implements (level 1), grey occultist's cassock, leather belt, low boots, backpack, quill and ink, 1 week's iron rations, 25gp

Corrupt Scholar Template: This pre-generated template represents a former loremaster corrupted by investigation into blasphemous, alien powers. The template is ready for adventure. However, if your occultist's INT is 13 or greater, you may pick one or more additional general proficiencies and starting spells before play if you'd like.

Occultist Saving Throws						Occultist Attack Throws	
Level	**Petrification & Paralysis**	**Poison &Death**	**Blast & Breath**	**Staffs & Wands**	**Spells**	**Level**	**Attack Throw**
1-2	13+	10+	16+	13+	15+	1-3	10+
3-4	12+	9+	15+	12+	14+	4-6	9+
5-6	11+	8+	14+	11+	13+	7-9	8+
7-8	10+	7+	13+	10+	12+	10-12	7+
9-10	9+	6+	12+	9+	11+	13+	6+
11-12	8+	5+	11+	8+	10+		
13- 14	7+	4+	10+	7+	9+		





RUNEMAKER

"There are cure runes, and aid runes, and ale runes, and peerless power runes, for all to use unspoiled and unprofaned, to bring about good fortune. Enjoy them if you have learned them, until the gods perish."

– Brynhild, in The Saga of the Volsungs (Chapter 21)

Prime Requisite: STR and WIS
Requirements: None
Hit Dice: 1d6
Maximum Level: 14

Runemakers are warriors skilled in the lore of runes, magic sigils that contain eldritch power. Though unable to cast spells in the manner of a mage or wizard, runemakers can accomplish many of the same feats through their runes. Through rune-lore, runemakers can see the future, curse their enemies, and perform other miraculous deeds.

Runemakers are skilled combatants, albeit not as good as fighters. At first level, runemakers hit an unarmored foe (AC 0) with an attack throw of 10+. They advance in attack throws and saving throws by two points every *four* levels of experience (a progression mid-way between fighters and mages). Because runemakers lack the broad professional training of the fighter, they may only wear chain mail or lighter armor, and are limited to fighting with the traditional weapons of their homeland.

When a runemaker is created, select a region of origin for the character from the Regional Origin table below, and note down the permitted weapons, bonus proficiency, and fighting styles. The regions below are identical to those presented for the barbarian class in the ***Player's Companion***. The Judge may create other regions of origin for runemakers within his own campaign setting where necessary.

Region	Bonus Proficiency	Weapons Permitted	Fighting Styles Permitted
Jutland	Climbing	Battle axe, dagger, shortbow, spear, sword, war hammer	Weapon & shield, two-handed weapon
Skysostan	Precise Shooting	Composite bow, hand axe, javelin, lance, short sword (scimitar), spear	Weapon & shield, two weapons
Ivory Kingdoms	Running	Bola, club, dart, hand axe, net, spear	Weapon & shield, two weapons

Those who study runes known that gods and men alike are ruled by fate. At 1st level (Runelearner), a runemaker can **cast the runes** to receive an **augury** (as the spell) about what fate has in store. It takes one round to cast the runes. A runemaker must have access to his runic implements (see New Equipment, p. 78) in order to cast the runes, and he can do so only once every 8 hours. (Note that "casting" in this context is analogous to the casting of dice, not the casting of spells).

Starting at 2nd level (Runecarver), a runemaker begins to **learn and perform eldritch ceremonies** in the **runic tradition**. The runemaker's selection of ceremonies is limited to the ceremonies in his **repertoire**. The number and levels of ceremonies the runemaker can include in his repertoire is shown on the Runemaker Ceremony Progression table, but is increased by his Intelligence bonus. Runemakers can use any magic items usable by mages or clerics. More information on ceremonial magic, and individual spell descriptions, can be found in the Magic chapter (p. 105).

At 3rd level (Runegiver), a runemaker can **curse an enemy with ill fate** once per day, by either **chanting the curse** or **activating a curse-pole**. Chanting a curse takes one round (10 seconds) and must be done when the target is nearby (within 30') and in earshot. In combat, chanting a curse must be declared before initiative is rolled, and it fails if the runemaker's concentration is interrupted before the process is completed (as with casting a spell). Chanting a curse can be a dangerous practice, since most targets take unkindly to being cursed!

As a safer alternative, the runemaker can activate a curse-pole. A curse-pole is an 8'-10' wooden staff carved with the target's name and topped with an animal's severed head or skull. Assuming materials are at hand, it takes 1 hour to carve a curse-pole, 1 turn (10 minutes) to raise it, and finally 1 round (10 seconds) to activate it. The runemaker can be freely interrupted while carving or raising the curse-pole without this affecting the success or failure of his efforts, but if he is interrupted while activating the curse-pole, the curse fails and the whole process must be begun again. A curse-pole can be carved anywhere, but it must be raised and activated within sight of the entrance to the target's home. A curse-pole cannot be moved once raised, but it can be camouflaged or hidden with magic once placed.

Once the curse is chanted or curse-pole is activated, the target must make a saving throw versus Spells. If the target fails the saving throw, he is cursed and immediately begins to suffer the runemaker's choice of one of the following three ill fates:

- -4 decrease to an ability score (minimum 1)
- -4 penalty on attack and saving throws
- Prime requisite halved (minimum 1)

A curse cannot be **dispelled**, but it can be removed with a **remove curse** spell. A curse caused by a curse-staff can also be removed if the curse-staff is moved or broken. A runemaker can have only one curse in effect at a time; if he curses an enemy while a prior curse is still in effect, the prior curse is immediately removed. Calling down a curse is considered grey magic for purposes of corruption (see p. 94).

When a runemaker reaches 5th level (Runecrafter), he may begin to research ceremonies, scribe scrolls, and brew potions. Runemakers may collect and use divine power as clerics in order to fuel their magical research. Also at 5th level, the runemaker's **widespread renown** inspires his hirelings to strive for glory themselves. Any henchmen and mercenaries hired by the runemaker gain a +1 bonus to their morale score whenever he personally leads them. This bonus stacks with any modifiers from the runemaker's Charisma or proficiencies.

At 9th level (Runelord), he is able to create more powerful magic items such as weapons, rings, and staffs. A runemaker may also build or claim a **chieftain's hall** when he reaches 9th level. When the runemaker establishes his hall, 1d4+1x10 0th level mercenaries and 1d6 runemakers of 1st-3rd level seeking the secrets of the runes will join his service. If hired, they must be paid standard rates for mercenaries. Runemakers' halls

Runemaker Level Progression					Runemaker Spell Progression					
Experience	**Title**	**Level**	**Hit Dice**	**Special Abilities**	**1**	**2**	**3**	**4**	**5**	**6**
0	Runelearner	1	1d6	Cast runes	-	-	-	-		
1,500	Runecarver	2	2d6	Ceremonial magic	1	-	-	-		
3,000	Runegiver	3	3d6	Curse	2	-	-	-		
6,000	Runebringer	4	4d6	-	2	1	-	-		
12,000	Runecrafter	5	5d6	Magic research (minor), renown	2	2	-	-		
24,000	Runecaster	6	6d6	-	2	2	1	-		
50,000	Runeshaper	7	7d6	-	2	2	2	-		
100,000	Runemaker	8	8d6	-	3	2	2	1		
200,000	Runelord	9	9d6	Chieftain's hall, magic research	3	2	2	1	1	
300,000	Runelord, 10th level	10	9d6+1*	-	3	3	2	2	1	
400,000	Runelord, 11th level	11	9d6+2*	Magic research (advanced), sacrifice for wisdom	3	3	3	2	2	1
500,000	Runelord, 12th level	12	9d6+3*	-	4	4	3	3	2	1
600,000	Runelord, 13th level	13	9d6+4*	-	4	4	3	3	3	2
700,000	Runemaster	14	9d6+5*	-	4	4	4	3	3	2

**Hit point modifiers from constitution are ignored*

are otherwise identical to fighters' castles, as detailed in the **Campaign** chapter of the ***ACKS*** rulebook.

At 11th level (Runelord), a runemaker may, learn and cast ritual spells of great power (7th, 8th, and 9th level), craft magical constructs, and create magical cross-breeds. If chaotic, the runemaker may create necromantic servants and become undead.

Any time after reaching 11th level, the runemaker can choose to learn **the wisdom of the ages**. Learning the wisdom of the ages, however, requires a terrible sacrifice – the runemaker must either pluck out his own eye, chop off his own hand, slice off his own ears, or cut off his own nose. The injury must be self-inflicted, and if it is ever healed (through magic) the runemaker loses the wisdom of the ages irrevocably. A runemaker who learns the wisdom of the ages gains insight into secrets of the past, the present, and the future that are hidden from all except the gods. In game terms, the runemaker may cast **commune** once per week (note that **commune** is a ritual-level spell in ***Heroic Fantasy Handbook*** campaigns).

Runemaker Proficiency List: Armor Training, Battle Magic, Beast Friendship, Ceremonial Magic*, Combat Reflexes, Combat Trickery (disarm, knock down), Command, Craft*, Divine Blessing, Divine Health, Endurance, Farseeing*, Fighting Style, Healing, Laying on Hands, Martial Training, Personal Talisman*, Prestidigitation, Prophecy*, Running, Second Sight*, Skirmishing, Swashbuckling, Theology, Unflappable Casting, Weapon Finesse, Weapon Focus

*Modified or new proficiency described on p. 72.

Template:	**Watcher**
Proficiencies:	Second Sight, Craft (rune-carving)
Starting Equipment:	Shortbow, quiver with 20 arrows, spear, sword, chain mail armor, wind-battered fur cloak, wool tunic and pants, leather belt, low boots, backpack, runic implements (level 1), blanket, wineskin, 1 week's iron rations

Watcher Template: This pre-generated template represents a watcher who guards the world of man from intruders from the spirit world. The template is ready for adventure. However, if your runemaker's INT is 13 or greater, you may pick one or more additional general proficiencies before play if you'd like (see **Starting Proficiencies** in Chapter 4).

Runemaker Attack and Saving Throws						
Level	**Petrification & Paralysis**	**Poison & Death**	**Blast & Breath**	**Staffs & Wands**	**Spells**	**Attack Throw**
1-2	13+	10+	16+	13+	15+	10+
3-4	12+	9+	15+	12+	14+	9+
5-6	11+	8+	14+	11+	13+	8+
7-8	10+	7+	13+	10+	12+	7+
9-10	9+	6+	12+	9+	11+	6+
11-12	8+	5+	11+	8+	10+	5+
13- 14	7+	4+	10+	7+	9+	4+



THRASSIAN DEATHCHANTER

"There poured a horde of creatures whose violet robes alone identified them in Phariom's eyes as the priests of the ghoul-god. They had removed the skull-like masks, revealing heads and faces that were half anthropomorphic… and wholly diabolic. Their curving talons gleamed in the bloody light like the hooks of darkly tarnished metal; their spiky teeth, longer than coffin nails, protruded from snarling lips."

– The Charnel God (C.A. Smith)

Prime Requisite: STR, INT, CHA
Requirements: STR 9, DEX 9, CON 9
Hit Dice: 1d8
Maximum Level: 10

Of the Thrassian race, whose shadow once made bleak the whole of ancient Ammas Aurë, few of its number were more feared than the deathchanters. These black-tongued lieutenants of the Thrassian host called to their kin with the voice of the Chthonic gods, goading and frenzying their brethren into executing the most heinous and merciless acts against those who would defy their scaled empire. Even after the dimming of the Thrassian star and their decent into barbarism and ignorance, Zaharan sorcerers of skill and power, in order to feed their own appetite for glorious infamy, still sought to breed Thrassians of pure enough stock to keep the death-songs of that race from passing into an impotent silence. Today, Thrassian death chants can rarely be heard in grim Kemesh and other remote corners of the world, and woe to those numbered amongst the enemies of an awakened Thrassian deathchanter who still recalls the scaled chants of shadow and death. While their individual power remains formidable, deathchanters also serve as caretakers and spirit guides to the warriors and champions hatched among them. They seek to remain a conduit to the utter dark, lifting their race to even higher plateaus of havoc and slaughter. As these creatures slowly gain power, they become a scaly bulwark upon which their allies lean and their enemies break.

All deathchanters are noble Thrassians – powerful creatures bearing the eldritch blessing of the Chthonic host. They stand 7' to 8' tall, with large reptilian heads, lizard-like tails, and scaly, muscular frames. They have a halting, almost serpentine gait that limits them to **movement rate** of 60', but can **swim** with a movement rate of 120' and can **hold their breath** for up to 1 turn. Their dragon-like wings grant a **flying movement rate** of 30', but they can fly for only 60 rounds (1 turn) before becoming fatigued. Their glowing yellow eyes grant them **infravision** out to 120', and their long claws, razor sharp teeth and powerful, protruding fangs are dreadful weapons (see below). Their frightening visage and reptilian coldness, combined with the wretched reputation of the Thrassian race, cause a Thrassian deathchanter to suffer a -4 penalty to reactions, loyalty, and morale when dealing with humans and demi-humans. However, such characters gain a +4 bonus to reactions, loyalty, and morale of any lizardmen the deathchanter encounters.

Thrassian deathchanters are dangerous combatants, even without magic. At first level, they hit an unarmored foe (AC 0) with an attack throw of 10+. Like fighters, they advance in attack throws and saving throws by two points every *three* levels of experience. A deathchanter's **scaly hide** gives them a base unarmored AC of 5, and they may supplement this protection with up to chain mail armor. They may wield swords, daggers, spears, and polearms, as well as any missile weapon, and may fight with two weapons, weapons and shields, and two-handed weapons. They increase their base damage roll from missile and melee attacks by +1 at 1st level and by an additional +1 at 3rd, 6th, and 9th level. In lieu of using weapons, deathchanters may attack with two claws and a dagger-sharp bite in a round, dealing 1d4-1 points of damage per claw and 1d10-1 points of damage with their bite. A deathchanter's claws and bite are modified by their STR adjustment and class damage bonus.

At 1st level (Listener), a deathchanter takes his first step into the deep black of the Chthonic embrace. They learn the proper **performance (chant)** of the ritual death songs, common and obscure, that are the foundations of Thrassian supremacy. Additionally, at 1st level the deathchanter learns to rouse allies to fury. **Rouse to fury** requires a few moments of chanting before a battle (1 round), and grants the deathchanter's allies within a 50' radius a +1 bonus to attack throws, damage rolls, morale rolls (for monsters or NPCs allied with the Thrassian), and saving throws against magical fear. The bonus lasts for 10

Thrassian Deathchanter Level Progression						Spell Point & Repertoire Progression				
Experience	Title	Level	Hit Dice	Special Abilities	Damage	Spell Points	1	2	3	4
0	Listener	1	1d8	Perform (chant), Thrassian	+1	0	-	-	-	-
4,850	Talon of Scales	2	2d8	Spellsinging	+1	2	2	-	-	-
9,700	Talon of Shades	3	3d8	-	+2	3	3	-	-	-
19,400	Talon of Wrath	4	4d8	-	+2	4	3	-	-	-
38,800	Dread Chanter	5	5d8	Battlefield Prowess	+2	5	3	1	-	-
77,600	Shadowcaller	6	6d8	-	+3	6	3	1	-	-
155,000	Darkcaller	7	7d8	-	+3	7	3	2	-	-
310,000	Deathchanter	8	8d8	-	+3	8	3	2	-	-
Special	Deathchanter Lord	9 ψ	9d8	Magic research, Fortress-chantry	+4	10	3	2	1	-
Special	Deathchanter Lord	10 ψ	10d8	-	+4	12	3	2	1	-
Special	Deathchanter Lord	11 ψ	11d8	-	+4	15	3	3	2	-
Special	Deathchanter Lord	12 ψ	12d8	-	+5	18	3	3	2	-
Special	Deathchanter Lord	13 ψ	13d4	-	+5	21	4	3	2	1
Special	Deathchanter Lord	14 ψ	14d8	-	+5	24	4	3	2	1

ψ *9th level and above is only available if the deathchanter becomes intelligent undead. See After the Flesh, below.*

Thrassian Deathchanter Saving Throws						Thrassian Deathchanter Attack Throws	
Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Level	Attack Throw
1-2	13+	10+	16+	13+	15+	1	10+
3-4	12+	9+	15+	12+	14+	2-3	9+
5-6	11+	8+	14+	11+	13+	4	8+
7-8	10+	7+	13+	10+	12+	5-6	7+
9-10	9+	6+	12+	9+	11+	7	6+
11-12	8+	5+	11+	8+	10+	8-9	5+
13- 14	7+	4+	10+	7+	9+	10	4+
						11-12	3+
						13	2+
						14	1+

minutes (1 turn). The Thrassian deathchanter can rouse to fury once per day per class level, but cannot inflame the minds of allies already engaged in combat.

Deathchanters are infamous for their chthonic chants of life and death. Beginning at 2nd level (Talon of Scales), a deathchanter's chant becomes infused with eldritch power and song, granting them the art of **spellsinging**. A deathchanter performs magic by spending spell points (SP) rather than by expending daily spell castings. Each spell costs a number of spell points to sing. The higher the level of the spell, the more points it costs. The Spell Point Costs table describes each spell's cost. The deathchanter's use of spell points gives them the flexibility to choose to cast a large number of lower level spells, a small number of higher level spells, or any combination in between. See p. 102 of the Heroic Magic chapter for details on spellsinging.

Most deathchanters cannot resist the call of the wicked darkness that whispers to the souls of all Thrassians, and as a result the overwhelming majority of deathchanters bear the hideous scars and unsettling signs of depravity that mark all those who embrace the most tenebrous chants of black magic. (See Shades of Magic, p. 94.) There are a miniscule few, however, who walk the narrower paths of grey or even white magic in their pursuit to voice the Thrassian chants of making and unmaking.

Thrassian deathchanters recover their spell points in the same way spellcasters recover their daily spell castings, by spending eight hours resting without interruption and one hour concentrating on prayer or study. Spell points can only be recovered by resting once every 24 hours. Deathchanters can also **tap ambient magic** to fuel their spells without expending their own SPs. See p. 104 of the Heroic Magic chapter for details on tapping ambient magic.

Like other eldritch casters, a deathchanter's spell selection is limited to the spells in his repertoire. A deathchanter's repertoire can include a number of spells up to the number and level of spells listed for his level, increased by his Intelligence bonus, and functions exactly like an arcane/eldritch caster's repertoire in all respects. Unlike other casters, however, deathchanters can cast spells that are not in their repertoire by **extemporaneously singing spells**. See p. 103 of the Heroic Magic chapter for details on extemporaneous spellsinging.

When a Thrassian deathchanter reaches 5th level (High Chanter), his **battlefield prowess** begins to inspire others to follow him. Any henchmen and mercenaries hired by the deathchanter gain a +1 bonus to their morale score whenever he personally leads them. This bonus stacks with the modifiers from the Thrassian deathchanter's Charisma, proficiencies, and race.

If they remain living creatures, Thrassian deathchanters can only advance to 8th level. However, like Zaharans, they may grow in power **after the flesh**. If transformed into intelligent undead, they retain their racial powers and any class abilities. Once transformed, a 1 HD undead Thrassian requires 4,850 XP to advance to 2 HD, and the amount of XP required to advance as an undead doubles with each HD thereafter (round values greater than 20,000 XP to the nearest 1,000). All of the deathchanter's class abilities will continue to progress without regard to his class's maximum level, to a maximum of 14th level. The deathchanter may continue to advance in Hit Dice without limit, even past his class's maximum level.

Should he become undead and advance to 9th level (Deathchanter Lord), a Thrassian deathchanter can build a **fortress-chantry** to praise the Chthonic host and the Thrassian race. When he does so, up to 1d4+1x5 lizardmen mercenaries and 1d6 Thrassian deathchanters of 1st-3rd level will come to add their voices to the chant. If the lizardmen are hired, they must be paid standard rates for mercenaries. Through force of arms and dark blessing, the Thrassian deathchanter may ultimately control several fortresses or even entire realms, though he can expect to face ongoing challenges to his rule from humans and demi-humans. Additional rules for castles are detailed in the ***ACKS*** Core Rulebook as well as Domains of War.

Finally, should a Thrassian deathchanter reach 9th level (Deathchanter), he may begin to **research spells**, **scribe magical scrolls**, and **brew potions**, as if he were a 5th level eldritch caster.

Thrassian Deathchanter Proficiency List: Apostasy*, Berserkergang, Battle Magic, Black Lore of Zahar*, Blind Fighting, Ceremonial Magic*, Combat Trickery (Force Back, Knock Down, Overrun, Sunder, Wrestle), Command, Divine Blessing, Dungeon Bashing, Elementalism, Endurance, Familiar, Farseeing*, Fighting Style, Intimidation, Kin-Slaying, Leadership, Loremastery, Magical Music*, Military Strategy, Mystic Aura, Performance, Precise Shooting, Quiet Magic, Sensing Power, Skirmishing, Soothsaying*, Theology, Unflappable Casting.

*Modified or new proficiency described on p. 72.

Template:	Cryptchanter
Proficiencies:	Black Lore of Zahar, Theology
Starting Equipment:	Notched two-handed sword, russet chain armor, ochre dyed cloak, brown boots, backpack, rancid skull fetish, small bag of knucklebones and halflings' teeth, 2 weeks iron rations, 27gp

Cryptchanter Template: This pre-generated template represents deathchanter devoted to the dark arts of necromancy. The template is ready for adventure. However, if your deathchanter's INT is 13 or greater, you may pick one or more additional general proficiencies before play if you'd like (see **Starting Proficiencie**s in Chapter 4).

VENTURER (REVISED)

He unpacked his merchandise, showed it to Orm and the housemen, and bade Orm take therefrom such things as he would. Orm accepted the offer, and pronounced Einar to be a goodly gallant traveller, and a great favourite of fortune.

– The Saga of Erik the Red (Unknown)

Prime Requisite: CHA
Requirements: None
Hit Dice: 1d6
Maximum Level: 14

Commerce is the great wheel upon which the world turns. From the fleshy fingers of slave traders to jewel-clad guild masters, the coin and commodities of the empire are controlled by merchants. But if the stereotypical merchant is a pot-bellied financier profiting from the work of others, the venturer is his opposite: An adventurous world traveler, he personally leads caravans into unknown lands, seeking out exotic goods and new markets. Every venturer is, by definition, an adventurer, and interested in any expedition that promises riches and reward.

Venturers are trained combatants, although not as skilled as fighters. At first level, venturers hit an unarmored foe (AC 0) with an attack throw of 10+. They advance in attack throws and saving throws by two points every *four* levels of experience (i.e. the same as thieves). They may use any missile weapons and any one-handed melee weapons. They can fight with a shield or with a weapon in each hand, but cannot fight two-handed. Venturers prefer to stay mobile and cannot wear armor heavier than chainmail.

The business of venturers is business, and their devotion to trade and profit yields them many special abilities. Foremost among these is the **mercantile network** of contacts, fences, and peddlers that venturers build through their travels. Whenever venturers buy and sell equipment, hire retainers, and engage in mercantile ventures in a market they have previously visited, they treat the market as if it were one market class larger than its actual size. (Class I markets remain Class I markets.)

EXAMPLE: Cain, a 5th level venturer, is in Cyfaraun (a Class IV market). He wishes to purchase a heavy warhorse (700gp). According to the Equipment Availability by Market Class table, there is only a 25% chance for 1 heavy warhorse to be available in a Class IV market. However, Cain has visited Cyfaraun before, so he may treat it as a Class III market. There is a 100% chance for 1 heavy warhorse available in a Class III market, so Cain is able to purchase the heavy warhorse. His party members shake their heads in amazement that he's found such a fine steed in an outpost town. "I know people," he explains.

Venturers are **expert bargainers** who get the best deals available for goods, services, and information. Any items the venturer purchases cost 10% less than the listed price and any items he sells go for 10% more than the listed price (as per the Bargaining proficiency). If trading with another venturer, or a character with the Bargaining proficiency, the opposed bargainers should make reaction rolls. Whichever character scores the higher result gets the discount. A venturer may select Bargaining proficiency to improve his skills. Each time the proficiency is selected, the character receives a +2 bonus on his reaction roll when negotiating with other bargainers.

Venturers know that business empires can rise and fall on information, so they learn to keep their ears open at all times. All venturers can **hear noises** as thieves of their level.

They likewise become conversant in the tongues of their trading partners. Venturers begin play with four **bonus languages** selected from among those in common use in the campaign setting (Judge's discretion). Venturers are also experts in **reading languages**. On a proficiency throw of 5+ on 1d20, the venturer can decipher a document (including ciphers, treasure maps, and dead languages, but not magical writings). If the roll does not succeed, the venturer may not try to read that particular piece of writing until he reaches a higher level of experience.

While most merchants consider risk a financial term, venturers lead their own caravans or fleets, and do so with considerable skill. As **expert travelers**, venturers begin play with Riding or Seafaring proficiency (their choice). Any time the venturer's party is in terrain familiar to the venturer, they get a +4 bonus on proficiency throws to **avoid getting lost**.

Venturer Level Progression			
Experience	**Level**	**Title**	**Hit Dice**
0	1	Tinker	1d4
1,250	2	Trader	2d4
2,500	3	Arbitrager	3d4
5,000	4	Commissary	4d4
10,000	5	Mercantilist	5d4
20,000	6	Enterpriser	6d4
40,000	7	Venturer	7d4
80,000	8	Merchant Venturer	8d4
180,000	9	Merchant Prince	9d4
280,000	10	Merchant Prince, 10th level	9d4+2*
380,000	11	Merchant Prince, 11th level	9d4+4*
480,000	12	Merchant Prince, 12th level	9d4+6*
580,000	13	Merchant Prince, 13th level	9d4+8*
680,000	14	Mogul	9d4+10*

**Hit point modifiers from constitution are ignored*

Venturer Attack and Saving Throws						
Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Attack Throw
1-2	13+	13+	16+	14+	15+	10+
3-4	12+	12+	15+	13+	14+	9+
5-6	11+	11+	14+	12+	13+	8+
7-8	10+	10+	13+	11+	12+	7+
9-10	9+	9+	12+	10+	11+	6+
11-12	8+	8+	11+	9+	10+	5+
13-14	7+	7+	10+	8+	9+	4+

In order to open new markets and establish trade with unknown tribes, venturers study **diplomacy**. They receive a +2 bonus on all reaction rolls when they attempt to parley with intelligent creatures (as per the Diplomacy proficiency). Of course, not every market obeys the rule of law, so venturers also become exceptionally skilled at the art of **bribery**. Offering a bribe permits an additional reaction roll during encounters, with the throw modified by the size of the bribe. As a general rule, a bribe equal to one day's pay for the target provides a +1 bonus, a week's pay provides a +2 bonus, and a month's pay provides a +3 bonus. Only one bribe can be attempted per target in any given situation.

When a venturer attains 9th level (Merchant Prince), he can establish a **guildhouse**, and 2d6 venturer apprentices of 1st level will offer to work for him. If hired, they must be paid standard rates for ruffians. Many venturers use these followers to start a syndicate, expanding their wealth through legitimate and illegitimate channels. Except as noted, a venturer's guildhouse follows the rules for hideouts detailed in the **Hideouts & Hijinks** section of Chapter 7 of ***ACKS***.

Venturer Proficiency List: Alertness, Ambushing, Arcane Dabbling*, Bargaining, Climbing, Combat Reflexes, Combat Trickery (disarm, incapacitate), Command, Gambling, Intimidation, Language, Leadership, Lip Reading, Magical Engineering, Mapping, Mountaineering, Navigation, Passing Without Trace, Precise Shooting, Profession, Riding, Running, Seafaring, Signaling, Skirmishing, Swashbuckling, Weapon Finesse

*Modified or new proficiency described on p. 72.

Template:	Merchant Traveler
Proficiencies:	Alertness, Navigation
Starting Equipment:	Crossbow, case with 20 bolts, short sword, 2 throwing daggers, sturdy leather armor, tanned brown cloak, thick tunic and pants, leather belt, low boots, backpack, 2 large treasure sacks, 50' rope, tinderbox, lantern, small hammer, 12 iron spikes, 2 flasks of military oil, wineskin, 2 weeks' iron rations, 3gp

Merchant Traveler Template: This pre-generated template represents a merchant traveler focused on long-distance trade. The Template is ready for adventure. However, if your venturer's INT is 13 or greater, you may pick one or more additional general proficiencies before play if you'd like (see **Starting Proficiencies** in Chapter 4 of ***ACKS***).

WARMISTRESS

She was untamed as a desert wind, supple and dangerous as a she-panther. "Look at me!" She threw wide her arms. "I am Bêlit, queen of the black coast. I am a queen by fire and steel and slaughter!"

– Bêlit, in The Queen of the Black Coast (R. E. Howard)

Prime Requisite: DEX and CHA
Requirements: STR 9
Hit Dice: 1d6
Maximum Level: 14

Some heroes embody mythic archetypes. One such archetype is the coupling of love and war: sometimes the violent god of war and the mercurial goddess of love are united as paramours; other times, love and war are symbolically united as one mercurial and violent being, a goddess of love and war; but in every case, violence and sensuality, lust and bloodlust, are intertwined. The warmistress is the living embodiment of such myths, a swordswoman blessed by divine powers who lives, loves, bleeds, and dies with fury and passion. In the Auran Empire campaign setting, warmistresses might be favored daughters of Ianna, goddess of love and war, or mortal descendants of Bel the Slaughterprince and Nasga the seducer. Whatever their deity,



Warmistress Level Progression						
Experience	**Title**	**Level**	**Hit Dice**	**Damage**	**AC**	**Special Abilities**
0	Maiden of the Sword	1	1d6	+1	+1	Alluring beauty, charismatic ferocity, graceful fighting, provoking passions, weapon finesse
2,450	Daughter of the Sword	2	2d6	+1	+1	-
4,900	Sister of the Sword	3	3d6	+2	+1	Death-dealing dance (1/day)
9,800	Mistress of the Sword	4	4d6	+2	+1	-
19,600	Maiden of War	5	5d6	+2	+1	Fiery spirit
39,200	Daughter of War	6	6d6	+3	+1	-
80,000	Sister of War	7	7d6	+3	+2	Death-dealing dance (2/day)
160,000	Mistress of War	8	8d6	+3	+2	-
280,000	Lady of War	9	9d6	+4	+2	Stronghold, zealous followers
400,000	Lady of War, 10th level	10	9d6+2*	+4	+2	-
520,000	Lady of War, 11th level	11	9d6+4*	+4	+2	Death-dealing dance (3/day)
640,000	Lady of War, 12th level	12	9d6+6*	+5	+2	-
760,000	Lady of War, 13th level	13	9d6+8*	+5	+3	Unconquerable soul
880,000	Queen of War	14	9d6+10*	+5	+3	-

**Hit point modifiers from constitution are ignored*

virtually all warmistresses are adventurers, mercenaries, and sellswords, wandering red-handed through the world, leaving in their wake the broken hearts of their lovers and the bloodied corpses of their enemies.

Warmistresses are highly gifted combatants. At first level, warmistresses hit an unarmored foe (AC 0) with an attack throw of 10+. Like fighters, they advance in attack throws and saving throws by two points every *three* levels of experience. Warmistresses are trained to fight with dagger, short sword, sword, spear, and whip, as well as with all missile weapons. They may fight with a weapon in each hand or with one two handed weapon, but do not fight with shields.

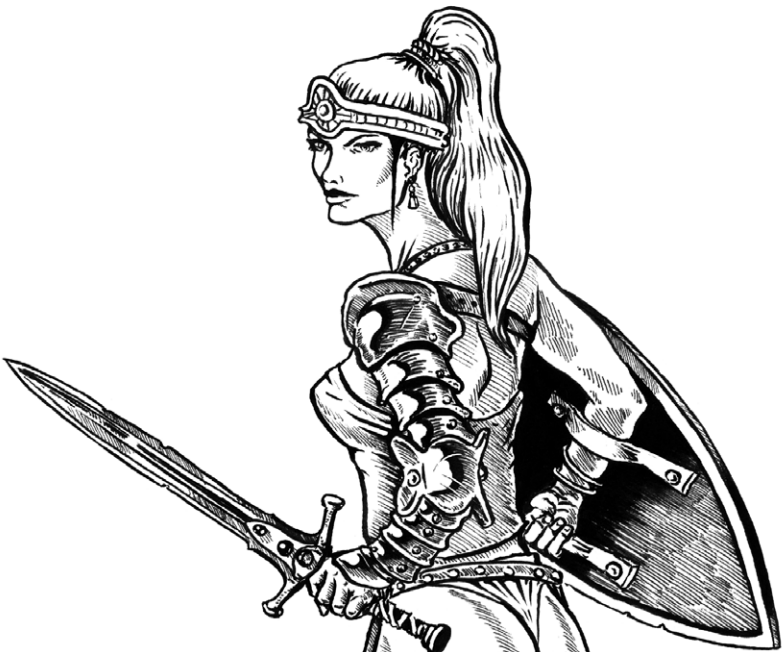
All warmistresses are blessed with a **charismatic ferocity**. When attacking with one-handed melee weapons or thrown weapons, a warmistress may apply her CHA modifier instead of her STR modifier on her damage rolls. This damage bonus is increased by an additional +1 at 1st level and another +1 at 3rd, 6th, 9th, and 12th level.

Warmistresses fight with lissome speed and grace. Due to her **weapon finesse**, a warmistress may apply her DEX modifier instead of her STR modifier on her attack throw with one-handed melee weapons. Warmistresses are renowned for wearing little to no protection, and never wear armor heavier than leather. Due to her **graceful fighting**, however, a warmistress gains a +1 bonus to initiative rolls and a +1 bonus to Armor Class if able to move freely. At 7th level, the AC bonus increases to +2, and at 13th level the AC bonus increases to +3. This bonus stacks with Swashbuckling proficiency.

By the grace of the goddess of love, warmistresses possess **alluring beauty**. A warmistress gains a +2 bonus on reaction rolls with NPCs who are potentially attracted to her. If this bonus results in a total of 12 or more, the subjects act as if **charmed** while in her presence. Creatures with a WIS greater than the warmistress's CHA are immune to this power (and the warmistress will know they are immune). This bonus stacks with Mystic Aura and/or Seduction proficiency.

Through teasing, taunting, and flirting, a warmistress can use her alluring beauty to **provoke the passions** of an intelligent creature that is potentially attracted to her. Provoking the passions of a creature requires one round (10 seconds), during which time the warmistress must remain stationary and take no other action. A creature must be within 30' of the warmistress and able to both see and hear her in order to be the target of provocation. The targeted creature must make a saving throw versus Spells. The Judge may grant bonuses or penalties to the saving throw depending on circumstances, the temperament of the creature, and its training or familiarity with the warmistress.

Warmistress Attack and Saving Throws						
Level	**Petrification & Paralysis**	**Poison & Death**	**Blast & Breath**	**Staffs & Wands**	**Spells**	**Attack Throw**
1	15+	14+	16+	16+	17+	10+
2-3	14+	13+	15+	15+	16+	9+
4	13+	12+	14+	14+	15+	8+
5-6	12+	11+	13+	13+	14+	7+
7	11+	10+	12+	12+	13+	6+
8-9	10+	9+	11+	11+	12+	5+
10	9+	8+	10+	10+	11+	4+
11-12	8+	7+	9+	9+	10+	3+
13	6+	5+	7+	7+	8+	2+
14	5+	4+	6+	6+	7+	1+



If the save succeeds, the creature is not provoked. If the save fails, the creature is provoked for 1d4 rounds plus 1 round per level of the warmistress.

The effect of provocation depends on the creature's current reaction to the warmistress (see ***ACKS***, p. 99). A hostile creature will become enraged, attacking the warmistress in preference to all others without regard for its own safety for the duration of the provocation. An unfriendly creature will become hostile, seeking to verbally or physically harass the warmistress for the duration. A neutral creature will become distracted, ignoring other duties or activities to pay attention to the warmistress for the duration. An indifferent creature will become friendly, seeking to assist the warmistress for the duration. A friendly creature will become enamored, helping the warmistress as if charmed for the duration of the provocation. If the warmistress or one of her allies attacks a creature while it is provoked, it immediately becomes enraged.

Starting at 3rd level (Sister of the Sword), a warmistress can perform a **death-dealing dance**. Beginning a death-dealing dance takes no time itself, so the warmistress can move and/or attack on the same initiative she begins the dance. Once begun, a death-dealing dance continues until either all visible enemies are slain, the warmistress is incapacitated, the warmistress chooses to end the dance, or 1 turn (10 minutes) elapses, whichever comes first. While performing a death-dealing dance, a warmistress is a whirlwind of flashing blades and swirling garb, gaining one bonus melee or thrown attack each round and dealing 1d6 bonus points of damage with every successful melee or thrown attack (including cleaves). A 3rd level warmistress can perform a death-dealing dance just once per day, but a 7th level warmistress can perform a death-dealing dance twice per day, and an 11th level warmistress can perform a death-dealing dance three times per day.

When a warmistress reaches 5th level (Maiden of War), her **fiery spirit** inspires those around her to do great deeds. Any henchmen and mercenaries attracted to the warmistress gain a +1 bonus to their morale score whenever she is present. This bonus stacks with any other modifiers from the warmistress's Charisma or proficiencies.

At 9th level (Lady of War), a warmistress can build or conquer a **stronghold** and establish herself as the ruler of a domain. (Rules for strongholds and domains are detailed in the Campaign chapter of ***ACKS***.) When she does so, she will attract 1d4+1x10 0th level mercenaries and 1d6 fighters, explorers, or warmistresses of 1st-3rd level to her service. Worshipping the warmistress as if she were a living goddess, these **zealous followers** are completely loyal (morale +4) and need not be paid wages, though they must still be provided food and lodging.

A warmistress of 13th level (Lady of War) has become an **unconquerable soul**. She gains a +1 bonus to all saving throws. (These bonuses are already factored into the saving throws on the Warmistress Attack and Saving Throws table below.) If reduced to 0 hp or less, she may choose to remain conscious and fight on, doing so for up to four rounds. If she fights on for one round, she suffers a -2 penalty on her eventual roll on the Mortal Wounds table. If she fights on for two rounds, the penalty is increased to -5. If she fights on for three rounds, the penalty is increased to -10. If she fights on for four rounds, she dies at the end of the her initiative.

Warmistress Proficiency List: Acrobatics, Alertness, Armor Training, Beast Friendship*, Berserkergang, Blind Fighting, Combat Reflexes, Combat Trickery (disarm, knock down, overrun), Command, Diplomacy, Divine Blessing, Divine Health, Fighting Style, Leadership, Martial Training, Military Strategy, Mystic Aura, Performance, Precise Shooting, Riding, Running, Seduction, Seafaring, Skirmishing, Swashbuckling, Weapon Focus*

*Modified or new proficiency described on p. 72.

Template:	Avenging Angel
Proficiencies:	Berserkergang, Endurance
Starting Equipment:	Pair of gracefully curved swords, chainmail bikini with high leather boots and gauntlets (counts as light arena armor), red cloak, necklace or other family memento (20gp value), backpack, 1 week's iron rations, 25gp

Avenging Angel Template: This pre-generated template represents an avenging angel walking the path of blood to right past wrongs to her and her family. The template is ready for adventure. However, if your Warmistress's INT is 13 or greater, you may pick one or more additional general proficiencies before play if you'd like (see **Starting Proficiencies** in Chapter 4 of ***ACKS***).

ZAHARAN DARKLORD

And those who perceived his shadow spreading over the world called him the Dark Lord and named him the Enemy; and he gathered under his government all the evil things that remained on earth or beneath it, and the Orcs were at his command and multiplied like flies."

– Of the Rings of Power and the Third Age,
The Silmarillion (J.R.R. Tolkien)

Prime Requisite:	**INT, CHA**
Requirements:	**INT 9, WIS 9, CHA 9**
Hit Dice:	**1d4**
Maximum Level:	**11**

From time to time, a Zaharan arises whose cruelty, ruthlessness, and lust for power are remarkable even for one of their dark race. Such a being is called a darklord, and he brings doom and woe to all who cross him. If left unchecked by Lawful heroes, a rising darklord will inevitably unite the vile minions of Chaos and usher in an era of war, ruin, and darkness.

Though they prefer to allow minions to fight for them, darklords are nevertheless formidable combatants. At first level, darklords hit an unarmored foe (AC 0) with an attack throw of 10+. Thereafter they advance in attack and saving throws by two points every *four* levels of experience (i.e., the same as clerics). Darklords can fight with battle axes, crossbows, great axes, maces, morning stars, and swords, often decorating their weapons with vile runes, bloody spikes, serrated edges, and other sinister decorations.

Darklords can wear any armor up to and including plate (and can cast spells while so armored), and can fight with a weapon in each hand or with a two-handed weapon, but cannot use shields.



Like the Zaharan sorcerer, the darklord possesses the ability to **learn and cast eldritch spells**. The number and levels of spells the darklord can use in a single day are listed on the Darklord Spell Progression table. A darklord's spell selection is limited to the spells in his **repertoire**. A darklord's repertoire can include a number of spells up to the number and level of spells listed for his level, increased by his Intelligence bonus. All darklords can use any magic items usable by mages or clerics. More information on casting eldritch spells, and individual spell descriptions, can be found in the Magic chapter (p. 94, 120).

However, the paramount power of the darklord is his ability to **dominate beastmen**. By calling upon his implacable will and magical strength, the darklord can command the vile minions of Chaos to do his bidding. The darklord must be visible to the beastmen and be able to speak a language they understand in order to dominate them. The potency of this ability is determined by level.

On the Dominate Beastmen table, there will be a dash, an "A", an "X", or a number corresponding to the Hit Dice of the beastman and the level of the darklord. A dash means that the darklord has not attained a high enough level to dominate beastmen of that HD. A number indicates that the player must roll that number or higher on 1d20 in order to dominate the beastmen. If the beastmen are already friendly to the darklord, he gains a +2 bonus to the throw. If the throw succeeds, the darklord dominates 2d6 total Hit Dice of beastmen for 1 turn per level of experience. An "A" ("automatic") means that the darklord automatically dominates 2d6 total Hit Dice of beastmen for 1 turn per level. An "X" ("extended") means that the darklord automatically dominates 2d6 total Hit Dice of beastmen for 1 day per level. At least one beastman will always be dominated, as appropriate, on a successful domination throw. If beastmen of mixed HD are present when the darklord attempts to dominate them, the weakest beastmen will be dominated first. When the darklord's domination ends, the beastmen will flee from his presence for 10 rounds, following the best and fastest means available to them. If they cannot flee, they cower in terror, taking no actions and suffering a -2 penalty to AC.

EXAMPLE: Theophanous, a 5th level darklord, confronts a gang of five orcs (1 HD) accompanied by an orc champion (1+1 HD) from the Blood Eye tribe, accompanied by an ogre (4+1 HD). On his initiative, he attempts to dominate the beastmen. He automatically can dominate 1 HD orcs, but he needs to throw 4+ to dominate the orc champion and 13+ to dominate the ogre. He throws 1d20 and the result is 14. Therefore he has (potentially) dominated all the beastmen. Had he rolled, e.g., an 13 he would only have dominated the orcs and orc champion, and had he rolled a 3 or less he'd only have dominated the orcs.

He now rolls 2d6 to determine the number of Hit Dice he has dominated and rolls a 7. Since the weakest beastmen must be dominated first, he dominates the five orcs and the orc champion (6.25 HD total) but not the ogre. Had he rolled an 11, he could have dominated the 4+1 HD ogre as well (10.5 HD total). In any case, the beastmen will remain under his domination for 1 turn per level, or 5 turns.

Zaharan Darklord Level Progression					Darklord Spell Progression					
Experience	**Title**	**Level**	**Hit Dice**	**Special Abilities**	**1**	**2**	**3**	**4**	**5**	**6**
0	Perpetrator	1	1d4	Dominate beastmen, Zaharan	2	-	-	-	-	-
3,400	Evildoer	2	2d4	Inspire dread	3	-	-	-	-	-
6,800	Chaosbringer	3	3d4	-	3	1	-	-	-	-
13,600	Villain	4	4d4	Instill strength	3	2	-	-	-	-
27,200	Malefactor	5	5d4	Magic research (minor)	3	2	1	-	-	-
54,400	Dread Leader	6	6d4	Malevolent reputation	3	3	2	-	-	-
110,000	Fell Master	7	7d4	-	4	3	2	1	-	-
220,000	Black Captain	8	8d4	Implacable will	4	3	3	2	-	-
420,000	Dark Lord	9	9d4	Magic research sanctum	4	4	3	2	1	-
620,000	Dark Lord, 10th level	10	9d4+1*	Gather darkness	4	4	3	3	2	-
820,000	Dark Lord, 11th level	11	9d4+2*	Magic research (advanced)	5	4	4	3	2	1
Special	Dark Lord, 12th level ψ	12	12d8	Dread shadow	5	4	4	3	3	2
Special	Dark Lord, 13th level ψ	13	13d8	-	5	5	4	4	3	2
Special	Supreme Dark Lord ψ	14	14d8	-	6	5	4	4	3	3

**Hit point modifiers from constitution are ignored*

ψ *2th level and above is only available if the darklord becomes intelligent undead. See After the Flesh, below.*

There is no limit to how often an darklord may attempt to command beastmen each day, but if an attempt to command beastmen ever fails during an encounter, the darklord may not attempt to command beastmen again for the remainder of that encounter. There is no limit to the number of beastmen that may be under a darklord's command at once.

Dominated beastmen behave as if **charmed** and need not be paid to maintain their service. However, they still must make loyalty rolls when suffering a calamity (see ***D@W: Campaigns***, p. 11), such as routing from a battle, suffering 25% or greater casualties, or being out of supply. The darklord's morale modifier is applied to any loyalty rolls. If a loyalty roll fails with a modified roll of 2-, the beastmen break free of the darklord's domination. On a 3-5, the beastmen's morale is reduced by 1 point but they remain dominated. On any other result, the beastmen remain dominated.

Dominated beastmen will adventure with or for the darklord and serve as troops under his or his henchmen's command on the battlefield. When dominated beastmen adventure with the darklord, the darklord's morale modifier is applied to their morale rolls. When dominated beastmen are serving as troops on the battlefield, the darklord's morale modifier is applied to their shock and morale rolls if he is commanding or attached to their unit. Otherwise, ½ the darklord's morale modifier is applied to their morale rolls only, while their unit commander's morale modifier is applied to morale and shock rolls. See ***D@W: Battles***, p. 23, p. 25-26. Failed morale and shock rolls do *not* break domination, so any surviving beastmen can be rallied back to the darklord's service after the battle.

It is possible for a darklord to lose control of his beastmen to rivals. A champion, sub-chieftain, or chieftain of a beastman tribe can attempt to break the darklord's hold over fellow members of his tribe through his own force of personality. Such attempts are resolved with a domination throw, treating the beastman NPC's HD as the Darklord's level on the Dominate Beastmen table and the darklord's level as the Beastman HD. Success breaks the darklord's hold over 2d6 HD worth of dominated beastmen. (Wise darklords avoid this problem by ensuring that all of the chiefs and champions of the beastman tribe are also under his domination!) A rival darklord can attempt to dominate another darklord's beastmen by using his own level opposed by the rival darklord's level. Success transfers control of 2d6 HD worth of dominated beastmen over to the new darklord.

EXAMPLE: Theophanous finds himself face-to-face with Tamraz, the 4 HD chieftain of the Blood Eye orcs. Tamraz attempts to break the darklord's hold over his beastmen. Consulting the Dominate Beastmen table, the Judge sees that the 4 HD chieftain will need to roll 16+ on his dominate throw to break the 5th-level darklord's domination. The Judge rolls an 18! The chieftain frees 2d6 HD worth of beastmen from Theophanous's vile grip. Unfortunately, the result of the 2d6 roll is a 3, so only 3 orcs are freed from domination.

A darklord does not gain any special ability to communicate with his dominated beastmen except that which he already possesses (i.e. they are not under his telepathic control). Darklords with large numbers of dominated beastmen usually rely on trusted henchmen and vassals to oversee them.

When a darklord reaches 2nd level (Evildoer), he gains the ability to **inspire dread** in his foes. Inspiring dread requires a few moments of oration (one round), and gives the darklord's opponents within a 50' radius a -1 penalty to attack throws, damage rolls, morale rolls, and saving throws against magical fear. The penalty lasts for 10 minutes (1 turn). The darklord can only attempt to inspire dread once per day per class level. Opponents may save versus Spells to resist the effect. When used on the battlefield this ability can affect one enemy unit in an adjacent hex.

At 4th level (Villain), a darklord gains the ability to **instill his strength** into his minions. Instilling strength requires a few moments of oration (one round), and grants dominated beastmen within 30' a pool of temporary hit points equal to the lower of the darklord's or the beastmen's base healing rate. These temporary hit points last for one turn (10 minutes) or until lost to damage, whichever comes first. The darklord can instill strength once per day per level. (When used on the battlefield this ability can affect one friendly unit in the darklord's hex.)

Dominate Beastmen														
Beastman HD	**Darklord Level**													
	1	2	3	4	5	6	7	8	9	10	11	12	13	14
½ HD or less	10+	7+	4+	A	A	X	X	X	X	X	X	X	X	X
1- to 1 HD	13+	10+	7+	4+	A	A	X	X	X	X	X	X	X	X
1+ to 2 HD	16+	13+	10+	7+	4+	A	A	X	X	X	X	X	X	X
2+ to 3 HD	19+	16+	13+	10+	7+	4+	A	A	X	X	X	X	X	X
3+ to 4 HD	-	19+	16+	13+	10+	7+	4+	A	A	X	X	X	X	X
4+ to 5 HD	-	-	19+	16+	13+	10+	7+	4+	A	A	X	X	X	X
5+ to 6 HD	-	-	-	19+	16+	13+	10+	7+	4+	A	A	X	X	X
6+ to 7 HD	-	-	-	-	19+	16+	13+	10+	7+	4+	A	A	X	X
7+to 8 HD	-	-	-	-	-	19+	16+	13+	10+	7+	4+	A	A	X
8+ to 9 HD							19+	16+	13+	10+	7+	4+	A	A
9+ HD or more								19+	16+	13+	10+	7+	4+	A

When a darklord reaches 5th level (Malefactor), he may begin to research spells, scribe scrolls, and brew potions. Darklords may collect and use divine power as clerics in order to fuel their magical research.

At 6th level (Dread Leader), the darklord's **malevolent reputation** makes it easier to recruit large hosts of minions. Whenever the darklord succeeds in dominating beastmen with an "A" result, 3d6 Hit Dice worth of beastmen are dominated. With an "X" result, 4d6 Hit Dice worth of beastmen are dominated.

When a darklord reaches 8th level (Black Captain), his **implacable will** extends the duration of his domination. Whenever the character succeeds in dominating beastmen (whether from a roll or automatically from an "A" result), the beastmen are dominated for 1 day per level instead of the usual 1 turn per level. If the beastmen would have been dominated for 1 day per level (from an "X" result), the beastmen are instead controlled indefinitely.

At 9th level (Dark Lord), a darklord is able to create more powerful magic items such as weapons, rings, and staffs. A darklord may also establish a **dark tower**, usually in a remote and desolate location, when he reaches 9th level. He will then attract 1d6 Zaharans of various classes of 1st-3rd level. While in the darklord's service, Zaharan followers must be provided food and lodging, but need not be paid wages. If the darklord builds a **dungeon** beneath or near his sanctum, monsters will start to arrive to dwell within, followed shortly by adventurers seeking to fight them. A darklord's stronghold will always be a **chaotic domain** (see ***ACKS*** p. 134 or ***Axioms 2***, page 5).

When a darklord reaches 10th (Dark Lord), begins to **gather together the darkness**. if he has established a chaotic domain, then each month, his domain gains an extra 1d10 beastman families for every 1,000 beastmen in his realm, until its maximum population density is achieved. If he has established a chaotic realm, every chaotic domain in his realm gains additional beastmen at the same rate as well.

At 11th level (Dark Lord), a darklord may learn and cast ritual arcane spells of great power (7th, 8th, and 9th level), craft magical constructs, and create magical cross-breeds. If chaotic, the darklord may create necromantic servants and become undead himself, typically becoming a deathbound wraith, draugr, mummy lord, or vampire. Becoming undead enables the darklord to continue advancing in level (see After the Flesh, below).

If a darklord embraces undeath and advances to 12th level (Dark Lord), he gains the ability to exert his **dread shadow** across vast distances. The darklord can now inspire dread in any enemy unit which he can specifically identify (e.g. "the Golden Company of The Syrnasos" or "the cataphract squadron of Legate Valerian") regardless of range. The darklord can likewise instill strength into any unit of dominated beastman under his control at any distance. The darklord is still limited in using these abilities no more than once per day per level.

All Zaharan darklords possess certain inhuman benefits and drawbacks from their demoniac bloodline. First, Zaharan darklords are **inexorable** in the face of horrors that terrify normal men. They are immune to all natural and magical fear effects.

Second, darklords benefit from the **ancient pacts** of service and obedience by which the lords of Zahar ensorcelled the dark powers of the world. Some creatures still remember these pacts and will aid Zaharans when commanded. All Zaharan

Zaharan Darklord Attack and Saving Throws						
Level	**Petrification & Paralysis**	**Poison & Death**	**Blast & Breath**	**Staffs & Wands**	**Spells**	**Attack Throws**
1-2	13+	10+	16+	13+	15+	10+
3-4	12+	9+	15+	12+	14+	9+
5-6	11+	8+	14+	11+	13+	8+
7-8	10+	7+	13+	10+	12+	7+
9-10	9+	6+	12+	9+	11+	6+
11-12	8+	5+	11+	8+	10+	5+
13- 14	7+	4+	10+	7+	9+	4+

darklords gain a +2 bonus to reaction rolls when encountering intelligent chaotic monsters. Intelligent chaotic monsters suffer a -2 penalty to saving throws against any charm spells cast by a Zaharan darklord.

Note: Zaharans are an ancient race of evil men from the Auran Empire campaign setting. Outside of the Auran Empire campaign setting, Zaharans could be used to model any dark, eldritch race, such as the Melnibonéans of Moorcock's Multiverse; the Black Numenoreans of Tolkien's Middle Earth; the Acheronians of Howard's Hyboria; or the Drow of Gygax's Greyhawk. In settings where normal men cannot become spellcasters, Zaharans represent those mortals who are capable of working black magic from dark pacts or demonic ancestry.

Third, due to their background and training, all Zaharan darklords speak four **dark tongues**. In the Auran Empire campaign setting, these languages are Ancient Zaharan, Goblin, Orc, and Kemeshi. The Judge should substitute appropriate languages of his own devising for other campaigns.

Finally, Zaharan darklords grow in power **after the flesh**. If transformed into intelligent undead, they retain their racial powers and any class abilities. Once transformed, a 1 HD undead darklord requires 4,500 XP to advance to 2 HD, and the amount of XP required to advance as an undead doubles with each HD thereafter (round values greater than 20,000 XP to the nearest 1,000). All of the darklord's class abilities will continue to progress without regard to his class's maximum level, to a maximum of 14th level. The darklord may continue to advance in Hit Dice without limit, even past his class's maximum level.

However, because of their **dark souls**, the grim embrace of death holds special perils for Zaharans. Whenever a deceased Zaharan rolls on the Tampering with Mortality table, he suffers a penalty on the 1d20 roll of -1 per level of experience.

Zaharan Darklord Proficiency List: Alchemy, Ambushing, Battle Magic, Berserkergang, Black Lore of Zahar, Ceremonial Magic, Command, Divine Blessing, Divine Health, Elementalism, Familiar, Farseeing*, Fighting Style, Kin-Slaying, Intimidation, Leadership, Martial Training, Magical Engineering, Mastery of Charms and Illusions*, Military Strategy, Mystic Aura, Quiet Magic, Prestidigitation, Second Sight*, Sensing Power, Siege Engineering, Soothsaying*, Transmogrification, Unflappable Casting, Wakefulness, Weapon Focus*

*New proficiency described on p. 72.

Template:	**Warlord**
Proficiencies:	Command, Military Strategy
Starting Equipment:	Leather and bone spellbook with **display of power**, skull-tipped morning star, pair of serrated swords, black plate armor

Warlord: This pre-generated template represents a darklord oriented towards battle and conquest. The template is ready for adventure. However, if your darklord's INT is 13 or greater, you may pick one or more additional general proficiencies and starting spells before play if you'd like (see **Starting Proficiencies** in Chapter 4 and **Spell Repertoire** in Chapter 5 of ***ACKS***).

ZAHARAN SORCERER

"We have loosed a demon upon the earth, a fiend inexplicable to common humanity. I have plumbed deep in evil, but there is a limit to which I, or any man of my race and age, can go. My ancestors were clean men, without any demoniacal taint; it is only I who have sunk into the pits, and I can sin only to the extent of my personal individuality. But behind Xaltotun lie a thousand centuries of black magic and diabolism, an ancient tradition of evil."

– Orastes, in The Hour of the Dragon (R.E. Howard)

Prime Requisite: INT
Requirements: INT 9, WIS 9, CHA 9
Hit Dice: 1d4
Maximum Level: 13

The Zaharan sorcerer is the scion of black magicians and necromancers of an earlier age. The dreadful pacts and foul bargains struck by his ancestors bring the Zaharan sorcerer preternatural power and certain damnation. If an occultist is one who chooses to walk the path of darkness, then the Zaharan sorcerer is one born to travel it. Common men prefer to believe that Zaharan sorcerers do not exist; occultists know they exist, and hold them in fear and envy.

Zaharan sorcerers consider physical combat beneath them, and undergo little training in it. At first level, sorcerers hit an unarmored foe (AC 0) with an attack throw of 10+. They advance in attack throws only two points every *six* levels of experience (i.e., the same as mages), though they advance in saving throws by two points every four levels (i.e. as clerics). Zaharan sorcerers are limited to fighting with the weapons taught by their path (see below), and are unable to use shields, fight with two weapons, or wear any kind of armor.



The most formidable power of the sorcerer is his ability to **learn and cast eldritch spells**. The number and levels of spells the sorcerer can use in a single day are listed on the Sorcerer Spell Progression table. A sorcerer's spell selection is limited to the spells in his **repertoire**. A sorcerer's repertoire can include a number of spells up to the number and level of spells listed for his level, increased by his Intelligence bonus. All sorcerers can use any magic items usable by mages or clerics. More information on casting eldritch spells, and individual spell descriptions, can be found in the Magic chapter (p. 94).

As many of the secrets of black magic are found in occultist's codices, every sorcerer is also **capable of performing ceremonies** in the **chthonic tradition**. The sorcerer does *not* have two separate repertoires - his repertoire of spells doubles as his repertoire of ceremonies. He can add ceremonies found in chthonic codices to his spellbook with one week of study. See the rules for Ceremonial Magic (p. 105) for more details.

A sorcerer's advancement in the magical arts is shaped by his **path of sorcery**. There are many dark and unspeakable paths a sorcerer may follow, but the most common are Dominion, Necromancy, Summoning, and Transmogrification.

Paths	Description
Dominion	Sorcerers who believe magic is a tangible manifestation of the will to power found within every sapient creature, these strong-willed casters naturally command the weak and subservient.
Necromancy	Sorcerers who believe magic is a spiritual power underlying the cycle of life and death, they see the living, dead, and undead as mere tools in the pursuit of immortality.
Summoning	Sorcerers who call upon the nameless gods of the Outer Darkness for power and knowledge, they are served by elementals, demons, and worse.
Transmogrification	Sorcerers who see magic as a force over nature, shaping and transfiguring life to their whims, they typically surround themselves with monstrous servants and misshapen minions.

When a Zaharan sorcerer is created, select a path for the character from the Path table below, and write down the proficiencies and powers of the path. Each path teaches the use of a selection of four weapons, four proficiency selections which are added to the Sorcerer Proficiency List as potential class proficiency choices, and five special abilities earned as they advance in level. (Soft-hearted Zaharan sorcerers who fear to walk the dark path can also select one of the colleges of the Nobiran wizard, if desired.)

SORCERER OF DOMINION

Class Proficiencies: Command, Intimidation, Leadership, Military Strategy
Weapons: Club, dagger, staff, whip

1st level: With grim threats of woe and doom, the dominator can **inspire dread** in his foes. Inspiring dread requires a few moments of oration (one round), and gives the sorcerer's opponents within a 50' radius a -1 penalty to attack throws, damage rolls, morale rolls, and saving throws against magical fear. The penalty lasts for 10 minutes (1 turn). The sorcerer can only attempt to inspire dread in any given character once per day per class level. Opponents may save versus Spells to resist the effect.

3rd level: The dominator's unsettling presence inspires awe and dread in those around him. He gains the **Intimidation** proficiency.

5th level: Though he still appears as a man, the Zaharan sorcerer has become a creature of darkness and horror. Once per day the sorcerer can cast **inspire horror** (as the 3rd level eldritch spell). The casting time ins one round (10 seconds).

9th level: The dominator's iron will and terrifying ruthlessness grant him **utter domination over his minions**. The sorcerer's henchmen have base morale scores of +4 and no longer make morale rolls upon suffering calamities. (Unlike Command proficiency or Battlefield Prowess power, this power does not affect mercenaries).

Zaharan Sorcerer Level Progression					Sorcerer Spell Progression					
Experience	Title	Level	Hit Dice	Special Abilities	1	2	3	4	5	6
0	Spiritualist	1	1d4	Ceremonial magic, Path, sense power, Zaharan	2	-	-	-	-	-
2,700	Medium	2	2d4	-	3	-	-	-	-	-
5,400	Incantationist	3	3d4	Path	3	1	-	-	-	-
10,800	Warlock	4	4d4	-	3	2	-	-	-	-
21,600	Malefactor	5	5d4	Magic research (minor), path	3	2	1	-	-	-
43,200	Cursebringer	6	6d4	-	3	3	2	-	-	-
85,000	Necromancer	7	7d4	-	4	3	2	1	-	-
170,000	Occultist	8	8d4	-	4	3	3	2	-	-
370,000	Sorcerer	9	9d4	Magic research, path, sanctum	4	4	3	2	1	-
570,000	Sorcerer, 10th level	10	9d4+1*	-	4	4	3	3	2	-
770,000	Sorcerer, 11th level	11	9d4+2*	Magic research (advanced), path	5	4	4	3	2	1
970,000	Sorcerer, 12th level	12	9d4+3*	-	5	4	4	3	3	2
1,070,000	Sorcerer, 13th level	13	9d4+4*	-	5	5	4	4	3	2
Special	Undead Sorcerer-King ψ	14	14d8	-	6	5	4	4	3	3

**Hit point modifiers from constitution are ignored*

ψ 4th level is only available if the sorcerer becomes intelligent undead. See After the Flesh, below.

11th level: The dominator is a **master of domination and deception**. When the character casts enchantments or illusions, the spell effects are calculated as if he were two class levels higher than his actual level of experience. Targets of his enchantments suffer a -2 penalty to their saving throw, as do those who attempt to disbelieve his illusions. This class power stacks with the Mastery of Charms and Illusions proficiency (see p. 76).

SORCERER OF NECROMANCY

Class Proficiencies: Apostasy, Righteous Turning, Sensing Evil, Theology
Weapons: Club, dagger, dart, staff

1st level: The necromancer has studied the **secrets of the dark arts**. He may control undead as a Chaotic cleric of one half his class level (round up). If the sorcerer casts spells that require a saving throw versus Death, his targets suffer a -2 penalty on the save. When the sorcerer casts necromancy spells, the spell effects are calculated as if he were two levels higher than his actual caster level. This class power stacks with the Black Lore of Zahar proficiency (see p. 73).

3rd level: The necromancer has undertaken a deep study of anatomy, circulation, disease, and vitality. He gains one rank of **Healing** proficiency.

5th level: The dead hold no secrets for the necromancer. The character can **speak with the dead** (as the spell) once per day. The casting time is 10 seconds (1 round).

9th level: In black tomes and evil liturgies, the necromancer has gained **lordship over the undead**. Whenever the character succeeds in controlling undead (whether from a roll or automatically from a "T" result), the undead are controlled for 1 day per level instead of the usual 1 turn per level. If the undead would have been controlled for 1 day per level (from a "D" result), the undead are instead controlled indefinitely.

11th level: The necromancer has finally unlocked the **secrets of life and death**. The sorcerer is able to perform necromancy at half the usual base time and cost.

SORCERER OF SUMMONING

Class Proficiencies: Command, Contemplation, Sensing Evil, Theology
Weapons: Dagger, dart, staff, whip

1st level: The summoner has brought forth a demon from the Outer Darkness and bound it in the form of an animal. The sorcerer gains the **Familiar** proficiency. Although the familiar will resemble a normal animal in most respects, there will be something alien or infernal about it, such as glowing eyes, sulfurous scent, etc.

3rd level: The summoner's familiar is a **conduit to the esoteric**. Select two 1st and one 2nd level black magic spells that the character has not yet added to his repertoire. When the familiar is within 30' of the character, he can treat those spells as if they were in his repertoire. (If the character later adds those spells to his actual repertoire, the familiar may become a conduit to new spells instead.)

5th level: The summoner has made pacts with the demonic powers. The character can cast **conjure hellion** (as the spell) once per day. The casting time is 10 seconds (1 round).

9th level: The summoner knows **words of command and obedience** that compel creatures to his inexorable will. Any creatures summoned by the sorcerer will obey him to the best of their ability rather than seek to pervert his intention. Any creatures he conjures will depart without harming him if his concentration is broken.

11th level: Bargaining with the infernal powers has taught the summoner the **power of sacrifice**. He gains double normal divine power from blood sacrifices, and can store divine power from blood sacrifices indefinitely, even when not actively performing magical research. See the rules for Blood Sacrifice in ***ACKS*** on p. 125.

SORCERER OF TRANSMOGRIFICATION

Class Proficiencies: Animal Husbandry, Animal Training, Beast Friendship, Riding
Weapons: Club, dagger, dart, whip

1st level: The grotesque arts of transformation demand constant study. The character gains the **Transmogrification** proficiency.

3rd level: The transmogrifier's self-experimentation has turned him into something both more and less than human. The character gains an **abominable mutation**, choosing from either **beast eyes**, **claw-like nails**, **scaly skin**, or **tentacles**. Beast eyes grant infravision 60' but impose a -2 penalty to reaction rolls. Claw-like nails grant two attacks per round dealing 1d4-1 points of damage, but impose a -2 penalty to reaction rolls and a -2 penalty on proficiency throws requiring delicate work. Scaly skin grants a +2 AC, but reduces maximum movement rate by 25% and imposes a -4 penalty on reaction rolls. Tentacles allow the character to hold torches or other objects while keeping his hands free and grant two attacks per round dealing 1d3-1 points of damage, but impose a -2 penalty to reaction rolls. (Judges who own AX1, ***The Sinister Stone of Sakkara***, can allow the transmogrifier to select other Abominable Mutations from that book if desired.)

5th level: The transmogrifier has learned to transcend his own form. Once per day, the character can **skinchange** (as the 3rd level spell). The casting time is one round (10 seconds).

9th level: Experiments combining living creatures with the transmogrifier's own flesh and blood have created a **hideous servant** intimately bonded to his will. A sorcerer of transmogrification's hideous servant is mechanically similar to a shaman's totem animal (see Player's Companion, p. 39). However, the sorcerer selects two of his hideous servant's characteristics (AC, Movement, attack routine, and special abilities) from one animal and two characteristics from another, while the servant's base Hit Dice are set to the average of the two animals selected. (Remember that actual HD will be adjusted by the character's level.) He does not gain a totem benefit.

11th level: The transmogrifier can **shape flesh and bone** like clay. The sorcerer is able to create magical crossbreeds at half the usual base time and cost.

EXAMPLE: Djarghul, a Zaharan sorcerer of monstrosity, has just reached 9th level, so he gains a **hideous servant**. Reviewing the Totem Animals table in the Player's Companion, he decides to select the movement and attack routine of an eagle and the AC and special abilities of a cobra, with HD averaged between those of a cobra (2 HD) and eagle (1 HD). His hideous servant therefore has Move 480' fly, AC 3, HD 1+2, #AT 2, Dmg 1d2/1d2, special abilities poison on successful attack, always has initiative. However an animal companion always has a number of Hit Dice equal to ½ the character's own (9/2, or 4+2); and when an animal companion has greater Hit Dice than usual for its type, it will appear as a bigger, stronger version of and do +1 damage on each damage die. Therefore the final characteristics of his hideous servant are Move 480' fly, AC 3, HD 4+2, #AT 2, Dmg 1d2+1/1d2+1, special abilities poison and initiative.

When a sorcerer reaches 5th level (Malefactor), he may begin to research spells, scribe scrolls, and brew potions. Sorcerers may collect and use divine power as clerics in order to fuel their magical research.

When a sorcerer reaches 9th level (Sorcerer), he is able to create more powerful magic items such as weapons, rings, and staffs. A sorcerer may establish a **sorcerer's sanctum**, usually in a remote and desolate location, when he reaches 9th level. He will then attract 1d6 apprentices of 1st-3rd level plus 2d6 normal men seeking to become sorcerers. Their intelligence scores will be above average, but many will become fearful of the sacrifices involved and quit after 1d6 months. While in the sorcerer's service, apprentices must be provided food and lodging, but need not be paid wages. If the sorcerer builds a **dungeon** beneath or near his sanctum, monsters will start to arrive to dwell within, followed shortly by adventurers seeking to fight them.

At 11th level, a sorcerer may learn and cast ritual arcane spells of great power (7th, 8th, and 9th level), craft magical constructs, and create magical cross-breeds. If chaotic, the sorcerer may create necromantic servants and become undead.

All Zaharan sorcerers possess certain inhuman benefits and drawbacks from their demoniac bloodline. First, Zaharan sorcerers are **inexorable** in the face of horrors that terrify normal men. They are immune to all natural and magical fear effects.

Second, sorcerers benefit from the **ancient pacts** of service and obedience by which the lords of Zahar ensorcelled the dark powers of the world. Some creatures still remember these pacts and will aid Zaharans when commanded. All Zaharan sorcerers gain a +2 bonus to reaction rolls when encountering intelligent chaotic monsters. Intelligent chaotic monsters suffer a -2 penalty to saving throws against any charm spells cast by a Zaharan sorcerer.

Third, due to their background and training, all Zaharan sorcerers speak four **dark tongues**. In the Auran Empire campaign setting, these languages are Ancient Zaharan, Goblin, Orc, and Kemeshi. The Judge should substitute appropriate languages of his own devising for other campaigns.

Finally, Zaharan sorcerers grow in power **after the flesh**. If transformed into intelligent undead, they retain their racial powers and any class abilities. Once transformed, a 1 HD undead sorcerer requires 4,000 XP to advance to 2 HD, and the amount of XP required to advance as an undead doubles with each HD thereafter (round values greater than 20,000 XP to the nearest 1,000). All of the sorcerer's class abilities will continue to progress without regard to his class's maximum level, to a maximum of 14th level. The sorcerer may continue to advance in Hit Dice without limit, even past his class's maximum level.

However, because of their **dark souls**, the grim embrace of death holds special perils for Zaharans. Whenever a deceased Zaharan rolls on the Tampering with Mortality table, he suffers a penalty on the 1d20 roll of -1 per level of experience.

Zaharan Sorcerer Proficiency List: Alchemy, Battle Magic, Black Lore of Zahar, Collegiate Wizardry, Craft*, Diplomacy, Elementalism, Engineering, Familiar, Farseeing*, Healing, Knowledge, Language, Laying on Hands, Magical Engineering, Mastery of Charms and Illusions*, Mystic Aura, Naturalism, Quiet Magic, Prestidigitation, Second Sight*, Sensing Power, Soothsaying, Transmogrification, Unflappable Casting

*New proficiency described on p. 72.

Template:	Mortificationist (Necromancy path)
Proficiencies:	Black Lore of Zahar, Healing
Starting Equipment:	Leather and bone spellbook with **unliving puppet**, wavy-bladed silver dagger, long leather whip, grey warlock's cassock, polished iron skullcap, leather belt, leather gloves, high boots, backpack, chthonic implements (level 1), quill and ink, 1 week's iron rations, 20gp

Mortificationist: This pre-generated template represents a zealot devoted to the study of life and unlife. The template is ready for adventure. However, if your sorcerer's INT is

Zaharan Sorcerer Saving Throws						Zaharan Sorcerer Attack Throws	
Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Level	Attack Throw
1-2	13+	10+	16+	13+	15+	1-3	10+
3-4	12+	9+	15+	12+	14+	4-6	9+
5-6	11+	8+	14+	11+	13+	7-9	8+
7-8	10+	7+	13+	10+	12+	10-12	7+
9-10	9+	6+	12+	9+	11+	13+	6+
11-12	8+	5+	11+	8+	10+		
13- 14	7+	4+	10+	7+	9+		

13 or greater, you may pick one or more additional general proficiencies and starting spells before play if you'd like (see **Starting Proficiencies** in Chapter 4 and **Spell Repertoire** in Chapter 5 of ***ACKS***).

CORE, CAMPAIGN, AND RACIAL CLASS MODIFICATIONS

When using the core, campaign, and racial classes found in ***ACKS*** and ***PC***, the following rules and recommendations will help preserve a heroic fantasy flavor. Note that these modifications are completely optional; there are no mechanical reasons not to allow arcane, divine, and eldritch classes all to play together, merely stylistic ones.

Fighting and Thieving Classes

In most heroic fantasy campaigns, the anti-paladin, assassin, barbarian, bard, explorer, fighter, mystic, paladin, and thief can be used without modification. See the New and Modified Equipment section (p. 76) and the Heroic Adventures section (p. 86) for important rules that apply to these classes, however!

In Tolkienesque campaigns, the dwarven delver, dwarven fury, dwarven vaultguard, and elven ranger can also be used without modification, but the Thrassian gladiator should not be used. The dwarven machinist may be used at the Judge's discretion. In Howardian campaigns, the dwarven and elven demi-human classes should not be used, but the Thrassian gladiator might be used at the Judge's discretion.

Arcane Spellcasting Classes

Arcane magic, as it appears in ***ACKS*** and most other D20 fantasy games, has a spell list closer to that of Marvel's Dr. Strange than to that of Merlin, Gandalf, or Thoth-Amon. While the arcane and eldritch magic systems are compatible with and balanced against each other, flashy, high-powered arcane magic dramatically alters the feel of a campaign. Judges who wish to have an authentically heroic fantasy setting should replace all arcane magic with eldritch magic instead. Since eldritch magic has several drawbacks compared to arcane magic – its spells are less powerful and its spellcasters can suffer corruption – the existing arcane spellcasting classes need to either be replaced by new eldritch spellcasting classes in this book, or upgraded with additional powers. Follow these guidelines:

- Replace the mage class with the loremaster class introduced in this book.
- Replace the venturer class with the revised (non-magical) venturer class introduced in this book.
- Replace the warlock class with the new occultist class introduced in this book.
- Replace the Nobiran wonderworker class with the Nobiran wizard introduced in this book.
- Grant elven courtiers, elven enchantresses, elven nightblades, elven spellswords, and gnomish tricksters spellsinging (as per the elven spellsinger class introduced in this book) as a class power.
- Grant Zaharan ruinguards **inspire dread** (as per the Zaharan sorcerer class power of the same name) and **savage resilience** (as per the barbarian class power of the same name) as class powers.

When converting elven courtiers, elven nightblades, elven enchantresses, elven spellswords, gnomish tricksters, and Zaharan ruinguards from arcane to eldritch spellcasting, the class's level progression, Hit Dice, and attack throw progression are unchanged. If the class uses the mage saving throw progression and proficiency progression, substitute the cleric progression instead. Replace the mage spell progression (or fraction thereof) with the Nobiran wizard spell progression (or fraction thereof). Instead of selecting its spell repertoire from the arcane spell list, the class selects from the eldritch spells list (p. 120). The class becomes subject to the rules for the **shades of magic** (p. 94). The class gains the ability to accumulate divine power as a cleric and to use clerical magic items.

Note: Judges may wonder why the human arcane spellcasting classes are replaced with ceremonialists (loremasters and occultists) while the various demi-human spellcasting classes remain spellcasters. The reason is authenticity to the heroic tradition: the notion that mortal men of ordinary birth can become capable of instantaneously casting flashy spells simply from study is largely foreign to both the Tolkienesque and Howardian traditions of heroic fantasy, and arises mostly in post-heroic (contemporary) fantasy. In the heroic tradition, human magicians must work magic through esoteric ceremonies requiring magical implements and strange reagents; any magicians who can work magic swiftly and easily are never truly human. Thus in ***Heroic Fantasy Handbook***, the recommended classes only allow humans to **perform magical ceremonies**, not to **cast spells**. Human magic-users are therefore always ceremonialists, such as the loremaster, occultist, and runemaker; while only demi-humans can be true spellcasters, such as the elven spellsinger, Nobiran wizard, and Zaharan sorcerer. Of course there are some heroic fantasy settings with human spellcasters, and Judges who want them can add them by following the suggestions listed in the Nobiran wizard class, or by creating custom classes using the Custom Class creation rules in the ***ACKS Player's Companion*** along with the modifications provided in the Secrets chapter of this supplement (p. 200).

Divine Spellcasting Classes

Divine magic, as it appears in ***ACKS*** and most other D20 fantasy games, has a spell list primarily derived from Old and New Testament miracles. While some of these effects do occur in heroic fantasy, they are generally rare and usually of unclear provenance. Spells that explicitly affirm the existence of an afterlife and gods, such as **commune** and **raise dead**, are exceptionally rare. For this reason, divine magic should be replaced by eldritch magic instead. See the rules for eldritch magic in the Magic chapter (p. 94).

The cleric, as it appears in most retro-clones (including ***ACKS***), combines miraculous spells, vampire-fighting powers from Dave Arneson's First Fantasy campaign, and weapon choices based on loopholes of medieval ecclesiastical law. It's an odd mix



that does not fit into heroic campaigns based on either fictional or mythic sources.

We recommend using ecclesiastics, a new class in this book, to represent noncombatant medieval clergy with miraculous powers; and using paladins, from the ***Player's Companion***, to represent fighting monks such as the Knights Templar. For pagan priests and priestesses, use bladedancers, priestesses, shamans, or witches, or the loremaster, runemaker, or occultist classes in this book.

The other divine casters found in ***ACKS*** are a better fit for heroic fantasy, although for reasons noted above they should perform ceremonies rather than cast spells. Thus bladedancers, dwarven craftpriests, priestesses, shamans, and witches should all become eldritch ceremonialists, exchanging the ability to cast divine spells as a cleric for the ability to perform eldritch ceremonies. As eldritch ceremonialists, these classes should pick their ceremonies from the eldritch spell list instead of the divine spell list. They become susceptible to corruption but do not lose their powers if they breach their faith's tenets. Here are some additional guidelines:

- Ceremonial bladedancers follower the liturgical or runic tradition (Judge's choice) and use the runemaker ceremony progression. Ceremonial bladedancers lose the **turn undead** class power. Instead they begin play with their choice of any two of the following class powers: **alluring beauty** (as a warmistress), **charismatic ferocity** (as a warmistress), **classical weapons training** (as an elven courtier), **personal talisman** (as the proficiency), **study of war** (as a Nobiran champion), or **weapon finesse** (as a warmistress).
- Ceremonial dwarven craftpriests follow the runic tradition and use the runemaker ceremony progression. To reflect the archetype of the magical crafter, ceremonial craftpriests begin play as **master craftsmen** (with three ranks in their chosen craft instead of two) with a **personal talisman** (as the proficiency) from their craft. However, they lose the **turn undead** class power.
- Ceremonial priestesses can follow the antiquarian, liturgical, or theurgical tradition (Judge's choice) and use the occultist ceremony progression. If desired, noncombatant male ceremonialists of a Lawful religion can be ceremonial priests of the runic, liturgical, or theurgical tradition. Alternatively, priestesses can be replaced with female ecclesiastics.
- Ceremonial shamans follow the shamanic or runic traditions (Judge's choice) and use the runemaker ceremony progression. In addition, ceremonial shamans exchange the ability to **commune with spirits** for a **personal talisman** (as the proficiency), and exchange the ability to **perform spirit rituals** with the ability to **divine the wisdom of the ancestral spirits** once per day (as the revised Prophecy proficiency).
- Ceremonial witches follow the ceremonial magic tradition which equates to their tradition of witchcraft (see p. 107). Ceremonial witches use the occultist ceremony progression. Ceremonial witches exchange their tradition's bonus spells for a **personal talisman** (as the proficiency).

See eldritch magic and ceremonial magic rules in the Magic chapter (p. 94 and 105) for more details.

	Proficiencies Gained per Level (C=Class, G=General)													
Classes	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**	**13**	**14**
Beastmaster	C+G		C		G	C			C+G			C	G	
Berserker	C+G		C		G	C			C+G			C	G	
Chosen	C+G		C		G	C			C+G			C	G	
Ecclesiastic	C+G			C	G			C	G			C	G	
Elven Spellsinger	C+G			C	G			C	G			C	-	-
Freebooter	C+G			C	G			C	G			C	G	
Halfling Bounder	C+G		C		G	C			-	-	-	-	-	-
Halfling Burglar	C+G			C	G			C	G		-	-	-	-
Loremaster	C+G			C	G			C	G			C	G	
Nobiran Champion	C+G		C		G	C			C+G			C	G	
Nobiran Wizard	C+G			C	G			C	G			C	G	
Occultist	C+G			C	G			C	G			C	G	
Runemaker	C+G			C	G			C	G			C	G	
Thrassian Deathchanter	C+G			C	G			C	C+G			C	G	
Zaharan Darklord	C+G			C	G			C	G			C	G	
Zaharan Sorcerer	C+G			C	G			C	G			C	G	

NEW AND MODIFIED PROFICIENCIES

Some proficiencies that appear in the ***ACKS Core Rules*** and ***ACKS Player's Companion*** have been updated, either to be compatible with new mechanics such as Base Healing Rate, or to better reflect the nature of a heroic campaign. In addition, new proficiencies have been introduced that relate to new game features such as ceremonial magic, spellsinging, and hero points.

MODIFIED PROFICIENCIES

Alchemy (G): The character can identify common alchemical substances, potions, and poisons with a proficiency throw of 11+. If the character takes this proficiency twice, he can work as an apothecary or alchemical assistant. If the character takes this proficiency three times, he is an alchemist himself, and may brew potions as if he were a 5th level mage, but at twice the base time and cost. A character already capable of brewing potions because of his class level may add his Alchemy ranks to his Magic Research throws when brewing potions, and if he has selected the proficiency three times, he can brew potions at half the usual base time and cost.

Animal Husbandry / Healing (G): The character is especially skilled at treating wounds and diagnosing illnesses among animals (Animal Husbandry) or among humans and demi-humans (Healing). If the character makes a proficiency throw of 11+, he can identify whether a disease is magical or mundane, and if mundane, diagnose it. A patient under treatment of a character with Animal Husbandry or Healing recovers twice his base healing rate in hp each day of rest.

If the character selects Animal Husbandry or Healing twice, his proficiency throw to identify and diagnose diseases is reduced to 7+. He can attempt to **neutralize poison**, **cure disease**, or **cure light wounds** with a proficiency throw of 18+, once per day per patient.

If the character selects Animal Husbandry or Healing three times, his proficiency throw to identify and diagnose diseases is reduced to 3+. He can attempt to **neutralize poison**, **cure disease**, or **cure serious wounds** with a proficiency throw of 14+, once per day per patient.

Any character with Animal Husbandry Healing proficiency can use healing herbs (e.g. blackwort, comfrey, goldenrod, and woundwort) to heal additional damage or gain a bonus on his proficiency throws. In any one day, a character can supervise three different patients, plus an additional one each time Animal Husbandry or Healing is selected.

A character with two or more ranks of Animal Husbandry may treat humans and demi-humans as if he had the Healing proficiency at one rank less than his Animal Husbandry proficiency. A character with two or more ranks of Healing may treat animals as if he had the Animal Husbandry proficiency at one rank less than his Healing proficiency.

Apostasy: If a ceremonialist, the character may select 4 eldritch ceremonies and add them to his repertoire of ceremonies known. If an eldritch spellcaster, the character may select 3 eldritch spells and add them to his repertoire of spells known. If the ceremonies or spells selected with this proficiency are above the level that the character is permitted to know, he will add them to his repertoire when he reaches the appropriate level.

Arcane Dabbling: The character may attempt to use magic items created with arcane or eldritch magic. At level 1, the character must make a proficiency throw of 18+ or the attempt backfires. The proficiency throw required reduces by 2 per level, to a minimum of 3+. Note that bards automatically begin play with this ability as part of their class.

Art/Craft (G): The character has studied a fine art (e.g., painting, sculpture, mosaic) or guild craft (e.g. armorer, bowyer, jeweler, leatherworker, smith, shipwright, or weaponsmith). The character is considered an apprentice in his trade. He can manufacture 10gp per month of goods, and can identify masterwork items, rare materials, and famous artisans with a proficiency throw of 11+. The character must choose the art or craft at the time he chooses the proficiency. He can spend more proficiency selections to have several types of art or craft proficiencies.

Art/Craft Proficiency Progression			
Title	**Rank (# of times taken)**	**Gp Earned/ Month**	**Number of Workers Allowed**
Apprentice	1	10gp	N.A.
Journeyman	2	20gp	3 Apprentices
Master	3	40gp	2 Journeymen, 4 Apprentices
Grand Master	4	80gp	2 Masters, 4 Journeymen, 8 Apprentices

If a character selects the same art or craft twice, he is considered a journeyman in his trade. He can manufacture 20gp per month of goods, and supervise up to 3 apprentices, increasing their productivity by 50%. If he selects the same craft three times, he is considered a master craftsman. He can manufacture 40gp per month, and supervise up to 2 journeymen and 4 apprentices, increasing their productivity by 50%. He could work as a specialist in this art or craft.

If a character selects the same art or craft four times, he is considered a grand master artist or craftsman. He can manufacture 80gp per month, and supervise up to 2 masters, 4 journeymen, and 8 apprentices, increasing their productivity by 50% (for a total construction rate of 440gp per month). Working alone or with his subordinates, a grand master can create **masterwork items** appropriate to his art or craft:

- A masterwork weapon costing 80gp extra may provide +1 to hit or +1 to damage. A masterwork weapon costing 650gp extra provides both +1 to hit and damage. In neither case does the weapon provide the ability to hit magical monsters, unless forged of a material otherwise capable of doing so (e.g. silver). Additional ornaments or engraving can add to the weapon's value without necessarily increasing the weapon's characteristics.
- A masterwork set of armor costing 80gp extra weighs one less stone (armor or shields weighing one stone counts as one item instead) while providing normal AC. A masterwork set of armor costing 650gp extra provides +1 AC while weighing the same as normal. Additional ornaments or engraving can add to the value without necessarily improving the armor's characteristics.
- A masterwork structure costing 2 times normal gains +1 to AC *or* +10% to structural hit points. A masterwork structure costing 4 times normal gains both +1 to AC and +10% to structural hit points.
- A masterwork ship costing 2 times normal gains +1 to AC, +10% to structural hit points, or +10% to movement rate. A masterwork ship costing 4 times normal gains any two such benefits. A masterwork ship costing 8 times normal gains all three such benefits.
- A miscellaneous piece of masterwork art or craftsmanship may be of such beauty and quality as to be worth anywhere from 2 to 100 times normal value.

EXAMPLE: Ragnar, a 6th level dwarven craftpriest, has four ranks in Craft (weapon-smithing), giving him a construction rate of 80gp per month. He decides to craft a masterwork war hammer with +1 to hit and damage. The base cost of a war hammer is 5gp, so Ragnar's masterwork war hammer will cost (650gp + 5gp) 655gp. It will take Ragnar (655gp / 80gp) 8.2 months to craft his masterpiece.

The process of making a weapon, shield or set of armor into a +1 or greater item automatically transforms it into a masterwork, so the bonuses do not stack. However, enchanting masterworks is easier than enchanting mundane items. Apply the value of the masterwork item towards the cost of precious materials used to enchant the item.

A grand master artist or craftsman who is able to create magic items due to his class level can imbue magical effects into items he personally crafts at half the usual base time and cost. If he has a sample or formula for the item as well, he can imbue magical effects at one-quarter the usual base time and cost. When doing so, he may add his ranks in his Art/Craft proficiency to the magical research throw to create the item.

EXAMPLE: Ragnar, now 9th level, has gained the ability to create permanent magical items. He decides to enchant his masterwork war hammer to +2. He has a sample **war hammer +2**. The base cost to create a **war hammer +2** is 30,000 gp. The base time is (2 month x 5gp / 10gp) 1 month. Because Ragnar is a grand master craftsman, the base cost is halved to 15,000gp and the base time to 2 weeks. Because Ragnar has a sample to work from, the base cost is halved again to 7,500 gp and the base time to 1 week. He gains a +4 bonus on the magic research throw to enchant the war hammer, and the value of the war hammer, 600gp, counts towards the cost of precious materials used to enchant the item.

When items made by grand masters or above are discovered, their mark or style will be apparent to characters who make the appropriate Art, Craft, Knowledge, or Loremastery roll.

Beast Friendship: The character is well-schooled in the natural world. He can identify plants and fauna with a proficiency throw of 11+, and understands the subtle body language and moods of birds and beasts (though they may not understand the character). He gains +2 to all reaction rolls when encountering normal animals, and can take animals as henchmen. If the character has this proficiency and the **friends of birds and beasts** class power, he can identify plants and fauna with a throw of 7+ and can take one more henchman than his Charisma would otherwise permit, as long as at least one is an animal.

Black Lore of Zahar: The character has studied the terrible necromancies of ancient Zahar. He can control undead as a Chaotic cleric of one half his class level (rounded up). If the character casts spells that require a saving throw versus Death, his targets suffer a -2 penalty on the save. When the character casts necromantic spells (such as **animate dead**), the spell effects are calculated as if he were two class levels higher than his actual level of experience. He may also conduct necromantic research (see **Necromancy** in Chapter 7) as if he were two class levels higher than actual. If the character has this proficiency and the **secrets of the dark arts** class power, the character can



Healing Proficiency Progression				
Title	**Rank (# of times taken)**	**Gp Earned/ Month**	**Patients/ Day**	**Skills**
Healer	1	25gp	3	Identify 11+
Physicker	2	50gp	4	Identify 3+, neutralize poison,curedisease,cure serious wounds 14+
Chirugeon	3	100gp	5	Identify 3+, neutralize poison,curedisease,cure serious wounds 14+

control undead as a cleric of two-thirds his class level (rounded up), and his necromantic spells and research are calculated as if he were three (rather than two) caster levels higher than his actual caster level.

EXAMPLE: Ra-Ramses is a 9th level occultist with both **secrets of the dark arts** class power and Black Lore of Zahar proficiency. Therefore he controls undead as if he were a Chaotic cleric of (9 x 2/3) 6th level. He casts necromantic spells and performs necromantic research as if he were 12th level.

Combat Trickery: The character is a cunning and tricky fighter. Pick a special maneuver from any one of the following: Disarm, Force Back, Incapacitate, Knock Down, Overrun, Sunder, or Wrestle. When the character attempts this special maneuver in combat, the normal penalty for attempting the maneuver is reduced by 2 (e.g. from -4 to -2), and his opponent suffers a -2 penalty to his saving throw to resist the special maneuver. In addition, anytime the character lands a **critical hit** (see p. 86), he may apply his special maneuver as an effect in lieu of the outcome he rolled if desired. A character may take Combat Trickery multiple times, selecting an additional special maneuver to learn each time.

Illusion Resistance: This proficiency is replaced by **Second Sight**.

Laying on Hands: The character can heal himself or another by laying on hands once per day. The character healed recovers hp as if he had rested for one day per two levels of the healer (rounded up). A character may take this proficiency multiple times. Each time it is taken, the character may lay on hands an additional time per day.

Magical Music: If the character is not already a **spellsinger**, then he gains a limited ability to spellsing. The character gets two spell points and has one 1st level spell in his repertoire, which he casts as a 1st level spellsinger. A character already capable of spellsinging who selects this proficiency gains an additional two spell points and can add one additional spell (of any level he can cast) to his repertoire. The proficiency may be selected multiple times.

Prophecy: The character is subject to premonitions and dreams of the past and future. The Judge will make these visions both cryptic and useful. Once per day, the character may cast **divination** (as the spell). The casting time is 10 minutes (1 turn).

Soothsaying: The character has been trained to read the omens in everyday things – the throw of dice, the flight of birds, or the leaves of tea. Once every 8 hours, he can cast **augury** (as the spell). The casting time is 10 seconds (1 round).

Weapon Focus: The character is an expert at delivering critical hits with a type of favored weapon. Any time the result of a successful attack throw with a favored weapon exceeds the target value by 7 or more (instead of the usual 10 or more), the attacker has dealt a critical hit to its target. A character may take this proficiency multiple times, selecting an additional Weapon Focus each time. The available Weapon Focuses are: axes; maces, flails and hammers; swords and daggers; bows and crossbows; slings and thrown weapons; spears and polearms. Weapon Focus does not allow a character to use weapons not available to his class.

NEW PROFICIENCIES

Bright Lore of Aura: The character has studied the white magic of the Empyreans. The character can turn undead as a cleric of one half his class level (rounded up). If the character casts spells that require a saving throw versus Paralysis, his targets suffer a -2 penalty on the save. When the character casts protection spells, the spell effects are calculated as if he were two caster levels higher than his actual caster level. If the character has this proficiency and the **bright lore** class power, the character can turn undead as a cleric of two-thirds his class level (rounded up), and his protection spells are calculated as if he were three (rather than two) caster levels higher than his actual caster level.

Ceremonial Magic: The character has studied the ceremonies of a particular tradition of ceremonial magic (antiquarian, chthonic, sylvan, shamanic, or theurgical). The character must choose the tradition at the time he chooses the proficiency. This proficiency can be selected multiple times. The effect of this proficiency depends upon the class powers of the character selecting it.

If the character is neither a spellcaster nor a ceremonialist, then he becomes a 1st level ceremonialist with a repertoire of one 1st level ceremony. He can perform ceremonies in the tradition and create and use trinkets and talismans in the tradition as a 1st level ceremonialist, and can identify trinkets or talismans created by a ceremonialist of the tradition with a proficiency throw of 11+ and of other traditions with an 18+.

If the character is a spellcaster, but is not already a ceremonialist, he becomes a ceremonialist of his caster level upon taking this proficiency. He can perform any ceremonies in the tradition and create and use trinkets and talismans in the tradition as a ceremonialist of his caster level, and can identify trinkets or talismans created by a ceremonialist of the tradition with a proficiency throw of 11+ and of other traditions with an 18+.

If the character is already a ceremonialist, he can either reduce the proficiency throw required to identify trinkets and talismans of a tradition he already knows by 4; learn another tradition; or add one ceremony (of any level he can cast) to his repertoire.

See the rules for Ceremonial Magic in the Magic section (p. 105) for more details.

Destined: The character gains two Fate Points. This proficiency does not appear on any class lists. The Judge should decide if this

proficiency exists in his setting. If so, any character may select it as one of his class proficiencies.

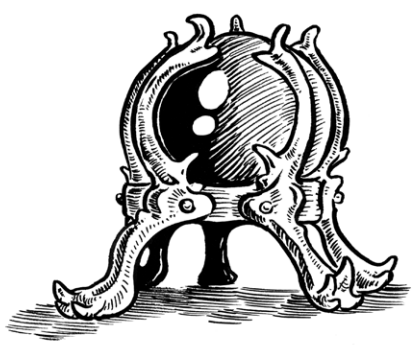
Farseeing: The character can see the fates of mortals. He may determine how many Fate Points a character has after 10 minutes (1 turn) of casual interaction or observation. Once per week, the character may cast **fate** (as the spell) with a casting time of 10 minutes (1 turn).

Mastery of Charms and Illusions: When the character casts enchantment spells (such as **charm person**) or illusion spells (such as **phantasmal force**), the spell effects are calculated as if he were two class levels higher than his actual level of experience. Targets of his enchantment spells suffer a -2 penalty to their saving throw, as do those who attempt to disbelieve his illusions. If the character has this proficiency and the **mastery of domination and deception** class power, the character can cast enchantments and illusions as if he were three (rather than two) caster levels higher than his actual caster level, and targets suffer a -3 penalty to their saving throws.

Personal Talisman: A ceremonialist with the Personal Talisman proficiency has created a special magic item, his **personal talisman**, which he uses to aid him in performing ceremonies. When the proficiency is first taken, the character immediately gains a talisman of his own tradition which provides a +1 bonus to ceremony throws for ceremonies of one particular type. The character may choose from death & necromancy; detection; elemental air; elemental earth; elemental fire; elemental water; enchantment & illusion; healing; movement; protection; summoning; and transmogrification. Each time the proficiency is selected thereafter, the personal talisman can increase its bonus by +1 for one type of ceremony. A character may never have more than one personal talisman at a time, and a personal talisman may never be used by anyone other than the character.

If the character's personal talisman is ever lost or destroyed, the character may make a new one. Making a new personal talisman costs 5,000gp less than normal per rank in the proficiency, with the equivalent reductions in time, special components, and workshop requirements. Any magic research throws to make the personal talisman are always successful.

Second Sight: The character has a connection to the hidden world, and can see innately or magically invisible creatures within 60'. Invisible creatures are aware that the character can see them, and may often take a particular interest in him as a result. Second sight does not provide the ability to see characters hiding in shadows, secret doors, traps, or other creatures or objects hidden through cover and concealment, but does provide a +4 bonus to saving throws to disbelieve illusions. This proficiency replaces Illusion Resistance in ***ACKS***.



NEW AND MODIFIED WEAPONS, ARMOR, & EQUIPMENT

Weapons & Armor	Cost	Description
Arena Armor, Heavy	50gp	AC 4
Arena Armor, Light	30gp	AC 2
Cestus	3gp	Lethal brawling damage
Helmet, Heavy	20gp	+2 v. mortal wounds
Helmet, Light	0gp (5gp)	-1 AC if not present

Arena Armor, Heavy: A set of stylized heavy armor designed to expose the wearer's attractive form and musculature while fighting. Characters with clean-limbed bodies (STR, DEX, CON, and CHA all 11+) gain a +1 bonus to Seduction rolls when wearing arena armor. Depending on the wearer's taste and style, heavy arena armor can include form-fitting leather, scale, or lamellar; sections of mail; and/or solitary pieces of plate on limbs and vital areas. It provides 4 points of protection and weighs 4 stone, and counts as chain armor for game purposes. Historical examples of heavy arena armor include that of the hoplomachus, provocator, and thraex types. Fantasy examples might include Morgana's metal corset in *Excalibur*, Alia's hauberk in *Azure Bonds*, and most of the armor seen in *Xena: Warrior Princess*. Heavy arena armor can also be used to simulate partial sets of heavier armor. Cost: 50gp

Arena Armor, Light: A set of stylized light armor designed to expose the wearer's attractive form and musculature while fighting. Characters with clean-limbed bodies (STR, DEX, CON, and CHA all 11+) gain a +1 bonus to reaction rolls using Seduction when wearing arena armor. Depending on the wearer's taste and style, light arena armor can include form-fitting cloth or leather; thin straps of mail; and/or solitary pieces of plate on the limbs. It provides 2 points of protection and weighs 2 stone, and counts as leather armor for game purposes. Historical examples of light arena armor include that of the dimachaerus, myrmillo, retiarius, and secutor types. Fantasy examples might include Red Sonja's chainmail bikini, He-Man's battle harness, and most of the armor drawn by Frank Frazetta or Luis Royo. Light arena armor can also be used to simulate very partial sets of armor. Cost: 30gp

Cestus: A pair of armored battle gloves, made with leather strips and fitted with blades, spikes, and/or iron plates. Characters equipped with cestus may deal 1d3 points of lethal damage with a punch. Cost: 3gp

Helmet, Heavy: This is a metal close-faced or visored helmet that completely covers the face, head, and neck. A heavy helmet must be purchased separately from a suit of armor. Wearing a heavy helm imposes a -1 penalty to surprise rolls and -4 penalty to proficiency throws to hear noise, but offers a +2 bonus on d20 rolls made on the Mortal Wounds table. Historical examples of heavy helmets include the classical Corinthian helmet, Roman gladiatorial helmets, and the medieval armet, barbute, close helm, great helm, and hounskull. Cost: 20gp

Helmet, Light: This is any leather or metal open-faced helmet designed to protect the head and neck while maintaining unrestricted sight and breathing. A light helmet is included in the cost of any suit of armor. If a suit of armor is worn without a helmet, decrease the character's armor class by 1 point. A light

helmet can purchased separately from a suit of armor at a cost of 5gp, but provides no in-game benefit. Historical examples include the Illyrian, Phyrgian, Boeotian, Attic, and Galean helmets of Antiquity, the medieval bascinet, nasal helm, and spangenhelm, and the Renaissance burgonet and sallet.

> **Clang of Helmets Memorial Rule (optional):** Armor is assumed to exclude helmets. A character wearing a light helmet gains a +1 bonus to his AC. A characters wearing a heavy helmet gains a +2 to his AC. This rule can help offset a lack of magical enhancement to armor class in low-magic campaigns.

Herbs and Powders	Cost
Aloe	10gp
Bitterwood	10gp
Black Lotus	200gp
Blessed Thistle	10gp
Horsetail	15gp
Lungwort	5gp
Willow-bark	5gp

Aloe: Aloe, also known as burn plant, is a healing herb used to treat burns. A character with Healing proficiency can use a liniment of aloe to treat a patient with acid, cold, electrical, or fire damage. The patient is healed one-half his base healing rate, or up to the amount of acid, cold, electrical or fire damage suffered, whichever is less. A patient cannot be treated with a liniment of aloe more than once per day. Applying the liniment takes 1 turn (10 minutes). Cost: 10gp

Bitterwood: Bitterwood, also known as quassia, is a healing herb used to induce vomiting. A character with Healing proficiency can treat a patient who has ingested poison within 1 turn (10 minutes) with an emetic of bitterwood. Upon consuming the emetic, the patient must make a saving throw v. Poison. If the save succeeds, the patient spends the next 1d3 turns purging himself of the poison, neutralizing it. If the save fails, the character still loses 1d3 turns purging himself, but it does not neutralize the poison. Administering the emetic takes 1 round (10 seconds). Cost: 10gp

Black Lotus: Block lotus is an eldritch herb prized by sorcerers and occultists. When powdered and burned in a brazier, black lotus releases a wispy smoke in a 2.5' radius for 1 turn (10 minutes). Those who inhale the smoke may fall into a death-like sleep characterized by monstrous dreams. If a character begins his initiative in the smoke, or enters the smoke, he may make a saving throw versus Poison. If the saving throw fails, or the character chooses not to save, he falls into a deep slumber for 1d3 hours. If the character is a spellcaster or ceremonialist, the number of hours is extended by one-half the highest level spell or ceremony he knows (rounded down). During this time, the character is completely helpless and cannot be awakened by any means short of dealing damage. If the character is allowed to slumber and awaken naturally, he will wake up empowered with magic. An eldritch spellcaster will gain access to all of his expended spells, exactly as if he had benefited from a day's rest and study. An eldritch ceremonialist will purify himself of all accumulated stigma. Other characters will temporarily gain a repertoire of one random 1st level black magic ceremony for use in the next 24 hours (stigma threshold 1). The benefits of black lotus come at a price, however; the nightmares it brings cause the character to accumulate 1 corruption point per hour of drugged sleep. Cost: 200gp.

Blessed Thistle: Blessed thistle, also known as spotted thistle, is a healing herb that helps wounds heal more quickly. A character with the Healing proficiency can use a poultice of blessed thistle to treat a wounded patient at any time. If the patient rests, his base healing rate for the day is increased by one row on the BHR table for purposes of natural healing. If the patient does not rest, he recovers one-half the hit points he would have recovered if he had rested. Applying the poultice takes 1 round (10 seconds). Cost: 10gp

Horsetail: Horsetail, also known as snake grass, is a healing herb that slows bleeding and promotes clotting. A character with Healing proficiency can use a poultice of horsetail to treat the wounds of an unconscious and possibly mortally wounded patient (with 0 hit points or fewer). Used in this manner, it provides an additional +2 bonus to the patient's 1d20 roll on the Mortal Wounds table. A character with two ranks of Healing proficiency can use a poultice of horsetail to **delay death** with a proficiency throw of 18+ (one attempt per patient). A character with three ranks of Healing proficiency can use a poultice of horsetail to **delay death** with a proficiency throw of 14+. Applying the poultice takes 1 round (10 seconds). Cost: 15gp

Lungwort: Lungwort is a healing herb used to treat diseased and damaged lungs. A character with Healing proficiency can brew a tincture of lungwort to relieve a patient of the wilderness movement penalty and rest requirements from permanent wounds ("lungs and heart damaged"). Brewing the tincture takes 1 turn (10 minutes) and the relief lasts for 4 hours. Cost: 5gp

Willow-Bark: Willow-bark is a healing herb that relieves aches, pain, and rheumatism. A character with Healing proficiency can brew a tincture of willow-bark to relieve a patient of the initiative penalty from permanent wounds (e.g. "stiff and scarred wounds" and "lasting wounds that ache in bad weather"), from inability to force march due to permanent wounds ("damage to hips and lower back" "damage to knee," "lungs and heart damaged"), or from the attack throw and damage roll penalty from force marching. Brewing the tincture takes 1 turn (10 minutes) and the relief lasts for 4 hours. Cost: 5gp

Adventuring Equipment	Cost
Adventurer's Harness	10gp
Ear Trumpet	15gp
Metamphora	5gp / 60gp value
Padded Shoes	15gp
Special Components, Misc.	1gp
Thieves' Garb	25gp
Thieves' Tools Companion Kit	35gp
Thieves' Tools, Superior	200gp
Thieves' Tools, Masterwork	1,600gp
Traditional Implements	25gp / level

Adventurer's Harness: Also known as a burglar's harness, this is a set of belts, straps, sheaths, and cases designed to securely fasten items to one's body without hampering movement. A character wearing an adventurer's harness can ignore 1 stone's worth of equipment when calculating encumbrance. It cannot secure heavy items, or coins and similar items. It cannot be worn over armor heavier than chain mail. Cost: 10 gp

Ear Trumpet: A funnel-shaped tube of silver, wood, shell, or horn that, when placed in its wearer's ear canal, raises the apparent volume of sound. A character using an ear trumpet gains a +2 bonus to proficiency throws to hear noise. The bonus does not apply to hijinks. Cost: 15gp.

Padded Shoes: A pair of soft-heeled shoes with padding designed to dampen the sound of walking. A character wearing padded shoes gains a +2 bonus to proficiency throws to move silently. Padded shoes cannot be worn when traveling across the wilderness and do not work when wet. The bonus does not apply to hijinks. Cost: 15gp.

Metamphora: Designed to store special components, metamphora are ceramic jars inscribed with alchemical sigils and stoppered with copper seals. Metamphora come in an array of different sizes and shapes, as more valuable special components require sturdier, stronger metamphora to prevent leakage. Metamphora cost 5gp and weigh 1 stone for every 60gp of value they store

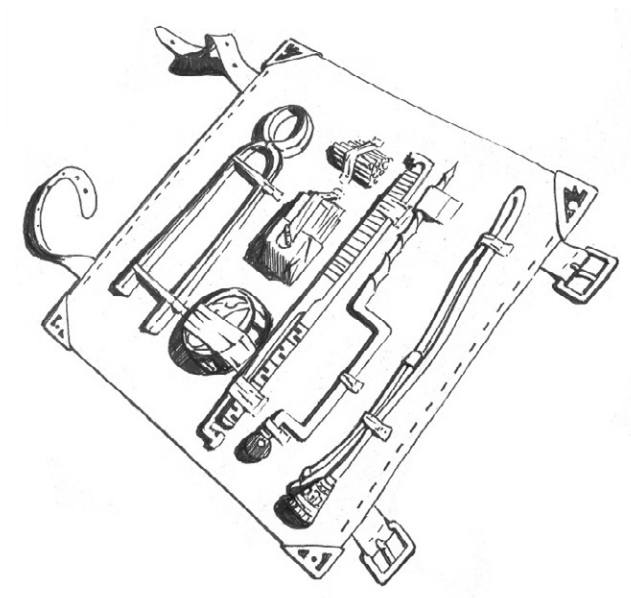
Special Components, Miscellaneous: When a living thing dies, a residue of its soul will linger in some its component parts, such as organs and cellular fluids. These parts are known as special components and can be tapped by casters and ceremonialists to power their magic items. While the best results are gained from rare components that are unique to the spells or ceremonies imbued into the item, an equal value of miscellaneous special components such as spider webs, plant roots, crushed bones, and so on can be used instead if desired. The caster or ceremonialist suffers a -1 penalty on his throw per level of the spell or ceremony when using miscellaneous special components in magical research.

Thieves' Garb: A suit of clothing, including hooded cloak, tunic, leggings, gloves, and scarf, woven in a camouflaging color. Thieves' garb is available in different colors for use in various environments – brown for hills/mountains, green for forest/jungle, grey for settlements, white for tundra, etc. When wearing thieves' garb appropriate to the environment, a character gains a +2 bonus to any proficiency throws to hide in shadows, avoid being spotted, and evade in the wilderness. Characters wearing thieves' garb can always hide in shadows or avoid being spotted with a throw of at least 18+. Thieves' garb imposes a -2 penalty when its camouflage color is inappropriate to the environment (e.g. white garb in the jungle). The bonus and penalty do not apply to hijinks. Thieves' garb can be worn over leather armor, but not heavier types. Cost: 25gp.

Thieves' Tools Companion Kit: A companion set of tools to use in conjunction with the standard set of thieves' tools, this set includes drills, pliers, scissors, rods, blocks, pads, tweezers, shims, and a magnifying glass. A thief using this kit in addition to a set of thieves' tools gains a +2 bonus to proficiency throws to open locks, find traps, and remove traps. The bonus does not apply to hijinks. Cost: 35 gp.

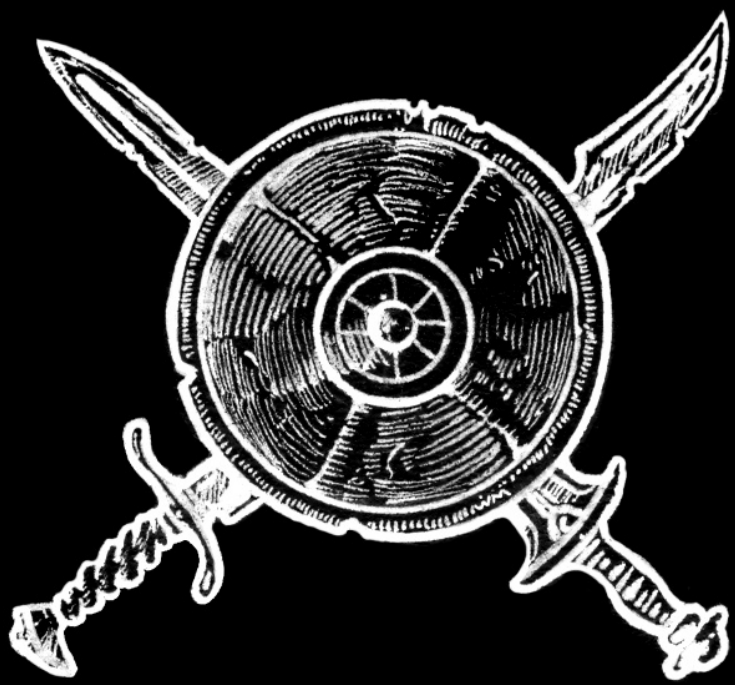
Thieves' Tools, Superior: Superior thieves' tools grant a +2 bonus to proficiency throws to Open Locks, Find Traps, and Remove Traps. If the thief rolls a natural 1 while attempting to pick a lock, the tools may make a saving throw versus Death (at 1/2 thief's level of experience) to resist breaking (see the Adventuring chapter, p. 91). The bonus does not apply to hijinks. Cost: 200gp.

Thieves' Tools, Masterwork: Masterwork thieves' tools grant a +4 to proficiency throws to Open Locks, Find Traps, and Remove Traps. If the thief rolls a natural 1 while attempting to pick a lock, the tools may make a saving throw versus Death (at the thief's level) to resist breaking (see the Adventuring chapter, p. 91). The bonus does not apply to hijinks. Cost: 1,600gp.



Traditional Implements: These are the various paraphernalia, fetishes, and accoutrements that a ceremonialist relies upon in his ceremonies. Traditional implements are rated in levels, and a ceremonialist must have implements of a level equal to or exceeding the level of the ceremony he is performing. Each type of ceremonial tradition has its own implements; the Traditional Implement table (p. 107) provides a list of items associated with the implements of various traditions. A ceremonialist cannot use implements of a tradition he does not know. All types of traditional implements have an encumbrance of 1 stone. Cost: 1st level, 25gp; 2nd level 100gp; 3rd level 225gp; 4th level 625gp; 5th level 1,225gp; 6th level 2,500gp.

Chapter 3: **Heroic Deeds**



"War must be, while we defend our lives against a destroyer who would devour all; but I do not love the bright sword for its sharpness, nor the arrow for its swiftness, nor the warrior for his glory. I love only that which they defend ..."

– Faramir, in The Lord of the Rings (J.R.R. Tolkien)

This chapter offers a variety of new and optional rules that can increase the heroic fantasy flavor of a campaign. Some, none, or all of these rules can be used, in conjunction with a standard ***ACKS*** campaign or a specifically heroic campaign, at the Judge's discretion.

HEROIC CODES

"Come, we'll swear to the gods, the highest witnesses—the gods will oversee our binding pacts. I swear I will never mutilate you—merciless as you are—if Zeus allows me to last it out and tear your life away. But once I've stripped your glorious armor, Achilles, I will give your body back to your loyal comrades. Swear you'll do the same." – Hector, in The Iliad (Homer)

In heroic fantasy settings, adventurers may hold to a code of behavior known as a **heroic code**. Adhering to such codes is a mark of greatness and increases the hero's fame and glory in the eyes of his people. In game terms, a character who behaves according to a heroic code for the course of the entire adventure gains a **10% bonus on experience earned** during that adventure.

Each heroic code is made up of eight virtues to which the character should aspire. The exact virtues recommended by the heroic code will depend on the hero's culture. Below we present one possible heroic code, the **warrior code** of the pagan heroes of myth.

WARRIOR CODE

- **Courage:** Do not show fear or flee in the face of an enemy of equal or inferior strength. Orderly retreat in the face of an enemy of superior strength is acceptable if the consequences of retreat will not put others in jeopardy.
- **Hospitality:** Do not turn away a supplicant at your door. Provide food and shelter to any guest who asks it, even a sworn enemy, and ensure they do not come to harm while hosted in your home.
- **Reliability:** Do not break a sworn oath or promise.
- **Honesty:** Do not lie to friends, family, or strangers. Deception may be employed in war, or to make a point against those who have proved themselves dishonest, but not if doing so would break an oath.
- **Generosity:** Do not be miserly in gifts or words. Be generous to friends, family, and followers. Reward the loyal service of followers with gifts and praise.
- **Loyalty:** Do not allow others to harm your family, your friends, or your followers. If harmed, demand compensation for the harm from the wrongdoers. If compensation is not granted, take revenge for the harm against the wrongdoers.
- **Honor:** Do not allow others to accuse you of breaking the warrior code, nor give them cause to believe you would.
- **Ceremoniousness:** Uphold the traditions, law, and order of your or your lord's realm.

The virtues within a code are always listed in order of importance. When contradictions arise in the heroic code, higher-order virtues generally take precedence over lower-order virtues. (By re-ordering the eight virtues, very different codes of behavior can be created.)

> EXAMPLE: Sigwulf has sworn an oath to slay his brother's murderer, Bjorn, on sight. Sigwulf is awakened one morning by Bjorn, crippled in battle, asking for refuge in Sigwulf's home. Since hospitality takes precedence over reliability (not breaking an oath) and loyalty (taking revenge for his brother's killing), Sigwulf extends the guest-rite to Bjorn.

Characters who have accumulated so much **corruption** (see Shades of Magic section, p. 94) that their alignment has or would have shifted cannot benefit from a heroic code.

HEROIC FUNERALS

The folk of the Geatmen got him then ready / A pile on the earth strong for the burning, / Behung with helmets, hero-knights' targets, / And bright-shining byrnies, as he begged they should have them; / Then wailing war-heroes their world-famous chieftain, / Their liege lord beloved, laid in the middle. – Beowulf, Chapter XLIII, Lines 1-6 (Unknown)

If an adventurer dies heroically, he may be honored in death with a **heroic funeral**. A heroic funeral might include burning the deceased in a funeral pyre, burying him in a ship, or interring him in a great barrow-mound. In any case, the deceased adventurer must be sent to the afterlife with a substantial amount of treasure.

The true beneficiary of a fallen adventurer's heroic funeral is the player of the deceased character. His new character may enter the game with experience points equal to 90% of the gold piece value of money spent on the funeral and/or interred with his character (including the gp value of any magic items interred). He also gains all unspent Fate Points (if any). The new character should be a friend or relation of the deceased, and is assumed to be guided and inspired by the spirit of the slain.

Adventurers who die unheroically, due to their own cowardice, greed, or stupidity, or who are slain while fleeing in fear, may not benefit from a heroic funeral. Their spirit wanders aimlessly in the grey mists of the underworld. This is left to the Judge's discretion, but the intent of the rule is to alleviate the pain of character loss for players who die in heroic fashion to save the lives of their party members, protect innocents, and so on.

Should players abuse this rule by having their characters loot the barrow-mound of a deceased player character following his funeral (to get back the treasure they interred therein), the characters perpetrating this perfidy are immediately transformed into wights and cursed to forever haunt the barrow. (Readers may draw their own conclusions as to whether the undead's ability to drain life-energy is actually an existential statement about the impact that players who exploit game mechanics can have on the Judge's life energy!)



HEROIC FATE

"I can put it no more clearly than to say that Bilbo was meant to find the Ring, and not by its Master. Therefore you, Frodo, were also meant to have it. And that is an encouraging thought." – Gandalf, in The Lord of the Rings (J.R.R. Tolkien)

Sometimes, heroes have a destiny that sets them apart from ordinary mortals. Different cultures may refer to it as destiny, fate, doom, or weird. Whatever it is called, heroes may live when others die, or succeed where others fail, due to the mysterious hand of fate. To represent the powers of fate, characters in ***Heroic Fantasy Handbook*** campaigns may be awarded one or more Fate Points.

STARTING ALLOCATION OF FATE POINTS

Characters may begin with one or more Fate Points. We have provided a variety of methods by which starting Fate Points can be determined. While we have provided some recommendations, it is up to the Judge to decide which method to use based on the desired tone of his campaign setting. The Judge may use one method for player characters receive and another for NPCs if desired.

- **Chosen of the Gods:** Characters begin with 4 Fate Points, plus their Wisdom bonus or penalty. This method is recommended for Tolkienesque heroic fantasy settings.
- **Fortune Favors the Bold:** Characters begin with 4 Fate Points, plus their highest ability score bonus. This method is recommended for Howardian heroic fantasy settings.
- **Fate is Fickle:** Characters begin with 1d4 Fate Points.
- **Uncaring Fate:** Characters begin with 1 Fate Point.
- **Few are Chosen:** Characters begin with 1d4-3 Fate Points (minimum 0).
- **Luckless:** Characters begin with 0 Fate Points. This method is recommended for most NPCs.
- **Whim of the Overgod:** Characters begin with a number of Fate Points selected by the Judge, from 0 to 20.

The player should record his character's allocation of Fate Points on his character sheet.

EXAMPLE: Raknar the Red-Handed has Str 18, Int 14, Wis 10, Dex 16, Con 16, Cha 16, a mighty set of ability scores with which to crush the ornamented chairs of the world beneath his feet. Happily for Raknar, the Judge has decided to use the Fortune Favors the Bold method to assign starting Fate Points. He begins play with an allocation of 4 + 3 = 7 Fate Points recorded on his character sheet.

The Time of Man (Optional)

Some heroic fantasy settings presuppose that destiny favors the race of man over the dwarven, elven, or bestial races. The Judge can implement this scenario in several different ways:

- Human and demi-human characters may determine starting Fate Points using two different methods. For example, human characters might be Chosen of the Gods, while demi-human characters suffer Uncaring Fate.
- The number of Fate Points that a demi-human character begins with may be reduced by one for each level which the character's maximum level of experience is less than 14. (For example, elven spellswords begin with 4 fewer Fate Points).

SPENDING FATE POINTS

A Fate Point may be used in the following ways:

- A character may spend a Fate Point after making an attack throw, proficiency throw, or saving throw to re-roll the throw. Additional Fate Points can be spent to re-roll again if desired. However, a character can **never** re-roll a natural 1. (This rule ensures that save-or-die effects are always dangerous, regardless of how many Fate Points a character has.)
- A character may spend a Fate Point after making a damage roll to re-roll the damage. Additional Fate Points can be spent to re-roll again if desired.
- A character may spend a Fate Point to cleave after a successful attack throw, even if not otherwise eligible to do so (e.g. because the target of the attack was not slain, or because the character has already cleaved to the maximum amount that round). Doing so does not count against the character's maximum number of cleaves per round.
- A character may spend a Fate Point to cast a 1st level spell or perform a ceremony from the character's repertoire in lieu of expending one of his daily slots, expending spell points, or suffering stigma. Additional Fate Points can be spent for higher level spells, spending a number of Fate Points equal to the spell point cost of a spell of that level (see p. 103).
- A character may spend a Fate Point to temporarily gain one rank in any proficiency available to his class or to temporarily gain a thief ability (excluding backstab) at one-half his class level. The effect lasts 1 turn (10 minutes).
- A character with at least 1 hp may spend a Fate Point to recover hp equal to his Base Healing Rate in one turn of rest. This counts as magical healing for purposes of recovering from mortal wounds.
- A character with 0 or fewer hit points may spend a Fate Point to immediately recover to 1 hp. Unless the character has **savage resilience**, he is considered to have been knocked out and will need one night's bed rest or magical healing. He must roll 1d6 on Row 21-25 of the Mortal Wounds table. If the character does have **savage resilience**, then he is considered to have been "just dazed" and does not need any bed rest. He may roll 1d6 twice on Row 26+ of the Mortal Wounds table and choose the preferred result.

Once expended, a Fate Point cannot be used again until it has been recovered. The player should record the running total of his character's Fate Points expenditures on the character's sheet..

EXAMPLE: Raknar the Red-Handed is an 8th level barbarian with 7 Fate Points. He is confronted by 8 ruffians. In the ensuing melee, Raknar slays one ruffian, and makes a cleave. Unfortunately, the result of his attack throw is a 2 – a miss! Rather than lose the opportunity to keep cleaving, he



expends a Fate Point and re-rolls the throw. This time, the result is a 16, which hits. Raknar kills the second ruffian and keeps cleaving! Raknar's player records the expenditure, noting that Raknar has 6 of his 7 Fate Points remaining.

RECOVERING FATE POINTS

Characters may recover expended Fate Points in one of three ways, through **spending**, **solace**, or **advancement**. The Judge may permit all three methods, just one of them, or no method at all, depending on his campaign setting.

Recovering Through Spending

A character may recover all of his expended Fate Points by spending the monthly wage of a character of his level (***ACKS***, p. 51) to no other tangible game benefit whatsoever. This could include extravagant sacrifices to the gods; alms to the poor; anonymous tithes to churches; reckless spending on wine, women, and song; elaborate funeral pyres for deceased henchmen; and so on. Spending on goods that can be easily transported and resold (such as gems, jewelry, magic items, or trade goods) does not count.

Note that this rule is specifically designed to encourage adventurers to spend most or all of their Fate Points before recovering through spending, as the cost is the same whether one, some, or all Fate Points are recovered. This avoids the issue of adventurers constantly returning home to "top up" after spending one or two Fate Points.

EXAMPLE: Raknar the Red-Handed is an 8th level barbarian. During a recent adventure to seize the hoard of a Skysos war-chief, Raknar expended 4 of his 7 Fate Points. He wishes to recover his expended points by spending. As an 8th level character, Raknar's monthly wage is 3,000gp so he must spend 3,000gp to no other tangible game benefit to regain his Fate Points. Raknar decides to sacrifice 120 bulls in a great show of devotion to his god Tür (3,000gp value at 25gp per bull). When the sacrifice is complete, Raknar recovers all his expended Fate Points.

Recovery Through Solace

A character may recover all of his expended Fate Points by taking solace in an illuminated pinnacle of good (if Lawful) or a shadowed sinkhole of evil (if Chaotic) for one month. The time is reduced to two weeks in a hallowed pinnacle or blighted sinkhole, and to one week in a sacrosanct pinnacle or forsaken sinkhole. The character must spend at least 8 waking hours per day in the place of power. If Lawful, the time must be spent contemplating art, music, nature, poetry, and/or divinity. If Chaotic, the time must be spent in depraved and hedonistic pursuits. Neutral characters may not recover Fate Points from solace, nor may characters with a WIS of less than 9.

EXAMPLE: Thalos, an 11th level ecclesiastic in the service of Ammonar, has recently expended 3 Fate Points in a confrontation with an arch-priest of Dirgion. He wishes to recover his expended points by solace. He could take solace in his settlement's temple to Ammonar (an illuminated pinnacle of good) and recover his points in one month. However, he knows of a holier place, a shrine to Ammonar built within a grove of a unicorn (a sacrosanct pinnacle). After four days traveling to the shrine, he spends seven days in contemplation there, then returns home. In total it has taken him (4 + 7 + 4) 15 days to recover his 3 Fate Points. (Note that Thalos could have recovered his points much faster had he sacrificed his monthly wage of 32,000gp… but that's a lot of gold.)

Recovery Upon Advancement

A character may recover all of his expended Fate Points by advancing one level of experience. Note that if this form of recovery is the only one available in the campaign setting, maximum level characters will be unable to recover Fate Points, and must rely on acquiring new ones using the methods below. This rule has the diegetic effect of explaining why high-level rulers and dark lords tend to avoid adventuring and direct confrontation, and why plucky young heroes may tend to win.

No Recovery (Optional)

In some campaigns, characters may not be able to recover Fate Points at all. In these harsh worlds, a character's allocation of Fate Points is permanently reduced each time a Fate Point is expended.

ACQUIRING ADDITIONAL FATE POINTS

Characters may be able to increase their allocation of Fate Points in play. It is up to the Judge to decide how additional Fate Points are accumulated once play begins. Choose one or more of the following methods:

- **Advancement:** Characters could increase their allocation of Fate Points by 1 each time they advance in level. This is the default method.

- **Blessing of Darkness:** Characters could increase their allocation of Fate Points each time they acquire a corrupting weakness.
- **Deeds of Renown**: Characters could increase their allocation of Fate Points by 1 or more each time they accomplish some notable task. This method allows the Judge to reward his adventurers for advancing through a story-driven arc, should that style of play be to his taste.
- **Fulfilling their Fate:** Characters could increase their allocation of Fate Points by 1 or more each time they fulfill a prophecy that has been made about them, revealed by the **fate** spell, etc. This method is similar to Deeds of Renown, but less heavy-handed in that the adventurers may find ways to fulfill their fate that surprise the Judge.
- **Sacrificing to their Gods:** Characters could increase their allocation of Fate Points by 1 or more by making a great sacrifice to their gods. A great sacrifice might be a legendary magic item, a loved one, an eye or hand, or a monetary sacrifice equal to 75% of the character's accumulated XP. This method works well in games with the flavor of ancient myth, where the gods take an active hand in the affairs of heroes.
- **Woe to the Vanquished:** Characters cannot increase their allocation of Fate Points. Note that if this option is used in conjunction with the No Recovery option above, then Fate Points become a scarce consumable resource. This method is recommended for Judges who want to mitigate the dangers of low-level play without increasing the power of high-level heroes.

Unless the Judge rules otherwise, characters can never have more Fate Points than their starting Fate Points plus their level of experience.

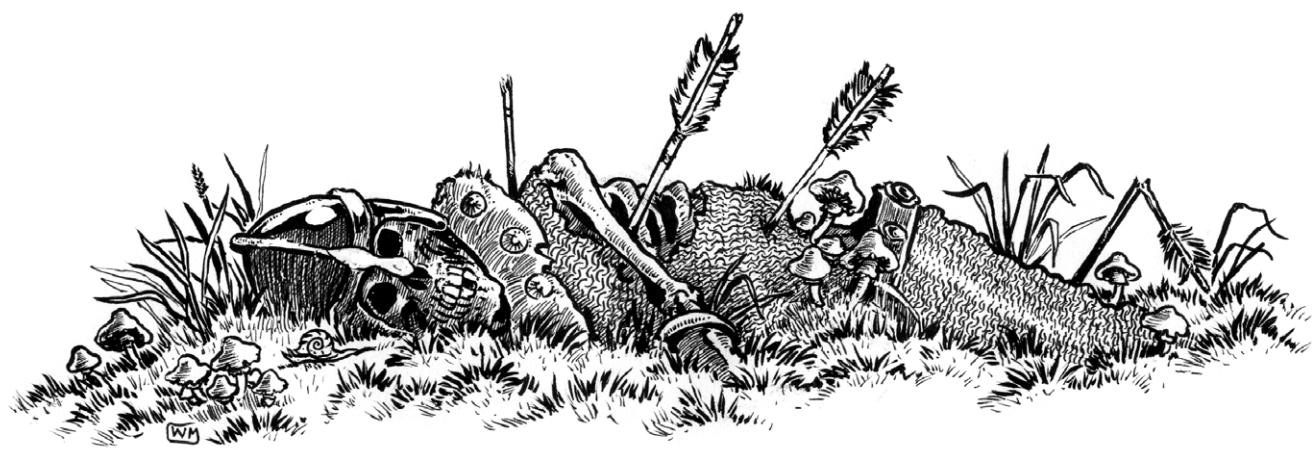
Only the Chosen (optional)

In some heroic fantasy settings, advancement to heroic power is simply beyond the ken of ordinary folk. In such settings, the local baker or blacksmith might not be able to reach 1st level of experience, let alone 14th level, no matter how many adventurers he survives. In these settings, it costs 1 Fate Point to advance in experience. Characters who have no Fate Points available must remain at their current level of experience until they recover or acquire a Fate Point.

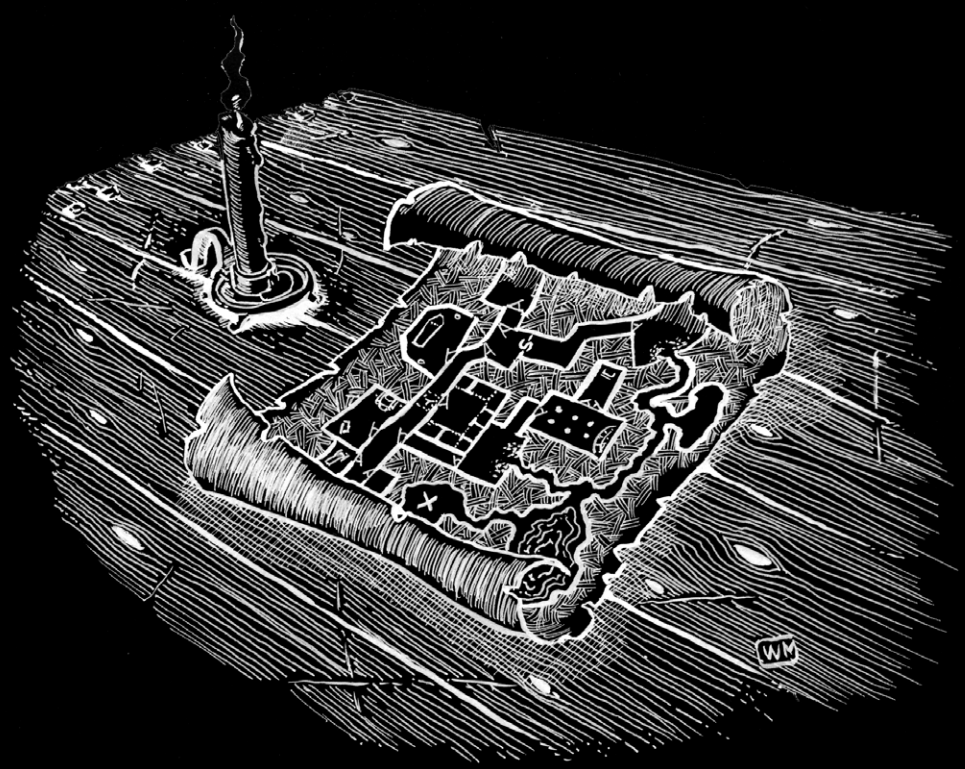
The impact of this rule on play greatly depends on the options the Judge has chosen for allocating initial Fate Points, recovering expended Fate Points, and acquiring additional Fate Points.

EXAMPLE #1: The "Only the Chosen" optional rule is in play. The Judge has selected "Fortune Favors the Bold" for the starting allocation of Fate Points for PCs and "Uncaring Fate" for NPCS; "No Recovery" as the method of recovery; and "Advancement" as the method of acquiring new Fate Points. Each adventurer will begin with 4-7 Fate Points, while each NPC will begin with 1d4-3. Once expended these points are gone forever. In order to advance to the next level of experience, an adventurer will have to expend 1 Fate Point, but when he does so he will gain the Fate Point back from advancing. An adventurer who expends all his Fate Points before advancing in level will have capped his advancement. An NPC who begins with 0 Fate Points (as most will) cannot ever hope to advance in level, as the only way to get a Fate Point is by advancing in level, but it requires Fate Points to advance.

EXAMPLE #2: The "Only the Chosen" optional rule is in play. The Judge has selected "Whims of the Overgod" for the starting allocation of Fate Points for PCs and NPCS; "No Recovery" as the method of recovery; and "Woe to the Vanquished" as the method of acquiring new Fate Points. Each PC and NPC will begin with 0 to 20 Fate Points, based on the Judge's assessment of their cosmic importance. Once expended these points are gone forever and there is no way of acquiring new points. In order to advance to the next level of experience, an adventurer will have to expend 1 Fate Point, so the character's starting allocation of Fate Points serves as an absolute cap on their maximum level. A character with only 4 Fate Points will never become a mighty wizard, even if he has INT 18. A character with 15 Fate Points is marked for greatness, even if his ability scores are but average.



Chapter 4: **Heroic Adventures**



"Let me tell you of the days of high adventure!"

– The Wizard, in Conan the Barbarian (John Milius)

EXPLODING 20s

In the ***ACKS*** core rules, an unmodified roll of 20 always succeeds on a throw, which guarantees that every characters has at least a 5% chance to hit any foe or succeed at any task.

While admirably helpful to low-level characters, it actually penalizes characters with a high AC who fight weak opponents. For instance, for every 20 peasant archers that fire an arrow, one will hit the target, regardless of the target's range, armor, or Dexterity.

When making throws, unmodified 20s do **not** automatically succeed. Instead, when a character who throws an unmodified (natural) 20, the d20 **explodes**: The character immediately rolls another 1d20 and adds the new result to 20. Subsequent rolls of 20 continue to explode without limit.

EXAMPLE: A peasant archer with a base attack throw of 11+ fires an arrow at Marcus, a high-level fighter in magical armor with an AC of 15. The archer needs to throw an (11+15) 26+ to hit the fighter. He rolls a natural 20. He immediately rolls 1d20; the result is a 7. The peasant has therefore rolled a (20 + 7) 27 against Marcus, which is a hit. Had the peasant's second d20 roll have been a 3, the peasant's result would have been a (20 + 3) 23, and he'd have missed. Had the peasant's second d20 roll have been an 18, result would have been a (20 + 18) 38 and the peasant would have dealt a critical hit (see below).

CRITICAL HITS

If the result of an attacker's attack throw exceeds its target value by 10 or more, the attacker has dealt a **critical hit** to its target. When a critical hit is dealt, the target suffers double damage and must make an immediate saving throw v. Paralysis. If the save fails, the target suffers a critical effect in addition to double damage. The target's saving throw should be modified by 4 points per category of size difference between the attacker and the target, as per ***ACKS*** p. 110.

The attacker determines the critical effect dealt by rolling 1d10 on the appropriate column on the Critical Effects table. For purposes of the Critical Effects table, "characters" are combatants equipped with arms and armor, while "monsters" are combatants relying on natural weapons and toughness.

Brawling: After seeing the result rolled on the Critical Effects table, the attacker may opt to inflict a Brawling critical effect in lieu of the effect rolled. For instance, an attacker who fears being carried off by a flying creature could substitute a Brawling result for a Clamber result.

Combat Trickery: After seeing the result rolled on the Critical Effects table, an attacker with Combat Trickery proficiency may substitute the special maneuver with which he has proficiency in lieu of the effect rolled. For instance, an attacker with Combat Trickery (Disarm) who deals a Force Back critical hit can inflict a Disarm instead.

Shields May Be Splintered: If the target of a critical effect is equipped with a shield, he may choose to substitute a Damage Shield result in lieu of a Damage Armor, Force Back, Injure Hide, Impair Attack, Impair Move, Knockdown, or Stun effect dealt to him. This represents the character desperately absorbing the blow on his shield.

Die Roll	Effect v. Character	Effect v. Monster
1	Brawling	Brawling
2	Damage Shield	Fatigued
3	Damage Armor	Injure Hide
4	Disarm	Impair Move
5	Force Back	Force Back
6	Knockdown	Knockdown
7	Sunder Weapon	Impair Attack
8	Stun	Stun
9	Wrestle/Clamber	Wrestle/Clamber
10	Attacker's Choice	Attacker's Choice

CRITICAL EFFECTS

Attacker's Choice: The attacker may choose any desired critical effect from the appropriate column (Character or Monster).

Brawling: The target suffers an additional 1d4 damage from a strike from the attacker's gauntlet, pommel, or shield rim. If the attacker has no metal weapons, the damage is nonlethal, but otherwise the brawling damage can be lethal or nonlethal, at his discretion.

Damage Armor: The target's armor is damaged, reducing its effectiveness by 1 point. Armor that loses all effectiveness is ruined. Damaged armor can be repaired at a cost of 10gp per point of effectiveness. Magic armor cannot be damaged except by magic weapons or monsters of 5 HD or more.

Damage Shield: The target's shield is damaged, reducing its effectiveness by 1. If the shield is non-magical, this will destroy it. Damaged shields can be repaired at a cost of 10gp per point of effectiveness. Magic shields cannot be damaged except by magic weapons or monsters of 5 HD or more.

Disarm: The target is disarmed of its weapon (as the special maneuver). The weapon drops to a point chosen by the attacker who dealt the critical hit, up to 5' distant from the target.

Fatigued: The target is wearied by the flurry of blows. The target suffers a -1 penalty to attack throws and damage throws until it rests. If additional fatigue effects are rolled, the effects are cumulative.

Force Back: The target is forced back (as the special maneuver). It must withdraw a number of feet equal to the attacker's damage roll. If this would push the opponent into a wall or obstacle, the opponent is knocked down, and takes 1d6 points of damage per 10' he has traveled.

Knockdown: The target is immediately knocked down (as the special maneuver). Once prone, the creature can move, but only to crawl at a movement rate of 5', to take an action in lieu of moving, or to end the condition by using an action in lieu of moving to stand up. If engaged, the prone creature remains subject to the movement restrictions of being engaged, so it can only crawl if using defensive movement, and cannot stand up in lieu of moving. The prone creature can attack, but suffers a -4 penalty on its attack throws. Alternatively the prone creature can stand up in lieu of attacking. The prone creature can be



backstabbed by creatures capable of doing so. Attack throws against the prone creatures gain a +2 bonus, or a +4 bonus if the attacker backstabs the stunned creature. The conditions is ended immediately when the creature stands up.

Impair Attack: One of the target's natural attacks (determined randomly) is somehow impaired – muscles sprained, claws ripped, etc. The target suffers a -4 to attack throws with the impaired natural attack until it rests.

Impair Move: The movement rate of the target's primary movement is reduced by 25% or 30' (whichever is less) until the target rests. This represents a leg being wrenched, an ankle twisted, and so on.

Injure Hide: The target's hide is bruised, cut, or broken open such that its AC is reduced by 1 until it rests.

Stun: The target is stunned until the end of its next initiative. A stunned creature cannot attack, cast spells, or move. It gains no benefit to its AC from its shield (if any), and can be ambushed or backstabbed by creatures capable of doing so. All attack throws against stunned creatures gain a +2 bonus, or a +4 bonus if the attacker ambushes or backstabs the stunned creature.

Sunder Weapon: The target's weapon is sundered (as the special maneuver). If the target's weapon is a non-magical spear, staff, or pole arm, it shatters into splinters when sundered, dealing an additional 1d4 nonlethal damage to the target. Swords cannot be sundered by non-metal weapons or natural attacks by creatures of less than 5 HD. Magic weapons cannot be sundered except by other magic weapons or monsters of 5 HD or more.

Wrestle/Clamber: The results of this critical effect depend on the difference in size between the attacker and target. If the target is the same size category or smaller than the attacker, the attacker has grabbed the target in a wrestling hold (as the special maneuver). If the target is one or more size categories larger than the attacker, the attacker has clambered on top of or mounted the target (as the special maneuver, see below).

SPECIAL MANEUVERS

CLAMBER

Instead of making a melee attack, a combatant may attempt to clamber on top of a creature that is one or more size categories larger than him. To clamber onto a creature, a combatant must succeed on a melee attack throw with a -4 penalty. If the combatant is a thief or other class with the ability to Climb Walls, the -4 penalty may be waived if the character makes a successful proficiency throw.

The creature must then make a saving throw versus Paralysis. The creature suffers a -2 penalty to its saving throw if of huge size, -4 if of gigantic size, and -6 if of colossal size. If the creature succeeds on its saving throw, it has shrugged off the combatant's attempt. If it fails, the combatant has clambered onto the creature, and is now mounted on its back, perched on its shoulders, etc.

A clambering combatant gains a +4 attack bonus against the creature he has clambered onto. If capable of backstabbing, the clambering combatant may do so, gaining a +6 attack bonus and extra damage. A clambering combatant also gains a measure of protection against the creature's own attacks. If the creature lack arms, tails, or other appendages capable of reaching its own back, it may not directly attack the clambering combatant. Even if the creature does have such appendages, it attacks the clambering combatant with a -4 penalty to attack throws.

In lieu of attacking, a creature with one or more combatants clambering on it may attempt to unseat the clambering combatants by bucking, rearing, colliding with walls, and similar tactics. This forces every combatant clambering on the creature to make a saving throw v. Paralysis. Combatants who succeed on the saving throw continue clambering on the creature. Combatants who fail the saving throw slip off the creature. If the creature is more than 10' tall at the shoulder, or is flying, the unseated combatants will suffer falling damage (1d6 points of damage per 10' fallen).

EXAMPLE: Viktir, a 9th level thief (attack throw 6+), is fighting a purple worm (AC 3). On his initiative, he attempts to clamber onto the worm. Normally he would incur a -4 penalty to his attack throw for attempting a clamber, but Viktir makes a proficiency throw against Climb Walls and avoids this penalty. He needs a (6+3) 9+ to succeed in his clamber; his roll is an 11, so he succeeds. Now the purple worm may make a saving throw v. Paralysis to shrug him off. As a 15 HD monster, it needs a 6+, but it suffers a -6 penalty due to its colossal size. It only rolls a 3, so Viktir has clambered onto the purple worm! The purple worm's initiative is next. The Judge rules that the purple worm can only reach its own back with its stinger, but not with its bite. Rather than risk missing, he decides that the purple worm will attempt to unseat Viktir by rotating itself violently back and forth. Viktir must make a saving throw v. Paralysis. As a 9th level thief, Viktir needs 9+; he rolls a 17 and succeeds easily.

In the next combat round, Viktir attacks the purple worm with his sword (1d6). Since he is clambering, the attack counts as backstabbing. He gains a +6 attack bonus, so he hits on (6+3-6) 3+. He rolls a 17 and lands a critical hit. As a 9th level thief, his backstab deals quadruple damage, increased to quintuple damage because he landed a critical hit, so Viktir deals 5d6 points of damage to the worm. Even better, the worm fails its saving throw against the critical hit. Viktir rolls a 7 on the Critical Hit table, an "Impair Attack" result; the Judge rules that Viktir has sliced off the purple worm's stinger tip, imposing a -4 penalty to its attacks with that natural weapon. The party's grizzled old loremaster complains about thieves being too powerful these days.

SWEEPING ATTACK

A combatant may perform a sweeping attack in order to simultaneously attack one or more engaged opponents, up to his number of eligible cleaves. The combatant must be using a medium or large weapon (such as a battle axe, sword, or two-handed sword) or be at least one size category larger than all his engaged opponents, in order to perform a sweeping attack. Each opponent targeted by the sweeping attack may immediately withdraw 5' away from the attacking combatant if desired. The attacking combatant may then make one attack throw at a -4



penalty against each opponent who did not withdraw. If all of the opponents withdraw from or are slain by the sweeping attack, the combatant may either (i) immediately advance 5' and cleave or (ii) conduct a fighting withdrawal himself. When performing a sweeping attack and any subsequent cleaves, a combatant's total number of attacks may never exceed the usual maximum (e.g. his attack routine plus his number of cleave attacks by level).

EXAMPLE: Athelstan, a 6th level fighter with a two-handed sword, finds himself surrounded by six orcs. He declares a sweeping attack against all six orcs. Choosing discretion over valor, four of the orcs withdraw 5', but two boldly stand their ground. Athelstan immediately makes an attack throw against the two orcs, suffering a -4 penalty. He hits and slays both orcs. Athelstan can now choose to advance 5' and cleave against the remaining orcs, or perform a fighting withdrawal. He chooses the latter, slipping around the corner to where his friends have formed up.

THIEVERY

"I've got kids that enjoy stealing. I've got kids that don't think about stealing one way or the other, and I've got kids that just tolerate stealing because they know they've got nothing else to do. But nobody--and I mean nobody has ever been hungry for it like this boy. If he had a bloody gash across his throat and a physiker was trying to sew it up, Lamora would steal the needle and thread and die laughing. He...steals too much." – The Thiefmaker in The Lies of Lock Lamora (S. Lynch)

From the Gray Mouser to Cugel the Clever to Locke Lamora, one of the most common archetypes in heroic fantasy is the thief. Thieves in heroic fantasy are bold risk-takers who infiltrate impenetrable fortresses, steal the crown jewels, and kidnap the princess on the way out. Thieves in ***ACKS*** and other d20 retro-clones tend to be much less bold, because they are harshly penalized for failure, and fail quite often. For instance, a thief in ***ACKS*** a thief may only try to pick a particular lock, or find and remove a particular trap, once. If he fails, he may not try the same lock or trap again until he reaches a higher experience level.

In order to allow thieves (and related classes) to better engage in heroic adventures, use the following rules.

DEXTERITY MODIFIER AND THIEVERY

Adroit and nimble thieves are more likely to succeed than their less-gifted brethren. When a character makes a proficiency throw to open locks, pick pockets, find traps, remove traps, hide in shadows, move silently, or climb walls, apply his DEX modifier to the roll. The bonuses do *not* apply to hijinks.

ENCUMBRANCE AND THIEVERY

Thieves, and other classes which use thief skills, benefit from being light on their feet. If the character's encumbrance is 5 stones or less, he gains a +2 bonus on proficiency throws to climb walls, hide in shadows, and move silently. If the character's encumbrance is 2 stones or less, the bonus is increased to +4. The bonuses do *not* apply to hijinks.



EQUIPMENT FOR THIEVES

The following new items, found in the Equipment section (p. 76) are of benefit to thieves and related classes: adventurer's harness, ear trumpet, padded shoes, thieves' garb, thieves' tools companion kit, superior thieves' tools, and masterwork thieves' tools.

REVISED THIEF SKILLS

Open Locks: Picking a lock requires one turn and a successful proficiency throw. Characters can pick locks in one round instead of one turn at a -10 penalty. (Characters with Lockpicking proficiency can pick locks in one round at a -4 penalty.) The thief may try again if the throw fails. However, if the thief ever fails the throw by 10 or more, or with a natural 1, he immediately breaks his thieves' tools. Broken thieves' tools are useless.

Find Traps: Finding a trap requires one turn (per 10 square feet searched) and a successful proficiency throw. Characters can find traps in one round instead of one turn at a -10 penalty. (Characters with Trap Finding proficiency can find traps in one round at a -4 penalty.) The thief may try again if the throw fails. If the thief ever fails the throw by 4 or less, he suspects a trap exists (if there actually is one), but does not know its exact nature. If the thief ever fails the throw by 10 or more, or with a natural 1, he has fumbled the search. If a trap exists, he sets it off. If no trap exists, he believes one does, but he thinks he does not know its exact nature.

Remove Traps: A thief may only remove a trap he has found, not one he just suspects to exist. Disarming a trap requires one turn and a successful proficiency throw. Characters can disarm traps in one round instead of one turn at a -10 penalty. The thief may try again if he fails to disarm a trap. However, if a thief fails a disarming throw by 10 or more, or with a roll of a natural 1, he sets off the trap.

Pick Pockets: A thief can try to suddenly grab a worn item without regard to being noticed – doing so grants a +4 bonus to the proficiency throw, but the intended victim automatically notices regardless of whether it succeeds or not. The item may not be an item in the target's hand (that is a disarm special maneuver).

ATTACKS AND ARMOR PENETRATION OF LARGE MONSTERS

Size Category	Attack Throw Penalty	Armor Penetration
Man-sized (399 lbs or less)	0	0
Large (400 – 1,999 lbs)	-2	2
Huge (2,000 – 7,999 lbs)	-4	4
Gigantic (4 – 15 tons)	-6	6
Colossal (16 – 31 tons)	-8	8
Colossal (32 – 63 tons)	-10	10
Colossal (64 tons or more)	-12	12

All monsters larger than men suffer an **attack throw penalty** based on their size category. This penalty applies to all attacks by the monster. In exchange, the monster gains a commensurate amount of **armor penetration**. Armor penetration allows a monster to ignore a number of points of the target's Armor Class from armor, shields, magical adjustments to armor and shields, Weapon & Shield proficiency, magical items "of armor", and spells that create magical armor or shields or render the subject invulnerable. However, armor penetration cannot ignore Armor Class from DEX, Graceful Fighting ability, Swashbuckling proficiency, magical items and spells "of protection", and spells that improve AC through luck, speed, or divine favor.

In most cases, a monster will be attacking a foe with more armor than its armor penetration, and the attack throw penalty and armor penetration will cancel each other out. However, when a target is wearing less armor than the monster's armor penetration, it will have a relatively harder time hitting the target. This is much to the benefit of heroic fantasy archetypes such as barbarians in loincloths, bladedancers in chainmail bikinis, and thieves in leather armor.

EXAMPLE: An ogre, a large creature with an attack throw of 6+, is fighting a fighter and a thief. In the first round, it attacks the fighter. The fighter is wearing plate armor (AC 6). The ogre suffers a -2 penalty to its attack throw, but it ignores 2 points of armor. Its target value to hit the fighter is (6+2+6-2) 12+. In the second round, the ogre attacks the thief. The thief is wearing no armor but has DEX 18, so he has AC 3. The ogre suffers a -2 penalty to its attack throw because of its size. It could ignore 2 points of armor, but the thief is not wearing any. The ogre's target value to hit the thief is (6+2+3) 11+.

Note that if this rule were not applied, the ogre's target value to hit the fighter would still be (6+6) 12+, but the ogre's target value to hit the thief would only be (6+3) 9+. Nimble, lightly armored characters benefit from this rule.

Note: Since it alters a core mechanic of ***ACKS***, the Attacks and Armor Penetration of Large Monsters rule deserves a bit of explanation. In ***ACKS*** and other D20-based fantasy RPGs, armor protects its wearer by making him harder to successfully attack. This rule is much-maligned, largely by those who believe armor "shouldn't make you harder to hit". But historically, that's just what armor did. Armor *worked*. In a careful survey, *From Sumer to Ancient Rome* reviewed the weapons available to ancient warriors and found they could generate 70-100 joules of kinetic energy, while to penetrate 2mm of bronze on leather took in excess of 120+ joules! Nor would "bludgeon force still kill"—even a mighty 110-joule blow from a mace would have its kinetic energy distributed by the armor, such that it is reduced to the equivalent of a 15-joule blow. In other words, attacks that struck armor often bounced off with little harm done; successful attacks were those that struck gaps in the armor. ***ACKS***'s Armor Class is a reasonable and playable approximation of this reality.

What about when the combatants are not humans producing 70-100 joules, but instead are elephants, ogres, dragons, or other monsters capable of delivering far more kinetic energy? In ***ACKS***, bigger monsters have higher Hit Dice; and monsters with higher Hit Dice have better attack throws. An ogre, with 4 HD, has an attack throw of

6+; it strikes a knight in chainmail (AC 4) as easily as a 1st level fighter (attack throw 10+) strikes an unarmored foe (AC 0). Since an ogre and a fighter probably have similar dexterity and combat training, the difference in accuracy obviously reflects the ogre's much greater strength. An ogre can cleave through chainmail like a child snapping twigs, so the target is effectively "unarmored" against its blows. Conversely, since a fighter's blows will be stopped by chainmail, he needs to aim for the neck, armpits, thighs, and other unarmored areas, and thus has a harder time hitting. Armor Class remains a reasonable and playable approximation of the reality of the game world.

Or does it? After all, the same ogre attacking an unarmored target (AC 0) will hit the unarmored target on a 6+ to the fighter's 10+. In this case, it can't be that the ogre's strength is allowing it to cleave through armor – the target isn't wearing any! Thus, we have a conundrum: Confront an ogre with an armored knight and his fighting skills seem to rely on brute force to bash through armor. Put an ogre against a target with no armor, and the ogre suddenly becomes a graceful ballerina of death.

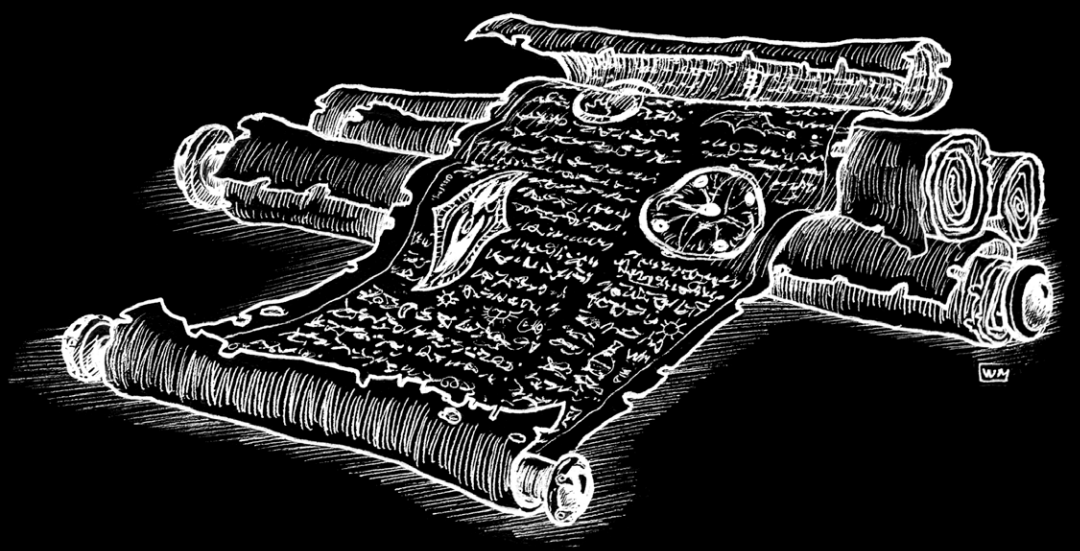
The conundrum gets worse when factors other than armor begin to intrude on Armor Class, such as DEX modifier, Swashbuckling proficiency or Graceful Fighting ability. It is historically plausible that an elephant (attack throw 3+) could trample a plate-armored knight (AC 7) as easily as a knight (attack throw 10+) can trample a peasant (AC 0). But it is rather implausible that the elephant could trample a highly mobile skirmisher (AC 5 due to DEX 18 and Swashbuckling) *more easily* than it could trample the plate-armored knight. Historically, when facing elephants, highly mobile skirmishers were the troops-of-choice, precisely because mobility was the only defense against a monstrous beast that could crush plated troops like ants.

In traditional fantasy games, this conundrum often has little impact, because most characters wading into battle are wearing plate armor, carrying a shield, and probably benefiting from magic to boot. In heroic fantasy, however, the heroes are often very lightly armored, either because they are roguish sorts who prize mobility, or barbarian contenders for the Mister and Miss Vallejo calendar 2000 B.C.

Some Judges may inquire whether we have erred in assuming that a monster's improvement in attack throw from Hit Dice is necessarily due to greater mass and strength. Isn't it possible that some of the monster's improvement in attack throw is from skill and ferocity? Of course! But this is already provided for in the rules. Compare an 800-lb sabre-tooth tiger (8 HD, large size, attack throw 3+) with a 9,000-lb elephant (8 HD, gigantic size, attack throw 3+). The sabre-tooth tiger will have a -2 attack throw penalty and 2 points of armor penetration; the elephant will have a -6 attack throw penalty and 6 points of armor penetration. The two are co-equal against heavy troops, but the sabre-tooth's attacks will fare better against dexterous targets, as the sabre-tooth is itself fast and ferocious. For more details on how to calculate the Hit Dice of monsters based on their size and ferocity, see ***Lairs & Encounters***.



Chapter 5: **Heroic Magic**



"The sorcerer was named Erreth-Akbe, and he was both king and wizard in the West. He came to our lands and fought for the rule of the city with the High Priest of the Inmost Temple of the Twin Gods. Long they fought, the man's sorcery against the lightning of the gods, and the temple was destroyed around them. At last the High Priest broke the sorcerer's witching-staff, broke in half his amulet of power, and defeated him. He escaped from the city and from the Kargish lands, and fled clear across Earthsea to the farthest west; and there a dragon slew him, because his power was gone."

– Thar, in The Tombs of Atuan (Ursula K. LeGuin)

ILLUSIONS

Those who see an illusion believe it to be real unless they succeed on a saving throw versus Spells. If the illusion would, in reality, be accompanied by senses (sounds, smells, textures, or temperatures) that the spell does not provide, the victims of the illusion will gain a +4 bonus to their saving throw per missing sense.

EXAMPLE: A fighter is struck by an illusion of a fireball conjured by **phantasmal force**. Because **phantasmal force** does not create the sounds, smells, textures, or temperatures of an actual fireball, the fighter gains a +16 bonus on his saving throw.

ELDRITCH MAGIC

Magic in heroic fantasy is more subtle than the spectacular effects which are commonplace in traditional ***ACKS*** games. Spells tend to work with the existing environment, rather than conjure effects from thin air. Enchantments and illusion are commonplace, while elemental blasts are less so. This subtle, but powerful magic, is called eldritch magic, and it constitutes a new type of magic that has facets of both arcane and divine magic.

The spells on the three Eldritch Spells lists (on p. 120) represent the common spells known to the practitioners of the eldritch arts. These are by no means meant to be complete lists, for eldritch spellcasters are a secretive lot that do not share their knowledge easily; and many spells that were once known have been forgotten, existing only in dusty tomes and rare grimoires, or in the minds of slumbering undead lords.

Note: Some spells which *could* be built with eldritch magic under the rules in the ***Player's Companion*** have been purposefully left off the Eldritch Spells lists because we felt they did not fit with the flavor of heroic fantasy. The Judge has the ultimate say over whether a particular eldritch spell exists in his heroic fantasy setting.

Any spells on the Eldritch Spells list can be learned when advancing in level. Spells not on the Eldritch Spells lists cannot be learned when advancing in level, only by studying with teacher, reading a book or scroll, or researching the spell in the campaign world.

ELDRITCH MAGIC RESEARCH

Starting at 5th level, eldritch spellcasters may begin to independently research spells, scribe scrolls, and brew potions. When eldritch spellcasters reach 9th level, they may create more powerful magic items such as weapons, rings, and staffs. At 11th level, eldritch spellcasters may learn and cast 7th, 8th, and 9th level ritual spells, crossbreed monsters, and craft magical constructs. If chaotic, eldritch spellcaster may create necromantic servants and even become undead themselves. In addition, all eldritch spellcasters are capable of drawing on divine power through congregations or blood sacrifice, like clerics. Eldritch ceremonialists who perform blood sacrifices gain points of corruption equal to the HD of the target sacrificed.

ELDRITCH AND ARCANE

Except where noted in this chapter, assume that any rules that apply to arcane magic apply to eldritch magic. For example, eldritch casters follow the same rules for casting spells, spell repertoire, reversible spells, and spell signatures, that arcane casters follow.

THE SHADES OF MAGIC

He held parley with the Dwellers in pits beyond geometric space, he gave homage to hideous demons seen by the aid of Avernian drugs that blasted the user. From sea-corroded Atlantean columns, he gleaned a lore that seared his very soul in the gleaning; on lost papyri of prehistoric Egypt, and tablets of green brass from Eighur tombs, he found the wisdom that was henceforth as a mordant charnel-worm in his brain. And great, by virtue of all this, was the reward that he won and the masterdom he achieved. – The Infernal Star (C.A. Smith)

Because it weaves together threads of both arcane and divine magic without the protection of an intermediary power, eldritch magic can be dangerous to a caster's soul. Eldritch casters divide their spells into three categories, depending on how dangerous they are to cast. Spells which have an inherently corrupting influence on the soul are **black magic**. Spells which may or may not be corrupting, depending on the purposes to which they are used, are **grey magic**. Spells which are inherently safe to cast are called **white magic**.

CORRUPTION

Eldritch spellcasters acquire **corruption points** whenever they learn or cast a black magic spell, or cast grey magic spells for certain corrupt purposes:

- Each time a black magic spell is learned, the caster acquires a number of corruption points equal to the spell's level.
- Each time a black magic spell is cast, the caster acquires one additional corruption point.
- Each time a grey magic spell is used in order to coerce, deceive, harm, or rob a Lawful or sapient Neutral target, the caster acquires one corruption point.

Characters can also gain corruption points by spending time in a sinkhole of evil (see p. 98), by making blood sacrifices, and by using evil magic items. For purposes of corruption, ceremonialists are casters, and ceremonies are spells (see p. 105).

EXAMPLE: Baldur, a Nobiran wizard, has come into possession of a Chaotic spellcaster's spellbook. After several weeks of study, Baldur learns **tenebrosity** (a 1st level black magic spell) and **deathless minion** (a 2nd level black magic spell). He acquires 3 corruption points, 1 for learning **tenebrosity** and 2 for learning **deathless minion**. When Baldur is caught with the Chaotic spellbook, men-at-arms from the local militia (Neutral men) are sent to arrest him for sorcery. Baldur casts **burning sparks** (a 2nd level grey magic spell) against his would-be captors, killing one guard and wounding two others. He gains 1 corruption point for



casting grey magic to harm sapient Neutrals. Baldur then casts **deathless minion** to animate the slain guard, gaining another 1 corruption point for casting a black magic spell. After making his escape, Baldur has accumulated a total of 5 corruption points.

When a caster accumulates a number of corruption points equal to his Wisdom score, his alignment shifts one step towards Chaotic. When a caster accumulates twice his Wisdom score in corruption, his alignment shifts a second step towards Chaotic. Characters who begin Neutral are not affected by the first stage of corruption, and characters who begin Chaotic are not affected by the first two stages of corruption.

When a caster accumulates a number of corruption points equal to three times his Wisdom score, and for each additional multiple of his Wisdom score the caster accumulates in corruption points thereafter, he acquires a **corrupting weakness**. The Judge will randomly determine or pick from the list below:

1. **Disfigured:** Sorcerous studies have begun to make the caster a monstrous figure, leaving him misshapen limbs, clawed hands or feet, hideous scarring, strangely colored eyes, and so on. Each disfigurement imposes a -2 reaction rolls with sapient creatures of Lawful or Neutral alignment.
2. **Distrusted:** Lore best left unstudied has twisted the caster's demeanor and personality. A reaction roll with sapient creatures of Lawful or Neutral alignment can never achieve a friendly (12+) result. Each time this weakness is selected thereafter, reduce the best possible reaction roll by one further step.
3. **Enervated:** The caster's exploration of sinister sorcery has sapped his soul of strength and vigor. His Constitution is reduced by 2 points each time this weakness occurs.
4. **Frightening to Beasts:** The caster's corruption is unsettling to animals. They growl, hiss, rear up, and otherwise make their displeasure known whenever he is within 10'. The caster suffers a -4 reaction roll when encountering animals or giant animals. He cannot ride normal mounts. Characters with Beast Friendship proficiency (or related class powers) can detect something is unnatural about the caster, but do not suffer a reaction roll penalty. If the caster himself had Beast Friendship proficiency, the proficiency's effects now only help when dealing with wild predators and scavengers, such as wolves and vultures.
5. **Haunted:** Whispers from the beyond plague the caster. They are difficult to ignore, and impose a -2 penalty to hear noise throws and -1 penalty to initiative and surprise rolls. The penalty is cumulative each time this weakness occurs.
6. **Mad:** So disturbing are the caster's dark secrets that he has begun to lose his grip on reality. Each day he must make a saving throw versus Spells or go mad for 1-10 hours. The caster's first saving throw against madness is at +20, but each consecutive saving throw is one point less advantaged. When the caster goes mad, he falls under the Judge's control for 1d10 hours, during which time his behavior is entirely unpredictable. The day after a bout of madness, the caster resumes his saving throws with a +20 bonus.
7. **Mutated:** The corrupting influences of dark magic have begun to warp the caster's body. The first time this weakness occurs, roll 1d10 on the Player's Companion Magical Mutations sub-table. The second time it occurs, roll 1d10+1. The third time it occurs, roll 1d10+2, and so on.
8. **Nocturnal:** Creatures of darkness and evil hunt by night, and sleep by day. So too does the caster. He cannot regain spells unless he sleeps during the day. Due to his nocturnal habits, he suffers a penalty of -2 to all throws when in sunlight. This penalty is increased by an additional 2 points each time this weakness occurs.
9. **Obsessed:** The caster's self-control and will begin to erode in the face of ongoing corruption. His Wisdom is reduced by 2 points each time this weakness occurs. Note that this result may cause the caster to acquire more weaknesses by increasing the ratio of his corruption points to his Wisdom!
10. **Sleepless:** Haunted by nightmares and disturbing visions of the grave, the caster finds it hard to sleep. Each time he attempts to rest, he must roll 1d6. On a 1, the caster tosses and turns all night, regaining no hit points and recovering no spells. The chance of sleeplessness increases by 1 each time this weakness occurs, to a maximum of five times.

If desired, a Lawful or Neutral character may accept a corrupting weakness in lieu of an alignment shift. In this case, the weakness would represent a side effect from the character's struggle to resist the temptations of evil.

The maximum number of weaknesses a caster (or ceremonialist) may have is equal to the highest level spell (or ceremony) in his repertoire. Such a caster is as depraved as he can be, given his knowledge; additional corruption cannot taint him further until he unlocks even darker secrets (e.g. learns higher level spells). He still accumulates corruption points, however.

EXAMPLE: Baldur is a Neutral 7th level Nobiran wizard with 11 Wisdom. Over several months of studying a Chaotic spellbook, Baldur accumulates 11 corruption points. This is sufficient to cause Baldur's alignment to shift one step, but because he is Neutral he ignores this first stage of corruption. Later, on a dangerous adventure, he casts several black magic spells, and accumulates 22 corruption points. Baldur's alignment now shifts another step, and he becomes Chaotic aligned.

With his new alignment, evil deeds come easier to him, and Baldur soon racks up more corruption. When he accumulates 33 corruption points, Baldur acquires his first corrupting weakness. The Judge rolls a 1 on 1d10, indicating that Baldur is now **disfigured**. Because Baldur has been casting a lot of necromancy spells, the Judge decides that Baldur has taken on a corpse-like appearance, with pale yellowish skin, gaunt flesh, and reddish eyes. Baldur now suffers a -2 reaction roll with sapient Lawful and Neutral creatures.

The disfigured Baldur is now shunned by all good creature and sees little point in "playing nice" anymore. He soon accumulates many more corruption points. At 44, 55, and 66 corruption points, he accumulates his second, third,

and fourth corrupting weakness. He becomes **nocturnal** (-2 penalty to throws in sunlight), **haunted** (-2 to hear noise, -1 initiative and surprise rolls), and **mutated** – with a roll of 8 on the Magical Mutation sub-table indicating he grows large fangs which prevent intelligible human speech (though not spells). At 8th level he accumulates 80 corruption points, but he cannot acquire more than four weaknesses, because the highest level spell he can cast is 4th. When Baldur reaches 9th level, and becomes capable of 5th level spells, he has acquired 103 corruption points. He immediately acquires his fifth weakness – another result of **nocturnal** means that he now suffers -4 penalty to throws in sunlight.

Characters who cannot cast spells or perform ceremonies are less likely to acquire corruption, but their lack of magical training leaves them more vulnerable to corruption. Possible sources of corruption for non-casters include spending time in sinkholes of evil (p. 98), using evil magic items (p. 94), or suffering **corrupting dreams** (p. 132). There is no limit to the number of corrupting weaknesses a non-caster may have.

Identifying the Shade of Magic

The Eldritch Spells list has categorized the existing body of spells into black, grey, and white. To determine the shade of a newly-created spell, consult the checklists below. Always start with the black magic checklist, then proceed to the grey magic checklist, then to the white magic checklist.

The following types of spells should be considered black magic:

- Death and necromancy spells of any sort, except those which exclusively harm the undead.
- Detection spells reversed to conceal black magic (e.g. **undetectable curse**).
- Enchantment spells which are capable of charming or commanding sapient creatures for more than an hour. Having the power to enslave the will of sapient creatures for long periods of time is inherently corrupting. (**Display of power**, **voice of persuasion**, and **voice of command** are not black magic because they have a duration of an hour or less.)
- Enchantment spells which cause fear in living creatures, unless limited to target evil creatures. (**Inspire awe** is not black magic because it only targets evil creatures.) Causing fear and terror is an inherently black deed.
- Illusion spells which send phantasmal killers against the target. Causing fear and terror is, again, a black deed.
- Healing spells reversed to cause harm (e.g. **cause light wounds** or **cause disease**). Perverting healing magic is always black.
- Protection spells reversed to operate against good creatures (e.g. **protection from good**) or harm the target (**bane**).
- Summoning spells which communicate with or summon creatures from thin air (other planes of existence); or summoning spells which summon Lawful or sapient Neutral creatures which are compelled to serve the caster or any Chaotic creatures.
- Wall spells with necromantic components (e.g. **wall of corpses**).

The following types of spells should be considered grey magic:

- Blast spells of any type.
- Enchantment spells which are capable of charming or commanding sapient creatures, but not for more than an hour; and other enchantment spells which are not limited to targeting evil creatures.
- Illusion spells which render the target invisible or inaudible, or which can be disbelieved.
- Movement spells which can affect objects or unwilling targets.
- Transmogrification spells which can affect unwilling targets.
- Wall spells of any type except **walls of corpses**.

The following types of spells should be considered white magic:

- Death spells which exclusively harm the undead.
- Detection spells which are not black.
- Enchantment spells which are limited to targeting evil creatures.
- Healing spells, except if reversed to cause harm.
- Illusion spells which cannot be disbelieved, except for inaudibility and invisibility.
- Movement spells which can only affect willing targets.
- Protection spells, except if reversed to operate against "good" creatures or to harm the target.
- Transmogrification spells which can only affect objects or willing targets.
- Summoning spells in which the creature(s) summoned must arrive by means of their own locomotion from the nearest lair and are either sapient Lawful creatures which serve Lawful casters; or are unintelligent Neutral creatures.
- Any other spell which is not black or grey.

Robert E. Howard Memorial Rule (Optional): In some heroic fantasy worlds, the taint of eldritch magic is very strong. When this optional rule applies, all grey magic spells are considered black magic. If the Robert E. Howard Memorial Rule is in play, the maximum repertoire of each level of spells or ceremonies known by eldritch casters or ceremonialists should be increased by two.

H.P. Lovecraft Memorial Rule (Optional): Eldritch magic is of such a dark origin that there are no "pure" spells all. When this optional rule applies, *all* eldritch spells are considered black magic. If the H. P. Lovecraft Memorial Rule is in play, the maximum repertoire of each level of spells or ceremonies known by eldritch casters or ceremonialists should be increased by four.

EXAMPLE: A 1st level Zaharan Sorcerer has a maximum repertoire of two 1st level spells. If the Robert E. Howard Memorial Rule applies, his maximum repertoire is increased to four 1st level spells. If the H.P. Lovecraft Memorial Rule applies, his maximum repertoire is increased to six 1st level spells. When the Zaharan Sorcerer reaches 5th level, his maximum repertoire will be three 1st, two 2nd, and one 3rd level spell. Under the Robert E. Howard Memorial Rule, his repertoire would be five 1st, four 2nd, and three 3rd, while under the H.P. Lovecraft Memorial Rule, his repertoire would be seven 1st, six 2nd, and five 3rd.

PLACES OF POWER

"The Earth is also terrible, and dark, and cruel. The rabbit shrieks dying in the green meadows. The mountains clench their great hands full of hidden fire. And where men worship these things and abase themselves before them, there evil breeds; there places are made in the world where darkness gathers, places given over wholly to the Ones whom we call Nameless, the ancient and holy Powers of the Earth before the Light, the powers of the dark, of ruin, of madness..." – Ged, in The Tombs of Atuan (Ursula K. LeGuin)

In the worlds of heroic fantasy there lie **places of power**, where the border between the spheres is thin and magic gathers. Sometimes these are places of death, where shadows linger and undead lurk. Others are places of law and light, where divine power illuminates those who dwell within. And there are places of raw elemental power, majestic mountains, deep wells, flows of lava, where the elemental sphere holds sway.

There are six sources of power: **chaos**, **law**, **elemental air**, **elemental earth**, **elemental fire**, and **elemental water**. There are three ranks of power: **minor**, **major**, and **supreme**. The interaction of source and rank yields 18 different types of places of power, shown on the Places of Power table. The game effects of each are detailed below the table.

SINKHOLES OF EVIL

Places corrupted by the energies of the Outer Darkness are known as sinkholes of evil. Profane powers and undead creatures are stronger there, while the divine and the living are weakened. Sinkholes of evil can develop anywhere that death and decay predominate. Sinkholes of evil can be shadowed, blighted, or forsaken. The table below summarizes the effects of the various types of sinkholes of evil.

Source	Minor	Major	Supreme	Name
Chaos	Shadowed	Blighted	Forsaken	Sinkhole of Evil
Law	Illuminated	Hallowed	Sacrosanct	Pinnacle of Good
Air	Gusting	Roaring	Howling	Aerie of Elemental Air
Earth	Resilient	Enduring	Unbreakable	Edifice of Elemental Earth
Fire	Smoldering	Flaming	Blazing	Furnace of Elemental Fire
Water	Azure	Cerulean	Ultramarine	Well of Elemental Water

Shadowed Sinkholes

Shadowed sinkholes develop from two sources of corruption: Chaotic altars (such as those in evil shrines, temples, or churches) and places of death (such as cemeteries, catacombs, and battlegrounds).

Chaotic altars create shadowed sinkholes as soon as they are erected. The size of the shadowed sinkhole around the altar will be 100 square feet per 100gp spent on the altar. For instance, a 10,000gp altar would create a 100' x 100' shadowed sinkhole around the altar. At the Judge's discretion, meeting the gp value of the altar might require special components or blood sacrifices instead of standard treasure.

Places of death create shadowed sinkholes naturally over time. The annual percentage chance of such an area becoming shadowed is equal to number of dead interred in the area divided by the area's size in square feet, rounded up. For instance, a small 50' x 50' cemetery with 25 graves has a 1% chance of becoming shadowed each year. An enormous cemetery such as the real-world Wadi Al Salam (5 million dead across 64 million square feet) has an 8% chance of becoming shadowed each year. Once the shadowed sinkhole develops, the size of the shadowed sinkhole will be 100 square feet per 20 dead interred in the place. However, a sinkhole of evil will not develop if the dead are cremated by a Lawful divine spellcaster, or if one or more shrine(s) to Lawful powers are erected on the site. The Lawful shrine(s) must have a gp value of at least 5gp per dead interred in order to prevent the area from becoming shadowed.

Corpses in shadowed sinkholes have a 10% chance to return as undead in 1d12 months unless their bodies are burned. Black magic spell effects are calculated as if the casters were two class levels higher than their actual level of experience. Characters performing necromancy or ceremonial black magic in a shadowed sinkhole gain a +1 bonus to their throws. A shadowed

Sinkholes of Evil			
Effect	**Shadowed**	**Blighted**	**Forsaken**
Corruption	1 point/season	1 point/month	1 point/week
Corpse Reanimation	10%/1d12 months	20%/1d4 days	80%/1d4 rounds
Black Magic Spell Effects	+2 class levels	+2 class levels	+2 class level
White Magic Spell Effects	No Effect	No Effect	-2 class levels
Turning Undead	No Effect	-4 class levels	Forbidden
Necromancy / Ceremonial Black Magic	+1 bonus	+2 bonus	+3 bonus
Undead in Sinkhole	No Effect	No Effect	+2 attack, save, damage, AC
Animating Undead	No Effect	No Effect	+2 hp/HD, 2x normal HD created
Blood sacrifice	Yes	Yes	Yes

sinkhole can also be used for **blood sacrifice** (described in Chapter 7).

Spending time in a corrupt place can itself cause corruption. For each season that a character resides in a shadowed sinkhole, his number of corruption points is increased by 1.

Blighted Sinkholes

When a chaotic altar stands on a shadowed place of death, a **blighted** sinkhole develops. The blighted sinkhole will extend only within those regions that are shadowed by both the altar and the place of death. An area affected by one, but not both, sources of corruption is merely shadowed.

Corpses in blighted sinkholes have a 20% chance to return as undead in 1d4 days unless their bodies are burned. Black magic spell effects are calculated as if the casters were two class levels higher than their actual level of experience. Lawful characters turn undead as if four class levels lower. Characters performing necromancy or ceremonial black magic in a blighted sinkhole gain a +2 bonus to their throws. A blighted sinkhole can be used for blood sacrifice. For each month that a character resides in a blighted sinkhole, his number of corruption points is increased by 1.

Forsaken Sinkholes

A blighted area might, through some awful juxtaposition of the planes or terrible ritual magic, become **forsaken**. Forsaken sinkholes are pits of darkness where the vilest creatures and foulest magic are found. Such places are very rare (Judge's discretion).

Corpses in forsaken areas have an 80% chance to return as undead in 1d4 rounds unless their bodies are burned. Black magic spell effects are calculated as if the casters were two class levels higher than their actual level of experience. White magic spell effects are calculated as if the casters were two class levels lower than their actual level of experience. Lawful characters may not turn undead. Any undead in forsaken areas gain a +2 bonus to attack throws, saving throws, damage rolls, and AC. Characters performing necromancy or black ceremonial magic in a blighted sinkhole gain a +3 bonus to their throws. Any undead created in forsaken areas gain a permanent +2 hit point per Hit Die, and **animate dead** spells cast in forsaken sinkholes create twice the normal number of Hit Dice of undead. A forsaken sinkhole can be used for blood sacrifice. For each week that a character resides in a forsaken sinkhole, his number of corruption points is increased by 1.

Cleansing Sinkholes

A **bless** spell will temporarily decrease the effect of a sinkhole within a 100' diameter area for the duration of the spell. While subject to **bless**, the affected area is cleansed if shadowed; shadowed if blighted; and blighted if forsaken. A vial of holy water can be sprinkled on a 10' diameter area with the same effect as a **bless** spell.

To permanently cleanse a sinkhole of evil, the source of corruption must be removed. If the sinkhole is being generated by a chaotic altar, the altar must be destroyed. A chaotic altar can be destroyed magically, with **dispel evil**; or destroyed physically by smashing it and then either pouring holy water or casting **bless** on the broken remains. This will remove the sinkhole created by the altar.

If the sinkhole is generated by a place of death, the sinkhole can be instantly cleansed with **dispel evil**. However, the area will eventually become shadowed again over time. To permanently cleanse a sinkhole created by a place of death, a Lawful divine spellcaster must cremate the dead interred therein, or erect a shrine to the Lawful powers of appropriate value.

Cleansing a blighted sinkhole, with a chaotic altar standing on a place of death, requires that both sources of corruption be dealt with separately.

A forsaken sinkhole can only be cleansed by ritual magic. As such areas develop very rarely, the magic to cleanse them is almost always forgotten in between each such occurrence, and must be researched anew by the forces of Law.

PINNACLES OF GOOD

Places of beauty and serenity, respites from the chaos and corruption of the world around them, are known as **pinnacles of good**. The forces of life are stronger there, while dark forces are kept at bay. Light is brighter, sounds are crisper, and colors more vivid; harmony and a sense of order prevail. Pinnacles of good can be **illuminated**, **hallowed**, or **sacrosanct**. The table below summarizes the effects of the various types:

	Pinnacles of Good		
Effect	**Illuminated**	**Hallowed**	**Sacrosanct**
Purification of Corruption	1 point/season	1/month	1/week
White Magic Spell Effects	+2 class levels	+2 class levels	+2 class level
Black Magic Spell Effects	No Effect	No Effect	-2 class levels
Turning Undead	No Effect	+4 class levels	Automatic
White Ceremonial / Ritual Magic	+1 bonus	+2 bonus	+3 bonus
Natural Healing	+1 level	+2 levels	+4 levels

Illuminated Pinnacles

Illuminated pinnacles develop from two sources: Lawful altars (such as those in lawful shrines, temples, or churches) and the dwelling places of powerful good creatures.

Lawful altars create illuminated pinnacles as soon as they are erected. The size of the illuminated pinnacle around the altar will be 100 square feet per 100gp spent on the altar. For instance, a 10,000gp altar would create a 100' x 100' illuminated pinnacles around the altar. At the Judge's discretion, meeting the gp value of the altar might require special components or divine power instead of standard treasure.

Powerful good creatures create illuminated pinnacles naturally over time through their presence. For these purposes, "powerful good creatures" include: fantastic creatures of lawful alignment; lawful spellcasters and ceremonialists of any level; and 2nd level or higher characters of a lawful class such as paladin. The creature(s) must reside in a particular place more-or-less continuously for a year for a place to become illuminated. The

annual percentage chance of a good creature's dwelling place becoming illuminated is equal to the HD value of the good creatures residing there divided by the area's size in square feet, rounded up. Once the Illuminated pinnacle develops, the entire area will be illuminated. The Judge must use his discretion in determining what constitutes a creature's dwelling place. It might be, e.g., a treant's copse of trees, a unicorn's grove, or a patriarch's high temple.

EXAMPLE: The giant roc Majid (36 HD) dwells in a 50' x 50' aerie at the top of a high peak. The Judge decides the aerie constitutes the roc's dwelling place. Each year, the chance of Majid's aerie becoming illuminated is (36 / 2,500 = .014) 2%.

Characters resting within an illuminated pinnacle recover from wounds more quickly. While within the pinnacle, the character's base healing rate is improved by one step on the Base Healing Rate table. White magic spell effects are calculated as if the casters were two class levels higher than their actual level of experience. Lawful characters performing white ceremonial or ritual magic in an illuminated pinnacle gain a +1 bonus to their throws. Finally, the serenity of a pinnacle of good can remove the stain of corruption from a character, provided the character's corruption has not advanced too far. For each season that a lawful or neutral character resides in an illuminated pinnacle, his number of corruption points is reduced by 1.

Hallowed Pinnacle

When a lawful altar is built in an illuminated dwelling place of good, a **hallowed** pinnacle develops. The hallowed pinnacle will extend only within those parts of the dwelling place that are illuminated by the altar. An area affected by one, but not both, sources of good is merely illuminated.

While within a hallowed pinnacle, a character's base healing rate is improved by two steps on the Base Healing Rate table. White magic spell effects are calculated as if the casters were two class levels higher than their actual level of experience. Lawful characters capable of turning undead do so as if four class levels higher. Lawful characters performing white ceremonial or ritual magic in a hallowed pinnacle gain a +2 bonus to their throws. Finally, for each month that a lawful or neutral character resides in a hallowed pinnacle, his number of corruption points is reduced by 1.

Sacrosanct Pinnacle

A hallowed area might, through some fortunate juxtaposition of the planes or miraculous ritual, become **sacrosanct**. Sacrosanct pinnacles are transcendent regions of law and power. Such places are very rare (Judge's discretion).

While within a sacrosanct pinnacle, a character's base healing rate is improved by three steps on the Base Healing Rate table. White magic spell effects are calculated as if the casters were two class levels higher than their actual level of experience. Lawful characters capable of turning undead automatically turn undead encountered there (earning a T result if a roll would normally be required, and a D result otherwise). Lawful characters performing ceremonial or ritual magic in the sacrosanct pinnacle gain a +3 bonus to their throws. Black magic spell effects are calculated as if the casters were two class levels lower than their actual level of experience. Finally, for each week that a lawful or neutral character resides in a sacrosanct pinnacle, his number of corruption points is reduced by 1.

Depurifying Pinnacles

A **bane** spell will temporarily decrease the effect of a pinnacle within a 100' diameter area for the duration of the spell. While subject to **bane**, the affected area is regular if illuminated; illuminated if hallowed; and hallowed if sacrosanct. A vial of unholy water can be sprinkled on a 10' diameter area with the same effect as a **bane** spell.

To permanently destroy a pinnacle of good, the source of purity must be removed. If the pinnacle is being generated by a lawful altar, the altar must be destroyed. A lawful altar can be destroyed magically, with **dispel good**; or destroyed physically by smashing it and then either pouring unholy water or casting **bane** on the broken remains. This will remove the pinnacle created by the altar.

If the pinnacle is generated by the residence of good creatures, the pinnacle can be instantly depurified with **dispel good**. However, the area will eventually become illuminated again over time. To permanently depurify a pinnacle created by good creatures, the creatures must be slain or driven off.

Depurifying a hallowed pinnacle requires that both sources of purity be dealt with separately. A sacrosanct pinnacle can only be depurified by ritual magic. As such areas develop very rarely, the magic to cleanse them is almost always forgotten in between each such occurrence, and must be researched anew by the forces of Chaos.

PLACES OF ELEMENTAL POWER

Many places of power are created by the influence of the elemental spheres of air, earth, fire, and water. Elemental places of power develop naturally, in areas which are shaped or influenced by the elements. Each of the elementals has its own type of place: aeries of elemental air, edifices of elemental earth, furnaces of elemental fire, and wells of elemental water. The table below summarizes the effects of the various ranks of elemental places of power.

Places of Elemental Power			
Effect	**Minor**	**Major**	**Supreme**
Elemental Incursion	10%/1d12 days/1d4 days	20%/1d12 days/1d4 weeks	80%/1d12 days/Permanent
Elemental Spell Effects	+2 class levels	+2 class levels	+2 class level
Other Elemental Spell Effects	No Effect	No Effect	-2 class levels
Elemental Magic Research	+1 bonus	+2 bonus	+3 bonus
Elementals in Sinkhole	No Effect	No Effect	+2 attack, save, damage, AC
Conjured/Summoned Elementals	No Effect	No Effect	+2 hp/HD, 2x normal HD created



Places of elemental power develop in places of sublime elemental majesty. Places of sublime elemental majesty occur naturally in the wilderness. Real-life examples might include God's Window in South Africa (air), the Wind Cathedral in Namibia (air), Maruyama Caldera in Aogashima (fire), the Door to Hell in Turkmenistan (fire), the Cave of the Crystals in Mexico (earth), the Giant's Causeway in Ireland (earth), the Fairy Pools on the Isle of Skye (water), and the Great Blue Hole off Belize (water).

Places of elemental power should be rare. Of the 165 lairs in ***Lairs & Encounters***, only 6 included elemental places of power, and all were minor. On a continental map (1,200 24-mile hexes), the Judge should place 1 supreme and 12 major elemental places of power of each element. On a regional map (1,200 6-mile hexes), the Judge should place 1 major and 12 minor elemental places of power for each element.

The size of places of elemental power can vary widely. To determine randomly, roll 1d6: 1-3, Small, 3d6 x 500 square feet; 4-5 Large, 3d6 x 50,000 square feet; 6 Huge, 3d6 x 5,000,000 square feet.

> **Note:** The Judge may wonder how we decided how many places of elemental power there are in the world. On our own Earth, there are 11 naturally-burning eternal flames, 600 active volcanoes, and 1000 active geysers in the world - that suggests 1,611 places of elemental fire spread across the earth's 5,300,000 square mile land mass. That's one place of elemental fire per 3,295 square miles. Since each 6-mile hex is 32 square miles, that's one place of elemental fire per 102 hexes, or about 12 places on a typical 1,200-hex regional map.

Minor Places of Elemental Power

Characters within the place who perform ceremonial magic or magical research of the place's element gain a +1 bonus to their throws. Spell effects of the place's element are calculated as if the casters were two class levels higher than their actual level of experience. If the place is left unoccupied, there is a 10% chance every 1d12 days that a group of creatures native to that element's sphere will manifest in the place. These creatures will return to their sphere of existence after 1d4 days have elapsed.

Major Places of Elemental Power

Characters within the place who perform ceremonial magic or magical research of the place's element gain a +2 bonus to their throws. Spell effects of the place's element are calculated as if the casters were two class levels higher than their actual level of experience. If the place is left unoccupied, there is a 20% chance every 1d12 days that a group of elemental creatures of the place's type will manifest in the place. These creatures will return to their sphere of existence after 1d4 weeks have elapsed.

Supreme Places of Elemental Power

Characters within the place who perform ceremonial magic or magical research of the place's element gain a +3 bonus to their throws. Spell effects of the place's element are calculated as if the casters were two class levels higher than their actual level of experience. Spell effects of any other elements are calculated as if the casters were two class levels lower than their actual level of experience. While in a supreme place of elemental power, creatures native to that element's sphere gain a +2 bonus to attack throws, saving throws, damage rolls, and AC. Summoning spells cast in places of supreme elemental power summon twice the normal number of Hit Dice of elementals of that type, and the summoned elementals will have +2 hit point per Hit Die. If the place is left unoccupied, there is an 80% chance every 1d12 days that a group of elemental creatures of the place's type will manifest in the place. These creatures will not return to their sphere of existence until dispelled or destroyed.

SPELLSINGING

He chanted a song of wizardry, / Of piercing, opening, of treachery / Revealing, uncovering, betraying. – The Lay of Leithian in The Silmarillion (J.R.R. Tolkien)

Spellsinging is an alternative way to perform magic that is more fluid and flexible than traditional spellcasting. Spellsinging was inspired by the magic of Middle Earth, as used by Tom Bombadil and Lúthien Tinúviel; the magic of the Kalevala, itself based on traditional Finnish spellsongs; the magic of the Greek hero Orpheus; the magic of Blue in the Apprentice Adept series; and more. It could also represent other fluid types of spellcasting, such as the Wheel of Time's channeling or the linguistic magic of the wizards of Earthsea.

	Spell Points per Day													
	Level of Experience													
Caster Progression	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**	**13**	**14**
Arcane 4	1	2	4	6	9	12	18	25	35	47	58	77	80	95
Arcane 3	1	2	3	4	5	6	8	10	12	18	25	30	35	40
Arcane 2	0	1	2	3	4	5	6	8	9	10	12	15	18	21
Arcane 1	0	1	1	1	2	2	3	4	4	5	6	7	8	9
Divine 4	1	2	3	6	9	21	36	48	63	75	90	102	107	126
Divine 3	0	1	3	5	8	19	32	43	56	67	80	90	94	112
Divine 2	0	1	2	4	6	14	24	32	42	50	60	68	71	84
Divine 1	0	0	1	1	2	3	4	5	6	1-	14	19	24	30
Eldritch 4	2	3	5	7	10	15	21	29	38	50	65	81	88	99
Eldritch 3	2	2	3	5	6	7	10	12	15	21	25	29	38	47
Eldritch 2	0	2	3	4	5	6	7	8	10	12	15	18	21	24
Eldritch 1	0	2	2	2	3	3	4	5	5	6	7	8	9	10

The following rules explain how spellsinging works. The Elven Spellsinger class in these rules is built on these mechanics, but the Judge may convert other classes to spellsingers if desired. The Heroic Secrets chapter (p. 200) has further details on building and converting classes.

SPELL POINTS

Spellsingers perform magic by spending **spell points (SP)** rather than by expending daily spell castings. The spellsingers' use of spell points gives them the flexibility to choose to cast a large number of low level spells, a small number of high level spells, or any combination in between. The number of spell points that a spellsinger has is determined by his casting progression and level of experience, as shown on the Spell Points Per Day table.

Spellsingers recover their spell points in the same way spellcasters recover their daily spell castings, by spending eight hours resting without interruption and one hour concentrating on prayer or study. Spell points can only be recovered by resting once every 24 hours. However, in some circumstances spellsingers can recover spell points more quickly by **tapping ambient magic** (see p. 104).

SPELLSINGING REPERTOIRE

Like other eldritch casters, a spellsinger's spell selection is limited to the spells in his repertoire. A spellsinger's repertoire can include a number of spells up to the number and level of spells listed for his level, increased by his Intelligence bonus, and functions exactly like an arcane/eldritch caster's repertoire in all respects. Spellsingers can cast spells that are not in their repertoire, however, by **extemporaneously singing spells** (see below).

SINGING SPELLS

Spell Level Cost	Spell Point
1st	1
2nd	2
3rd	3
4th	5
5th	7
6th	10

Each spell costs a certain number of spell points to sing. The higher the level of the spell, the more points it costs. The Spell Point Costs table describes each spell's cost.

When a spell is sung in combat, the spellsinger must announce the intention to sing the spell prior to initiative being determined at the beginning of a round. Spell points are spent when the intention to sing the spell is declared. Should an opponent successfully deal damage to the character or if the character is required to roll a saving throw and fails prior to casting a spell, the spell is disrupted and the spell points are wasted.

Like a traditional spellcaster, a spellsinger must be able to move his hands and speak freely in order to work magic. A spellsinger cannot sing spells if he is gagged, his hands are tied, or he is in an area under the effects of a **noiselessness** spell. (A spellsinger who possesses Quiet Magic proficiency can sing spells quietly by subvocalizing, but still cannot do so if under **noiselessness**.) Except where otherwise noted, a spellsinger must have the intended target of a spell within visual range while singing a spell. If after beginning to sing, a spellsinger loses his ability to move his hands and speak freely, or loses his line of sight on the intended target, the song is disrupted and the spell points are wasted.

Extemporaneous Spellsinging

Just as a skilled musician can improvise a musical composition, a skilled spellsinger can **extemporaneously sing spells** from outside his repertoire. When a spellsinger decides to extemporaneously sing a spell, he may choose an existing spell from outside his repertoire, or design a new spell using the Spell Power Guidelines in ***Player's Companion***. Spellsingers may wish to work up some possible spells for likely circumstances or needs in advance.

In order to include any given effect in his extemporaneous spell, the spellsinger must already have one or more spells with the same basic effect(s) in his repertoire. In order to include any given element (earth, fire, etc.) in his extemporaneous spell, the spellsinger must already have one or more elemental spells with the same basic effect(s) in his repertoire.

EXAMPLE: Arwen would like to extemporaneously sing a blast spell that hurls a bolt of fire that deals damage. Unfortunately, the only damage-dealing blast spell in her repertoire is **fangs of the earth**, which is an elemental earth spell. She could extemporaneously sing other damaging-dealing earth blasts, but she cannot extemporaneously sing a damage-dealing fire blast.

Apart from the restriction on effects and elements, the spellsinger may otherwise design the spell with any desired parameters of range, target, duration, and saving throw. An extemporaneous spell may even be of a higher level than those known by the caster, although higher level spells will be quite difficult (or impossible) to successfully sing.

Spellsinging

	Spellsinger Level													
Spell Level	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**	**13**	**14**
1st	14+	13+	12+	11+	10+	9+	8+	7+	6+	5+	4+	3+	2+	1+
2nd	16+	15+	14+	13+	12+	11+	10+	9+	8+	7+	6+	5+	4+	3+
3rd	18+	17+	16+	15+	14+	13+	12+	11+	10+	9+	8+	7+	6+	5+
4th	20+	19+	18+	17+	16+	15+	14+	13+	12+	11+	10+	9+	8+	7+
5th	-	-	20+	19+	18+	17+	16+	15+	14+	13+	12+	11+	10+	9+
6th	-	-	-	-	20+	19+	18+	17+	16+	15+	14+	13+	12+	11+

"-" indicates the spellsinger cannot cast spells of that level with a spellsinging throw.

In order to successfully sing an extemporaneous spell, a spellsinger must make a **spellsinging throw**. If the extemporized spell is being sung in combat, the spellsinging throw is made on the spellsinger's initiative number. The target value for the throw is based on the caster level cross-indexed against the spell level, as shown on the Spellsinging table below. Modify the roll by the spellsinger's CHA modifier. Add +1 to the spellsinger's roll for each rank of Performance (singing) or Performance (chanting) that the character possesses. If the spell is tapping a place of power, apply an additional -4 penalty. If the throw succeeds, the spell has been successfully cast and immediately takes effect. If the throw fails, the spell has been miscast; all of the spell points expended on it are lost to no effect. A natural roll of 1 always fails and may cause a **mishap** (see below).

EXAMPLE: Arwen, a 9th level elven spellsinger with CHA 16 and one rank of Performance (singing), is on a scouting mission when she spots a huge encampment of kobolds, ripe for destruction with a magical blast! Unfortunately, her only blast spell is **fangs of earth**, which will deal a lot of damage to a small number of targets – the opposite of what she needs. She decides to extemporize a spell that can deal a small amount of damage to a lot of targets. She consults the Player's Companion to design her extemporaneous spell. She decides on a 4th level eldritch spell dealing 2d6 points of damage to all targets in a 30' diameter area of effect, with a 150' range, instantaneous duration, and saving throw allowed for half damage (base cost 27 x 0.25 x 5 x 1 x 1 x 0.75 x 1.5 = 38). The 4th level spell costs her 5 SP. The target value for her spellsinging throw is 12+. She gains a +2 bonus from CHA and a +1 bonus from Performance (singing), so she'll need a 9+ on the die. The result of Arwen's roll is a 14, so she successfully sings the spell.

Extemporaneous spellsinging can be a powerful tool, but it requires a significant degree of system mastery from the player and Judge to use. In general, extemporizing spells is intended to allow a spellsinger to flexibly apply what he knows, rather than extemporaneously cast what he does not know. As magic is fickle and no mere mortal can always comprehend its workings, the Judge may veto or re-design any extemporaneous spell at his complete discretion where necessary for balance and fun.

TAPPING POWER

Ambient Power	
Rank	**Power / Day**
Minor	1 SP per 2,000 square feet
Major	1 SP per 1,000 square feet
Supreme	1 SP per 200 square feet

When a spellcaster casts a spell, he uses his personal power to draw on and manipulate the much larger stores of power that are available (to those with the talent) from ambient divine and elemental sources. Spellsingers do this, too, but they have the additional ability to draw on those ambient sources directly whenever they are within places of power. This is known as tapping power and allows the spellsinger to cast certain types of spells without using his own reserves.

In order to tap a place of power, a spellsinger must first attune to it. Attuning to a place of payer takes 8 hours and requires a successful magical research throw. Only one creature can be attuned to any given particular place of power, and each spellsinger can only be attuned to one place. If a new creature attunes to a place, the prior creature's attunement is a disrupted.

Type of Place	Type of Effect
Pinnacle of Good	Any white magic
Sinkhole of Evil	Any black magic
Aerie of Air	Any elemental air magic
Edifice of Earth	Any elemental earth magic
Furnace of Fire	Any elemental fire magic
Well of Elemental Water	Any elemental water magic

Once the spellsinger has attuned to the place, he can tap its power to pay for the cost of some spells sung within it. The amount of spell points available each day depends on the size and rank of the place of power, as shown on the Ambient Power table. Round to the nearest whole number, rounding 0.5 up. Places of power that are larger than 10,000 square feet should be treated as multiple adjacent places of power. Spell points drawn from a place of power cannot be stored or used to "recharge".

Spell points from a place of power can only be used to pay for spells appropriate to the place's type, as shown on the Place and Effect Type table. The spellsinger must make a spellsinging throw when casting a spell using a place of power. The target value for the throw is based on the caster level cross-indexed against the spell level, as shown on the Spellsinging table. Modify the roll by the spellsinger's CHA modifier. Add +1 to the spellsinger's roll for each rank of Performance (singing) or Performance (chanting) that the character possesses. If the spell is extemporaneous, apply an additional -4 penalty to the throw.

If the throw succeeds, the spell has been successfully cast and immediately takes effect. If the throw fails, the spell has been miscast; the place of power's SP are expended to no effect (other than some showy elemental special effects, perhaps). A natural roll of 1 always fails and may cause a **mishap** (see below).

EXAMPLE: Arwen has found the Sky of the Earth, a resilient edifice of elemental earth that is 100' in diameter (7,850 square feet). After attuning to the edifice, Arwen can tap it to cast elemental earth spells costing up to (7,850 / 2000) 4 SP per day – enough for, e.g., four 1st-level spells, two 2nd-level spells, or one 3rd and one 1st level spell. She will have to make a spellsinging throw each time she sings a spell using the place of power's spell points, however.

SPELLSINGING MISHAPS

To find out if a mishap occurs, the spellsinger must make a **mishap throw** - another spellsinging throw with the same modifiers and target value as the throw she just made. If the mishap throw also results in a failure, then a **mishap** occurs.

When a mishap occurs, the spellsinger must roll 1d10 on the Spellsinging Mishaps table and suffer the effect listed in the column matching the degree of mishap. The degree of the mishap depends on the level of the spell that caused the mishap. If the spell was 1st, 2nd, or 3rd level, a minor mishap occurs. If the spell was 4th or 5th level, a major mishap occurs. If the spell was 6th level, a catastrophic mishap occurs.

Spellsinging Mishaps			
Roll	**Minor Mishap**	**Major Mishap**	**Catastrophic Mishap**
1	You accidentally open a gate to the elemental spheres. An 8 HD elemental appears adjacent to you and attacks.	You accidentally open a gate to the elemental spheres. A 12 HD elemental appears adjacent to you and attacks.	You accidentally open a gate to the elemental spheres. A 16 HD elemental appears adjacent to you and attacks.
2	Your spell signature acquires an annoying side effect. Roll 1d10 on the spell signature sub-table. Only a wish or miracle can remove the side effect.	Your spell signature acquires a deleterious side effect. Roll 1d10+5 on the spell signature sub-table. Only a wish or miracle can remove the side effect.	Your spell signature acquires a debilitating side effect. Roll 1d10+10 on the spell signature sub-table. Only a wish or miracle can remove the side effect.
3	You are drained by the energy coursing through you. You are incapacitated for 1 day per level of the spell.	You are exhausted by the energy coursing through you. You are incapacitated for 1 week per level of the spell.	Your very soul is exhausted by the energy coursing through you. You are incapacitated permanently. Only a miracle or wish can awaken you from your coma.
4	You are lost in time and space. A wish or miracle can bring you back immediately; otherwise you will reappear in 1d10 months.	You are lost deep in time and space. A wish or miracle can bring you back immediately; otherwise, you will reappear in 1d10 years.	You are consigned to oblivion, trapped forever in some unknown sphere of existence, or transported to a distant time and place. You have a cumulative 1% chance per 100 years of reappearing. Otherwise, only a wish or miracle can bring you back.
5	The spell leaves you somehow altered. Roll 1d10 on the magical mutation sub-table. Only a wish or miracle can remove the mutation.	The spell leaves you greatly changed. Roll 2d10 on the magical mutations sub-table. Only a wish or miracle can remove the mutation.	The spell leaves you massively warped and changed. Roll 1d10+10 on the magical mutations sub-table. Only a wish or miracle can remove the mutation.
6	A magical accident causes a disfiguring injury. Roll 1d6 on the "critically wounded" row of the Mortal Wounds table. The wound can be healed with restore life and limb.	A bad magical accident causes a disabling injury. Roll 1d6 on the "grievously wounded" row of the Mortal Wounds table. Only a regeneration, resurrection, wish or miracle can heal the wound.	A terrible magical accident causes a crippling injury. Roll 1d6 on the "mortally wounded" row of the Mortal Wounds table. Only a wish or miracle can heal the wound.
7	The mishap slightly disrupts your connection to magic. You lose 1 random spell from your repertoire. You can regain the lost spells at a cost of 1 week of game time and 1,000gp per spell level.	The mishap significantly disrupts your connection to magic. You lose 1d4+1 random spells from your repertoire. You can regain the lost spells at a cost of 1 week of game time and 1,000gp per spell level.	The mishap completely disrupts your connection to magic. You lose your entire spell repertoire. You can regain the lost spells at a cost of 1 week of game time and 1,000gp per spell level.
8	While formulating the spell, you glimpse the Logos, the words of creation. You must save v. Spells or become feebleminded. A dispel magic from a 9th + level caster can remove the effect.	While formulating the spell, you gaze at the Logos. You must save v. Spells at -4 or become feebleminded. A dispel magic from a 12th + level caster can remove the effect.	While formulating the spell, you look directly upon the Logos. You are feebleminded with no saving throw. Only a wish or miracle can remove the effect.
9	The magic coursing through you deals minor damage to your voice. You permanently lose 1 point of Charisma.	The powerful magic flowing through you deals grave damage to your voice. You permanently lose 1d3 points of Charisma.	The mighty magic flowing through you deals awful damage to your voice. You permanently lose 1d4+1 points of Charisma.
10	Wild magic begins coursing through your body. You die in 1 turn unless you save v. Death.	A blast of wild magic discharges into you. You die instantly unless you save v. Death.	A massive blast of wild magic disintegrates you unless you save v. Death.

CEREMONIAL MAGIC

Adamancus of Zaar set about the dark ritual without delay. First, with a pointed Rod of Power, he traced a luminous circle about the column whereto Sumia was led helpless in the invisible bonds. Another such circle he set about Shangoth… Having set in place the circles of protection, he next kindled a Hell Flame on a low altar of black emerald. The weird crimson flame smoldered a few inches about the surface of the gemlike substance… Now he was ready to begin the last ritual. Arming himself with potent talismans whereon terrific runes of Elder Lore were graven deep on pendent disks of rarest orichalc and precious jazite, he began the great conjuration… He chanted a series of names in that uncouth language of the magi for which the lips of men were never shapen to speak… The thunderous invocation rose, shaking the room with the seism impact of these terrific Names of Power… and a smoky wraith began to form out of empty air! – Thongor Against the Gods (Lin Carter)

Ceremonial magic is the art of performing **ceremonies** – complex rituals that rely on lengthy chants, symbolic patterns, magical reagents, and complicated movements to cast spells. Ceremonies may only be performed by characters of special classes (of which the occultist class on p. 51 is one example) or by spellcasters who have taken the Ceremonial Magic proficiency. Collectively, characters capable of using ceremonial magic are called **ceremonialists**.

Like spells, ceremonies have unique names, types, and effects, with levels that measure how powerful they are. The name, type, and level of a ceremony are always identical to those of the spell that the ceremony casts. Thus, a **bane-rune** ceremony would be a 1st level eldritch ceremony, because **bane-rune** itself is a 1st level eldritch spell. Since this rulebook focuses on eldritch magic, all of the ceremonies and ceremonialists discussed herein are eldritch, but Judges could create arcane and divine ceremonialist for their campaigns if desired.

Ceremonial magic is well-suited to settings inspired by the weird tales of Robert E. Howard, Lin Carter, Clark Ashton Smith, and H. P. Lovecraft, as well as to campaigns influenced by historical occult practices.

CEREMONIAL MAGIC VERSUS CAST MAGIC

Ceremonial magic has two primary advantages over cast magic. First, it requires no magical talent to become a ceremonialist, merely knowledge and diligence. As a result, it is easier to become a ceremonialist than to become a spellcaster. Many humans are skilled in both fighting and ceremonial magic (such as runemakers) but very few are skilled in both fighting and spellcasting. (In some campaigns, ordinary humans cannot be spellcasters at all.) For similar reasons, a pure ceremonialist, such as the occultist, advances in level more quickly than a pure spellcaster such as the Nobiran wizard.

Second, ceremonial magic does not require the caster to expend spell slots. A ceremonialist can perform a ceremony at any time, subject only to the limits of **stigma** (see below). A 1st level spellcaster can cast a single 1st-level spell just once per day. A 1st level ceremonialist might be able to perform one, two, five, ten, or even more 1st level ceremonies in a day. For this reason, many spellcasters find it valuable to study ceremonial magic in addition to spellcasting.

Other advantages of ceremonial magic include the ability to create and use trinkets and talismans to perform ceremonies (see p. 112); the ability to perform collaborative ceremonies (see p. 109); and the ability to perform ceremonies that are not within the ceremonialist's repertoire (see p. 110).

However, ceremonial magic carries with it numerous countervailing disadvantages. First, it is slow. Whereas a spellcaster can cast a spell in seconds, a ceremonialist will usually need ten minutes to perform even a low-level ceremony safely, and a powerful ceremony performed very cautiously might take an hour, a day, or even a week.

Second, ceremonial magic can and does fail. Unlike spells, which fail only if the caster's concentration is disrupted, ceremonies can fail simply due to a minor mistake. Failing a ceremony causes a ceremonialist to acquire a point of stigma. Stigma represents a loss of attunement with the metaphysical, a disorder in the ceremonialist's soul brought on by the stain of failure. If a ceremonialist accumulates enough stigma, he will lose the ability to perform ceremonies until he purifies himself.

Finally, ceremonial magic is risky. If a ceremonialist is unlucky, attempting to hasten through a ceremony, or performing an unknown ceremony, a botched ceremony can trigger mishaps as grievous as those from arcane experimentation.

REPERTOIRE

Books were piled everywhere: ancient volumes bound in serpent-skin, with verdigris-eaten clasps, that held the frightful lore of Atlantis, the pentacles that have power upon the demons of the earth and the moon, the spells that transmute or disintegrate the elements; and runes from a lost language of Hyperborea, which, when uttered aloud, were more deadly than poison or more potent than any philtre. – The Last Incantation (C. A. Smith)

The ceremonies available to a ceremonialist are called his **ceremonial repertoire**. A ceremonialist's ceremonial repertoire functions exactly like an arcane or eldritch caster's repertoire in all respects save that a ceremonialist records ceremonies into a **ceremonial codex** instead of spells into a spell book.

Spellcasters and ceremonialists can interpret each other's magical texts, albeit with difficulty. It takes a ceremonialist one week of study to translate a spell into a ceremony, and a second week of study to add the ceremony to the character's repertoire. Likewise, it takes a spellcaster one week of study to translate a ceremony into the equivalent spell, and then a second week of study to add the ceremony to the character's spellbook. Both casters and ceremonialists can use scrolls with one week of study, however.

Likewise, codices are tradition-specific. Ceremonialists from disparate traditions can only use each other's codices with careful study. It takes a ceremonialist one week of study to translate a ceremony from another tradition into his own, and a second week of study to add the ceremony to his repertoire. If a ceremonialist wants to more easily learn ceremonies from another tradition, he needs to take Ceremonial Magic proficiency to learn that tradition.

Ceremonial Spellcasters

Some traditional spellcasters may select the Ceremonial Magic proficiency, which enables them to perform ceremonies as if they were ceremonialists. If a spellcaster is himself a ceremonialist, then his repertoire of spells also serves as his repertoire of ceremonies. He does *not* have two separate repertoires. Assuming he has room in his repertoire, he can add ceremonies he finds in ceremonial codices directly into his spell books with one week of study (he does not have to spend one week translating the ceremony).

However, spellcasters who accumulate stigma from failing to successfully perform ceremonies may temporarily lose the ability to cast spells until they purify themselves. See the Stigma of Failure, p. 111.

CEREMONIAL TRADITIONS

Ceremonialists practice their art within a set of **traditions**, each representing a school or technique of invoking magical effects. Most ceremonialists learn one tradition and practice it for their entire lives. A ceremonialist may learn additional traditions by selecting one or more additional ranks of the Ceremonial Magic proficiency.

To practice within a tradition means that the ceremonialist can:

- perform ceremonies using the traditional implements of that tradition;
- collaborate with other ceremonialists in that tradition;
- use trinkets and talismans created for use by ceremonialists of that tradition; and
- create trinkets and talismans within that tradition.

The Ceremonial Tradition table describes several different traditions available to ceremonialists. The Judge may create other traditions for his own campaign setting.

Tradition	Description	Historical Inspirations	Classes
Antiquarian	Wise men and women who focus on providing healing and protection from dark magic through charms, herbal remedies, potions, and spells.	European cunning folk, Caribbean-American hoodoo men	Antiquarian Witches, Priestesses
Chthonic	Malefic sorcerers and witches who consort with the darkest of powers, reveling in corruption and depravity.	Caribbean bokors, Goetic magicians, Norse sei kona, Roman malefactors, Renaissance nigromancers	Chthonic Witches, Occultists, Zaharan Sorcerers
Liturgical	Divine casters who invoke spells through formal sacraments and liturgies.	Abrahamic miracle-workers, Egyptian magicians, Zoroastrian magi	Clerics, Ecclesiastic, Priestesses
Runic	Masters of magic sigils that contain eldritch power, using runes to see the future, heal the sick, and curse their enemies.	Norse galdr-workers, Neopagan druids, Chinese and European geomancers	Bladedancers, Dwarven Craftpriests, Runemakers, Shamans
Sylvan	Reclusive witches and hedge wizards who travel the borderlands between human settlements and fey forests.	Dionysian cultists, European fairy tale witches and wizards, Sicilian fairy witches	Sylvan Witches
Shamanic	Tribal shamans who barter with ancestral spirits and animistic powers to gain power over the living and the dead.	African witch doctors, Caribbean botono, Celtic druids, Native American medicine men, Norse völur, Siberian shamans	Shamans, Voudon Witches
Theurgical	Astrologers, philosophers, and theologists who use mathematical correspondences and elaborate rituals to invoke higher powers.	Cabbalists, Enochian magicians, Hermetic magicians, Neoplatonic theurgists	Loremasters, Priestesses

Traditional Implements

Level	Cost
1	25gp
2	100gp
3	225gp
4	625gp
5	1,225gp
6	2,500gp

Traditional Implements are the various paraphernalia, fetishes, and accoutrements that a ceremonialist relies upon in his ceremonies. Traditional implements are rated in levels, and a ceremonialist must have implements of a level equal to or exceeding the level of the ceremony he is performing. The cost per level of traditional implements is shown on the table above. Low-level implements are made of common woods, metals, and components, while high-level implements are made of precious metals and exotic materials. Regardless of level, all traditional implements have an encumbrance of 1 stone.

Each type of ceremonial tradition has its own implements; the Traditional Implement table on the following page provides a list of items associated with the implements of various traditions. A ceremonialist cannot use implements of a tradition he does not know.

PERFORMING CEREMONIES

Performing a ceremony is akin to preparing and cooking something according to a recipe. The ceremonialist must have the implements and ingredients in hand, then diligently perform each step in order. In game terms, this means having the required **traditional implements**, spending the requisite **ceremony time**, and then succeeding on a **ceremony throw** to complete the ceremony.

Once a ceremony is begun, it will require a certain amount of time to complete it, depending on the **pace** at which the ceremony is performed. There are three paces – **regular**, **hasty**, and **methodical**. A ceremony at regular pace requires one turn (10 minutes) to perform. (Hasty and methodical ceremonies are discussed below.)

When the ceremony has been performed, the ceremonialist makes a ceremony throw to complete the ceremony. The base target value for a ceremony throw is 10+, decreased by 1 point per caster level after 1st. The target value of the ceremony throw is increased by 2 points per level of the ceremony above 1st. (The Ceremony Performance table summarizes these target values.) Modify each roll by the Ceremonialist's WIS modifier. Add +1 to the ceremonialist's roll if he possesses one or more ranks in Performance (see p. 115). Add +1 or more to the ceremonialist's roll if he is using a talisman (see p. 114). A natural roll of 1 automatically fails.

If the ceremony throw succeeds, the ceremony is successfully completed and immediately takes effect. If the ceremony throw

Tradition	Implements
Antiquarian	athame, altar bell, bowl, candle set, herb bundle, incense sticks, ritual chalice, small cauldron, various crystals and stones, wand
Chthonic	altar cloth, book, candle set, censer, chain, dagger, perfume casket, pitcher, quill and ink, ritual chalice, scourge, scrolls, unholy symbol, unholy water or oil
Liturgical	altar cloth, book, candelabra, censer, holy water, holy symbol, font, ritual chalice, rosary, scented oil, serving plate, vestments
Runic	rune set, rune-carving knife, various black and colored inks and pigments, various pieces of wood, stone, and precious metal
Sylvan	animal clippings and parts, candle set, herb bundle, small cauldron, various crystals and stones, wand
Shamanic	animal clippings and parts, bell, drum, drum stick, doll, medicine bag, pipe, rattle, various ribbons, various crystals and stones
Theurgical	altar cloth, book, candle set, censer, ceremonial sword, crown, holy water, holy symbol, lamp, pitcher, quill and ink, ritual chalice

fails, the ceremony fails and the ceremonialist acquires a point of stigma (see below). If the ceremony throw automatically fails (e.g. due to a roll of natural 1), the ceremony has been botched (see below).

EXAMPLE: Ra-Ramses is a 9th level occultist with WIS 16. He is performing **animate dead**, a 4th level eldritch ceremony. Completing the ceremony throw will require one turn and a successful ceremony throw. Consulting the Ceremony Performance table, the occultist sees that the ceremony throw has a target value of 8+. Ra-Ramses gains a +2 bonus on the die roll from his WIS modifier, so he effectively needs a 6+. After one turn of incanting, Ra-Ramses rolls his ceremony throw. Unfortunately, he rolls a 2 – a failure! Ra-Ramses gains a point of stigma. Had he rolled a 6 or higher, the ceremony would have been successfully completed, and he'd immediately have been able to animate up to 18 HD worth of undead. Had he rolled a 1, the ceremony would have been botched.

While performing a ceremony, a ceremonialist may pause for up to one round each turn to speak, move up to 10', drink a vial of water or other fluid, adjust his implements, etc. Otherwise the ceremonialist must remain stationary and concentrate on the ceremony. Should the ceremonialist's concentration break for more than one round in any turn, the ceremony is automatically failed. The ceremony is also automatically failed if an opponent successfully deals damage to the ceremonialist, or if the ceremonialist fails a saving throw, prior to completing the ceremony.

A ceremonialist needs to be able to move his hands and speak freely in order to perform a ceremony. In addition, a ceremonialist must have access to traditional implements of sufficient level. Except where otherwise noted, a ceremonialist must have the intended target of the ceremony in visual range throughout the ceremony, whether the target is a specific monster, character, or area of effect. If the ceremonialist loses his ability to move and speak freely, his implements, or his line of sight on the intended target, the ceremony automatically fails.

Botched Ceremonies

When a ceremony throw automatically fails (e.g. due to a roll of natural 1 or if the ceremonialist is damaged), the ceremony has been botched. A botched ceremony not only causes the ceremonialist to gain a point of stigma, it damages the ceremonialist's traditional implements, reducing their effective level by 1. A botched ceremony may also cause a **mishap**. To find out if a mishap occurs, the ceremonialist must make a **mishap throw** - another ceremony throw with the same modifiers and



target value as the throw he just made. If the mishap throw also results in a failure, then a **mishap** occurs.

Ceremony Level	Degree of Mishap
1-3	Minor
4-5	Major
6	Catastrophic

When a mishap occurs, the ceremonialist must roll 1d10 on the Ceremony Mishaps table for his tradition and suffer the effect listed in the column matching the degree of mishap. The degree of the mishap depends on the level of the ceremony that was botched. If the ceremony was 1st, 2nd, or 3rd level, a minor mishap occurs. If the ceremony was 4th or 5th level, a major mishap occurs. If the ceremony was 6th level, a catastrophic mishap occurs.

EXAMPLE: Let's return to Ra-Ramses ceremony of **animate dead**. As before, his ceremony throw has a target value of 6+. This time, however, he fails the throw with a natural roll of 1. His ceremony has been botched! The botch causes Ra-Ramses to gain a point of stigma and damages his traditional implements, reducing them from level 4 to level 3. In addition, Ra-Ramses must make a

Ceremony Performance

Ceremony Level	Ceremonialist Level 1	2	3	4	5	6	7	8	9	10	11	12	13	14
1st	10+	9+	8+	7+	6+	5+	4+	3+	2+	1+	0+	-1+	-2+	-3+
2nd	12+	11+	10+	9+	8+	7+	6+	5+	4+	3+	2+	1+	0+	-1+
3rd	14+	13+	12+	11+	10+	9+	8+	7+	6+	5+	4+	3+	2+	1+
4th	16+	15+	14+	13+	12+	11+	10+	9+	8+	7+	6+	5+	4+	3+
5th	18+	17+	16+	15+	14+	13+	12+	11+	10+	9+	8+	7+	6+	5+
6th	20+	19+	18+	17+	16+	15+	14+	13+	12+	11+	10+	9+	8+	7+

mishap throw - another ceremony throw with the same modifiers and target value as the throw he just made, e.g. a target value of 6+. Ra-Ramses rolls 1d20 and this time the result is a 3, so Ra-Ramses suffers a mishap. Since **animate dead** is a 4th level spell, the mishap is major. Ra-Ramses rolls 1d10 on the Chthonic Ceremony Mishaps table. The result of the dice roll is a 3 – his ceremony has revealed unspeakable truths about life and death. The mishap leaves Ra-Ramses insane for four weeks. Who can know what the mad occultist will do….

Complex Ceremonies

Certain spells are considerably more complex or onerous to cast than others. Ceremonies replicating such spells are, likewise, more complex and onerous. If a spell takes one turn to cast, the equivalent ceremony takes one hour. If a spell can only be performed once per day, the equivalent ceremony can only be performed once per week. If a spell can only be performed once per week, the equivalent ceremony can only be performed once per month.

EXAMPLE: **Summon invisible stalker** is a 6th level spell that takes 1 turn to cast and can only be safely cast once per week. Therefore the 6th level ceremony **summon invisible stalker** takes 1 hour to perform and can only be performed once per month.

Methodical Ceremonies

Before a ceremonialist begins a ceremony, he may decide to perform it **methodically**, in order to increase the chance of success and reduce the risk of mishaps. Depending on the ceremonialist's tradition, methodically performing a ceremony might entail fasting, prayer, ritual purification, charting the stars, sacrifices to the gods, etc. Regardless of tradition, methodically performing a ceremony requires 6 hours. (Methodically performing a complex ceremony requires one week). During this time, the ceremonialist may pause for up to one turn each hour to speak, move up to 10', drink a vial of water or other fluid, adjust his implements, etc. Otherwise the ceremonialist must remain stationary and concentrate on the ceremony. When methodically performing a ceremony, the ceremonialist gains a +4 bonus on his ceremony throw. If a mishap occurs, the degree of the mishap is reduced by one, from catastrophic to major and major to minor. Minor mishaps are reduced to just the loss of the character's traditional implements.

EXAMPLE: Ra-Ramses decides to methodically perform a ceremony of **animate dead**. This will require him to spend 6 hours instead of the usual 10 minutes, but will afford him a +4 bonus on the ceremony throw. Consulting the Ceremony Performance table, the occultist sees that the ceremony throw has a target value of 8+. Ra-Ramses gains a +2 bonus on the die roll from his WIS modifier and a +4 bonus from his methodical preparations, so he effectively needs a 2+. After spending six hours performing the ceremony, Ra-Ramses rolls a 3 – a success! Ra-Ramses has successfully completed the ceremony of **animate dead**. Had Ra-Ramses not made methodical preparations, his ceremony would have been a failure and he would have gained a point of stigma.

What if Ra-Ramses had rolled a natural 1 instead of a 3? A natural 1 would have been a botch, and Ra-Ramses would have rolled 1d20 again to see if it led to a mishap. But because his target value on the original ceremony throw was reduced from 6+ to 2+, his chances of a mishap occurring are reduced from 25% (1-5) to 5% (1). If he did suffer a mishap, it would be a minor one instead of a major one.

Hasty Ceremonies

Before a ceremonialist begins a ceremony, he may decide to perform it **hastily**. If the ceremonialist is in combat, the intention to perform a hasty ceremony must be announced before initiative is rolled (as with spellcasting). A hasty ceremony is performed in one round, as if casting a spell, rather than in one turn. (A complex hasty ceremony is performed in one turn.) However, the caster suffers a -4 penalty on his ceremony throw, and the range of failure is increased by 2, e.g. a natural roll of 1-3 automatically fails.

EXAMPLE: Ra-Ramses is annoyed with a merchant's bargaining tactics. He hastily performs a ceremony of **choking grip**, a 1st level ceremony. Completing the ceremony will require one round and a successful ceremony throws. Consulting the Ceremony Performance table, the occultist sees that the ceremony throw has a target value of 2+. Ra-Ramses gains a +2 bonus on the die roll from his WIS modifier, but a -4 penalty from haste, so he effectively needs a 4+. His range of automatic failure is increased to 1-3 so any failure will be a botch! Ra-Ramses rolls a 5 and succeeds. "I'm altering the deal," he says to the choking merchant. "Pray I don't—" but the merchant has already died.

Collaborative ceremonies (see below) cannot be performed hastily. Ceremonies cannot be performed both hastily and methodically at the same time, and ceremonialists who try automatically suffer a catastrophic mishap for being annoying.

Ceremony Pace	Time Required	Throw Modifier	Automatic Failure	Degree of Mishap
Hasty	1 round (10 seconds)	-4	1-3	By ceremony level
Regular	1 turn (10 minutes)	0	1	By ceremony level
Methodical	36 turns (6 hours)	+4	1	By ceremony level, reduced by 1
Complex Regular	6 turns (1 hour)	0	1	By ceremony level
Complex Methodical	1 week (7 days)	+4	1	By ceremony level, reduced by 1

Collaborative Ceremonies

A ceremonialist may be joined in the performance of a ceremony by one or more **assistants**. Assistants must either know the ceremony being performed or must belong to the same ceremonial tradition as the **lead ceremonialist** they are assisting. The maximum number of ceremonialists that can

assist in the performance of a ceremony is equal to the level of the ceremony.

EXAMPLE: Ra-Ramses, a 9th level occultist, is performing **animate dead**, a 4th level eldritch ceremony. Ra-Ramses's potential collaborators include Ashanti (a 9th level witch of the chthonic tradition), Thoth-Horus (a 7th level loremaster of the theurgical tradition), and Bolgor (a 5th level shaman of the runic tradition). Of the three, only Thoth-Horus knows **animate dead**. Ashanti can assist because she is of the same tradition as Ra-Ramses. Thoth-Horus can assist because he knows the ceremony being performed. Bolgor cannot assist because he does not know the ceremony being performed and does not belong to the same tradition as Ra-Ramses.

After the ceremony has been performed, but before the lead ceremonialist makes his ceremony throw, each assistant makes a ceremony throw. Calculate the target value and modifiers for the ceremony throw for each assistant separately as if the assistant were performing the ceremony himself. If the assistant's ceremony throw succeeds, he increases the lead ceremonialist's effective caster level by 1 for purposes of performing the ceremony and calculating the ceremony's effects. If the assistant's ceremony throw fails, it has no effect. If the assistant's ceremony throw fails with a natural 1, it reduces the lead ceremonialist's effective caster level by 1. (It does not count as a botch or trigger a mishap throw, however; only the lead ceremonialist can botch and trigger a mishap).

Once all of the assistants have made their ceremony throws, the lead ceremonialist makes his ceremony throw using his modified caster level. If the ceremony is successfully completed, the ceremony's effects are calculated based on the ceremonialist's modified caster level. If the ceremony is failed, all of the participating ceremonialists gain one point of stigma. If the ceremony is botched, all of the participating ceremonialists gain one point of stigma, but only the lead ceremonialist has his implements damaged. However, any mishap that occurs affects not just the lead ceremonialist but all the assistants as well.

EXAMPLE: Ra-Ramses performs the **ceremony of animate dead** with Ashanti and Thoth-Horus assisting. According to the Ceremony Performance table, Ashanti's target value is 8+ while Thoth-Horus's target value is 10+. However, Thoth-Horus has a WIS of 18, so his target value is reduced to 7+. Ashanti fails her ceremony throw with a roll of 5, while Thoth-Horus succeeds on his with a roll of 11. Ra-Ramses now makes his own ceremony throw. Because one assistant succeeded, Ra-Ramses' caster level is increased by one from 9th to 10th level. This reduces his target value by 1, from a modified 6+ to 5+. His die roll is a 12, so he easily succeeds. Ra-Ramses can now **animate** 20 HD of undead instead of 18 HD, since his effective level is 10th rather than 9th.

If the ceremonialist is performing the ceremony methodically, all of the assistants must do so as well.

Unknown Ceremonies

A ceremonialist may perform a ceremony that is not in his repertoire (an **unknown ceremony**) if he has access to a ceremonial codex containing that ceremony. Performing an unknown ceremony is dangerous, however. The ceremonialist suffers a -4 penalty to the ceremony throw, and if the ceremony is not successful for *any* reason, then the ceremony is botched and the ceremonialist suffers a mishap!

An unknown ceremony can be performed methodically and collaboratively. An unknown ceremony can be performed hastily, if desired - but only fools would dare it.

EXAMPLE: During an adventure, Ra-Ramses discovered a ceremonial codex containing the 6th-level ceremony **enslave**. Ramses-Ra does not know **enslave** and won't be able to add it to his repertoire until he gains another two levels of experience.

Unfortunately, Ra-Ramses recently went insane due to a mishap while performing an **animate dead** ceremony. The mad occultist has become obsessed with an unrequited lust for a nubile young princess, and decides to perform this unknown ritual on her. After kidnapping the princess, binding her in a lewd state to a large stone slab lit with flickering torches, and ensuring there are no nearby barbarians to interrupt his efforts, the insane Ra-Ramses begins the terrible ceremony. As a 9th level ceremonialist attempting a 6th level ceremony, Ra-Ramses has a target value of 12+ on his ceremony throw. Ra-Ramses has WIS 16, so he will gain a +2 bonus to each throw, but the fact that ceremony is unknown imposes a -4 penalty. His final target value will be 14+.

Unfortunately for the lusty occultist, his roll is a 11, a failure. Since he is performing an unknown ritual, this automatically results in a mishap. Since the ceremony is 6th level, the mishap is catastrophic. Ra-Ramses rolls 1d10 on the Chthonic Ceremony Mishaps table. The result of the dice roll is a 5 – the mishap leaves Ra-Ramses massively warped. He must roll 1d10+10 on the magical mutations sub-table. The result of this die roll is a 19, meaning Ra-Ramses's body degenerates into a rotting piece of meat, with maggots crawling from his orifices and flies buzzing around his flesh. The nubile princess screams in horror at the monstrous being before her. The hideously disfigured Ra-Ramses knows his only hope to satiate his evil lust is to try again… Oh, the insanity.

Had Ra-Ramses performed the unknown ceremony methodically, of course, his target value would have been reduced to 10+ and his throw a success!

The Ashley J. Williams Memorial Rule (Optional): From time to time, non-ceremonialists of dubious common sense come across a ceremonial codex, and make an attempt to perform a ceremony within - perhaps intentionally, perhaps without even knowing they are doing so. As such characters are not ceremonialists, all ceremonies are unknown to them. A non-ceremonialist attempting to perform an unknown ceremony does so as a 1st level ceremonialist with an additional -4 penalty (on top of the penalty for unknown ceremonies and/or hasty

ceremonies). Any failure is treated as a catastrophic mishap. Note that if a character has even one rank of Ceremonial Magic proficiency, this rule will not apply to him.

EXAMPLE: Ashley, known to his friends as Ash, is on a trip with friends. While searching a cabin they are visiting, Ash finds a book bound in human skin. The book is actually a ceremonial codex of the Chthonic tradition containing a 6th level summoning ceremony. Ash reads the book out loud, accidentally performing a hasty unknown ceremony. The ceremony throw fails (as a throw of 32+ is wont to do). Since the throw fails, it triggers a catastrophic mishap. Ash rolls 1d10 on the Chthonic Ceremony Mishap table. The result of the die roll is a 1, meaning 1d8 spectres, spirits of the evil dead, appear and attack the campers. The small cabin also becomes forsaken.

THE STIGMA OF FAILURE

When a spellcaster casts a spell, he spends a portion of his personal power to draw on and manipulate the spell's power, which is channeled from either the gods or from ambient elemental sources. (A surplus or deficit of such ambient power is why some spells are cast at higher or lower levels in, e.g. sinkholes of evil or furnaces of elemental fire.) When a spellcaster's internal reserves are exhausted, he is no longer able to manipulate these power sources, and cannot cast any further spells.

When a ceremonialist performs a ceremony, however, he does not spend any portion of his personal power. (Indeed, most ceremonialists lack the ability to tap their personal power at all – that's why they are ceremonialists and not spellcasters!) The advantage of this is that a ceremonialist can perform ceremonies as frequently as desired, without need to regulate his own internal reserves. The disadvantage of this is that it is much harder for a ceremonialist to channel power from the gods or elements. Absolute concentration from a state of metaphysical equilibrium is required. When a ceremonialist fails to successfully perform a ceremony, this fragile metaphysical equilibrium is disrupted by the **stigma** of his failure.

Stigma is measured in points. A ceremonialist gains one point of stigma each time he fails a ceremony performance throw. The amount of stigma a ceremonialist can withstand is known as his **stigma threshold** and is equal to the highest level of ceremony he knows (e.g. if a ceremonialist has a repertoire of two 1st level ceremonies, his stigma threshold is 1. If he has a repertoire of two 1st level ceremonies, two 2nd level ceremonies, and one 3rd level ceremony, his stigma threshold is 3.) When a ceremonialist's stigma equals or exceeds his stigma threshold, he loses the ability to perform ceremonies until he purifies himself of the stigma. (A ceremonial spellcaster also lose the ability to cast spells until he purifies himself of the stigma.)

Ceremonialists can, however, still make use of trinkets while under the stigma of failure.

Purification of Stigma

A ceremonialist can **purify** himself of all accumulated stigma by resting for 8 hours and then spending 1 hour (6 turns) engaged in various cleansing rites with his traditional implements. The specific rites will depend on the ceremonialist's tradition and the Judge's setting, but might include prayer, meditation, anointing with oils, inhaling incenses, and other activities. At the conclusion of the cleansing rites, the ceremonialist reduces his accumulated stigma to 0.

As a side effect of purification, all of a ceremonialist's **trinkets** (see p. 113) are destroyed or emptied – the ceremonialist has cleansed himself of all his past metaphysical connections, both good and bad.

EXAMPLE: Balbus is a 3rd level ecclesiastic with WIS 16, one rank of Performance (chanting), and a repertoire including **cure light wounds**, **counterspell**, and **cure moderate wounds**. As the highest level spell in his repertoire is 2nd level, he has a stigma threshold of 2. He begins an adventure with no stigma. During an encounter with an orc witch-doctor, he performs a hasty ceremony of **counterspell**. The target value is 8+, reduced by 3 (from WIS and Performance) but increased by 4 (because the ceremony is hasty) for a total target value of 9+. He rolls a 5, so the ceremony fails and he gains a point of stigma. After the fight, he performs a regular ceremony of **cure light wounds**. The target value is 8+, reduced by 3 to 5+. He rolls a 17, and successfully performs the ceremony. Later in the day, Balbus and his henchman Algernon are both badly wounded. He performs a regular ceremony of **cure moderate wounds**. The target value is 10+, reduced by 3 to 7+. He rolls an 18, and successfully performs the ceremony. He then attempts a regular ceremony of **cure moderate wounds** on Algernon, again at 7+. He rolls a 7, and succeeds – barely. Later, he encounters a mysterious illusion. He performs a regular ceremony of **counterspell**, against a target value of 5+. Unfortunately he rolls a 4, so the ceremony fails and he gains another point of stigma. Balbus's accumulate stigma now equals his stigma threshold, so he loses the ability to successfully perform ceremonies until he purifies himself. He and Algernon make camp for the night, and after a good night's rest of 8 hours, Balbus spends 1 hour praying to Ammonar. His stigma is reduced to 0.

CEREMONIAL MAGIC RESEARCH

Ceremonialists are capable of performing magic research as spellcasters of their magic type. Thus eldritch ceremonialists who reach 5th level may begin to independently research ceremonies, scribe scrolls, and brew potions. At 9th level, they may create more powerful magic items such as weapons, rings, and staffs. At 11th level, eldritch ceremonialists may learn and cast 7th, 8th, and 9th level ritual spells, crossbreed monsters, and craft magical constructs. If chaotic, eldritch ceremonialists may create necromantic servants and even become undead themselves.

In addition, ceremonialists may create special types of magic items that are exclusive to ceremonialists. Ceremonialists of any level may create **ceremonial trinkets** and ceremonialists of 5th level or above may create **ceremonial talismans**.

CEREMONIAL TRINKETS

About him were scattered all the appurtenances of his art; the skulls of men and monsters; phials filled with black or amber liquids, whose sacrilegious use was known to none but himself; little drums of vulture-skin, and crotali made from the bones and teeth of the cockodrill, used as an accompaniment to certain incantations. – The Last Incantation (C.A. Smith)

A **ceremonial trinket** is a minor magic item that allows a ceremonialist to perform the ceremony it contains as if he were casting it as a spell. A ceremonial trinket has three characteristics: the object itself, the tradition it was made with, and the ceremony it contains. For instance, Ra-Ramses might carry a **chthonic powder of choking grip** while Balbus might have a **liturgical candle of bless**. In addition, trinkets can be of two types, **disposable** or **rechargeable**. Unless otherwise noted, trinkets are disposable. Regardless of their object, tradition, ceremony, and type, all ceremonial trinkets are relatively small (counting as 1 item for encumbrance purposes).

Making Trinkets

Level	Disposable Trinket	Rechargeable Trinket
1	5gp	50gp
2	10gp	100gp
3	15gp	150gp
4	25gp	225gp
5	35gp	300gp
6	50gp	400gp

To create a trinket, a ceremonialist must first secure an object sufficiently valuable to store the desired ceremony. The value of the object must equal or exceed the base cost shown for the desired ceremony level and trinket type on the adjoining Trinket Cost table. Objects commonly used as disposable trinkets include various sorts of emollients, herbs, ointments, powders, and unguents. Objects commonly used as rechargeable trinkets include baubles, beads, bones, phylacteries, skulls, stones, teeth, and tiny figurines, as well as various objects found in traditional implements.

The ceremonialist must then acquire special components with a gp value equal to the trinket's base cost. Each ceremony requires a unique set of special components. The Judge will determine the specific components required for each ceremony depending on its tradition. The same ceremony might use different components when performed by ceremonialists of different traditions. The ceremonialist learns the special components required by his tradition for the ceremony when he adds the ceremony to his repertoire. If the appropriate special components are not available, miscellaneous special components can be substituted instead, but doing so will impose a penalty of -1 per level of the ceremony.

Note: The Monster Parts section of ***Lairs & Encounters*** provides guidelines on identifying, harvesting, and valuing special components, along with detailed lists suggesting which spells each monster part in the game the component might be associated with.

Finally, the ceremonialist must store the ceremony in the trinket. Storing a ceremony can be performed hastily, regularly, or methodically, collaboratively or individually, as desired. A special -4 penalty applies to the throw due to the added complexity of storing the spell in a trinket. If the ceremony is performed successfully, the trinket is ready for use. If the ceremony fails, the ceremonialist acquires a point of stigma. If the ceremony is botched, the object and the special components are both destroyed. The special components are otherwise only consumed if the ceremony succeeds.

EXAMPLE: Ra-Ramses is a 9th level occultist with WIS 16. He decides to make a chthonic trinket containing the 4th level ceremony **fear**. He must first secure an object to store the ceremony. Since **fear** is a 4th level ceremony, the object must be worth 25gp or more. Ra-Ramses purchases a silver dagger worth 25gp as the object. Next, Ra-Ramses must expend 25gp worth of appropriate special components. The Judge rules that **fear** requires 25gp worth of mummy wrappings, which Ra-Ramses fortunately has in ample supply due to his many forays into tombs and crypts. Finally, Ra-Ramses must perform the ceremony of **fear** to store it into the trinket. As he is not pressed for time, he performs the ceremony methodically. His base target value to perform a 4th level ceremony is 8+, modified to 12+ because he is storing a ceremony in a trinket. He gains a +2 bonus from his WIS bonus and another +4 bonus because he is performing the ceremony methodically. Therefore, he will succeed on a 6+. He rolls an 11 and easily succeeds. The mummy wrappings are consumed, and Ra-Ramses now has a 4th level **chthonic dagger of fear**.

Storing Special Components: When not being used to create trinkets (or other magic items), special components should be stored carefully in alchemical jars known as metamphora. Special components are fragile, as the residual energies are prone to dissolving if not stored properly. There is a 5% cumulative chance each day of an improperly-stored special component losing all its value.

Metamphora: Designed to store special components, metamphora are ceramic jars inscribed with alchemical sigils and stoppered with copper seals. Metamphora come in an array of different sizes and shapes, as more valuable special components require sturdier, stronger metamphora to prevent leakage. Metamphora cost 5gp and weigh 1 stone for every 60gp of value they store.

Substitute Special Components: Finding the right special components can be a challenging and time-consuming endeavor. Eldritch power is, however, fungible on a metaphysical level. This fungibility allows a ceremonialist to substitute alternative special components of the same total gp value for the unique special components required for any given ceremony. Since it is more challenging to tap the energies for the ceremony in this case, the ceremonialist suffers a -1 penalty per level of the ceremony on his Ceremony Throw when using substitute special components. Merchants such as curios dealers, herbalists, and antiquarians will sell nonspecific special components (such as spider webs, plant roots, crushed ivory, and so on) for 1gp each, in various markets, subject to the usual limits of equipment availability and commission.

Using Trinkets

A ceremonialist carrying a trinket he created can use it to perform the ceremony it contains as if it were a spell that he was casting. Since most spells require just one round to cast, most ceremonies can be performed in one round when using a trinket, but if a spell takes one turn to cast, the equivalent ceremony performed with a trinket takes one turn to perform. In any case, the ceremonialist does not have to use his traditional implements, make a ceremony throw, or risk stigma when using a trinket. The trinket is either emptied or destroyed when used, depending on its type.

If in combat, a PC must announce the intention to perform a ceremony using a trinket prior to initiative being determined at the beginning of a round. Should an opponent successfully deal damage to the character or if the character is required to roll a saving throw and fails prior to using the trinket to perform the ceremony, the ceremony fails and the trinket is destroyed.

EXAMPLE: Ra-Ramses is being pursued by well-armed cultists displeased by his theft of an important ceremonial codex. Prior to initiative being determined for the round, he declares his intention to perform **fear** using his trinket. Ra-Ramses wins the initiative, and the ceremony is completed, as if he were casting a spell – no ceremony throw required. A 60' long and 30' wide cone of fear stretches from Ra-Ramses' hands, and all within the cone must save versus Spells or flee from the him for 30 rounds. The trinket is destroyed by its use. Had Ra-Ramses suffered damage or failed a saving throw prior to using the trinket to perform the ceremony, the trinket would have been destroyed but no effects would have occurred.

A ceremonialist cannot use a trinket created by another character. However, other ceremonialists' trinkets can be harvested for their value as special components, or possibly recharged, as described below.

Emptying and Destroying Trinkets

A disposable trinket is automatically destroyed when used or when the ceremonialist purifies himself of stigma. A rechargeable trinket is automatically emptied when used or when the ceremonialist purifies himself of stigma. However, an emptied rechargeable trinket can be recharged simply by performing the trinket's ceremony on it. The ceremonialist does not have to pay the special component cost when recharging an emptied trinket.

In combat, a character may automatically destroy a trinket he is holding with an action in lieu of attacking, and destroy a trinket in another's hands with a sunder. Trinkets save at -4 versus sundering.

Buying and Selling Trinkets

Trinkets are not typically bought or sold in the market as they are personal to the ceremonialist who created them. However, at the Judge's discretion, rechargeable trinkets might be bought and sold in markets at twice their base cost, while particular special components from local monsters might be available.

Identifying Trinkets

Trinkets detect as magical. A ceremonialist will recognize that an object is a trinket of his own tradition automatically with 1 turn of inspection. On a proficiency throw of 11+ he will be able to identify the ceremony stored in the trinket. A ceremonialist will recognize that an object is a trinket of a foreign tradition with a proficiency throw of 11+. With a 14+ he will be able to ascertain which tradition it is affiliated with and whether it is disposable or rechargeable. With an 18+ he can identify the ceremony stored in the trinket. Ceremonialists with multiple ranks in Ceremonial Magic will have better target values (see p. 107).

EXAMPLE: Ra-Ramses discovers an alabaster statuette of an eagle carved with liturgical scripts in Classical Auran. He inspects the statuette and makes a proficiency throw, rolling a 15. The Judge informs him that the statuette is a rechargeable trinket of the theurgical tradition. Had his throw result been 18 or more, Ramses-Ra could have learned that the statuette was a rechargeable theurgical trinket of **phoenix aura**.

When a trinket is crafted using a proficiency from the knowledge category (see Proficiencies Aiding Ceremonial Magic on p. 115), this can provide clues to its nature to those who know the relevant proficiency. A character may apply his own ranks in the proficiency as a bonus to the throw to identify the trinket. If the character is otherwise ignorant of ceremonial magic, he can recognize that the object is some sort of trinket with a proficiency throw of 11+.

EXAMPLE: A cutpurse steals the 4th level trinket from Ra-Ramses. The cutpurse was at one time an altar boy and possesses Theology proficiency. The trinket was crafted with Theology, so the cutpurse will be able to recognize it as a trinket with a Theology proficiency throw of 11+.

Salvaging Found Trinkets

If a ceremonialist finds a trinket of any type and successfully identifies the ceremony it contains, he can use the trinket as a special component worth its base value for purposes of creating a new trinket that contains the same ceremony.

EXAMPLE: If Ra-Ramses knew the **phoenix aura** ceremony and had a suitable object available to contain it, he could use the theurgical statuette he found as a special component worth 300gp towards the creation of a chthonic trinket of **phoenix aura**.

If a ceremonialist finds and identifies a rechargeable trinket of his own tradition containing a ceremony in his repertoire, he can recharge it as if it were an empty trinket of his own make.

EXAMPLE: IF Ra-Ramses were a theurgical ceremonialist with **phoenix aura** in his repertoire, he could perform that ceremony to recharge the eagle statuette and thereafter make use of the trinket as if it were of his own make.

CEREMONIAL TALISMANS

Sharajasha lifted one arm to brush aside the brushes, and the young barbarian saw that his long fingers bore many sigils and talismanic rings of power. One was a hoop of iron, embossed with a curious glyph. Another was carved of red jade, engraved with wedge-shaped runes in some unknown tongue. Other rings flashed upon his long, sensitive hands… Each ring was fashioned from a different substance: crystal, metal, stone, or wood. With the power locked in these talismanic rings, Thongor grimly surmised, the wizard could invoke and command spirits and elemental forces. – Thongor and the Wizard of Lemuria (Lin Carter)

A **ceremonial talisman** is a magic item that provides a bonus to ceremony throws made to perform particular types of ceremonies. A ceremonial talisman is described with four characteristics: its object, its tradition, its bonus, and its type. Talisman bonuses can range from +1 to +4. Talisman types include: death & necromancy; detection; elemental air; elemental earth; elemental fire; elemental water; enchantment & illusion; healing; movement; protection; summoning; and transmogrification. A talisman can aid just one type of ceremonies, or several types.

Ceremonial talismans are usually relatively small objects (counting as 1 item for encumbrance purposes), although larger objects can be used if desired. Objects commonly used as talismans include various sorts of amulets, baubles, beads, bracelets, curios, gems, pendants, phylacteries, rings, rosaries, skulls, staves, and stones.

Making Talismans

Bonus	Base Cost	Time
+1	5,000gp per type	1 month per type
+2	10,000gp per type	2 months per type
+3	15,000gp per type	3 months per type
+4	20,000gp per type	4 months per type

In order to create a talisman, the ceremonialist must know at least one ceremony of the type that the talisman will aid, or must obtain a formula or sample of such a talisman. The base cost and time required to create a talisman depends on its bonus and the number of types of ceremonies it aids, as shown on the Talisman Creation table.

The ceremonialist must have access to his traditional implements while making the trinket. The ceremonialist must also have special components with a gp value equal to the talisman's base cost. The special components are consumed in the process. As with trinkets and other magic items, the Judge will determine the specific components required for the talisman depending on its tradition and it type. If the appropriate special components are not available, miscellaneous special components can be substituted instead, but doing so will impose a penalty of -1 per bonus point.

A successful magic research throw is required to complete the talisman. The target value for this throw is increased by the bonus of the talisman multiplied by the number of types of ceremonies it aids. All of the usual bonuses and penalties applicable to magic item creation (Intelligence, Magical Engineering proficiency, precious materials, workshops, formulas/samples, assistants etc.) apply.

If the throw fails, the ceremonialist has failed to create the talisman. The time and components are wasted. A roll of 1-3 always fails. If the throw succeeds, the ceremonialist has succeeded in creating the talisman.

> EXAMPLE: Ra-Ramses is a 9th level occultist with INT 16 and WIS 16.. He decides to make a +2 chthonic talisman of death & necromancy and enchantment. It will take 2 months per type, or 4 months total. It will cost 10,000 per type, or 20,000gp total. The talisman will also require 20,000gp in special components. The Judge and Ra-Ramses agree that the talisman will take the form of a large ebony skull with sigils inlaid in silver. At the end of the time period, Ra-Ramses makes a magic research throw. As a 9th level Occultist, his target value is 8+, modified by his Intelligence bonus of +2 to 6+. However, his target value is penalized by the talisman's bonus of +2 multiplied by the number of types of ceremonies it aids (2), or +4, for a total of 10+. He rolls a 14 and succeeds.

Using Talismans

A ceremonialist carrying a talisman applies its bonus to the ceremony throws of any ceremonies of that type. In addition, a ceremonialist does not have to use his traditional implements to perform a ceremony when using a talisman that aids ceremonies of that type. A character can carry and use multiple talismans, but only one talisman's bonus can be applied to any particular ceremony throw.

The lead ceremonialist in a collaborative ceremony can use a talisman, but assistants cannot use one. A ceremonialist cannot use a talisman when performing an unknown ceremony. A ceremonialist can use a talisman created by another ceremonialist, but only of his tradition and only for ceremonies in his repertoire.

Destroying Talismans

In combat, a character may destroy a talisman he is holding with an action in lieu of attacking, and destroy a talisman in another's hands with a sunder.

Identifying Talismans

Like trinkets, talismans radiate magic and can be recognized and identified with appropriate proficiencies.

Buying and Selling Talismans

With the Judge's permission, talismans may be bought in markets for twice their base cost, and sold for their base cost. We strongly recommend that the Judge strictly enforce Equipment Availability by Market Class for talismans, and only permit talismans of traditions which are common in the culture to be available.

CORRUPTION FROM CEREMONIAL MAGIC

Eldritch ceremonialists acquire corruption points whenever they learn or perform a black magic ceremony, or perform grey magic ceremonies for corrupt purposes in the same manner that eldritch spellcasters acquire them for learning and casting spells. The following additional rules apply:

- A ceremonialist assisting in a black magic ceremony gains 1 point of corruption, regardless of the level of the ceremony.
- A ceremonialist creating a black magic trinket may gain 1 point of corruption. Roll 1d10. If the result of the roll is equal to or lower than the level of trinket's affiliated ceremony, 1 point of corruption is gained.
- A ceremonialist creating a death & necromancy talisman gains 1 point of corruption per level of the talisman.

TRINKETS, TALISMANS, AND SCROLLS

Trinkets, talismans, and scrolls are similar enough that some players and Judges may find it easy to confuse the three. As a summary:

- Scrolls allow a character to cast a particular spell that they might or might not know without expending any spell slots.
- Trinkets allow a character to perform a particular ceremony they already know as if it were a spell.
- Talismans increases the chances of a character performing a particular ceremony or ceremonies.

PROFICIENCIES AIDING CEREMONIAL MAGIC

Performing ceremonies and creating talismans and trinkets are complex processes. Depending on his tradition, the ceremonialist may need to predict the movement of the stars, carve and shape runes, perform intricate dances, or other esoteric practices. Ceremonialists can benefit from various general proficiencies that assist in these practices.

For purposes of ceremonial magic, proficiencies are divided into three categories: crafting, knowledge, and performance. The Useful Proficiencies by Category table, below, lists which proficiencies aid ceremonial magic. Crafting proficiencies help the ceremonialist manufacture well-made talismans and trinkets. Knowledge proficiencies guide the ceremonialist in choosing the best invocations to create trinkets and talismans given the time, day, correspondences, and other factors. Performance proficiencies aid the ceremonialist in making ceremony throws.

Category	Useful Proficiencies
Crafting	Alchemy, Art (illumination, mosaic, painting, sculpting) Craft (armor-making, bookbinding, brewing, calligraphy, carpentry, doll-making, leatherwork, jewelling, rune-carving, stonemasonry, tinkering, weaving, weapon-smithing)
Knowledge	Collegiate Wizardry, Knowledge (astrology, history, metaphysics, natural philosophy, occult), Naturalism, Theology
Performance	Performance (chanting, dancing, epic poetry, playing instruments, singing, storytelling)

A ceremonialist may add his ranks in one proficiency in the Crafting category and one proficiency in the Knowledge category to his magic research throws when creating trinkets and talismans. He may add +1 to his ceremony throws when performing ceremonies if he has at least one rank in the Performance category.

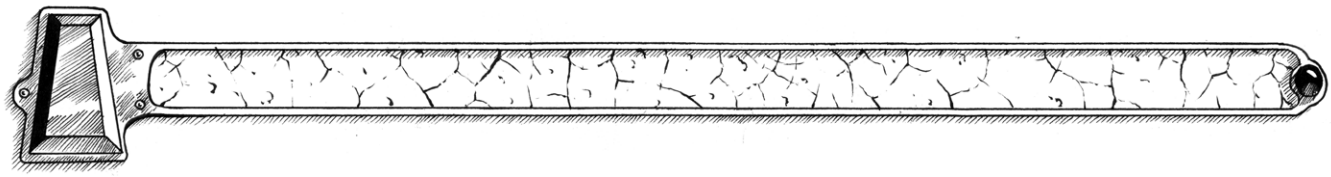
> EXAMPLE #1: Ramses-Ra has the following proficiencies: Alchemy 3, Knowledge (occult) 2, and Performance (chanting). When creating trinkets and talismans, he gains a +3 bonus from the crafting category for his ranks in Alchemy and a +2 bonus from the knowledge category for his ranks in Knowledge (occult). This gives him a total +5 bonus to his magic research throws when creating trinkets and talismans. When performing ceremonies, he gains a +1 bonus to ceremony throws from the performance category for his rank in Performance (chanting).

When proficiencies are used in the creation of trinkets and talismans, their appearance and composition will in some manner reflect the proficiencies used. The crafting proficiencies used will be reflected in their form and substance. For instance, if Alchemy proficiency were used to create a trinket, it might be a potion, powder, or balm; if Art (sculpting) were used, it might be a tiny bronze idol; if Craft (calligraphy) were used it might be a finely-inked scroll. The knowledge proficiencies used will be reflected in the trinket or talisman's iconography and liturgy. For instance, if Knowledge (occult) were used to create a trinket, it might bear chaotic symbols, while if Collegiate Wizardry were used it might bear glyphs of power.

> EXAMPLE: Lucius has the following proficiencies: Art (illumination), Craft (jewelling) 2, Knowledge (astrology), Theology, Performance (chanting), and Performance (singing). He creates a trinket using Art (illumination) and Knowledge (astrology), gaining a +2 bonus to his magic research throw. His trinket is a scroll illuminated with an astrological chart in red and gold ink. Later, he creates a talisman using Craft (jewelling) and Theology, gaining a +3 bonus to his magic research throw. His talisman is a crystal carved with a symbol of the Empyrean gods on each of its facets.

When a proficiency from the knowledge category is used to create a trinket or talisman, characters who possess that proficiency will gain a bonus to recognize and identify the trinket or talisman. See Identifying Trinkets (p. 113) for more details.

Craftsmanship of the Ancients Memorial Rule (Optional): A character may add his ranks in one proficiency in the Crafting category and one proficiency in the Knowledge category to *all* his magic research throws when performing magic research. The Judge should determine which proficiencies apply depending on the nature of the research.



Antiquarian, Sylvan, and Runic Ceremony Mishaps			
1d10 Roll	**Minor Mishap**	**Major Mishap**	**Catastrophic Mishap**
1	You accidentally open a gate to the elemental spheres. An 8 HD elemental appears adjacent to you and attacks. If not destroyed, the elemental returns to its sphere after 10 rounds.	You accidentally open a gate to the elemental spheres. A 12 HD elemental appears adjacent to you and attacks. If not destroyed, the elemental returns to its sphere after 8 hours.	You accidentally open a gate to the elemental spheres. A 16 HD elemental appears adjacent to you and attacks. If not destroyed, the elemental returns to its sphere after 1 month.
2	Your spell signature acquires an annoying side effect. Roll 1d10 on the spell signature sub-table. Only a wish or miracle can remove the side effect.	Your spell signature acquires a deleterious side effect. Roll 1d10+5 on the spell signature sub-table. Only a wish or miracle can remove the side effect.	Your spell signature acquires a debilitating side effect. Roll 1d10+10 on the spell signature sub-table. Only a wish or miracle can remove the side effect.
3	The failure of your ceremony gives you a nervous breakdown. You go insane 1 day per level of the ceremony.	Your failure teaches you unthinkable truths. You go insane for 1 week per level of the ceremony.	The unspeakable horror you witness drives you permanently insane. Only a miracle or wish can cure you.
4	The wearying of years visits you early. You age 1d10 years.* The shock of the sudden aging kills you instantly unless you save v. Death at +4.	The heavy hand of age falls on you. You age 2d10 years.* The shock of the sudden aging kills you instantly unless you save v. Death at +2.	You have become ancient before your time. You age 2d20 years* and one of your limbs withers. The shock of the sudden aging kills you instantly unless you save v. Death.
5	The ceremony leaves you somehow altered. Roll 1d10 on the magical mutation sub-table. Only a wish or miracle can remove the mutation.	The ceremony leaves you greatly changed. Roll 2d10 on the magical mutations sub-table. Only a wish or miracle can remove the mutation.	The ceremony leaves you massively warped and changed. Roll 1d10+10 on the magical mutations sub-table. Only a wish or miracle can remove the mutation.
6	A magical accident causes a disfiguring injury. Roll 1d6 on the "critically wounded" row of the Mortal Wounds table. The wound can be healed with restore life and limb.	A bad magical accident causes a disabling injury. Roll 1d6 on the "grievously wounded" row of the Mortal Wounds table. Only a regeneration, resurrection, wish or miracle can heal the wound.	A terrible magical accident causes a crippling injury. Roll 1d6 on the "mortally wounded" row of the Mortal Wounds table. Only a wish or miracle can heal the wound.
7	The mishap slightly disrupts your connection to magic. You lose 1 random ceremony from your repertoire. You can regain the lost ceremonies at a cost of 1 week of game time and 1,000gp per ceremony level.	The mishap significantly disrupts your connection to magic. You lose 1d4+1 random ceremonies from your repertoire. You can regain the lost ceremonies at a cost of 1 week of game time and 1,000gp per ceremony level.	The mishap completely disrupts your connection to magic. You lose your entire ceremonial repertoire. You can regain the lost ceremonies at a cost of 1 week of game time and 1,000gp per spell level.
8	An accident destroys your ceremonial implements. You and all characters within 5′ must save v. Blast or take 2d6 damage from the accident.	An explosion destroys your ceremonial implements. You and all characters within 10′ must save v. Blast or take 4d6 damage from the explosion.	A conflagration destroys your ceremonial implements. You and all characters within 20′ Blast or take 8d6 damage from the conflagration.
9	The fumes and vapors released by the ceremony have a deleterious effect on your mind. You permanently lose 1 point of Wisdom.	The fumes and vapors released by the ceremony have highly damaging effect on your mind. You permanently lose 1d3 point of Wisdom.	The fumes and vapors released by the ceremony have a devastating effect on your mind. You permanently lose 1d4+1 point of Wisdom.
10	Wild magic begins coursing through your body. You die in 1 turn unless you save v. Death.	A blast of wild magic discharges into you. You die instantly unless you save v. Death.	A massive blast of wild magic disintegrates you unless you save v. Death.

**x1.5 for dwarves and gnomes, x2 for elves and Nobirans.*



Chthonic Ceremony Mishaps			
1d10 Roll	**Minor Mishap**	**Major Mishap**	**Catastrophic Mishap**
1	Darkness gathers. 1d4 shadows appear and attack. If not destroyed, the shadows vanish after 10 rounds. The area in a 5' radius is shadowed until they are dealt with or depart.	Great darkness looms. 1d6 wraiths appear in and attack. If not destroyed, the wraiths vanish after 8 hours. The area in a 10' radius blighted until they are dealt with or depart.	Terrible darkness storms over you. 1d8 specters appear and attack. If not destroyed, the spectres vanish after 1 month. The area in a 20' radius is forsaken until they are dealt with.
2	Tampering with life energy costs you 1 level of experience unless you save versus Death.	Tampering with life energy costs you 1 level of experience.	Tampering with life energy costs you 2 levels of experience.
3	The failure of your ceremony gives you a nervous breakdown. You go insane for 1 day per level of the ceremony.	Your failure teaches you unthinkable truths. You go insane for 1 week per level of the ceremony.	The unspeakable horror you witness drives you permanently insane. Only a miracle or wish can cure you.
4	The negative energy ages you 1d10 years.* The shock of the sudden aging kills you instantly unless you save v. Death at +4.	The negative energy ages you 2d10 years.* The shock of the sudden aging kills you instantly unless you save v. Death at +2.	The negative energy ages you 2d20 years* and withers one of your limbs. The shock of the sudden aging kills you instantly unless you save v. Death.
5	The ceremony leaves you somehow altered. Roll 1d10 on the magical mutation sub-table. Only a wish or miracle can remove the mutation.	The ceremony leaves you greatly changed. Roll 2d10 on the magical mutations sub-table. Only a wish or miracle can remove the mutation.	The ceremony leaves you massively warped and changed. Roll 1d10+10 on the magical mutations sub-table. Only a wish or miracle can remove the mutation.
6	Your body and mind are at risk. Roll 1d6 on the "11-15" row of the Tampering with Mortality table.	You have taken grave risks with your mind and body. Roll 1d6 on the "5-10" row of the Tampering with Mortality table.	Tampering with mortality has imperiled your mind and body. Roll 1d6 on the "1-5" row of the Tampering with Mortality table.
7	You are corrupted by the dark magic you have exposed yourself to. You gain 2d6 additional corruption points. If this leaves you at your maximum corruption, then you must save v. Death at +4 or die due to the shock to your soul.	Your soul is blackened by the dark magic you have exposed yourself to. You gain 4d6 additional corruption points. If this leaves you at your maximum corruption, then you must save v. Death at +2 or die due to the shock to your soul.	Your soul is surely damned by what you have wrought. You gain 8d6 additional corruption points. If this leaves you at your maximum corruption, then you must save v. Death or die due to the shock to your soul.
8	You fall into a necromantic torpor. A wish or miracle can awaken you immediately; otherwise you will awaken in 1d10 months. You do not age while in torpor.	You fall into a deep necromantic torpor. A wish or miracle can awaken you immediately; otherwise, you will awaken in 1d10 years. You do not age while in torpor.	You fall into a nigh-eternal necromantic torpor. You have a cumulative 1% chance per 100 years of awakening. Otherwise, only a wish or miracle can awaken you. You do not age while in torpor.
9	Tampering with blood magic takes a toll. You permanently lose 1 point of Constitution.	Your use of blood magic is harmful to your health. You permanently lose 1d3 points of Constitution.	Rampant use of blood magic takes a terrible toll. You permanently lose 1d4+1 points of Constitution.
10	The gods curse you for your villainy! Your prime requisite is halved. A remove curse from a 9th+ level caster can remove the curse.	The gods curse you for your awful crimes. You suffer a -4 penalty on all attack and saving throws, and your prime requisite is halved. A remove curse from a 12th+ level caster can remove the curse.	The gods curse you for your hideous deeds and black nature. You suffer a 20% penalty on XP, -4 penalty on all attack and saving throws, and your prime requisite is halved. Only a wish or miracle can remove the curse.

**x1.5 for dwarves and gnomes, x2 for elves and Nobirans.*



Shamanic Ceremony Mishaps			
1d10 Roll	**Minor Mishap**	**Major Mishap**	**Catastrophic Mishap**
1	You accidentally open a gate to the elemental spheres. An 8 HD elemental appears adjacent to you and attacks. If not destroyed, the elemental returns to its sphere after 10 rounds.	You accidentally open a gate to the elemental spheres. A 12 HD elemental appears adjacent to you and attacks. If not destroyed, the elemental returns to its sphere after 8 hours.	You accidentally open a gate to the elemental spheres. A 16 HD elemental appears adjacent to you and attacks. If not destroyed, the elemental returns to its sphere after 1 month.
2	Your spell signature acquires an annoying side effect. Roll 1d10 on the spell signature sub-table. Only a wish or miracle can remove the side effect.	Your spell signature acquires a deleterious side effect. Roll 1d10+5 on the spell signature sub-table. Only a wish or miracle can remove the side effect.	Your spell signature acquires a debilitating side effect. Roll 1d10+10 on the spell signature sub-table. Only a wish or miracle can remove the side effect.
3	The failure of your ceremony gives you a nervous breakdown. You for insane for 1 day per level of the ceremony.	Your failure teaches you unthinkable truths. You go insane for 1 week per level of the ceremony.	The unspeakable horror you witness drives you permanently insane. Only a miracle or wish can cure you.
4	You take on a minor physical trait of your totem animal or familiar.* You suffer a -2 penalty to reaction rolls with those from outside your tradition or culture. Only a wish or miracle can undo the change.	You take on the physical form of your totem animal or familiar.* You are physical altered but retain your mental characteristics. Only a wish or miracle can undo the change.	You take on the physical and mental form of your totem animal or familiar.* Only a wish or miracle can undo the change.
5	The ceremony leaves you somehow altered. Roll 1d10 on the magical mutation sub-table. Only a wish or miracle can remove the mutation.	The ceremony leaves you greatly changed. Roll 2d10 on the magical mutations sub-table. Only a wish or miracle can remove the mutation.	The ceremony leaves you massively warped and changed. Roll 1d10+10 on the magical mutations sub-table. Only a wish or miracle can remove the mutation.
6	A magical accident causes a disfiguring injury. Roll 1d6 on the "critically wounded" row of the Mortal Wounds table. The wound can be healed with restore life and limb.	A bad magical accident causes a disabling injury. Roll 1d6 on the "grievously wounded" row of the Mortal Wounds table. Only a regeneration, resurrection, wish or miracle can heal the wound.	A terrible magical accident causes a crippling injury. Roll 1d6 on the "mortally wounded" row of the Mortal Wounds table. Only a wish or miracle can heal the wound.
7	The ceremony slightly disrupts your connection to magic. You lose 1 random ceremony from your repertoire. You can regain the lost ceremonies at a cost of 1 week of game time and 1,000gp per ceremony level.	The ceremony significantly disrupts your connection to magic. You lose 1d4+1 random ceremonies from your repertoire. You can regain the lost ceremonies at a cost of 1 week of game time and 1,000gp per ceremony level.	The ceremony completely disrupts your connection to magic. You lose your entire ceremonial repertoire. You can regain the lost ceremonies at a cost of 1 week of game time and 1,000gp per spell level.
8	An accident destroys your ceremonial implements. You and all characters within 5' must save v. Blast or take 2d6 damage from the accident.	An explosion destroys your ceremonial implements. You and all characters within 10' must save v. Blast or take 4d6 damage from the explosion.	A conflagration destroys your ceremonial implements. You and all characters within 20' Blast or take 8d6 damage from the conflagration.
9	The fumes and vapors released by the ceremony have a deleterious effect on your mind. You permanently lose 1 point of Wisdom.	The fumes and vapors released by the ceremony have highly damaging effect on your mind. You permanently lose 1d3 point of Wisdom.	The fumes and vapors released by the ceremony have a devastating effect on your mind. You permanently lose 1d4+1 point of Wisdom.
10	Your animal companion or familiar is enraged with pain and hatred.* It begins attacking you immediately. If you kill it, you are subject to the usual penalties.	Your animal companion or familiar is enraged with pain and hatred.* It begins attacking you immediately. If you kill it, you are subject to the usual penalties. Because it is part of you, your animal companion is immune to any charm spells you cast.	Your animal companion or familiar is enraged with pain and hatred.* It begins attacking you immediately. If you kill it, you are subject to the usual penalties. Because it is part of you, it is immune to all spells you cast.

**If the ceremonialist does not have an animal companion or familiar, re-roll.*



Liturgical and Theurgical Ceremony Mishaps			
1d10 Roll	**Minor Mishap**	**Major Mishap**	**Catastrophic Mishap**
1	You accidentally open a gate to the outer spheres. An invisible stalker appears adjacent to you and attacks. If not destroyed, the stalker returns to its sphere after 10 rounds.	You accidentally open a gate to the outer spheres. 1d4 invisible stalkers appear adjacent to you and attack. If not destroyed, the stalkers return to their sphere after 8 hours.	You accidentally open a gate to the outer spheres. 2d4 invisible stalkers appear adjacent to you and attack. If not destroyed, the stalkers return to their sphere after 1 month.
2	Your spell signature acquires an annoying side effect. Roll 1d10 on the spell signature sub-table. Only a wish or miracle can remove the side effect.	Your spell signature acquires a deleterious side effect. Roll 1d10+5 on the spell signature sub-table. Only a wish or miracle can remove the side effect.	Your spell signature acquires a debilitating side effect. Roll 1d10+10 on the spell signature sub-table. Only a wish or miracle can remove the side effect.
3	The failure of your ceremony gives you a nervous breakdown. You go insane for 1 day per level of the ceremony.	Your failure teaches you unthinkable truths. You go insane for 1 week per level of the ceremony.	The unspeakable horror you witness drives you permanently insane. Only a miracle or wish can cure you.
4	While performing the ceremony, you glimpse the Logos, the words of creation. You must save v. Spells or become feebleminded. A dispel magic from a 9th + level caster can remove the effect.	While performing the ceremony, you gaze at the Logos. You must save v. Spells at -4 or become feebleminded. A dispel magic from a 12th + level caster can remove the effect.	While performing the ceremony, you look directly upon the Logos. You are feebleminded with no saving throw. Only a wish or miracle can remove the effect.
5	The ceremony leaves you somehow altered. Roll 1d10 on the magical mutation sub-table. Only a wish or miracle can remove the mutation.	The ceremony leaves you greatly changed. Roll 2d10 on the magical mutations sub-table. Only a wish or miracle can remove the mutation.	The ceremony leaves you massively warped and changed. Roll 1d10+10 on the magical mutations sub-table. Only a wish or miracle can remove the mutation.
6	You are lost in time and space. A wish or miracle can bring you back immediately; otherwise you will reappear in 1d10 months.	You are lost deep in time and space. A wish or miracle can bring you back immediately; otherwise, you will reappear in 1d10 years.	You are consigned to oblivion, trapped forever in some unknown sphere of existence, or transported to a distant time and place. You have a cumulative 1% chance per 100 years of reappearing. Otherwise, only a wish or miracle can bring you back.
7	The ceremony slightly disrupts your connection to magic. You lose 1 random ceremony from your repertoire. You can regain the lost ceremonies at a cost of 1 week of game time and 1,000gp per ceremony level.	The ceremony significantly disrupts your connection to magic. You lose 1d4+1 random ceremonies from your repertoire. You can regain the lost ceremonies at a cost of 1 week of game time and 1,000gp per ceremony level.	The ceremony completely disrupts your connection to magic. You lose your entire ceremonial repertoire. You can regain the lost ceremonies at a cost of 1 week of game time and 1,000gp per spell level.
8	An accident destroys your ceremonial implements. You and all characters within 5′ must save v. Blast or take 2d6 damage from the accident.	An explosion destroys your ceremonial implements. You and all characters within 10′ must save v. Blast or take 4d6 damage from the explosion.	A conflagration destroys your ceremonial implements. You and all characters within 20′ Blast or take 8d6 damage from the conflagration.
9	Few can relate to what you have learned. You permanently lose 1 point of Charisma.	The things you've learned can hardly be shared with lesser minds. You permanently lose 1d3 points of Charisma.	No one can understand your genius. No one! You permanently lose 1d4+1 points of Charisma.
10	Wild magic begins coursing through your body. You die in 1 turn unless you save v. Death.	A blast of wild magic discharges into you. You die instantly unless you save v. Death.	A massive blast of wild magic disintegrates you unless you save v. Death.

ELDRITCH SPELL LISTS

DESIGNATION OF SPELL TYPES

In the spell lists below, the following superscripts are used to designate particular types of spells. This can be helpful to the Judge in determining which spells are affected by various proficiencies and class powers such as Elementalism, Transmogrification, and so on. If the Judge introduces new spells or new powers that affect different types of spells, the Judge can use the Spell Power Guidelines in this chapter to categorize such innovations.

dth	death
ill	illusion
trn	transmogrification
elm()	elemental (type)
nec	necromancy
#	spell modified from earlier version
enc	enchantment
pro	protection
*	reversible spell

Spells detailed in the ***ACKS*** core rules are noted in regular font; spells detailed in the Player's Companion are noted by being *italicized*; and spells detailed in this supplement are noted by being bolded. Reversible spells are listed separately if they sit on different lists. Some of the new spells are unique to eldritch casters. Others are similar to existing arcane or divine spells, but with modified effects that take into account the limits of eldritch magic (typically by requiring an elemental source). Finally, some spells (noted with #) are pre-existing arcane and divine spells that are presented here with updated effects, either to reflect new rules introduced in this supplement (such as base healing rate or corruption) or simply for clarity from insights gained in actual play that has occurred since the spell first appeared. For instance, we have clarified how choking grip works in the combat round structure. The new mechanics of these spells should apply to any spellcaster who uses them, not just eldritch spellcasters.

Black Spell List

First Level Eldritch Spells (Black)		Second Level Eldritch Spells (Black)		Third Level Eldritch Spells (Black)	
1	Charm Person enc	1	Bane*	1	Bestow Curse*
2	Cause Fear * enc	2	**Blindness** dth	2	Cause Disease*
3	**Cause Light Wounds***#	3	**Bloody Flux** dth	3	**Cause Major Wounds***#
4	**Choking Grip** dth #	4	**Cause Moderate Wounds***#	4	*Command Person* enc
5	**Conjure Cacodemon Spawn**	5	**Conjure Imp**	5	**Conjure Hellion**
6	**Destroy Dead** nec	6	**Continual Tenebrosity***	6	*Dismember* dth
7	**Frighten Beasts** enc	7	**Dark Whisper** dth	7	*Enervate* dth
8	**Incite Madness** enc	8	**Deafness** dth	8	*Invulnerability to Good* *
9	**Infuriate Person** enc	9	**Deathless Minion** nec	9	**Infuriate Crowd** enc
10	Protection from Good*	10	**Drain Life** dth	10	**Inspire Horror** * enc
11	Putrefy Food & Water* trn	11	**Gentle Repose** nec	11	**Sorcerous Bolt**
12	**Slicing Blow** dth	12	**Infuriate Beast** enc	12	*Speak with Dead* nec
13	**Summon Manes** nec	13	*Necromantic Potence* nec	13	**Strengthen the Unliving** nec
14	**Tenebrosity***	14	**Summon Insect Swarm**	14	**Summon Ooze**
15	**Unliving Puppet** nec	15	*Undetectable Charm**	15	*Undetectable Curse* *
Fourth Level Eldritch Spells (Black)		**Fifth Level Eldritch Spells (Black)**		**Sixth Level Eldritch Spells (Black)**	
1	Animate Dead nec	1	**Cause Critical Wounds***#	1	**Body Swap** nec trn
2	Charm Monster enc	2	**Circle of Agony** dth	2	**Conjure Genie** elm
3	*Control Undead* enc nec	3	**Conjure Elemental** elm	3	**Conjure Fiend**
4	**Cause Serious Wounds***#	4	**Contact Other Sphere**	4	**Corrupting Dream** enc
5	**Conjure Dybbuk**	5	*Curse of Swine* trn	5	Death Spell dth
6	**Drain Life II** dth	6	Feeblemind enc	6	Disintegrate dth
7	*Fear* enc	7	**Fillet and Serve** nec	7	**Drain Life III** dth
8	**Flesh to Ashes** dth	8	**Flay the Slain** nec	8	Enslave enc
9	**Endless Slumber** enc	9	**Inflict Lycanthropy** trn	9	Geas * enc
10	**Iron Maiden** dth	10	Magic Jar nec	10	**Necromantic Invulnerability**
11	Poison*	11	*Panic* enc	11	**Reflesh of the Bones** nec trn
12	Protection from Good, Sustained*	12	*Phantasmal Killer* ill	12	**Restore Semblance of Life** nec
13	**Shrieking Skull** nec	13	**Sorcerous Blast**	13	**Soul Eating** dth nec
14	**Summon Shadows**	14	**Summon Hell Hounds** elm(fire)	14	**Summon Invisible Stalker**
15	Wizard Eye	15	Weakness of Mind*	15	*Torpor* nec

Grey Spell List

First Level Eldritch Spells (Grey)		Second Level Eldritch Spells (Grey)		Third Level Eldritch Spells (Grey)	
1	**Auditory Illusion** ill	1	**Burning Sparks** elm(fire)	1	**Battering Ram** elm(earth)
2	**Blinding Flash** elm(fire)	2	Charm Animal enc	2	**Brazen Bull** elm(fire)
3	Command Word enc	3	**Circling Winds** elm(air)	3	*Call Lightning* elm(air)
4	**Display of Power** enc	4	**Earth's Excrescence** elm(earth)	4	*Command Animals* enc
5	**Ensorcellement** enc	5	*Enthrall* enc	5	*Chimerical Force* ill
6	Faerie Fire elm(fire)	6	ESP	6	**Earth's Maw** elm(earth)
7	**Hypnotism** enc	7	Hold Person enc	7	**Fangs of the Earth** elm(earth)
8	**Ice Floe** elm(water)	8	Mirror Image ill	8	*Gaseous Form* elm(air) trn
9	**Kindle Flame** * elm(fire)	9	**Illusory Interior** ill	9	*Glitterdust* elm(fire)
10	**Shatter Blade** elm(earth)	10	Phantasmal Force ill	10	Glyph of Warding
11	**Sling Stone** elm(earth)	11	**Shrouding Fog** elm(air)	11	*Hypnotic Pattern* enc
12	*Slipperiness* elm(water)	12	**Ring of Fire** elm(fire)	12	**Noxious Cloud** elm(air)
13	**Slumber** enc	13	Snake Charm enc	13	**Paralyze** enc
14	**Thunderclap** elm(air)	14	**Vitriolic Infusion** elm(water) trn	14	**Rain of Vitriol** elm(water)
15	**Weave Smoke** elm(air)	15	**Voice of Persuasion** enc	15	**Slag Armor** elm(fire)
16	*Unseen Servant*	16	**Wave of Earth** elm(earth)	16	*Telepathy*
Fourth Level Eldritch Spells (Grey)		**Fifth Level Eldritch Spells (Grey)**		**Sixth Level Eldritch Spells (Grey)**	
1	*Command Plants* enc	1	**Blood Boil** elm(fire)	1	**Arrows of the Sun** elm(fire)
2	*Control Animals* enc	2	*Control Winds* elm(air)	2	**Capsizing Wave** elm(water)
3	**Gusting Gale** elm(air)	3	**Cone of Frost** elm(water)	3	*Control Plants* enc
4	Hallucinatory Terrain ill	4	*Cone of Paralysis* enc	4	Control Weather elm(air)
5	Hold Monster enc	5	**Force of Impetus**	5	**Cloud of Poison** elm(air)
6	*Inaudibility* ill	6	**Forest Enchantment** enc	6	**Ice Storm** elm(water)
7	Invisibility ill	7	**Forgetfulness** enc	7	**Inferno** elm(fire)
8	Massmorph ill	8	**Ice Sheet** elm(water)	8	Lower Water elm(water)
9	Scry	9	**Mirage** ill	9	Move Earth elm(earth)
10	*Spectral Force* ill	10	**Pillar of Fire** elm(fire)	10	*Permanent Illusion* ill
11	Sticks to Snakes trn	11	**Phoenix Aura** elm(fire)	11	*Programmed Illusion* ill
12	*Uncanny Gyration*	12	**Scouring Zephyr** elm(air)	12	**Starfall** elm(fire)
13	**Voice of Command** enc	13	**Spectral Legion** ill	13	**Sunder Structure** elm(earth)
14	**Weave Fire** elm(fire)	14	**Summon Weather** elm(air) #	14	**Thunderbolt** elm(air)
15	**Weave Wood** elm(earth)	15	**Tremor** elm(earth)	15	**Transform Other** trn
16	**Weave Water** elm(water)	16	**Weave Stone** elm(earth)	16	**Weave Metal** elm(earth)



White Spell List

First Level Eldritch Spells (White)		Second Level Eldritch Spells (White)		Third Level Eldritch Spells (White)	
1	*Angelic Choir* ill	1	*Alter Self* trn	1	Augury
2	**Bane-rune** trn	2	Bless*	2	**Avian Messenger**
3	**Call of the Wolf**	3	**Call of the Wolf Pack**	3	**Call of the Wild Bear**
4	*Chameleon* trn	4	**Continual Illumination**	4	Clairvoyance
5	**Counterspell**	5	**Cure Moderate Wounds*** #	5	*Clairaudience*
6	**Cure Light Wounds*** #	6	Delay Poison	6	Cure Blindness
7	*Delay Disease*	7	*Detect Charm**	7	Cure Disease*
8	Detect Evil	8	Detect Invisible	8	**Cure Major Wounds*** #
9	Detect Magic	9	*Detect Secret Doors*	9	*Detect Curse**
10	Detect Poison	10	*Divine Grace*	10	Dispel Magic
11	Hold Portal	11	**Eldritch Armor**	11	**Eldritch Protection**
12	**Illumination**	12	Find Traps	12	*Eyes of the Eagle* trn
13	*Locate Animal or Plant*	13	Holy Chant	13	*Growth** trn
14	*Jump trn*	14	Knock	14	Growth of Animals trn
15	Magic Mouth ill	15	Locate Object	15	**Inspire Awe*** enc
16	Magic Rope	16	**Noiselessness** ill	16	*Invulnerability to Evil*
17	*Pass Without Trace*	17	*Ogre Power* trn	17	*Nondetection ill*
18	*Predict Weather*	18	**Resist Acid** elm(earth)	18	Prayer
19	Protection from Evil*	19	Resist Cold elm(water)	19	Protection from Evil, Sustained
20	Purify Food and Water* trn	20	**Resist Electricity** elm(air)	20	Protection from Normal Missiles
21	Remove Fear*	21	Resist Fire elm(fire)	21	Remove Curse*
22	*Salving Rest*	22	*Righteous Wrath* trn	22	**Shared Dream**
23	*Sharpness* trn	23	Speak with Animals	23	*Skinchange* trn
24	*Silent Step* trn	24	*Swift Sword* trn	24	**Spellward**
25	*Spider Climb* trn	25	**Swimming** elm(water) trn	25	*Sphere of Visibility*
26	*Trance*	26	*Warp Wood* elm(earth) trn	26	Striking trn
27	Ventriloquism ill	27	Wizard Lock	27	Water Breathing elm(water) trn

Fourth Level Eldritch Spells (White)		Fifth Level Eldritch Spells (White)		Sixth Level Eldritch Spells (White)	
1	**Call of the Galloping Herd**	1	**Angelic Aura** nec	1	Anti-Magic Shell
2	**Cure Serious Wounds*** #	2	**Bath of the Goddess** trn	2	**Atonement** #
3	**Crafting**	3	**Call of the Great Cats**	3	**Banner of Invincibility**
4	*Death Ward*	4	**Call of the Ancient Tusk**	4	**Call of the Giant Eagle**
5	*Find Treasure*	5	**Cure Critical Wounds*** #	5	**Call of the Leviathan**
6	*Giant Strength* trn	6	**Delay Death**	6	**Clairvoyance, Greater**
7	Growth of Plants* trn	7	**Locate Haunting**	7	**Clairaudience, Greater**
8	**Guise Self** trn	8	Dispel Evil	8	*Detect Ritual Magic*
9	**Immunity to Acid** elm(earth)	9	Divination	9	**Find Place of Power**
10	**Immunity to Cold** elm(water)	10	*Fate*	10	Fly
11	**Immunity to Electricity** elm(air)	11	**Guise Other** trn	11	*Globe of Invulnerability*
12	**Immunity to Fire** elm(fire)	12	Haste	12	**Home Ward**
13	Infravision trn	13	**Healing Circle**	13	**Locate Distant Object**
14	Levitate	14	**Lay of the Land**	14	**Prophetic Dream**
15	*Minor Globe of Invulnerability*	15	**Protection from Blast**	15	**Protection from Blast, Sustained**
16	Neutralize Poison*	16	*Protection from Normal Weapons*	16	Projected Image ill
17	**Safe Travels**	17	**Spirit Walk**	17	Reincarnation
18	**Spellward Other**	18	*Strength of Mind**	18	Remove Geas* enc
19	*Smite Undead** nec	19	Transmute Rock to Mud* elm(earth) trn	19	**Spellwarded Zone**
20	Speak with Plants	20	True Seeing	20	Stone to Flesh* trn
21	Vigor	21	**Turn to Dust** dth	21	**Transform Self** trn
22	*Water Walking elm(water)*	22	*Winged Flight* trn	22	*Trollblood* trn

Ritual Spell List					
Seventh Level Eldritch Rituals		**Eighth Level Eldritch Rituals**		**Ninth Level Eldritch Rituals**	
1	*Cancellation*	1	*Life Trapping* nec	1	*Cataclysm* elm (any)
2	Commune	2	Permanency	2	**Gate**
3	Energy Drain dth nec	3	*Regeneration* dth	3	**Lair of Power**
4	Harvest* elm(earth)	4	Resurrection dth	4	*Miracle*
5	**Holy Word*** dth enc	5	*Summon Efreeti* elm(fire)	5	*Plague* dth
6	Restore Life and Limb	6	**Symbol** dth	6	*Undead Legion* nec

NEW AND UPDATED SPELLS

Angelic Aura Range: self
Eldritch 5 (White) Duration: 1 round per level

This spell creates a glowing aura of empyrean power around the caster in a 15' radius. When the spell is cast, and on the caster's initiative each round thereafter for the duration of the spell, the **angelic aura** can damage undead creatures within its area of effect. Up to one undead creature can be affected per caster level. Undead creatures with the fewest HD are affected first. Each affected undead creature must make a saving throw versus Death. On a successful save, the undead creature avoids the effect that round. On a failed save, the undead creature suffers 5d8 points of damage. The effects of an **angelic aura** continue until dispelled or the duration elapses. The caster does not need to concentrate to maintain the effects.

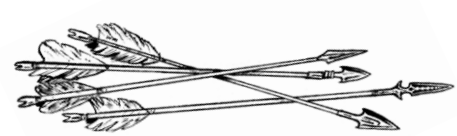
Auditory Illusion Range: 60'
Eldritch 1 (Grey) Duration: 1 turn

This spell creates a false sound. The sound can be centered anywhere within range, and within that range the sound can fluctuate and move, imitating approaching or receding footsteps, laughter, voices, and other possibilities. The sound produced can be as loud as the noise produced by thirty man-sized creatures. The **auditory illusion** does not have to be human-like, but could be animal or monster sounds. The Judge should determine how much sound and how many individuals it might represent. For instance, the sounds of thirty humans might be approximately that of sixty children, or eight ogres. Creatures who hear the sound are allowed a saving throw versus Spells to realize that the effect is illusory, but only if they actively attempt to disbelieve.

Arrows of the Sun Range: 120'
Eldritch 6 (Grey) Duration: 1 round

This spell sets aflame the nocked arrows of friendly archers within range. Up to 20 **arrows of the sun** can be created per caster level. An arrow of the sun deals an extra 1d6 points of fire damage on a successful attack. If an arrow of the sun is not immediately shot, its flame extinguishes at the end of the round, returning the arrow to an ordinary weapon.

This spell was created for battlefield use. In ***Domains at War: Battles***, it can affect a friendly bow-equipped unit within six hexes of the caster's hex. That unit deals an extra point of damage on each successful bow attack throw during its next attack sequence.



Atonement Range: 0'
Eldritch 6 (White) Duration: permanent

This spell removes the burden of evil acts or misdeeds from the subject. If the subject has suffered an involuntary alignment change due to magic, **atonement** will immediately restore the character's original alignment. If the subject has suffered an alignment change due to accumulated corruption, **atonement** requires a period of spiritual purity, during which the subject must avoid any Chaotic actions and any further corruption. If the subject remains spiritually pure for a number of weeks equal to his number of accumulated corruption points, the **atonement** reduces his accumulated corruption by his Wisdom score and either restores his original alignment or removes one corrupting weakness. A subject can make another **atonement** to continue to reduce his corruption only after gaining a level of experience without acquiring any further corruption. **Atonement** is a complex spell requiring 1 turn to cast.

Avian Messenger Range: special
Eldritch 3 (White) Duration: 12 hours

This spell allows the caster to relay a message to a designated recipient by means of an **avian messenger**. The **messenger** will be a small winged creature capable of long-distance flight. The spell will conscript the nearest suitable creature to serve as the **avian messenger** so it might be, e.g., a pigeon, a raven, a bat, or even a dragonfly, depending on what is nearby when the spell is cast. As soon as the spell is cast, the **avian messenger** will begin traveling to the caster, typically arriving within 2d6 rounds. If the **avian messenger** is somehow prevented from reaching the caster (e.g. if he is imprisoned deep underground), it will circle in the vicinity until it is able to reach him or until the spell expires.

Once the **avian messenger** reaches the caster, it will wait up to 10 minutes (one turn) for the caster to whisper his desired message into its ear. If the caster fails to whisper a message into the **messenger**'s ear within 10 minutes, the spell ends and the creature flies off. The **avian messenger** can understand any language(s) the caster speaks, and remember a message up to 10 seconds (one round) long per level of the caster.

Once the caster has finished whispering his message, he must designate a recipient for the message. The caster must know the proper name or identifying title of the recipient and the location of his residence (either firsthand, from scrying, or from a map). Once the recipient has been designated, the **avian messenger** will begin traveling to the recipient's residence. The **avian messenger** will travel for up to 12 hours at a rate of 48 miles per hour in order to reach the recipient's residence. If the recipient is present when the **messenger** arrives, it will whisper the message into his ear in whatever language the caster spoke. If the recipient

is absent, or somehow inaccessible (e.g. in a windowless room), the **avian messenger** will circle in the vicinity until it is able to reach him or until the spell expires.

Bane-rune Range: touch
Eldritch 1 (White) Duration: 1 turn

By magically inscribing a baleful glyph onto the striking head of a weapon, this spell temporarily enhances it to the equivalent of a **magic weapon +2** against a particular type of creature or being, choosing from animals, beastmen, enchanted creatures, dragons, fantastic creatures (excluding dragons), giants, oozes, undead, and vermin. The caster must specify the type of creature affected. Weapons that are already enchanted gain an additional +2 against the type of creature while the spell is in effect. A single casting will effect 20 arrows, 2 one-handed weapons, or 1 two-handed weapon.

Banner of Invincibility Range: touch
Eldritch 6 (White) Duration: 1 turn

This spell imbues the banner, pennant, standard , or other flag of an adventuring party or military unit with powerful protective magic. While the spell is in effect, the bearer of the flag and all friendly creatures within 10' of the flag are immune to normal weapons. Magic or silver weapons can harm the protected creatures, but any number of normal swords, arrows, clubs, or natural weapons will be fended off. Monsters which themselves can only be affected by silver or magical weapons can still harm the protected creatures, however, as can monsters with 5 HD or more through natural ferocity.

Bearing a flag counts as wielding a weapon or shield (e.g. the flag bearer can bear the flag in one hand and either wield a one-handed weapon or a shield in his other hand). The spell ends if the bearer drops the flag (voluntarily or involuntarily), if the flag is destroyed, if the spell is **dispelled**, or when the duration expires.

If used during a battle, the **banner of invincibility** can protect all man-sized creatures in a platoon-sized unit of formed foot. The unit cannot be damaged by missile or melee attacks from units of less than 5 HD without appropriate weapons, and is never considered threatened by enemy units that are unable to damage it. The effect ends if the unit ever recoils, flees, or routs.

Bath of the Goddess Range: touch
Eldritch 5 (White) Duration: permanent

When cast, **bath of the goddess** instantly transforms a willing living creature into a creature of the same type but opposite sex. The creature gains all of the primary and secondary characteristics of its new sex (external and internal, including reproductive capacity if of breeding age), resembling an opposite-gender twin of its old self.

If cast on a creature that has been sexually altered (e.g. a eunuch), the creature will suffer an equivalent alteration to its new form. If cast on a creature of a species that has only one sex, the spell has no effect. If cast on a creature of a species that has multiple sexes, or on an intersexed creature of a predominantly sex-binary species, the caster may choose the sex that results. (A male or female creature could be transformed into an intersexed creature by this spell if desired. It is rumored that some mystery cults require this of their high-level religious figures.) The subject must be willing to accept the change.

The spell is permanent until dispelled by either **dispel magic** or a second casting of this spell, at which time the subject reverts to its original sex. No actual bathing is required to cast this spell; it just takes its name from a classical myth about a handsome priest who was transformed into a bladedancer after unintentionally bathing in a moon-lit pond that Ianna herself had recently bathed in.

Battering Ram Range: 90'
Eldritch 3 (Grey) Duration: instantaneous

With this spell, the caster smashes a wooden or stone object or structure as if with an invisible **battering ram**. The spell deals 1d4 shp of damage to the object or structure struck – sufficient to knock down an oak door, break off a parapet, etc. The impact of the **battering ram** will blast shards of stone or splinters of wood from the object structure, dealing 5d6 damage to all creatures within 5'. Affected creatures that make a successful saving throw versus Blast reduce damage by half. The **battering ram** cannot directly target creatures or areas of open ground. An interior floor can be targeted as a structure only if the caster is at least one story above it.

Blindness Range: 60'
Eldritch 2 (Black) Duration: instantaneous

This spell can magically destroy a target creature's eyes. If the target fails a saving throw versus Death, it is rendered permanently blind. A blinded creature suffers -2 to surprise rolls and -4 to all attack throws and has its movement reduced to ¼ its normal rate. Only **cure blindness** or other magical healing can restore the target's sight.

Body Swap Range: touch
Eldritch 6 (Black) Duration: permanent

This spell can cause a pair of living creatures to permanently take on each other's forms. Each target gains the physical capabilities, statistics, physical attacks, and special abilities of the new form while retaining its own mental abilities. Each target retains the same number of hit points it previously had, regardless of the Hit Dice of the form assumed.

Incorporeal and gaseous creatures cannot be targeted by this spell, nor can creatures with more HD than the caster's level of experience. The caster must touch both creatures when casting the spell. Touching an unwilling creature requires a successful attack throw, so this spell is usually cast only when one or both of the creatures are willing and/or helpless. Each creature may make a saving throw versus Spells to resist the **body swap**. If either creature saves, the spell has no effect.

Once the **body swap** occurs, it lasts indefinitely. If dispelled by **dispel magic**, the two creatures immediately swap back to their original forms. If the **body swap** is **dispelled** after one of the creatures has died, then the surviving creature must make a saving throw v. Death. If the throw fails, the creature returns to its original (dead) form and dies. If the throw succeeds, the surviving creature retains the new form.

Boil Blood Range: 150'
Eldritch 5 (Grey) Duration: instantaneous

This spell can boil the blood of a living creature, thereby inflicting terrible wounds and great suffering, and possibly causing it to explode like an overheated furnace. The target must make a saving throw versus Blast. If the save fails, the creature suffers 8d8 points of damage and is stunned during its next initiative. If the save succeeds the creature suffers half damage and is not stunned.

In either case, if the target is reduced to 0 hp or less by the spell, it detonates in an explosion of boiling blood, scalding pus, and melted organs. The explosion kills the target instantly. Each creature or object within 5' of the exploding target suffers 1d6 points of damage, or half that on a successful saving throw versus Blast.

Bloody Flux Range: 90'
Eldritch 2 (Black) Duration: special

The caster calls down a bloody flux on a target creature within range. The target must make a saving throw versus Death. On a successful save, this spell has no effect. On a failed save, the target begins vomiting blood. A vomiting creature cannot take attack, cast spells, move, speak or take any other action (though it can defend itself). When its initiative number comes up, a vomiting creature suffers 1d12 points of damage from its gory retching, then makes another saving throw. If the save succeeds, the spell ends. If the save fails, the target continues vomiting blood. The **bloody flux** continues until the effect is **dispelled**, the creature dies, or the creature successfully saves. The caster does not need to concentrate to maintain the effect.

Burning Sparks Range: 30'
Eldritch 2 (Grey) Duration: instantaneous

With this spell, the caster inflames an existing fire, causing it to cast out scorching embers at those nearby. All creatures within 5' of the fire can be targeted by the spell, but the caster can select fewer targets to be harmed if he desires. The damage dealt by this spell is dependent on the size of the fire used as its source, per the accompanying table. A successful saving throw versus Blast will reduce damage by half.

Fire Size	Damage
Candle	1 (1 target only)
Torch	1d3
Campfire	1d6
Small bonfire	2d6
Large bonfire	4d6

Blinding Flash Range: 60'
Eldritch 1 (Grey) Duration: 1 round per level

When this spell is cast, a bright flash of light dazzles everything and everyone within a 10' radius area. Creatures within the area of effect must make a saving throw versus Blast or be blinded for the duration of the spell.

Brazen Bull Range: 10'
Eldritch 3 (Grey) Duration: special

This spell summons a fire elemental out of an existing source of flame within range. The AC, HD, and damage characteristics of the fire elemental are determined by the size of the fire source used to summon it. See the entry under Elementals in the **Monsters** chapter of ***ACKS*** for other statistics. The flame is consumed by the summoning process. By default, the shape of the summoned fire elemental is that of a **brazen bull**, but the elemental can take the shape of any non-flying creature held sacred by the gods of the caster's faith. Once the elemental appears, it serves the caster indefinitely, provided that the caster concentrates on nothing but controlling the creature. Spell casting, combat, or movement over half the normal rate results in loss of concentration. The caster, while in control of an elemental, can dismiss it to its native sphere at will (doing so on his Initiative if in combat). If the caster loses concentration, control of the conjured elemental is lost and cannot be regained. The uncontrolled elemental will immediately return to its own sphere.

Fire Size	Elemental Characteristics
Torch	AC 1, 1 HD, Dmg 1d3
Campfire	AC 3, HD 2, Dmg 1d4
Small bonfire	AC 5, HD 4, Dmg 1d6
Large bonfire	AC 7, HD 8, Dmg 1d8

Call of the Ancient Tusk Range: Special
Eldritch 5 (White) Duration: 1 day

This spell calls a **mastodon** to the caster to serve as a companion and/or mount (see the **Monsters** chapter of ***Adventurer Conqueror King System*** for details). In regions where mastodons are extinct, the spell calls a very large and powerful elephant with characteristics identical to a mastodon.

When called, the mastodon will travel to the caster's destination at its wilderness movement rate. If the spell is cast in a wilderness hex of terrain with an indigenous mastodon or elephant population, the mastodon will take 1d6 turns to arrive. If the spell is cast in any other type of hex, the time to arrive is increased by 120 minutes (12 turns) per 6-mile hex between the caster's hex and the nearest wilderness hex of native terrain. The time to arrival may be much shorter if the Judge has determined that a mastodon lair is nearby. If called while the caster is unreachable (deep in a dungeon, for example), the mastodon will travel as close as it can to the caster and then wait in that vicinity.

For the duration of the spell, the mastodon will understand the spellcaster's speech and serve as his loyal friend and companion. The spell persists until the mastodon is slain, the spell is **dispelled**, or one day passes (at which time the mastodon departs). If the spell is cast again when the mastodon is about to depart, it will remain for another day.

This spell does *not* conjure up saddle and tack, nor does it automatically grant the rider the equivalent of Riding proficiency, so unproficient characters who ride the mastodon into battle do so at their own risk.

Call of the Galloping Herd Range: Special
Eldritch 4 (White) Duration: 1 day

This spell calls one or more **horses** to the caster to serve as steeds for him and his companions (see the **Monsters** chapter of ***Adventurer Conqueror King System*** for details). The number of horses called by the spell is determined by the type of horse called and the caster's level.

	No. Called by Caster Level							
Horse	**7**	**8**	**9**	**10**	**11**	**12**	**13**	**14**
Light Horse	7	7	9	10	11	12	13	14
Medium Horse	4	4	6	6	7	8	8	9
Heavy Horse	3	3	4	5	5	6	6	7

The adjoining table shows the types of horses that can be called, the number of each type called by caster level. When called, the horses will travel to the caster's destination at their wilderness movement rate. The caster can freely choose the type of horses called. f the spell is cast in a hex of inhabited terrain, or in a borderlands or wilderness hex of clear, grass, hills, or scrub terrain, the horses will take 1d6 turns to arrive. If the spell is cast in any other type of hex, the time to arrive is increased by 90 minutes (9 turns) per 6-mile hex between the caster's hex and the nearest such hex. The time to arrival may be much shorter if the Judge has determined that a herd of horses is nearby. If called while the caster is unreachable (deep in a dungeon, for example), the horses will travel as close as they can to the caster and then wait in that vicinity.

For the duration of the spell, the horses will understand the spellcaster's speech and serve as his loyal friends and companions. They can be handled as mounts, war mounts, or workbeasts as if trained in the role. The spell persists until all the horses are slain, the spell is **dispelled**, or one day passes (at which time the horses depart). If the spell is cast again when the horses are about to depart, they will remain for another day.

This spell does not conjure up saddle and tack, nor does it automatically grant the rider the equivalent of Riding proficiency, so unproficient characters who ride the horses into battle do so at their own risk.

Call of the Giant Eagle Range: Special
Eldritch 6 (White) Duration: 1 day

This spell calls a **large roc** to the caster to serve as a winged steed (see the **Monsters** chapter of ***Adventurer Conqueror King System*** for details). When called, the roc will travel by air to the caster's destination at its flying movement rate. If called in a 24-mile wilderness hex of mountains terrain, the roc will take 1d6 hours to arrive. If the roc is called outside a wilderness hex of mountains terrain, the time to arrive is increased by 1 hour per 24-mile hex between the caster's hex and the nearest 24-mile wilderness hex of mountains terrain. If called while the caster is unreachable (deep in a dungeon, for example), the roc will travel as close as it can to the caster and then circle the sky in that vicinity.

For the duration of the spell, the roc will understand the spellcaster's speech and - provided that the caster is Lawful - will serve as a loyal mount for him or another that the caster directs. The roc will only grudgingly serve a Neutral caster or rider, however, and if asked to perform a Chaotic action or assist a Chaotic creature it will immediately depart. Otherwise, the spell persists until the roc is slain, the spell is **dispelled**, or one day passes (at which time the roc departs). If the spell is cast again when the roc is about to depart, it will remain for another day.

This spell does *not* conjure up saddle and tack, nor does it automatically grant the rider the equivalent of Riding proficiency, so unproficient characters who ride the roc into battle do so at their own risk.

Call of the Great Cats Range: Special
Eldritch 5 (White) Duration: 1 day

This spell calls one or more **large cats** to the caster to serve as companions (see the **Monsters** chapter of ***Adventurer Conqueror King System*** for details). The number of cats called by the spell is determined by the type of cat called and the caster's level.

The adjoining table shows the types of cats that can be called, the number of each type called by caster level, and the native terrain for each type. When called, the cats will travel to the caster's destination at their wilderness movement rate. The caster can freely choose the type of cats called, but the time required for them to arrive will be greater if the spell is cast outside of their native terrain because the cats will have further to travel. If the spell is cast in a wilderness hex of their native terrain, the cats will take 1d6 turns to arrive. If the spell is cast in any other type of hex, the time to arrive is increased by 90 minutes (9 turns) per 6-mile hex between the caster's hex and the nearest wilderness hex of native terrain. The time to arrival may be much shorter if the Judge has determined that a lair of large cats is nearby. If called while the caster is unreachable (deep in a dungeon, for example), the cats will travel as close as they can to the caster and then wait in that vicinity.

For the duration of the spell, the cats will understand the spellcaster's speech and serve as his loyal friends and companions. The spell persists until all the cats are slain, the spell is **dispelled**, or one day passes (at which time the cats depart). If the spell is cast again when the cats are about to depart, they will remain for another day.

	No. Called by Caster Level						
Type of Large Cat	**9**	**10**	**11**	**12**	**13**	**14**	**Native Terrain**
Mountain Lion	5	6	6	7	7	8	Hills, Mountains, Barren
Panther	4	5	6	6	6	7	Clear, Grass, Scrub, Woods, River, Jungle
Lion	4	4	4	5	5	6	Clear, Grass, Scrub, Desert, Jungle
Tiger	3	3	4	4	4	5	Jungle

Call of the Leviathan Range: Special
Eldritch 6 (White) Duration: 1 day

This spell calls a **sperm whale** to the caster to serve as a companion (see the **Monsters** chapter of ***Adventurer Conqueror King System*** for details). When called, the sperm whale will travel to the caster's destination at its wilderness movement rate. The spell can only be cast in an ocean hex, or from a point in a hex adjacent to an ocean hex with line of sight to the ocean. The whale will take 4d6 turns to arrive. The time to arrival may be much shorter if the Judge has determined that a pod of whales is nearby. The whale will travel as close as it can to the caster (just off shore, near his boat, etc.) and then wait in that vicinity. For the duration of the spell, the whale will understand the spellcaster's speech and serve as his loyal friend and companion. It will sing for him, allow him to ride on it as it swims through the waves, and even attack enemy vessels or sea monsters at his request. The spell persists until the whale is slain, the spell is **dispelled**, or either one day passes (at which time the whale departs). The whale will also depart after any fight in which it loses ½ or more of its hit points. If the spell is cast again when the whale is about to depart, it will remain for another day.

Call of the Wild Bear Range: Special
Eldritch 3 (White) Duration: 1 day

This spell calls a **bear** to the caster to serve as a companion (see the **Monsters** chapter of ***Adventurer Conqueror King System*** for details). The adjoining table shows the types of bears that can be called and the native terrain for each type. When called, the bear will travel to the caster's destination at its wilderness movement rate. The caster can freely choose the type of bear called, but the time required for it to arrive will be greater if the spell is cast outside of its native terrain because the bear will have further to travel. If the spell is cast in a wilderness hex of its native terrain, the bear will take 1d6 turns to arrive. If the spell is cast in any other type of hex, the time to arrive is increased by 120 minutes (12 turns) per 6-mile hex between the caster's hex and the nearest wilderness hex of native terrain. The time to arrival may be much shorter if the Judge has determined that a bear den is nearby. If called while the caster is unreachable (deep in a dungeon, for example), the bear will travel as close as it can to the caster and then wait in that vicinity.

Type of Bear	Native Terrain
Black bear	River
Grizzly bear	Woods, Hills
Cave bear	Mountains, Barrens

For the duration of the spell, the bear will understand the spellcaster's speech and serve as his loyal friend and companion. The spell persists until the bear is slain, the spell is **dispelled**, or one day passes (at which time the bear departs). If the spell is cast again when the bear is about to depart, it will remain for another day.



Call of the Wolf Range: Special
Eldritch 1 (White) Duration: 1 day

This spell calls a **wolf** to the caster to serve as a companion (see the **Monsters** chapter of ***Adventurer Conqueror King System*** for details). When called, the wolf will travel to the caster's destination at its wilderness movement rate. If the spell is cast in a wilderness hex of a wolf's native terrain (woods, hills, or mountains), the wolf will take 1d6 turns to arrive. If the spell is cast in any other type of hex, the time to arrive is increased by 90 minutes (9 turns) per 6-mile hex between the caster's hex and the nearest wilderness hex of native terrain. The time to arrival may be much shorter if the Judge has determined that a wolf den is nearby. If called while the caster is unreachable (deep in a dungeon, for example), the wolf will travel as close as it can to the caster and then wait in that vicinity. For the duration of the spell, the wolf will understand the spellcaster's speech and serve as his loyal friend and companion. The spell persists until the wolf is slain, the spell is **dispelled**, or one day passes (at which time the wolf departs). If the spell is cast again when the wolf is about to depart, it will remain for another day.



Call of the Wolf Pack Range: Special
Eldritch 2 (White) Duration: 1 day

This spell calls a pack of **wolves** to the caster to serve as companions (see the **Monsters** chapter of ***Adventurer Conqueror King System*** for details). One wolf will respond to the call plus one additional wolf for every two levels of experience the caster possesses, rounded down. When called, the wolves will travel to the caster's destination at their wilderness movement rate. If called in a wilderness hex of their native terrain (woods, hills, or

mountains), the wolves will take 1d6 turns to arrive. If the spell is cast in any other type of hex, the time to arrive is increased by 90 minutes (9 turns) per 6-mile hex between the caster's hex and the nearest wilderness hex of native terrain. The time to arrival may be much shorter if the Judge has determined that a wolf den is nearby. If called while the caster is unreachable (deep in a dungeon, for example), the wolves will travel as close as it can to the caster and then wait in that vicinity. For the duration of the spell, the wolves will understand the spellcaster's speech and serve as his loyal friends and companions. The spell persists until all the wolves are slain, the spell is **dispelled**, or one day passes (at which time the wolf departs). If the spell is cast again when the wolves are about to depart, they will remain for another day.

Capsizing Wave Range: 150′
Eldritch 6 (Grey) Duration: instantaneous

This spell smashes a sea vessel within range with a **capsizing wave** capable of sinking even the largest sailing ships. The **wave** is approximately 150' long, 15' high, and 4' thick. On his initiative number, the captain of the target vessel may use his action to attempt to steer through the wave. Steering through the wave requires a Seafaring proficiency throw. The target value of the proficiency throw is based on the speed of the vessel, as shown on the accompanying table. Master mariners (characters with Seafaring rank 3) gain a +5 bonus on the throw.

Vessel Movement Rate	Seafaring Throw
150′/round or faster	5+
120′/round	11+
90′/round	13+
60′/round	15+
45′/round	17+
30′/round or slower	19+

If the captain does not attempt to steer the vessel through the wave, or if the captain's proficiency throw fails, the vessel is struck on its broadside by the wave. It suffers 50-80 (1d4+4 x 10) shp of damage. Each crewmember on deck must make a saving throw versus Blast. Crewmembers that fail their saving throws suffer 1d6 points of damage and are swept overboard. If the captain's proficiency throw succeeds, the vessel suffers only 25-40 (1d4+4 x 5) shp of damage, and the crewmembers are not affected.

A vessel reduced to 0 shp by may no longer move under its own power or attack with any ship-mounted weaponry, and will sink in 1d10 rounds. Any crew still on board may attack with personal weapons during this time. When the vessel sinks, or when knocked overboard, crew must begin making swimming throws each round. See Sea Combat in ***ACKS***, p. 112 for more details.

EXAMPLE: Ra-Ramses sees Raknar the Red-Handed sailing towards his island sanctum is at the helm of his longship, the Red Viper (70 shp). When Raknar's vessel gets to a range of 150', Ra-Ramses smashes it with a capsizing wave. On Raknar's initiative, he attempts to steer through the wave. Raknar's longship is under sail, so it has a movement rate of 60' per round. Therefore he must make a Seafaring proficiency throw with a target value of 15+. (If the longship had been under oar, its movement rate of 150' per round would have reduced the target value to just 5+!) Fortunately, Raknar has three ranks of Seafaring proficiency, granting him a +5 bonus to the throw. Unfortunately, he rolls a 3, which still fails. The Red Viper is struck on its broadside and suffers 1d4+4 x 10 shp of damage. Ra-Ramses rolls a 3, so the total is 70 shp. That reduces the longship to 0 shp, and it will sink in 1d10 rounds.

Meanwhile, Raknar and his 75 crew must each make a saving throw versus Blast. Those that fail suffer 1d6 points of damage and are swept overboard. Raknar's ill-luck continues as he fails his saving throw. The barbarian is carried into the murky waters…

Choking Grip Range: 30′
Eldritch 1 (Black) Duration: special

This spell creates an invisible grip around the throat of the target creature. The target must make a saving throw versus Death. If the target's saving throw succeeds, it resists the spell. If the target's saving throw fails, it begins choking. A choking creature suffers 1d6 points of damage and cannot attack, cast spells, move, speak, or take any other action (although it can still defend itself).

When the caster's next initiative number comes up, if the caster maintains concentration on the spell, then the choking target must make another saving throw. On a successful save, the spell ends. On a failed save, the target continues choking. It suffers another 1d6 points of damage and still cannot take any action. The **choking grip** lasts until **dispelled**, the caster stops concentrating upon it, or the target makes a successful saving throw and ends the spell.

Circle of Agony Range: 30′
Eldritch 5 (Black) Duration: special

This spell can inflict agonizing pain on one or more target creatures within range. The caster may target one creature per level of experience. Each target must make a saving throw versus Death. On a successful save, the spell has no effect on the target. On a failed save, the target is agonized. While agonized, a creature is helpless and cannot attack, cast spells, or move. It gains no benefit to its AC from its DEX or shield (if any). It can be ambushed or backstabbed by creatures capable of doing so. All attack throws against agonized creatures gain a +2 bonus, or a +4 bonus if the attacker ambushes or backstabs it. The agonized creature is dealt the attack's ordinary damage, or the attack's ordinary damage multiplied by two or more from ambush or backstab. Melee attack throws against agonized creatures automatically hit if the attacker is of the same or larger size category than the helpless creature. If the attacker is not engaged, and his attack is capable of damaging the agonized creature, then the agonized creature may be automatically slain. The attacker may not cleave thereafter, however. Otherwise, the helpless creature may be dealt the attack's ordinary damage.

When its initiative number comes up, an agonized creature suffers 1d4 points of damage from the body-wracking pain, then makes another saving throw. If the save succeeds, the spell ends. If the save fails, the creature remains agonized. The effects of a **circle of agony** continue until **dispelled**, or the target(s) either die(s) or successfully save(s). The caster does not need to concentrate to maintain the effects.

Circling Winds Range: 0′
Eldritch 2 (Grey) Duration: concentration

The caster raises up a sphere of howling winds that surrounds him in a 10' radius. Any creatures approaching within 5' of the exterior of the **circling winds** are subject to attack as if from a 2 HD monster with one attack dealing 1d8 points of damage. Any creature attempting to pass into the **circling winds** must make a saving throw versus Paralysis or be forced back 5'. (Creatures of Large size or greater gain a +4 bonus to the saving throw per size category above man-sized.) The **circling winds** also completely block small non-magical missile attacks, such as normal arrows, sling bullets, crossbow bolts, and thrown daggers, from passing inside. The **circling winds** do not block missile attacks made by creatures inside the winds, nor do they prevent creatures inside the winds from exiting. The **circling winds** may be evoked so that they appear where creatures already are; creatures who make a successful saving throw versus Blast are able to dive into or out of the **circling winds** (their choice) without being harmed. The **circling winds** spell lasts as long as the caster remains stationary and concentrates on it, unless **dispelled**.

Clairaudience, Greater Range: 500 miles
Eldritch 6 (White) Duration: concentration

This spell enables the caster to hear the sounds in another area through the ears of a selected type of living creatures, such as bats, hawks, or rats. The caster must specify the direction and approximate distance, up to a maximum of 500 miles away, of the first creature he wishes to clairaudiently contact. If there is no appropriate creature in that area, the next closest creature of the appropriate type will be contacted instead. No saving throw is allowed, and the subject is unaware that it is being so used. The caster may choose another subject creature after at least a turn has passed, enabling multiple locations to be heard. If the subject creature moves out of range, contact is lost, and the caster must choose another subject in this case. A lead barrier between the caster and the subject creature(s) will block the effect. This spell is difficult to cast, taking one full turn, and is so draining that it can be used but once per day.

Clairvoyance, Greater Range: 500 miles
Eldritch 6 (White) Duration: concentration

This spell enables the caster to see into other areas through the eyes of a selected type of living creatures, such as bats, hawks, or rats. The caster must specify the direction and approximate distance, up to a maximum of 500 miles away, of the first creature he wishes to clairvoyantly contact. If there is no appropriate creature in that area, the next closest creature of the appropriate type will be contacted instead. No saving throw is allowed, and the subject is unaware that it is being so used. The caster may choose another subject creature after at least a turn has passed, enabling multiple locations to be viewed. If the subject creature moves out of range, contact is lost, and the caster must choose another subject in this case. A lead barrier between the caster and the subject creature(s) will block the effect. This spell is difficult to cast, taking one full turn, and is so draining that it can be used but once per day.

Cloud of Poison Range: special
Eldritch 6 (Grey) Duration: 6 turns

This spell draws together a **cloud of poison** from the foul miasmas of the atmosphere. Because the spell draws its power from natural miasmas, it can only be cast outdoors or in a ventilated room. The **cloud** is 30' in diameter and spreads out from the caster's fingertips. The **cloud** moves at a rate of 20' per round away from the caster. The poison gas is heavier than air and will sink down holes or slide downhill; it is broken up by trees or thick vegetation. Each round they are within the **cloud**, creatures of fewer than 5 Hit Dice or levels must save versus Poison or die, taking 1 point of damage even if the save is successful. Creatures having 5 or more Hit Dice or levels take 1 point of damage each round they are within the **cloud**. The **cloud** persists until **dispelled** by magic, dispersed by strong winds, or 6 turns elapse.

Cone of Frost Range: 0′
Eldritch 5 (Grey) Duration: instantaneous

This spell conjures a cone of freezing water 60' long and 30' wide stretching from the caster's hands. The **cone of frost** deals 6d4 points of damage to all creatures within its area of effect. Creatures who make a successful saving throw versus Blast suffer half damage. The **cone of frost** also damages objects in the area and extinguishes any small normal fires (campfires, torches, etc.).

Conjure Cacodemon Spawn Range: 240′
Eldritch 1 (Black) Duration: special (1 day)

A portal to the Outer Darkness is opened, allowing the spellcaster to conjure a **cacodemon spawn** with 2 HD and two special abilities. Only one cacodemon spawn may be conjured by the caster in a given day. Once the cacodemon spawn appears, it serves the caster for up to one full day, provided that the caster concentrates on nothing but controlling the creature. Spell casting, combat, or movement over half the normal rate results in loss of concentration. The caster, while in control of the cacodemon spawn, can dismiss it to its native sphere at will (doing so on his Initiative if in combat). If the caster loses concentration, control of the conjured cacodemon spawn is lost and cannot be regained. The creature then seeks to attack the caster and all others in its path. Only **dispel magic** or **dispel evil** will banish the cacodemon spawn once control has been lost. An uncontrolled cacodemon spawn may, of course, choose to return to its home sphere on its own; such creatures will never choose to remain away from their sphere of existence for long.

Cacodemons are highly variable in form and abilities. The first time this spell is cast, the caster should choose the form of the cacodemon spawn conjured, while the Judge should roll or choose its special abilities. The cacodemon spawn should then

be assigned a name for later reference. Thereafter, the caster can choose to conjure any named spawn he has previously conjured and safely dispelled, or conjure a new spawn with a different form and special abilities. See the Cacodemon entry in the **Heroic Monsters** chapter for statistics for more information.

EXAMPLE: The first time Ra-Ramses conjures a cacodemon spawn, he selects the monadine form. The Judge determines it has the special abilities of swallow attack and grab and assigns it the name Ixubix the Enveloping Horror. Ra-Ramses uses Ixubix to envelop and dissolve a rival for power in the local temple, then dismisses it. Because he safely dismissed Ixubix, he can conjure it again in the future. The second time Ra-Ramses conjures a spawn, he can conjure either Ixubix or a new spawn. He chooses to conjure Ixubix. Unfortunately, on this casting Ixubix is slain in combat. Because Ixubix was slain rather than safely dispelled, Ra-Ramses cannot conjure it again.

Conjure Elemental Range: 240′
Eldritch 5 (Black) Duration: special (indefinite)

A portal to one of the Elemental Spheres of Air, Earth, Fire, or Water is opened, allowing the spellcaster to conjure a **16-HD elemental** from that sphere. See the entry under Elementals in the **Monsters** chapter of ***ACKS*** for statistics for the conjured elemental. At most one elemental of each type may be conjured by the caster in a given day. Once the elemental appears, it serves the caster indefinitely, provided that the caster concentrates on nothing but controlling the creature. Spell casting, combat, or movement over half the normal rate results in loss of concentration. The caster, while in control of an elemental, can dismiss it to its native sphere at will (doing so on his Initiative if in combat). If the caster loses concentration, control of the conjured elemental is lost and cannot be regained. The creature then seeks to attack the caster and all others in its path. Only **dispel magic** or **dispel evil** will banish the elemental once control has been lost. An uncontrolled elemental may, of course, choose to return to its home sphere on its own; such creatures will never choose to remain away from their sphere of existence for long.

Conjure Dybbuk Range: 240′
Eldritch 4 (Black) Duration: special (12 turns)

A portal to the Outer Darkness is opened, allowing the spellcaster to conjure a **dybbuk** with 14 HD and three special abilities. Only one dybbuk may be conjured by the caster in a given day. Once the dybbuk appears, it serves the caster for up to two hours (12 turns), provided that the caster concentrates on nothing but controlling the creature. This spell is otherwise identical to **conjure cacodemon spawn**.

Conjure Fiend Range: 240′
Eldritch 6 (Black) Duration: special (12 turns)

A portal to the Outer Darkness is opened, allowing the spellcaster to conjure a **fiend** with 18 HD and four special abilities. Only one fiend may be conjured by the caster in a given day. Once the fiend appears, it serves the caster for up to two hours (12 turns), provided that the caster concentrates on nothing but controlling the creature. This spell is otherwise identical to **conjure cacodemon spawn**.



Conjure Genie Range: 240′
Eldritch 6 (Black) Duration: special (indefinite)

A portal to one of the Elemental Spheres of Air, Earth, Fire, or Water is opened, allowing the spellcaster to conjure a genie from that sphere. See the entries for Djinn and Efreeti in ***ACKS*** and for Dao and Marid in ***Lairs & Encounters*** for statistics for the conjured genie. At most one genie of each type may be conjured by the caster in a given day. Once the genie appears, it serves the caster indefinitely, provided that the caster concentrates on nothing but controlling the creature. Spell casting, combat, or movement over half the normal rate results in loss of concentration. The caster, while in control of the genie, can dismiss it to its native sphere at will (doing so on his Initiative if in combat). If the caster loses concentration, control of the conjured genie is lost and cannot be regained. The creature then seeks to attack the caster and all others in its path. Only **dispel magic** or **dispel evil** will banish the genie once control has been lost. An uncontrolled genie may, of course, choose to return to its home sphere on its own; such creatures will never choose to remain away from their sphere of existence for long. A conjured genie is not under sufficient control to be forced to cast **wish**.

Conjure Hellion Range: 240′
Eldritch 3 (Black) Duration: special (1 day)

A portal to the Outer Darkness is opened, allowing the spellcaster to conjure a **hellion** with 8 HD and two special abilities. Only one hellion may be conjured by the caster in a given day. Once the hellion appears, it serves the caster for up to one full day, provided that the caster concentrates on nothing but controlling the creature. This spell is otherwise identical to **conjure cacodemon spawn**.

Conjure Imp Range: 240′
Eldritch 2 (Black) Duration: special (1 day)

A portal to the Outer Darkness is opened, allowing the spellcaster to conjure an **imp** with 4 HD and two special abilities. Only one imp may be conjured by the caster in a given day. Once the imp appears, it serves the caster for up to one full day, provided that the caster concentrates on nothing but controlling the creature. This spell is otherwise identical to **conjure cacodemon spawn**.

Contact Other Sphere Range: self
Eldritch 5 (Black) Duration: special

This spell sends the caster's mind to a distant sphere of existence, where he can receive advice and information from a one of the great powers that dwells therein, such as an angel, demon, demigod, elemental, or even a god. When the spell is cast, the caster chooses how distant a sphere he wishes to contact - the more distant the sphere, the more powerful the being contacted. For game purposes, distance is defined abstractly as 1 – 12; the Judge may assign these values to specific spheres of existence, higher dimensions, and so on as appropriate to his campaign setting.

Sphere	Don't Know	True Answer	Insanity
1	85%	40%	1%
2	80%	45%	3%
3	75%	50%	5%
4	70%	55%	10%
5	65%	60%	15%
6	60%	65%	20%
7	50%	70%	25%
8	40%	75%	30%
9	30%	80%	35%
10	20%	85%	40%
11	10%	90%	45%
12	5%	95%	50%

The caster may ask one question per two caster levels. He may ask questions at the rate of one per round and it is answered by the contacted power during the same round. The caster must concentrate on maintaining the spell while asking questions. The powers reply in a language the caster understands, but they resent such contact and give only brief answers to questions. Each time a question is asked, roll on the table below to see if the power knows the answer, then roll to see if the power answers truthfully. All questions are answered with "yes," "no," "maybe," "never," "irrelevant," or some other one-word answer.

When the caster has finished asking his questions, roll to see if he goes insane. The probability of insanity is related to the sphere contacted – more distant spheres are more likely to cause insanity. See the accompanying table for possible consequences and results of the attempt.

Don't Know: The entity may or may not know the answer, and may or may not tell the caster the truth of whether it knows or not.

True Answer: The caster gets a true, one-word answer. Otherwise, the entity lies, and the lie is undetectable.

Insanity: The chance that the caster goes insane at the effort of communication. A character that goes insane will remain that way for the same number of weeks as the total number of questions asked, and the player cannot play the character during this time. The base chance indicated on the table is reduced by 5% for every level the caster is above 11. For example, a 14th level caster receives -15% to the insanity roll.

Eldritch Dreams of Clark Ashton Smith Memorial Rule (Optional): In lieu of asking for advice or information, the caster of Contact Other Sphere may ask the power to provide him with the formula to an eldritch spell (or ceremony). Asking for a spell formula counts as asking one question per level (e.g. asking for a 1st level spell counts as asking one question). Note that acquiring the spell formula is not the same as learning the spell. The spell may be added to the caster's repertoire if the character can still learn new spells of that level. If the character's repertoire is full, or if the spell is of too high level for him to learn, then the spell cannot be put into the repertoire, but the formula may be saved to be put into the repertoire in the future. It takes one week of study to add a spell to the character's repertoire from the formula.

Counterspell Range: 120′
Eldritch 1 (White) Duration: instantaneous

The caster can use **counterspell** to dispel a single ongoing spell that has been cast on a creature or object within range. If **counterspell** is used on a hostile creature, or on an object held by a hostile creature, the creature can ignore the **counterspell** with a successful saving throw versus Spells. Otherwise, one spell or effect cast by a character of equal or lower level than the **counterspell** caster's level is ended automatically. (If the creature or object is affected by multiple spells or effects, roll randomly to determine which one is cancelled.) Spells or effects created by higher level casters might not be canceled; there is a 5% chance the **counterspell** will fail for each level the spell or effect exceeds the caster level. For example, a 10th level caster counterspelling magic created by a 14th level caster has a 20% chance of failure. Some spells cannot be ended by **counterspell**; this specifically includes any magical disease, **geas**, **quest**, petrification from a **flesh to stone** spell, and any curse, including those created by **bestow curse** (the reverse of **remove curse**) as well as by cursed items.

Corrupting Dream Range: 500 miles
Eldritch 6 (Black) Duration: 1 round per level

This spell permits the caster to influence a target character within range by means of a corrupting dream. The caster must be able to identify the target – referencing a correct name ("Audarius Tarkaun"), unique title ("the Tarkaun of Aura"), or unique possession ("the owner of the Sword of the Dawn") will suffice. The caster then spends 10 minutes (1 turn) casting the spell, during which time he enters a state of lucid dreaming. The caster is unaware of his surroundings and completely helpless while in this dream state.

If the target is awake when the caster completes the spellcasting, the caster knows it, and can either end his dream-state (and the spell) or can remain in the dream state while waiting for the target to fall asleep, at which point the spell begins.

If the target is asleep when the caster completes the spellcasting, he must immediately make a saving throw versus Spells. If the saving throw succeeds, the target's subconscious refuses the caster entry into its dreams. If the saving throw fails, the caster and the target begin to share a lucid dream during which the caster can attempt to corrupt the target. Each round of the **corrupting dream**, the caster can communicate with the target as desired, offering a mix of half-truths, lies, and appeals to the target's baser instincts. The caster can control his appearance within the dream, as well as the environment of the dream itself, in order to make his communication more acceptable to the target.

When the target awakens, he recalls the **corrupting dream** perfectly and must choose whether to believe or disbelieve the messages of the dream. If the target believes the dream, he gains 1d4 points of corruption. If the target disbelieves the dream, he suffers a -1 penalty to attack throws, proficiency throws, and saving throws for the next 24 hours due to fear and self-doubt. If the target is subjected to additional **corrupting dreams** while a penalty is in effect, all the penalties are cumulative.

A target cannot be affected by **corrupting dream** if he sleeps within a **pinnacle of good**. A **salving rest** will remove any accumulated penalties from **corrupting dreams**, but will not remove any corruption the target may have acquired.

Crafting Range: touch
Eldritch 4 (White) Duration: special

This dweomer improves the target's Art or Crafting proficiency by one rank for purposes of completing one project (e.g. forging one sword, painting one painting, composing one song). Unproficient characters become apprentices, apprentices become journeymen, journeymen become masters, masters become grand masters, and grand masters become capable of creating magic items at twice the base time and cost of a mage. The spell expires when the project is completed or when a day passes without the target working on the project for at least 8 hours.

Cure Critical Wounds* Range: touch
Eldritch 5 (White) Duration: instantaneous

The caster heals the creature touched. The creature instantly regains hit points as if it had rested for five days. The spell may also be used to cure paralysis, but does not then cure any points of damage. The spell will never increase a creature's hit points beyond the normal amount.

EXAMPLE: Marcus has 42 hp. According to the Base Healing Rate table, he will recover 2d6 hp per day of rest. He has recently been mauled by an ogre, and has taken 37 points of damage, reducing him to 5 hp. Balbus, a 14th level caster, casts **cure critical wounds** on Marcus. Marcus recovers as if he had rested for five days. Marcus rolls 5 x 2d6 or 10d6, and recovers 38 hp. That's more than the damage he suffered, so he is restored to his full 42 hp.

The reverse, **cause critical wounds**, damages the creature touched. The creature instantly loses a number of hit points equal to the amount it might have gained for an equivalent amount of healing, e.g. five days rest. The reversed spell can decrease a creature's hit points below zero.

EXAMPLE: Ra-Ramses, a 9th level caster, casts **cause critical wounds** on Marcus. He succeeds on the required attack throw to touch Marcus. Marcus immediately loses hit points equal in number to the amount he might have recovered had he rested for five days. Since Marcus's Base Healing Rate is 2d6, Ra-Ramses rolls 5 x 2d6 or 10d6, and the result of the dice is 47. Marcus loses 47 hp, reducing him to -5. A critical wound indeed!

Undead are affected by this spell and its reverse in opposite fashion; they are injured by **cure critical wounds** and healed by **cause critical wounds**.

Cure Light Wounds* Range: touch
Eldritch 1 Duration: instantaneous

This spell works exactly like **cure critical wounds**, save that the creature touched regains hit points equal to its Base Healing Rate, as if it had rested for one day. The reverse, **cause light wounds**, also works exactly like **cause critical wounds**, except that the creature touched loses hit points equal to its Base Healing Rate, the amount it would have gained had it rested for one day.

EXAMPLE: Had Balbus cast **cure light wounds**, Marcus would have recovered 2d6 hp.

Cure Major Wounds* Range: touch
Eldritch 3 (White) Duration: instantaneous

This spell works exactly like **cure critical wounds**, save that the creature touched regains hit points as if it had rested for three days. The reverse, **cause major wounds**, also works exactly like **cause critical wounds**, except that the creature touched loses hit points equal to the amount it would have gained had it rested for three days.

EXAMPLE: Had Balbus cast **cure major wounds**, Marcus would have recovered 6d6 hp.

Cure Moderate Wounds* Range: touch
Eldritch 2 (White) Duration: instantaneous

This spell works exactly like **cure critical wounds**, save that the creature touched regains hit points equal to twice its Base Healing Rate, as if it had rested for two days. The reverse, **cause moderate wounds**, also works exactly like **cause critical wounds**, except that the creature touched loses hit points equal to twice its Base Healing Rate, the amount it would have gained had it rested for two days.

EXAMPLE: Had Balbus cast **cure moderate wounds**, Marcus would have recovered 4d6 hp.

Cure Serious Wounds* Range: touch
Divine 4 (White) Duration: instantaneous

This spell works exactly like **cure critical wounds**, save that the creature touched regains hit points as if it had rested for four days. The reverse, **cause serious wounds**, also works exactly like **cause critical wounds**, except that the creature touched loses hit points equal to the amount it would have gained had it rested for four days.

EXAMPLE: Had Balbus cast **cure serious wounds**, Marcus would have recovered 8d6 hp.

Dark Whisper Range: touch
Eldritch 2 (Black) Duration: instantaneous

With this spell, the caster can damage the soul of a target creature by whispering terrible words into its ear. A successful attack throw is required unless the target creature is helpless. Upon hearing the **dark whisper** the target creature must make a saving throw versus Death. If the saving throw succeeds, the spell has no effect. If the saving throw fails, the creature suffers one of the following effects, selected by the caster:

- Plagued by whispers from beyond the grave, the creature suffers a -2 to hear noise throws and -2 to surprise rolls.
- Disturbed by truths it cannot unhear, the creature mutters to itself constantly. It cannot move silently or surprise opponents, and its spellcasting initiative rolls are at -1.
- Nightmares wrack the creature. Each time it attempts to rest, it must roll 1d6. On a 1, it tosses and turns all night, cannot recover spells, and does not heal.
- The creature attempts to drown its horror in consumption. It suffers a cumulative -1 penalty to all saving throws every hour until it consumes something (smoke, alcohol, etc.)

The caster may also invent his own whisper, but it should be no more powerful than those described above. There is no limit to the number of different **whispers** a creature may suffer from. The effects of a **dark whisper** cannot be **dispelled**, but can be removed with a **remove curse** spell by a caster of equal or higher level to the **dark whisper**'s caster.

Deafness Range: 60′
Eldritch 2 (Black) Duration: instantaneous

This spell can magically destroys a target creature's ears. If the target fails a saving throw versus Death, it is rendered permanently deaf. A deaf creature is easy to sneak up on, and suffers a -2 penalty to surprise rolls. Due to its inability to hear itself, it has a -4 penalty on ceremony throws and spellsinging throws. It has a 2 in 6 chance of failing any attempt to cast a spell, read a scroll, or utter a command word. Other penalties may apply in certain social settings or circumstances at the Judge's discretion. Only magical healing can restore the hearing of a target affected by this spell.

Deathless Minion Range: 30′
Eldritch 2 (Black) Duration: 1 hour

This spell raises the bones or body of a single dead creature within range as an undead skeleton or zombie that follows the caster's spoken commands. An animated skeleton can be created only from a mostly intact skeleton; a zombie can be created only from a mostly intact corpse.

Skeletons will have Hit Dice equal to the number the monster had in life; for skeletons of humans or demi-humans, this means one Hit Die, regardless of the character level of the deceased. Zombies will have one more Hit Die than the monster had in life. Unlike **animate dead**, the HD of the skeleton or zombie created are not limited by the caster's level. However, a **deathless minion** lasts for just one hour, after which it crumbles to dust.

Note that the spell effects above should revise and replace the **deathless minion** spell in ***Player's Companion***. See p. 209 of this book for an explanation why.

Destroy Dead Range: 150′
Eldritch 1 (Black) Duration: Instantaneous

This spell can destroy the bones or body of a single undead skeleton or zombie of 8 Hit Dice or less within range. If the target fails a saving throw versus Death, it immediately crumbles to dust. If cast on an unanimated skeleton or cadaver, the skeleton or cadaver crumbles to dust without a saving throw. The spell has no effect on living creatures or on undead other than skeletons and zombies.

Delay Death Range: touch
Eldritch 5 (White) Duration: special

This spell extends the time period available to prevent a critically wounded, grievously wounded, or mortally wounded character from dying. A critically wounded character normally will die unless healed to 1hp within one day; if **delay death** is cast on the character, the time is extended to one week. A grievously wounded character normally will die unless healed to 1 hp within one turn; with **delay death**, the time is extended to one day. A mortally wounded character normally will die unless healed to 1 hp within one round; with **delay death**, the time is extended to one hour. **Delay death** cannot aid a character who has been instantly killed, nor does it heal permanent wounds suffered. If cast on a healthy character (with 1 hp or more), **delay death** has no effect at all; it cannot "prevent" death.

Display of Power Range: self
Eldritch 1 (Grey) Duration: 6 turns

The caster summons forth his magical power in a display that leaves none in doubt as to his magical capacity. The exact effect will depend on the caster's spell signature. For the duration of the spell, the caster gains a +2 bonus to reaction rolls with creatures he encounters. (This bonus stacks with any bonuses provided by the caster's ability scores, class, and proficiencies.) If this bonus results in a total of 12 or more, the subjects act as if **charmed** while in his presence.

Drain Life Range: 0′
Eldritch 2 (Black) Duration: instantaneous

This spell drains life energy from the target creature and uses that energy to heal the caster. The caster must touch the target creature, necessitating a melee attack throw against the target if it is an unwilling subject of the spell. When touched, the target may make a saving throw versus Death. If the save fails, the target loses hit points equal to its Base Healing Rate (the amount it would have gained had it rested for one day). If the save succeeds, the target loses hit points equal to one-half its Base Healing Rate. In either case, the caster is simultaneously healed by twice the amount of hit points that the target loses.

EXAMPLE: Ra-Ramses has suffered 11 points of damage in battle with an ogre. On his initiative, he casts **drain life** on the ogre. Since the ogre is an unwilling target, he must first succeed on a melee attack throw against the ogre to

touch it. His attack throw succeeds, so now the ogre may make a saving throw versus Death to resist. The ogre's saving throw fails, so its loses hit points equal to its Base Healing Rate and Ra-Ramses is simultaneously healed by twice that amount. The ogre has 21 hp, granting it a Base Healing Rate of 1d6. Ra-Ramses rolls 1d6 and the result is a 4. The ogre suffers 4 hp of damage and Ra-Ramses is healed 8 hp of damage.

Drain Life II Range: 0′
Eldritch 4 (Black) Duration: nstantaneous

This spell works exactly like **drain life** except that the creature touched loses hit points equal to its Base Healing Rate x 2, or equal to its Base Healing Rate if its saving throw succeeds. The caster is simultaneously healed by twice the amount of hit points that the target loses.

Drain Life III Range: 0′
Eldritch 6 (Black) Duration: nstantaneous

This spell works exactly like **drain life** except that the creature touched loses hit points equal to its Base Healing Rate x 3, or equal to its Base Healing Rate x 1.5 if its saving throw succeeds. The caster is simultaneously healed by twice the amount of hit points that the target loses.

Earth's Excrescence Range: 60′
Eldritch 2 (Grey) Duration: instantaneous

This spell causes an area of earth 15' in diameter to burst like a swollen boil, casting forth chunks of stone, dirt, and hot mud. All creatures within the area of effect must make a saving throw versus Blast. Creatures that fail the saving throw suffer 3d6 points of damage and are knocked down. Creatures that succeed on the saving throw suffer half damage and retain their footing. Creatures of Huge size or greater cannot be knocked down by this spell, but still suffer damage. The **earth's excrescence** can only be brought forth from an area of soil, sand, silt, clay, or uncut, unworked rock. The spell does not function on worked stone, wood, cement, concrete, metal, or magical materials.



Earth's Maw Range: 60′
Eldritch 3 (Grey) Duration: indefinite

This spell causes a 10' x 10' area of earth within range to collapse into a pit 10' deep. The **earth's maw** may be created underfoot of creatures if desired. Any creatures in the area of effect must make a saving throw versus Blast. Those that succeed on the saving throw leap to safety. Those that fail the saving throw fall into the pit, suffering 1d6 points of falling damage if not otherwise protected (e.g. by flight or levitation). The **earth's maw** can only affect volumes of soil, sand, silt, clay, or uncut, unworked rock. The spell does not function on worked stone, wood, cement, concrete, metal, or magical material.

Once created, an **earth's maw** remains indefinitely. It can be filled manually or **dispelled**. Dispelling an **earth's maw** causes the earth to bubble upward violently and reform. Creatures within a **maw** that is dispelled are deposited on the surface, but must save versus Blast or suffer 1d6 points of damage and be knocked prone by the roiling tremor.

Eldritch Armor Range: self
Eldritch 2 (White) Duration: 6 turns

This spell protects the caster with invisible armor of magical force. It grants the caster an Armor Class of 7 against melee and missile attacks of all sorts. The **eldritch armor** does not stack with worn normal or magical armor, if any, but other enhancements to AC will function normally.

Eldritch Protection Range: 0′
Eldritch 3 (White) Duration: 9 turns

This spell protects a creature with wards and charms of protection and safety. For the duration of the spell, the target receives a +2 bonus to AC and +2 bonus to all saving throws. The bonus to AC stacks with both worn armor and any other enhancements to AC.

Endless Slumber Range: 60′
Eldritch 4 (Black) Duration: until dispelled

This spell places the target creature into a deep, magical sleep. The target can resist the effect with a successful saving throw versus Spells. If the saving throw fails, the target will immediately fall asleep, and thereafter cannot be awoken by any natural means. A **dispel magic** or **remove curse** might rouse the affected creature from its bewitched slumber; there is a 5% chance of failure for every level the caster is lower than whoever cast the **endless slumber**.

If desired, the spellcaster may dictate a specific condition under which the target will automatically awaken. Receiving a kiss from royalty of the opposite sex is the most well-known condition associated with **endless slumber**; others are left to the caster's imagination and the Judge's discretion. The condition must be spoken aloud when the spell is cast, and must be something actually possible without resort to magic. A wakening condition is not required, but if one is offered it strengths the spell; an **endless slumber** with an awakening condition can only be magically lifted by a caster of greater level than the original spellcaster. A **divination** or **fate** spell cast upon the affected creature will reveal the specific condition to awaken it (if any).

Ensorcellement Range: 30′
Eldritch 1 (Grey) Duration: 12 rounds

By means of this spell, the caster can mesmerize a humanoid creature of up to 4+1 HD. The target creature must make a saving throw versus Spells. If the save succeeds, the spell has no effect. If the save fails, the target creature is mesmerized. A mesmerized creature cannot attack, cast spells, move, or speak, and gains no benefit to its AC from its DEX or shield (if any). It can be ambushed or backstabbed by creatures capable of doing so. All attack throws against mesmerized creatures gain a +2 bonus, or a +4 bonus if the attacker ambushes or backstabs the mesmerized creature. The mesmerized creature is dealt the attack's ordinary damage, or the attack's ordinary damage multiplied by two or more from ambush or backstab. The **ensorcellement** ends only when the creature is slain, the effect is **dispelled**, or the duration expires.

Fangs of the Earth Range: 120′
Eldritch 3 (Grey) Duration: instantaneous

When this spell is cast, several fang-like pillars of jagged rock erupt from the earth, possibly impaling up to one creature per level of the caster for 5d6 points of damage each. All of the target creatures must be within a 30' diameter area of effect, and the spellcaster must make a successful attack throw against each target. The caster may choose which creatures in the area of effect are targeted. The **fangs of the earth** immediately crumble to dust after damage is dealt. The **fangs of the earth** can only be brought forth from an area of soil, sand, silt, clay, or uncut, unworked rock. The spell does not function on worked stone, wood, cement, concrete, metal, or magical materials.

Fillet and Serve Range: 90′
Eldritch 5 (Black) Duration: special

This spell can debone a living creature and then animate its extracted skeleton. The target of **fillet and serve** must make a saving throw versus Death. If the save succeeds, the spell has no effect. If the save fails, the target's own skeleton rips itself out of its body, killing the creature instantly. The extracted skeleton is then animated as an undead creature with Hit Dice equal to the number the monster had in life (for skeletons of humans or demi-humans, this means one Hit Die, regardless of the character level of the deceased). The animated skeleton mindlessly obeys the caster until **dispelled** or destroyed, or until one day elapses, whereupon the skeleton de-animates and the bones clatter to the floor.

Find Place of Power Range: 12 miles
Eldritch 6 (White) Duration: concentration

This spell allows the caster to sense the direction and approximate distance to the most potent place of power within 12 miles (i.e. within the area of a 24-mile hex). The caster can search for places of power in general, in which case the spell will reveal the type of place it detects as well as direction and distance. Alternatively, he may specify a particular type of place (e.g. "sinkholes of evil"), in which case the spell will reveal the direction and distance to the most potent place of that type. **Find place of power** is a complex spell that requires 1 turn (10 minutes) to cast.

Flay the Slain Range: 30′
Eldritch 5 (Black) Duration: 1 day

This horrific spell flays the flesh off of one or more eligible corpses in range, then animates the bloody skins as **flay fiends** (see ***Lairs & Encounters***, p. 170, for characteristics). The caster may flay and animate a number of dead corpses up to his caster level each time he casts the spell. A flay fiend can only be created from the corpse of a humanoid of 1 HD or less with mostly intact skin; burned corpses, decayed corpses older than 2 weeks, and corpses of larger humanoids cannot be used. The flay fiends created by this spell last until destroyed or dispelled, or until one day elapses. The flay fiends thereafter crumble into dust.

Flesh to Ashes Range: 90′
Eldritch 4 (Black) Duration: instantaneous

This spell can reduce a target creature to ash and dust. The target creature may make a saving throw versus Death to resist the spell. If the save succeeds, the spell has no effect. If the save fails, the target creature and its carried gear are disintegrated. Only creatures made of flesh can be targeted by this spell. Creatures of 8 or more Hit Dice or levels are immune to the spell, as are undead monsters, golems, and any other creature that is not truly alive or made of flesh.



Force of Impetus Range: 60′
Eldritch 5 (Grey) Duration: instantaneous

By means of a magical force, the caster flings one or more objects or creatures within range a distance of up to 20'. The caster can target one creature or object per level of experience. Each object or creature must weigh 2 stone (20lb) per caster level or less. Alternatively, the caster can target a single creature or object weighing 2 stone (20lb) per caster level squared. Each targeted creature can resist the effect on itself or any objects it hold or has on its body with a successful save versus Spells.

Creature / Object's Weight	Damage Dealt
Up to 4 stone (80lb)	1d6
4 stone to 8 stone (81-160lb)	2d6
8 stone to 15 stone (160-300lb)	3d6 (5′ radius)
15 stone to 30 stone (301-600lb)	4d6 (10′ radius)
30 stone to 60 stone (601-1,200lb)	5d6 (15′ radius)
60 stone to 120 stone (1,200-2,400lb	6d6 (15′ radius)
120 stone to 240 stone (2,400-4,800lb)	8d6 (15′ radius)
240 stone to 392 stone (4,800-7,840lb)	10d6 (20′ radius)

The affected creatures or objects can be flung in any direction the caster chooses. If the caster wishes to fling one or more of the affected creatures or objects into another creature, or onto a specific hard-to-reach location (such as a balcony or pit), he must make a successful attack throw. A throw of a single creature or object may be aimed without penalty, but each additional object or creature imposes a cumulative -1 penalty to the caster's attack throws. If an aimed throw misses, it scatters like thrown oil.

Creatures or objects flung into walls or other hard surface will suffer damage. Creatures or objects will also deal damage to whatever they strike. The amount of damage will be based on the flung creature or object's weight, as shown on the table below. Large flung objects will also deal damage to an area of effect around their point of impact. Creatures in this area of effect can avoid the damage with a successful saving throw v. Blast, but creatures actually struck by the flung object cannot avoid the damage. Damage from magic converts into SHP at a rate of 1 SHP per 5 points of damage.

EXAMPLE: Baldur, a 9th level Nobiran wizard, is supporting a company of mercenaries during a siege. The mercenaries are suffering from the fire of a light catapult (1,200lb). Baldur casts force of impetus, enabling him to fling up to 9 objects of up to 18 stone each, or a single object of up to (9 x 9 x 2) 162 stone. He opts for the latter, and flings the light catapult onto its own four crew members. He makes a successful attack throw against one of the crew's AC. That crew member takes 8d6 damage (and dies!). The other three crew members, all within 15′, must save v. Blast or suffer 8d6 damage each. The light catapult itself takes 8d6/5 shp, enough to destroy it.

Forest Enchantment Range: 0′
Eldritch 5 (Grey) Duration: special

This spell is a favorite of elven spellsingers and Nobiran wizards of nature, who commonly cast it in the vicinity of their fastnesses and towers. When cast, it **charms** all of the plants in a 240' radius around the caster. Thereafter the caster, and any characters he "introduces" to the plants as friends, can move among the normal plants in the area of effect free from intentional or accidental harm – rose bushes will twist so that their thorns do not pierce him, poisonous ivy will not leak oil onto him, tree branches and roots will shift slightly so as not to trip him, and so on. In addition, the charmed plants will be hostile to enemies of the caster who intrude upon the area; trespassers will find that thorns bite them, branches and roots entangle them, and leaves whistle where they pass. In game terms, the caster and his allies gain a +1 bonus to surprise rolls and improved movement multipliers in the area of effect, while enemies suffer a -1 penalty to surprise rolls and worsened movement multipliers in the area of effect.

Terrain	Allied Move Multiplier	Enemy Move Multiplier
Hills, forest, scrub	x1	x½
Jungle, swamps	x⅔	x⅓

Normal plants receive no saving throw when the spell is cast, but each season thereafter they receive a saving throw to break the spell; the Judge should roll once for all normal plants in the area of effect as if they were a 1 HD monster. If the caster does severe damage to the plants in the area of effect (such as clear cutting the trees), the spell immediately ends, but gathering fallen wood, picking fruit and flowers, trimming leaves, and similar gardening does not end the **forest enchantment**.

The spell can also affect any plant monsters that happen to be within the area of effect, but these are allowed a save versus Spells to resist if of 2 HD or greater. Once in effect, the charm lasts until removed by a **dispel magic** spell or until the affected plant monster makes a successful saving throw versus Spells. The charmed plant monster receives a saving throw to break the spell each day if it has 7+1 HD or more, every week if it has 5-6 HD, and every month if it has 4 HD or fewer. This spell does not grant the caster any special means of communication with the affected plants.

Forgetfulness Range: 15′
Eldritch 5 (Grey) Duration: special

This spell induces forgetfulness in one or more living creatures within range. Up to 3d6 HD of living creatures of up to 4 HD each can be affected. Creatures with the fewest HD are affected first. Affected creatures lose all memory of the preceding 30 rounds (5 minutes) before the spell was cast and form no memories of anything that happens during the subsequent 30 rounds (5 minutes) after the spell was cast. While under the influence of the spell, the affected creatures are passive and distracted, as if lost in thought or day dreaming. If attacked, they will defend themselves, but otherwise they will not interfere with the activities of other creatures. When the spell ends, the creatures are not aware of having been affected; they simply feel as if they have come out of a day dream or lapse in attention. Memories lost to this spell can return to the creature if the effect is **dispelled** or if the creature succeeds on a subsequent saving throw versus Spells. An affected creature receives a saving throw to recover its memories after a day has passed if it has an Intelligence of 13 or greater, after a week if its Intelligence is 9-12, or after a month it its Intelligence is 8 or less.

EXAMPLE: Arwen, an elven spellsinger, has infiltrated into the Temple of Dirgion in order to steal the Talisman of the Fiery Eye. She disguises herself with the grey robes of a priestess of Dirgion and enters the Temple. In the reliquary, she is confronted by a trio of bugbear guards, Borgat, Shigor, and Nassim. The bugbears attack her because she fails to offer the correct password. On her initiative, Arwen casts **forgetfulness** on the bugbears. She throws 3d6 to determine the HD of creatures she can target, and rolls a 13 – more than enough to affect all three bugbears.

The beastmen forget they saw her, and stand passively daydreaming as she rummages through the reliquary, finds the Talisman of the Fiery Eye, and departs. A month later, Borgat, Shigor, and Nassim receive saving throws versus Spells to recover their memories. Borgat makes his saving throw and remembers what happened. Shigor and Nassim fail their saves, and can't corroborate his story. Borgat is executed as the likely culprit.

Frighten Beasts Range: 60'
Eldritch 1 (Black) Duration: 30 rounds

This spell can frighten one or more animals (including giant animals) within range. Up to 6 HD of animals can be affected. Animals with the fewest HD are affected first. Affected animals become frightened. A frightened animal cannot attack, cast spells, or speak (except to bay, howl, or yip in fear). A frightened animal will run from the source of its fear at its full movement rate for the duration of the spell. If a frightened animal cannot flee, its cower in terror. An engaged animal that is frightened will cower in terror until it is able to disengage with defensive movement. It suffers a -2 penalty to AC and cannot attack, cast spells, move, or take any other actions until the condition ends. Intelligent animals may make a saving throw versus Spells to resist the spell.

Gentle Repose Range: touch
Eldritch 2 (Black) Duration: 1 day per level

This spell preserves the remains of a dead creature so they do not decay. Doing so effectively extends the time limit on raising that creature from the dead or animating it as a zombie. Days spent under the influence of this spell don't count against such time limits. (This spell also makes transporting a fallen comrade more pleasant!)

Guise Other Range: touch
Eldritch 5 (White) Duration: 1 day

This spell grants the caster the ability to alter a willing target's shape into that of any other humanoid creature. The caster can control the target's new shape's physical qualities (such as height, weight, gender, hair color, hair texture, and skin color) within the normal ranges for a creature of its kind. The target's equipment, if any, remains worn or held where possible, and otherwise melds into the new form. If used in conjunction with a successful Disguise proficiency throw, **guise other** can allow the target to appear as a specific individual.

Guise Self Range: self
Eldritch 4 (White) Duration: 1 day

This spell grants the caster the ability to alter his shape into that of any other humanoid creature. The caster can control his new shape's physical qualities (such as height, weight, gender, hair color, hair texture, and skin color) within the normal ranges for a creature of its kind. His equipment, if any, remains worn or held where possible, and otherwise melds into the new form. If used in conjunction with a successful Disguise proficiency throw, guise self can allow the caster to appear as a specific individual.

Gusting Gale Range: 0'
Eldritch 4 (Grey) Duration: Concentration to maximum 1 round per level

This spell creates a strong blast of air that originates from the caster and affects all creatures in a line 10' wide and 60' long. Because the spell draws its power from natural air, it can only be cast outdoors or in a well-ventilated room. The effect of the **gusting gale** depends on the size of the creatures.

Tiny creatures (the size of a house pet or smaller) are knocked down and rolled 1d4x10', taking 1d4 points of nonlethal damage per 10'. If flying, a tiny or smaller creature is blown back 2d6x10' feet and takes 2d6 points of nonlethal damage due to battering and buffeting. Small creatures, such as halflings or goblins, are knocked prone by the force of the wind, or if flying are knocked back 1d6x10' feet. Man-sized creatures are unable to move forward against the force of the wind, or if flying are knocked back 1d6x5' feet. Large creatures may move normally within a **gusting gale**. Creatures which make a successful saving throw versus Blast are not affected by the wind.

Missile attack throws within or through a **gusting gale** are at a -4 penalty, as are proficiency throws to hear noise. The force of the **gust** automatically extinguishes any candles, torches, or other unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly, with a 50% chance of being extinguished. A **gusting gale** will also do anything that a sudden blast of 50mph wind would be expected to do, such as fan a large fire, overturn delicate awnings, create a spray of dust, or blow vapors out of range (Judge's discretion).

Healing Circle Range: 30'
Eldritch 5 (White) Duration: instantaneous

This spell immediately heals one or more creatures within 30' of the caster. The **healing circle** can affect one creature, plus an additional two creatures per five additional caster levels after 1st (e.g. an 11th level caster can affect five creatures within his **healing circle**). All effected creatures instantly regains hit points as if each had rested for one day. The spell may also be used to cure paralysis in one, some, or all of the affected creatures, but does not then cure any points of damage. The spell will never increase a creature's hit points beyond the normal amount.

Home Ward Range: 15'
Eldritch 6 (White) Duration: special

The caster places a protective **ward** on a structure up to 20,000 cubic feet in size. (Larger structures can be protected by multiple wards.) Once placed, a **home ward** remains until either **dispelled** or triggered by a summoned creature entering the structure it wards. When the **home ward** is triggered, the summoned creature that triggered it must make a saving throw versus Spells. If the save fails, the creature is **dispelled** back to its home plane. If the save succeeds, the spell has no effect. In either case, the **home ward** vanishes. A **home ward** leaves no visible mark on the structure it protects, but its presence can be revealed by **detect magic**, **true seeing**, or similar spells.

Hypnotism Range: 15′
Eldritch 1 (Grey) Duration: 1 round per level

By means of mesmerizing gestures and droning incantations, the caster can hypnotize 1d4 living creatures in range. Creatures with fewest HD are affected first. Affected creatures may resist the spell with a saving throw versus Spells. Hypnotized creatures can be given a one sentence suggestion, which they will carry out to the best of their ability. The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell. However, a target may be led to believe that an action is not harmful; for instance, a creature might be told to drink a poisonous potion by suggesting the potion is actually beneficial. Each hypnotized creature will continue carrying out the suggestion until the activity is complete or the duration expires, whichever comes first. Note that the caster must be able to speak the language of the creatures or otherwise communicate effectively in order to issue suggestions.

Ice Floe Range: touch
Eldritch 1 (Grey) Duration: 8 hours

This spell instantly freezes a portion of a body of water that the caster touches, creating a flat pack of ice that floats on the remaining water. The **ice floe** created by the spell may be up to 10' long and 10' wide and up to 1' thick, for a total volume of up to 100 cubic feet. The **ice floe**'s length, width, and thickness cannot exceed the length, width, and depth of the body of water from which it is created. It cannot be evoked so that it appears where objects or creatures already are. The water inside a living creature cannot be turned into an **ice floe**, no matter how large the creature is.

As ice is less dense than water, the top of the ice floe will be about 10% higher than the surface of the water. A typical 1' thick **ice floe** will stick up about 1.25" above the water. The **ice floe** can support up to 5lbs of creatures or objects per cubic foot while remaining afloat, but any additional weight will cause the **ice floe** to sink below the surface of the water. If the caster concentrates while touching the ice floe, he can magically move it across the water at an encounter movement rate of 20' per turn.

The **ice floe** is only as resilient as any other large block of frozen water. It counts as a structure with AC 2 and 5 shp. Man-sized creatures, large creatures, and light ballista cannot deal damage to the ice floe. Huge creatures, non-magical fire, and magic can deal 1/5th damage. Artillery, gigantic creatures, and magical fire can deal full damage.

When an **ice floe** is created in above-freezing temperatures, it will melt after 8 hours. **Dispel magic** will instantly melt an **ice floe** in above-freezing temperatures. Otherwise when the spell expires or is dispelled, the caster loses the ability to magically move the **ice floe**, but it does not melt until temperatures rise. (That is to say, the ice doesn't magically heat up!)

Ice Sheet Range: 30′
Eldritch 5 (Grey) Duration: permanent

This spell instantly freezes a large volume of water, creating a thick sheet of ice that floats on the remaining water. The **ice sheet** created by the spell can be either 1", 4", 1', or 10' thick.

A 1" thick **ice sheet** can have a maximum surface area of 180,000 square feet (approximately 240' radius), a 4" thick sheet can have a maximum surface area of 45,000 square feet (approximately 120' radius), a 1' thick sheet can have a maximum surface area of 15,000 square feet (approximately 70' radius), and a 10' thick sheet can have a maximum surface area of 1,500 square feet (approximately 20' radius).

The **ice sheet**'s surface area and thickness cannot exceed the surface area and depth of the body of water from which it is created. It cannot be evoked so that it appears where objects or creatures already are, but it can be evoked over creatures under the water. The water inside a living creature cannot be turned into an **ice sheet**, no matter how large the creature is.

As ice is less dense than water, the top of the **ice sheet** will be about 10% higher than the surface of the water. A 1" thick **ice sheet** will be about 1/8" above the water, a 4" thick sheet will be about 3/8" above the water, a 1' thick one will be about 1.25" above the water, and a 10' thick one about 1'.

Creatures may safely move across the **ice sheet** at their encounter movement rate. Creatures moving across the sheet at their combat movement rate must make a proficiency throw of 2+ each round or fall prone. Creatures moving across the sheet at their running movement rate must make a proficiency throw each round with a target value equal to their encumbrance, or fall prone.

The **ice sheet** can support a maximum weight of 75,000 lbs across its entire surface. Any additional weight will cause the **ice sheet** to sink below the surface of the water. In addition, heavy creatures may break through the ice beneath their feet. A 1" thick sheet can only support small creatures (less than 35 lbs). A 4" thick sheet can support man-sized creatures (up to 400 lbs). A 1' thick sheet can support large creatures (up to 2,000 lbs.). A 10' thick sheet can support gigantic creatures (up to 32,000 lbs). For each size category by which a creature exceeds the **ice sheet**'s limit, the ice has a 1 in 6 chance each round of breaking beneath their feet. When this occurs, the creature falls into the water. Creatures in icy water also suffer 1 point of cold damage per round and must make a swimming check or begin drowning (see ***ACKS*** p. 113). If the creature passes the swimming check, it may pull itself back onto the safety of the ice on its initiative (although the ice may break again).

EXAMPLE: Quintus is being pursued by an ogre. His escape is blocked by a 500' wide river. He casts **ice sheet** and creates a 90' wide, 500' long, 4" bridge of ice across the river. As a man-sized creature, Quintus is able to safely cross the sheet. The ogre is a large-sized creature, however, and may break through the 4" thick ice. It is one size category larger than the 4" sheet's limit, so it has a 1 in 6 chance each round of breaking through. Assuming the ogre crosses at its combat movement rate of 30' per round, it will require 17 rounds to get across the ice….

The **ice sheet** is only as resilient as any other large block of frozen water. It counts as a structure with AC 2 and 1 shp per 20 cubic foot area. Man-sized creatures, large creatures, and light ballista cannot deal damage to the ice floe. Huge creatures, non-magical fire, and magic can deal 1/5th damage. Artillery, gigantic creatures, and magical fire can deal full damage.

Once created an **ice sheet** is permanent until dispelled.

Ice Storm Range: 240′
Eldritch 6 (Grey) Duration: 1 round

This spell conjures a 20' diameter storm of freezing, razor-sharp hail that rains down from the heavens onto the target location. Any creatures or objects that begin their initiative in, or enter, the **ice storm** suffer 1d4 points of cold damage per caster level, or half that amount with a successful saving throw versus Blast. Any movement through the **ice storm**'s area of effect is at half normal rate.

If this spell is cast indoors or underground, the **ice storm** will strike the ceiling or surface above the desired area of effect. If the damage caused to an interposing barrier shatters or breaks through it, the **ice storm** may continue beyond the barrier in order to attain its full volume.

Illumination* Range: 120′
Eldritch 1 Duration: 6 turns plus 1 turn per level

This spell creates a spherical region of light around the target location or object. The **illumination** extends out to 30' with the luminosity of torchlight, and sheds dim light for an additional 30' beyond that. The effect is immobile if cast into an area, but it can be cast on a movable object.

Reversed, **illumination** becomes **tenebrosity**, creating a tenebrous area of darkness. The **tenebrosity** is as dark as a moonless night out to 30' and as dark as a moonlit night for an additional 30' beyond that. The **tenebrosity** also blocks out infravision and negates mundane light sources out to 30'.

Sometimes the effects of **illumination** and **tenebrosity** may come into conflict. For instance, an **illuminated** object might be carried into a **tenebrous** area, or a **tenebrosity** spell might be cast in an **illuminated** area. In either case, the level of the respective spellcasters determines the result. If the caster of **illumination** is 3 or more caster levels higher than the caster of **tenebrosity**, then the **tenebrosity** is extinguished. If the caster of **tenebrosity** is 3 or more caster levels higher than the caster of **illumination**, then the **illumination** is extinguished. In any other case, both spells are extinguished, restoring the existing ambient light level.

Illumination, Continual* Range: 360′
Eldritch 2 Duration: special

This spell creates a spherical region of bright light around a target location or object. The **continual illumination** extends out to 30' with the luminosity of full daylight, an additional 30' more with the luminosity of torchlight, and sheds dim light for an additional 30' beyond that.. The effect is immobile if cast into an area, but it can be cast on a movable object.

Reversed, **continual illumination** becomes **continual tenebrosity**, creating a tenebrous area of pitch darkness. The **continual tenebrosity** is pitch dark out to 30', as dark as a moonless night for another 30', and as dark as a moonlit night for an additional 30' beyond that. The darkness blocks out infravision and negates mundane light sources out to 60'.

If an **illuminated** object enters the area of effect of **continual tenebrosity**, or a **tenebrous** object enters the area of effect of **continual illumination**, the lesser spell is immediately extinguished.

Sometimes the effects of **continual illumination** and **continual tenebrosity** may come into conflict. If so, the level of the respective spellcasters determines the result. If the caster of **continual illumination** is 3 or more caster levels higher than the caster of **continual tenebrosity**, then the **continual tenebrosity** is suppressed within the **tenebrous** area. If the caster of **continual tenebrosity** is 3 or more caster levels higher, then the **continual illumination** is suppressed within the **illuminated** area. In any other case, both spells are suppressed, restoring the existing ambient light level.

Continual illumination and **continual tenebrosity** are not permanent effects, but are instead effects that are indefinitely sustained by the caster without need for concentration. A caster may indefinitely sustain one **continual illumination** or **continual tenebrosity** spell per level of experience. A truly permanent effect requires a **permanency** ritual or magic item.

Illusory Interior Range: 10′ per level
Eldritch 2 (Grey) Duration: special

This spell creates an illusion of interior decorations and furnishings. The illusion is strictly visual and does not encompass outdoor environments or living creatures. The entirety of the **illusory interior** must be within range of the spell and fit within a 10' cube. (Multiple castings of **illusory interior** can be used to cover larger areas.) Since the interior décor created by this spell will not smell, sound, or feel as it should, creatures that interact with the **illusory interior** receive a saving throw versus Spells to disbelieve it. An **illusory interior** lasts until the illusion is **dispelled**. Subject to these limitations, the spell is useful for, e.g., concealing a door with an illusory wall, hiding a pit beneath an illusory carpet, presenting mundane furnishings as luxurious works of art, disguising a pile of coins as a hay pile, and so on.

Immunity to Acid Range: touch
Eldritch 4 (White) Duration: 1 turn

This abjuration grants a creature, including its carried and worn items, complete immunity to acid for the duration of the spell. Minor acid (such as a few drops from an alchemical accident) might not even be noticed by the character. More significant acid (such as the corrosive breath of a black dragon) causes mild discomfort but no damage.

Immunity to Cold Range: touch
Eldritch 4 (White) Duration: 1 turn

This abjuration grants a creature, including its carried and worn items, complete immunity to cold and ice for the duration of the spell. Minor cold and ice (such as a exposure to winter weather in inadequate clothing) does not even cause discomfort, and might not even be noticed by the character. More significant cold and ice (such as the icy breath of a white dragon), causes mild discomfort but no damage.

Immunity to Electricity Range: touch
Eldritch 4 (White) Duration: 1 turn

This abjuration grants a creature, including its carried and worn items, complete immunity to electricity and shock for the duration of the spell. Minor electricity (such as static shock) might not even be noticed by the character. More significant electricity (such as a **thunderboltp**/b]) causes mild discomfort but no damage.

Immunity to Fire Range: touch
Eldritch 4 (White) Duration: 1 turn

This abjuration grants a creature, including its carried and worn items, complete immunity to fire and heat for the duration of the spell. Minor fire or heat (such as exposure to normal flame) might not even be noticed by the character. More significant fire or heat (such as a **pillar of flame**) causes mild discomfort but no damage.

Incite Madness Range: 60′
Eldritch 1 (Black) Duration: permanent

This spell can afflict a living creature in range with a terrible madness. The target creature must make a saving throw versus Spells. If the save succeeds, the spell has no effect. If the save fails, the target becomes insane. The insane creature rolls 2d6 on the following table on its initiative number each round to determine its actions:

2d6	Behavior
2–5	Attack the caster or allies with melee or ranged weapons (or move closer if attack is not possible).
6–8	Do nothing but babble incoherently.
9–12	Attack the creature's own party, if any.

Attackers are not at any special advantage when attacking the insane creature. Any insane creature who is attacked automatically retaliates on its next initiative, as long as it is still confused when its initiative comes. An insane creature which is restrained, imprisoned, alone, or otherwise can't carry out the indicated action does nothing but babble incoherently.

Insanity is permanent until the effects are extinguished with **dispel**, **cure disease**, or **remove curse**.

Inferno Range: 150′
Eldritch 6 (Grey) Duration: 1 round per level

This spell conjures a terrible **inferno** from the Sphere of Elemental Fire itself. The **inferno** is 30' in diameter and 10' high and burns everything within. It deals 1d10 points of damage each round to creatures that begin their initiative in or enter its area of effect (no saving throw). The **inferno** also sets fire to combustibles and damages objects in the area. On the caster's initiative number each round, structures suffer 1 point of shp per 10' square area in the **inferno**. The **inferno** will also melt metals with low melting points, such as lead, gold, copper, silver, and bronze. The **inferno** lasts until **dispelled** or the spell's duration expires.

Inflict Lycanthropy Range: 60′
Eldritch 5 (Black) Duration: permanent

This spell can infect a living creature with the horrid disease of lycanthropy. The target may make a saving throw versus Spells to avoid the infection. If the save succeeds, the spell has no effect. If the save fails, the creature has been infected and will permanently transform into a lycanthrope in 2d6 days. (Demi-humans and other creatures unable to become lycanthropes will simply die of the disease.) Prior to that time, the infection can be cured with **cure disease** but once the transformation has occurred nothing short of a **miracle** will suffice.

The caster of the spell may select the type of lycanthrope the target transforms into, choosing from wererat, wereboar, werewolf, weretiger, or werebear. Once the transformation takes hold, the creature will gain the physical characteristics, mental characteristics, and special abilities of that type of lycanthrope. However, the creature will have the same number of Hit Dice and hit points as it had in its original form.

Infuriate Beasts Range: 60′
Eldritch 2 (Black) Duration: 12 rounds

This spell can enrage one or more animals (including giant animals). It can affect up to 3d6 Hit Dice of animals of 4 or fewer Hit Dice, or one animal of more than 4 Hit Dice. Calculate creatures with less than 1 HD as having ½ HD, and creatures with a bonus to HD as having the flat amount. The caster may decide which individual creatures out of a mixed group are to be affected first; excess Hit Dice of effect are ignored. Each affected animal must make a saving throw versus Spells. If only one animal is to be affected, then its saving throw is made with a -2 penalty. If the save succeeds, the animal resists the spell. If the save fails, the animal becomes infuriated.

Each round, an infuriated animal will attack any creatures it can detect. It will prioritize attacking whichever creature has most recently damaged it, but otherwise will attack the closest target. If the animal has no eligible targets, it will wait motionless in seething fury until a target presents itself. An infuriated animal gains a +2 bonus to its attack throws but suffers a -2 penalty to its AC due to its mindless rage. It cannot talk or retreat. It is immune to fear and ignores morale. The animal remains infuriated until the spell ends or the effect is **dispelled**. However, if an infuriated female animal ever finds itself about to attack its own young, the animal may immediately make an additional saving throw at +5, with a successful save ending the effect.

Infuriate Crowd Range: 60′
Eldritch 3 (Black) Duration: 12 rounds

This spell can enrage a crowd of living creatures. Up to 3d6 Hit Dice of living creatures of up to 4 HD each can be affected. Calculate creatures with less than 1 HD as having ½ HD, and creatures with a bonus to HD as having the flat amount. The caster may decide which individual creatures out of a mixed group are to be affected first; excess Hit Dice of effect are ignored. Each affected creature must make a saving throw versus Spells. If the save succeeds, the creature resists the spell. If the save fails, the creature becomes infuriated. The effects on infuriated creatures are identical to those for **infuriate person**.

Infuriate Person Range: 60′
Eldritch 1 (Black) Duration: 12 rounds

This spell can enrage a humanoid creature within range. Humanoid creatures include bugbears, dryads, dwarves, elves, gnolls, gnomes, goblins, hobgoblins, kobolds, lizardmen, men, mermen, morlocks, neanderthals, naiads, ogres, pixies, sprites, and troglodytes, and other man-like creatures no larger than an ogre and possessing 4+1 or fewer Hit Dice. Humans and demi-humans may be affected regardless of character level. The target creature must make a saving throw versus Spells. If the save succeeds, the creature resists the spell. If the save fails, the creature become infuriated.

Each round, an infuriated creature will attack any creatures it can detect. It will prioritize attacking whichever creature has most recently damaged it, but otherwise will attack the closest target. If the creature has no eligible targets, it will wait motionless in seething fury until a target presents itself. An infuriated creature gains a +2 bonus to its attack throws but suffers a -2 penalty to its AC due to its mindless rage. It cannot talk, retreat, or use spells or spell-like magic items. It is immune to fear and ignores morale. The creature remains infuriated until the spell ends or the effect is **dispelled**. However, if an infuriated creature ever finds itself about to attack its own spouse or child, the creature may immediately make an additional saving throw at +5, with a successful save ending the effect.

Inspire Awe* Range: self
Eldritch 3 (White) Duration: 30 rounds

This spell can inspire awe and dread in the hearts of the wicked. The means by which this occurs will depend on the caster's spell signature. All "evil" creatures within 15' of the caster must make a saving throw versus Spells. Creatures that successfully save are not affected. Creatures that fail the save are frightened. A frightened creature will run from the source of its fear at its full movement rate until the duration expires. If a frightened creature cannot flee, its cower in terror. An engaged creature that is frightened will cower in terror until it is able to disengage with defensive movement. It suffers a -2 penalty to AC and cannot attack, cast spells, move, or take any other actions until the duration expires. For purposes of this spell, evil creatures include hostile creatures of an alignment other than the caster's alignment, and inherently evil creatures such as undead and summoned creatures of Chaotic alignment.

The reverse of this spell, **inspire horror**, can cause fear and terror in the hearts of the kind, targeting good creatures rather than evil. For purposes of this spell, good creatures include hostile creatures of an alignment other than the caster's alignment, and inherently good creatures such as lammasu and summoned creatures of Lawful alignment.

Iron Maiden Range: 90′
Eldritch 4 (Black) Duration: special

This spell creates an invisible crushing vise around the entire body of the target creature. The target must make a saving throw versus Death. If the target's saving throw succeeds, it breaks out of the **iron maiden**; it suffers 1d6 points of damage but the spell ends. If the target's saving throw fails, the target is imprisoned by the **iron maiden**. It suffers 1d12 points of damage and is held helpless by the spell.

When helpless, a creature cannot attack, cast spells, or move. A helpless creature gains no benefit to its AC from its DEX or shield (if any). A helpless creature can be ambushed or backstabbed by creatures capable of doing so. All attack throws against helpless creatures gain a +2 bonus, or a +4 bonus if the attacker ambushes or backstabs the helpless creature. The helpless creature is dealt the attack's ordinary damage, or the attack's ordinary damage multiplied by two or more from ambush or backstab. Melee attack throws against helpless creatures automatically hit if the If the attacker is of the same or larger size category than the helpless creature. If the attacker is not engaged, and his attack is capable of damaging the helpless creature, then the helpless creature may be automatically slain. The attacker may not cleave thereafter, however. Otherwise, the helpless creature may be dealt the attack's ordinary damage.

When the caster's next initiative number comes up, if the caster maintains concentration on the spell, then the imprisoned target must make another saving throw. On a successful save, the target breaks out (suffering 1d6 points damage) and ends the spell. On a failed save, the target continues to be imprisoned (suffering 1d12 points of damage and remaining helpless). The **iron maiden** lasts until dispelled, the caster stops concentrating upon it, or the target makes a successful saving throw and breaks out.

Kindle Flame* Range: 15′
Eldritch 1 (Grey) Duration: instantaneous

By means of this spell, the caster can cause one or more readily flammable objects within range to burst into flame, even if the object or objects are wet. Readily flammable objects include bits of kindling, sticks of wood, clothing, hair, and cloth, but not flesh. All of the affected objects must be within a single 5' diameter sphere. The caster can select which objects within the spell's area of effect are ignited. In most cases this spell is used to light campfires in adverse weather, etc. If the spell is used to attack (to set a foe's clothes on fire, for example), the target receives a saving throw versus Blast to avoid the effect. If it fails, the target suffers 1d8 points of damage each round until the flames go out. It takes one full round of rolling on the ground or being immersed in water to extinguish the flames. Unless the object ignited is quite large, the flames burn out naturally in 1d4+1 rounds.

The reverse of this spell, **Quench Flame**, instantly extinguishes the fire on one or more objects within range. All of the affected objects must be within a single 5' diameter sphere.

Lay of the Land Range 3 miles
Eldritch 5 (White) Duration: concentration

This spell can magically reveal the existence of lairs within 3 miles (i.e. within the area of a 6-mile hex). The Judge should make a searching throw on behalf of the caster after three turns (30 minutes) of concentration. The target value for the throw is 4+, or 2+ if either the caster or his familiar has Land Surveying proficiency. If the throw fails, the spell immediately ends. If the throw succeeds, the caster learns the direction and approximate distance to the nearest unrevealed lair and can continue searching with the spell for other lairs. The throw automatically fails if there are no lairs in range, or if all lairs within range have been revealed by the spell. Because the roll is made in secret

by the Judge, the caster cannot be certain whether the spell has ended because of chance or because there are no more lairs to find.

Locate Distant Object Range: 1,200 miles
Eldritch 6 (White) Duration: concentration

This spell allows the caster to sense the direction and approximate distance to a well-known or clearly visualized object, even over vast ranges (up to 1,200 miles or 50 24-mile hexes). He can search for general items, in which case the nearest one of its kind is located if more than one is within range. The caster cannot specify a unique item unless he or she has observed that particular item firsthand (not through divination). The spell is blocked by even a thin sheet of lead or gold. Creatures cannot be found by this spell.

Locate Haunting Range: 12 miles
Eldritch 5 (White) Duration: concentration

This spell allows the caster to sense the direction and approximate distance to the nearest undead creatures within 12 miles (i.e. within the area of a 24-mile hex). The caster can search for undead in general, in which case the spell will reveal the type of, as well as direction and distance to, the nearest undead of any sort. Alternatively, the caster can locate a particular undead creature (e.g. "the mummy Amon-Hotep") that he either can identify by its true name or has physically encountered in the past. **Locate haunting** is not blocked by earth, stone, or wood, but even a thin sheet of lead or gold will obscure an undead creature from detection by this spell.

Mirage Range: 240′
Eldritch 5 (Grey) Duration: special

This spell makes a fortified structure or piece of terrain appear as something else (e.g. a tower into a hill, a swamp into a lake, etc.) The entire terrain feature must be within range of the spell. This spell requires a full turn to cast. The affected terrain looks, sounds, and smells exactly like its illusionary form. A save versus Spells is allowed to see through the illusion, but only if the creatures or characters affected actively attempt to do so. The **mirage** lasts until the illusion is **dispelled**. **Mirage** is frequently used by spellcasters to conceal their sanctums, and by elf-lords to hide their fastnesses.

Necromantic Invulnerability Range: caster
Eldritch 6 (Black) Duration: 1 hour per level

This spell makes the character preternaturally difficult to kill. Suffused with necromantic energies, the caster could have his lung pierced, his throat cut, his arms cut off, or his skull bashed in, and still not die! In game terms, anytime the caster is reduced to 0 or fewer hit points, the caster gets to immediately roll 1d20+1d6 on the Mortal Wounds table. Apply the usual modifiers for Hit Points and Constitution, but instead of the modifiers for Treatment and Timing applies his caster level as a bonus. Record the result of any permanent wounds as usual. However, regardless of any permanent wound, the caster is then immediately restored to 1 hp without need for bed rest. A character protected by **necromantic invulnerability** can only be actually killed if he is slain while helpless by an unengaged combatant, or if he is disintegrated or slain by death magic.

EXAMPLE: Ra-Ramses is an 11th level occultist with 31 hp and CON 11. He casts **necromantic invulnerability** on himself. A few hours later, he is caught in a 38-hp **thunderbolt** casts by his rival, Balbus, and reduced to -7 hp. Ra-Ramses immediately rolls 1d20+1d6 on the Mortal Wounds table. His d20 roll is a lowly 2 but his d6 roll is a 5. There is no modifier from his CON of 11. There is a -2 penalty because his hp are at a negative value greater than ¼ but less than ½ his maximum hp. In lieu of any Treatment or Timing modifiers, he adds a bonus equal to his caster level, or +11. His final d20 result is therefore (2-2+11) or 11. A result of 11, 2 on the Mortal Wounds table means that Ra-Ramses has had an eye damaged. However, he is not critically wounded nor does he need one week's bed rest; instead he immediately is restored to 1 hp. Balbus watches in horror as Ra-Ramses sits up and brushes himself off, the only apparent effect of the lightning blast being a filmy cataract on one eye.

Noiselessness Range: self
Eldritch 2 (White) Duration: concentration plus 3 rounds

This spell creates a sphere of complete silence with a 10' radius around the caster. All sound is stopped: Conversation is impossible, spells cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell lasts for as long as the caster concentrates plus 3 additional rounds thereafter. The spellcaster can end it earlier if desired simply by speaking. This spell provides a defense against sonic or language-based attacks or spells.

Noxious Cloud Range: 30′
Eldritch 3 (Grey) Duration: 1 round per level

This spell creates a billowing mass of foul-smelling vapors to arise within 30'. Because the spell draws its power from natural miasmas, it can only be cast outdoors or in a ventilated room. The **noxious cloud** is 20' x 20' x 20' in size and blocks line of sight into or through it. Any creature that starts its initiative number in or enters the **noxious cloud** must make a successful saving throw versus Poison or become nauseated. Nauseated creatures cannot attack, cast spells, or take any other action except to move out of the cloud. The nauseated condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after exiting it. Any creature that succeeds on its save but remains in or re-enters the cloud must continue to save each round.

Paralyze Range: 60′
Eldritch 3 (Grey) Duration: 1 round per level

This spell can paralyze up to 3d6 HD of living creatures within range. Creatures with fewer HD are affected first. Each affected creature may make a saving throw versus Paralysis to resist the effect. Those that fail the saving throw are paralyzed until the spell is **dispelled** or its duration expires. A paralyzed creature cannot attack, cast spells, or move. A paralyzed creature gains no benefit to its AC from its DEX or shield (if any). A paralyzed creature can be ambushed or backstabbed by creatures capable of doing so. All attack throws against paralyzed creatures gain a +2 bonus, or a +4 bonus if the attacker ambushes or backstabs the paralyzed creature. The paralyzed creature is

dealt the attack's ordinary damage, or the attack's ordinary damage multiplied by two or more from ambush or backstab. Melee attack throws against paralyzed creatures automatically hit if the If the attacker is of the same or larger size category than the paralyzed creature. If the attacker is not engaged, and his attack is capable of damaging the paralyzed creature, then the paralyzed creature may be automatically slain. The attacker may not cleave thereafter, however. Otherwise, the paralyzed creature may be dealt the attack's ordinary damage.

Pillar of Fire Range: 150′
Eldritch 5 (Grey) Duration: instantaneous

This spell conjures a 40' high and 20' diameter column of eldritch fire that roars downward from the heavens onto the target location. The **pillar of fire** deals 5d8 points of damage to all creatures within its area of effect. Creatures who make a successful saving throw versus Blast suffer half damage.

If this spell is cast indoors or underground, the **pillar of fire** will strike the ceiling or surface above the desired area of effect. If the damage caused to an interposing barrier shatters or breaks through it, the **pillar** may continue beyond the barrier in order to attain its full volume.

Phoenix Aura Range: 0′
Eldritch 5 (Grey) Duration: 1 round per level or special

This spell surrounds the caster with an **aura** of elemental fire to a 5' radius. The caster is not harmed by the **phoenix aura** itself, but any creatures or objects that begin their initiative in or enter the recipient's aura suffer 1d6 points of fire damage. The **phoenix aura** lasts for one round per level of the caster or until the caster triggers an explosion (see below), whichever comes first.

On its initiative, in lieu of moving and attacking, the caster can amplify the **phoenix aura** into an explosion that deals 4d6 points of fire plus an additional 1d6 points of fire damage per round left in the spell's duration. The explosion affects all creatures within 10' of the caster when he triggers it, but does not harm the caster. Affected creatures may make a saving throw versus Blast to reduce damage by half.

Prophetic Dream Range: self
Eldritch 6 (White) Duration: special

This spell can provide the caster with a short piece of meaningful and important information. The caster can designate a specific character, settlement, domain, realm, or object about which he would like information, or open himself to whatever the gods find most important. The information will be relayed in the form of a **prophetic dream** the next time the caster sleeps. The information provided by a **prophetic dream** is always true, but because it comes in the form of a dream it may be misunderstood due to cryptic symbolism and esoteric meaning. If the caster misunderstands the **prophetic dream**, or doesn't act on the information, the conditions may change so that the information is no longer useful. A character may cast this spell no more than once per week.

Protection from Blast Range: self
Eldritch 5 (White) Duration: concentration

This potent spell grants invulnerability to any spells which deal damage or detrimental effects to individual targets or over areas of effect through evoking or manipulating a medium such as eldritch force, fire, or toxic gas. The protection extends to the caster himself and all those within 5' of him and continues for as long as the caster maintains concentration upon the spell.

Protection from Blast, Sustained Range: self
Eldritch 6 (White) Duration: 2 turns

This spell functions exactly as **protection from blast**, but with a duration of 2 turns. The barrier will move with the caster, who does not need to concentrate to maintain its protection.

Rain of Vitriol Range: 180′
Eldritch 3 (Grey) Duration: 1 round

This spell can only be cast outdoors under a rainstorm. When the spell is cast, the caster designates a point within range. All rain within a 10' radius of the point is transformed into vitriol (sulfuric acid). Any creatures that begin their initiative in, or enter, the **rain of vitriol** must make a saving throw versus Blast.

Creatures that fail the saving throw are soaked with vitriol. They suffer 3d4 points of acid damage immediately, another 2d4 points of acid damage on their next initiative, and another 1d4 points of damage on their subsequent initiative. Creatures that succeed on the saving throw are only splashed with vitriol. They suffer 2d4 points of acid damage immediately and another 1d4 points of acid damage on their next initiative. If a creature takes an action in lieu of attacking to clean off the acid, it can reduce the amount of damage it or any ally suffers on subsequent rounds by 1d4 points. If a creature moves to completely immerse itself in water (mere rain is not sufficient), it can reduce the damage it suffers on subsequent rounds to 0.

Metal and stone objects suffer minor corrosion from **rain of vitriol** but the effect is merely cosmetic. Constructs or creatures made of metal and stone cannot be affected by the spell.

Reflesh of the Bones Range: touch
Eldritch 6 (Black) Duration: permanent

The caster touches the skeleton of a dead creature and infuses it with necromantic energy, causing new flesh, muscle, organs, and tissue to instantly regenerate. The result is a new creature of the same type, and with the same physical characteristics, as the dead one. **Reflesh of the bones** does not return the mind or soul of the original dead creature to the body, and if **reflesh of the bones** is cast on the skeleton of a sapient adult creature, the **refleshed** creature will be an empty-headed brute (INT 3, WIS 3, CHA 3). The spell has no effect on living or undead creatures, nor on constructs or inanimate objects.



Resist Acid Range: touch
Eldritch 2 (White) Duration: 6 turns

This abjuration grants a creature temporary and partial immunity to acid. Minor acid (such as a few drops from an alchemical accident) is ignored by the subject creature. Against more significant acid (such as the breath of a Black Dragon), the subject creature gains a bonus of +2 on saving throws, and all damage from such attacks is reduced by -1 point per die of damage rolled. Any acid attacks will still inflict at least 1 point of damage per die rolled, however.

Resist Electricity Range: touch
Eldritch 2 (White) Duration: 6 turns

This abjuration grants a creature temporary and partial immunity to electricity. Minor electricity (such as static shock) is ignored by the subject creature. Against more significant electricity (such as a **thunderbolt**), the subject creature gains a bonus of +2 on saving throws, and all damage from such attacks is reduced by -1 point per die of damage rolled. Any electrical attacks will still inflict at least 1 point of damage per die rolled, however.

Restore Semblance of Life Range: touch
Eldritch 6 (Black) Duration: instantaneous

This spell imbues necromantic energies into a recently-deceased creature, restoring it to a **semblance of life**. The caster can raise a creature that has been dead for no longer than two days at 7th level, and four days are added per level above 7. For example, a 9th level caster can **restore semblance of life** to a creature that has been dead for 10 days. However, this spell cannot bring back a creature that has died of old age, lost its head, or had its body cremated.

Creatures **restored to semblance of life** do not need bed rest, as the infusion of necromantic energies restores them to immediate vigor. However, the spell has no effect on any permanent wounds the creature may suffer from, so lost limbs, disfiguring scars, or other injuries remain in effect. Many creatures restored to a semblance of life thus awaken as cripples. Worse is the spell's effect on the subject's very soul: Any creature restored to a semblance of life will automatically suffer two side effects on the **Tampering with Mortality** table in ***ACKS***, one from Row 1-5 ("Great Cost") and one from Row 11-15 ("Intense"). Roll 1d6 for each. In addition, the subject is sterile, having no genuine vitality to pass on.

EXAMPLE: Athelstan suffers a mortal wound, his lips and tongue mangled by the mace of an ogre, and he expires shortly thereafter. His comrade Balbus, now a 14th level ecclesiastic, finds the dead warrior two weeks days later. In a state of mad grief, Balbus foolishly decides to restore semblance of life on his slain friend. As a 14th level caster, Balbus is able to restore a creature dead for up to 30 days, so the foul state of Athelstan's corpse is no obstacle. Athelstan is restored, but he must roll twice on the Tampering with Mortality table. On Row 1-5, Athelstan rolls a 1 – his heart beats and his blood flows, but life is not the same; he loses 1d4 points of CON and WIS. On Row 11-15, Athelstan rolls a 2 – he is disturbed by what he saw on the other side and mumbles constantly. "Eh Ohaoo…Eh ohaoo," the warrior mutters through his mangled lips and tongue. The horror.

Ring of Fire Range: 0′
Eldritch 2 (Grey) Duration: 1 turn

This spell surrounds the caster with a protective circle of immobile, opaque, flame. The **ring of fire** is 4' high and 1" thick, and encircles the caster at a radius of 5' to 20' (selected when the spell is cast). Because of its low height, the **ring of fire** does not block line of sight, and creatures capable of flight or high jumping can easily clear it. Creatures outside the **ring** that begin their initiative within 5' of its outer edge or who move within 5' of its outer edge on their initiative, suffer 1d6 points of fire damage. Creatures that pass through the **ring of fire** suffer an additional 2d6 points of fire damage. The **ring** deals double damage to undead creatures or creatures who use cold or are accustomed to cold. The **ring** may be evoked so that it appears where objects or creatures already are. Creatures who make a successful saving throw versus Blast are able to dive into or out of the **ring** (their choice) without being harmed; objects such as furniture in the circumference of the ring will be ignited. However, if the **ring** is evoked so that parts of its circumference overlaps with a noncombustible barrier (such as a stone wall), that part of the **ring** will simply not manifest, resulting in an incomplete circle. The **ring of fire** lasts until the caster dismisses it (as an action in lieu of moving), it is **dispelled**, or 1 turn elapses.

Safe Travels Range: 0′
Eldritch 4 (White) Duration: Special

This spell protects a traveler, guiding him to his destination safe and unhindered. The subject of the spell gains a +2 bonus on proficiency throws to avoid getting lost. In any terrain except clear and grassland terrain, the subject of the spell receives a +3 bonus to proficiency throws to evade wilderness encounters. The duration of the spell extends for the length of the traveler's journey, to a maximum duration of one month.

Scouring Zephyr Range: 0′
Eldritch 5 (Grey) Duration: instantaneous

This spell summons up a **scouring zephyr** from the skies. Because the spell draws its power from atmospheric winds, it can only be cast outdoors or in a well-ventilated room. The **scouring zephyr** sweeps from the caster to affect all creatures in a cone 60' long and 10' wide at its terminus. Any creatures within the cone will suffer 7d4 points of damage from abrasion and debris whipped up by the **zephyr**. A successful saving throw versus Blast reduces damage to half.

Creatures subjected to the **scouring zephyr** that fail their saving throw suffer additional effects, depending on their size. Tiny creatures (the size of a house pet or smaller) are knocked down and rolled 1d4x10', taking 1d4 points of nonlethal damage per 10'. If flying, a tiny or smaller creature is blown back 2d6x10' feet and takes 2d6 points of nonlethal damage due to battering and buffeting. Small creatures, such as halflings or goblins, are knocked prone by the force of the wind, and if flying are knocked back 1d6x10' feet. Man-sized creatures are unaffected if on foot, but are knocked back 1d6x5' feet if flying. Large creatures move normally despite a **scouring zephyr**.

In addition, the force of the **scouring zephyr** automatically extinguishes any candles, torches, or other unprotected flames. It causes protected flames, such as those of lanterns, to dance

wildly, with a 50% chance of being extinguished. A **scouring zephyr** will also do anything that a sudden blast of 50mph wind would be expected to do, such as fan a large fire, overturn delicate awnings, create a spray of dust, or blow vapors out of range (Judge's discretion).

Shatter Blade Range: 30′
Eldritch 1 (Grey) Duration: instantaneous

By means of this spell, the caster destroys a single weapon, causing its blade to shatter or melt away into smoke. If the weapon is held by a creature, the wielder may make a saving throw versus Death to resist the effect, adding the weapon's magic bonus (if any) to the die roll. In any case, the spell causes no harm to the creature holding the weapon (except for depriving him of it).

A caster of 6th level or higher may shatter two weapons, while a caster of 11th level of higher may shatter three weapons. The weapons may be held by the same creature or by different creatures within range. Each weapon saves separately in any case.

Shared Dream Range: 500 miles
Eldritch 3 (White) Duration: 1 round per level

This spell permits the caster to communicate with a target character within range by means of a shared dream. The caster must be able to identify the target – referencing a correct name ("Audarius Tarkaun"), unique title ("the Tarkaun of Aura"), or unique possession ("the owner of the Sword of the Dawn") will suffice. The caster then spends 10 minutes (1 turn) casting the spell, during which time he enters a state of lucid dreaming. The caster is unaware of his surroundings and completely helpless while in this dream state.

If the target is asleep when the caster completes the spellcasting, the caster and the target begin to share a lucid dream. For the duration of the spell, the caster and the target can converse in this shared dream. The caster can also shape the environment of the shared dream, creating landscapes, objects, and other images, in order to communicate to the target. The target recalls the shared dream perfectly upon waking.

If the target is awake when the caster completes the spellcasting, the caster knows it, and can either end his dream-state (and the spell) or can remain in the dream state while waiting for the target to fall asleep, at which point the shared dream begins.

Shrieking Skull Range: 30′
Eldritch 4 (black) Duration: 1 turn

This spell allows the caster to animate the skull of a single human or humanoid and command it to fly and attack at his will. The skull attacks with a bite or a fearful shriek. Both bite and shriek induce fear as per the spell **cause fear** (a saving throw versus Spells negates), the reverse of the spell **remove fear**, but the shriek affects all living creatures within 10'. When the shriek is used, or at the end of the spell's duration (whichever comes first), the skull crumbles to the floor. The skull cannot be turned.

Shrieking Skull: MV 20′ flying, AC 9, HD 4+4, #AT 1, DG 1d6 + fear or shriek, SV C5, ML +3, AL C



Shrouding Fog Range: 0′
Eldritch 2 (Grey) Duration: 1 turn per level

When this spell is cast, a misty vapor thickens around the spellcaster, forming a billowing cloud 10' high, and 10' in diameter per level of the caster. Because the spell draws its power from natural air, it can only be cast outdoors or in a well-ventilated room. The **shrouding fog** is harmless, but blocks line of sight for most creatures. The caster, and any creatures able to see invisible, can see dimly through **shrouding fog** but all others within the cloud are effectively blind.

Slag Armor Range: 90′
Eldritch 3 (Grey) Duration: concentration

The spell can raise the temperature of metal armor, causing it to melt into slag and – if the armor is being worn - inflicting horrible burns on its wearer. The armor may make a saving throw versus Blast to resist the effect, adding its magic bonus (if any) to the throw. If the armor is worn by a creature, use the creature's saving throw; otherwise, the armor saves as a normal man. If the save succeeds, the spell has no effect. If the save fails, the armor's class is reduced by 1 point. A wearer suffers 1d6 points of fire damage and becomes unable to take any action besides shedding the armor. It takes one round per stone of encumbrance to shed armor.

When the caster's next initiative number comes up, if the caster maintains concentration on the spell, then the armor continues to melt. The armor must make another saving throw, as above. On a successful save, the spell ends. On a failed save, the armor continues to melt (losing 1 point of AC) and any wearer continues to be burned (suffering 1d6 points of damage and remaining unable to take any action except shed the armor). If the armor is reduced to AC 0 (including magic bonuses), it is destroyed.

If **slag armor** is cast on a living iron statue, iron golem, or similar creature constructed of metal, it reduces the target's armor class by 1 and deals 1d6 points of damage per round it is in effect. **Slag armor** lasts until the spell is **dispelled**, the armor is destroyed, the caster stops concentrating upon it, or the target makes a successful saving throw.

Slicing Blow Range: 30′
Eldritch 1 (Black) Duration: instantaneous

This spell allows the caster to necromantically inflict a vicious cut on a target creature within range. The spellcaster must make a successful attack throw against the creature. If he hits, the **slicing blow** deals 1d10 points of damage with no saving throw.

At 3rd level, and every two levels thereafter (5th, 7th, 9th, 11th, and 13th level), the caster gains the ability to inflict an additional **slicing blow**. The caster's **slicing blows** can all strike at one target or can strike at different targets, as desired; roll a separate attack throw for each **slicing blow**.

Sling Stone Range: 180′
Eldritch 1 (Grey) Duration: instantaneous

By means of this spell, the caster magically slings one or more small objects at targets within range. The caster can sling up to one object per level of experience. The objects scan be slung at one target or distributed across several targets, as desired. The spellcaster must make a successful attack throw with each object. Each object that successfully hits deals 1d4 points of damage to its target.

To be slung by this spell, an object must be either in the caster's hands or lying on the ground within 5'; must be made of clay, stone, or metal; and must weigh no more than 8 ounces. Most casters will carry a pouch of sling stones or bullets for use with this spell, but if necessary, a caster may resort to slinging objects that are littering the ground nearby. The Judge may randomly determine how many eligible objects are nearby based on the caster's environment by rolling on the adjoining table.

Environment	No. of Objects
Room, Rubbled	2d10
Room, Cluttered	1d10
Room, Sparse	1d6
Room, Empty	1d6-3
Barren/Desert/Mountains	1d10
Hills/Jungle/Scrub/Woods	1d6
Clear/Grass/Swamp	1d3

Slumber Range: 60′
Eldritch 1 (Grey) Duration: 4d4 turns

With a **slumber** spell, the caster may attempt to put living creatures into a magical sleep. The caster may target up to 1d4 living creatures of up to 4 HD each. Creatures with 4+1 HD or more cannot be affected at all. All creatures to be affected must be visible and within range of the spell. All targets receive a saving throw v. Paralysis to avoid the effect.

Slumbering creatures are helpless, and cannot attack, cast spells, move, see, hear, or speak. A slumbering creature gains no benefit to its AC from its DEX or shield (if any). A slumbering creature can be ambushed or backstabbed by creatures capable of doing so. All attack throws against slumbering creatures gain a +2 bonus, or a +4 bonus if the attacker ambushes or backstabs it. The slumbering creature is dealt the attack's ordinary damage, or the attack's ordinary damage multiplied by two or more from ambush or backstab. Melee attack throws against slumbering creatures automatically hit if the If the attacker is of the same or larger size category than the slumbering creature. If the attacker is not engaged, and his attack is capable of damaging the slumbering creature, then the slumbering creature may be automatically slain. The attacker may not cleave thereafter, however. Otherwise, the slumbering creature may be dealt the attack's ordinary damage.

Attacking, damaging, or moving a slumbering creature awakens it, but normal noise does not. **Slumber** does not affect creatures that are already unconscious or undead, constructs, oozes, and other creatures that do not rest.

Sorcerous Blast Range: 150′
Eldritch 5 (Black) Duration: instantaneous

The caster directs a sorcerous bolt towards a point of the caster's choice within range, where it explodes in a 20' diameter blast of power. Each creature or object in the area of effect suffers 5d6 points of damage, or half as much damage if it makes a successful saving throw versus Blast.

To select the point of detonation, the caster points a finger in the desired direction while mentally determining the range and elevation. If the **sorcerous blast**'s path is blocked by a material body or solid barrier, it will detonate early. If the damage caused to an interposing barrier shatters or breaks through it, the explosion may continue beyond the barrier in order to attain its full volume. If the caster attempts to guide a **sorcerous blast** through a narrow passage, such as through an arrow loop, he must make a successful missile attack throw (without range adjustments) to hit the opening, or else the **blast** strikes the barrier and detonates prematurely.

Sorcerous Bolt Range: 150′
Eldritch 3 (Black) Duration: instantaneous

The caster hurls a bolt of sorcerous power at a creature or object within range. The bolt deals 5d6 points of damage to the target, or half as much if the target makes a successful saving throw versus Blast.

Soul Eating Range: touch
Eldritch 6 (Black) Duration: 1 day

The caster can draw and devour the soul from a victim, temporarily gaining a fraction of the victim's knowledge and vigor. The spell is usually cast on bound and helpless victims; if used in combat, it requires a successful melee attack throw to touch the victim. Once touched, the victim must make a saving throw versus Death.

Even if the saving throw succeeds, the victim is still slain, but his soul eludes the caster's grasp. If the saving throw fails, the victim is slain and his soul is eaten by the caster. Victims whose souls are eaten cannot be restored to life by any means short of a **miracle** or **wish**. The caster immediately gains 1d10 temporary hit points + 1 hp per level of the victim. In addition, the caster learns some important knowledge possessed by the victim, either a specific set of facts that the caster was seeking or some random

knowledge chosen by the Judge. The knowledge learned can be quite complex, equivalent to a single rank in a proficiency, a class power, a spell formula, or a language. The temporary hit points will disappear at the expiration of the spell's duration, while the knowledge will fade as if it was a barely-remembered dream. Nothing prevents a caster from writing down the knowledge gained from this spell before it fades, however.

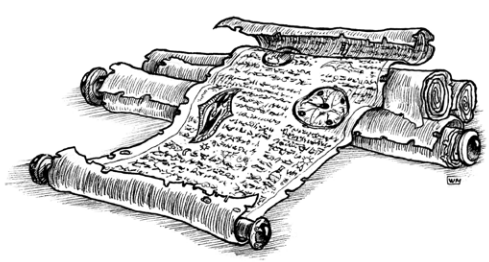
EXAMPLE: Ra-Ramses wishes to plumb the depths of the dungeon of his rival, Baldur the Black. Baldur's dungeon is reputed to be a deadly maze filled with traps, secret doors, and foul guardians, so Ra-Ramses abducts Archimedian, the engineer who built the dungeon, and casts **soul eating** on him. Archimedian (a 5th level loremaster) fails his saving throw v. Death, so his soul is eaten by Ra-Ramses. Ra-Ramses gains 1d10 + 5 hp. The Judge decides that having complete knowledge of the layout and design of Baldur's dungeon is equivalent to the Mapping proficiency, and thus within the purview of the spell. Ra-Ramses now has a day to exploit this knowledge, either by venturing into the dungeon immediately or by spending a day drafting maps.

While **soul eating** is in effect, the spellcaster is treated as an inherently evil summoned creature for purposes of **detect evil** and **protection from evil** effects. A **dispel evil** or **dispel magic** spell will strip the caster of his temporary proficiency and hit points unless he makes a successful saving throw versus Spells.

Spectral Legion Range: 240 yards
Eldritch 5 (Grey) Duration: concentration

This spell was created for use by war-wizards on the field of battle. It creates an audiovisual illusion of a complete military unit of up to 120 man-sized creatures, 60 large (cavalry or ogre-sized) creatures, 20 huge creatures, 5 gigantic creatures, or 1 colossal creature. The unit can be of any type, equipped with any arms or armor desired, wearing whatever colors, insignia, and unit markings the caster wishes. It can appear fresh and well-ordered, or bloodied and demoralized, or anything in between.

Once the **spectral legion** is conjured, it can be moved anywhere within range at the same movement rate as an actual unit of its type. The **spectral legion** moves on the caster's own initiative. The illusion is fully dynamic, so the unit will seem to march, trot, gallop, fly, or otherwise actually move, and as it does so its boots will seemingly kick up dust, its banners will seemingly wave in the breeze, and so on. The **spectral legion** will remain on the battlefield for as long as the caster maintains concentration. While concentrating, the caster can move at half speed, but cannot attack or cast other spells. If the caster loses concentration, or if the **spectral legion** is ever successfully attacked by an enemy hero or unit, it immediately vanishes. For purposes of such attacks, treat the **spectral legion** as an enemy unit with AC 0. Due to its amazing veracity, a **spectral legion** cannot be disbelieved.



Spellward Range: self
Eldritch 3 (White) Duration: 6 turns

This spell creates a defensive ward around the spellcaster. The **spellward** has a number of layers equal to the caster's level of experience. When the caster makes a saving throw against a spell, elemental effect, or spell-like effect, he can expend one or more layers of the **spellward** to gain a +1d4 bonus per layer to the saving throw. After the saving throw (if any) is resolved, the character can expend one or more layers of the **spellward** to reduce the damage by 1d4 points per layer. If the damage is reduced to 0 or less by the **spellward**, the character does not suffer an interruption of concentration or other effects that may accrue upon being hit. If a **spellwarded** caster is subjected to a **dispel magic** spell, he can expend one or more layers from the ward to increase his effective caster level by 1d4 per layer, making it harder to dispel his magic. **Spellward** expires when all of the layers are expended, or after 6 turns, whichever comes first. If this spell is made **permanent** through ritual magic, the **spellward** recharges two layers per turn.

EXAMPLE: Quintus, a 6th level caster, is in a magical duel! He had previously cast **spellward**, and as a 6th level caster his ward has six layers. He is in the middle of casting **lightning bolt** when his opponent strikes him with a **fireball** that deals 21 points of damage. Quintus expends one layer of the ward to gain a +1d4 bonus on the saving throw. His save then succeeds, halving the damage to 10 points. He then expends the last five layers of the ward to reduce the damage by 5d4 points. He rolls the dice and the result is a 12! The damage has been reduced to 0 or less, and his spell is not interrupted. On his initiative number, he blasts his opponent with **lightning bolt**!

Spellward Other Range: touch
Eldritch 4 (White) Duration: 6 turns

This spell creates a defensive ward around the creature touched. The **spellward** has a number of layers equal to the caster's level of experience. When the subject makes a saving throw against a spell, elemental effect, or spell-like effect, he can expend one or more layers of the **spellward** to gain a +1d4 bonus per layer to the saving throw. After the saving throw (if any) is resolved, the character can expend one or more layers of the **spellward** to reduce the damage by 1d4 points per layer. If the damage is reduced to 0 or less by the **spellward**, the character does not suffer an interruption of concentration or other effects that may accrue upon being hit. If a **spellwarded** caster is subjected to a **dispel magic** spell, he can expend one or more layers from the ward to increase his effective caster level by 1d4 per layer, making it harder to dispel his magic. **Spellward Other** expires when all of the layers are expended, or after 6 turns, whichever comes first. If this spell is made **permanent** through ritual magic, the **spellward** recharges two layers per turn.

Spellwarded Zone Range: touch
Eldritch 6 (White) Duration: 6 turns

This spell creates a defensive ward that protects a 20' diameter sphere. The **spellward** has a number of layers equal to the caster's level of experience. The **spellward** automatically triggers whenever a spell, elemental effect, or spell-like effect would affect the area. If a spell, elemental effect, or spell-like effect

affects an area that is inclusive of the **spellwarded zone**, but also affects areas outside the **zone**, the **spellward** will trigger, but its protection only extends to its own area of effect.

EXAMPLE: Quintus, Marcus, Balbus, and Viktir are standing in a large amphitheater, 100' in radius, the four of them strung out in a line 5' apart. Quintus, now an 11th level caster, has cast **spellwarded zone** on a 20' diameter sphere centered on himself. He, Marcus, and Balbus are all standing in the **zone** but Viktir is 5' outside its perimeter. Ramses-Ra calls down a 14th level **starfall** with a 20' diameter area of effect that strikes the area where Viktir, Balbus, and Marcus are standing. The **spellward** is triggered, but Viktir will not benefit from its protection.

If the triggering effect allows for a saving throw, one layer of the **spellward** will be automatically expended to provide a +1d4 bonus to the saving throw for the affected area and/or any creature(s) in the area.

EXAMPLE: Ramses-Ra has brought down a 14th level **starfall** on Viktir, Balbus, and Marcus. It deals 50 points of damage! However, Balbus and Marcus are in a **spellwarded zone** with 11 layers. The **spellward** is triggered, and one of its layers is automatically expended to provides a +1d4 bonus to Balbus and Marcus's saving throws. The die roll is a 3, so both Balbus and Marcus get a +3 bonus to their save. Balbus succeeds, but Marcus rolls badly and fails despite the bonus. Viktir, meanwhile, does not get the bonus, but he manages a lucky roll of 19 and succeeds anyway. The **starfall** will deal 50 points of damage to Marcus and 25 points to Balbus and Viktir.

If the triggering effect deals damage, one layer of the **spellward** will be automatically expended for every 5 points of damage the effect deals (ignore any reduction from saving throws), up to the maximum number of layers. Each layer expended reduces the damage by 1d4 points. If the damage is reduced to 0 or less by the **spellward**, then any creature(s) in the area are entirely unharmed, and do not suffer an interruption of concentration or other effects that may accrue upon being hit.

EXAMPLE: Ramses-Ra's **starfall** is dealing 50 points of damage. Therefore (50/5) 10 layers of the **spellward** are automatically expended in order to reduce the damage by 10d4 points. The dice roll results in 30 points of damage reduction. Balbus, whose save succeeded, therefore takes no damage. Marcus, whose save failed, takes (50-30) 20 points of damage. Viktir, whose save succeeded, takes 25 points of damage because he is outside the **spellwarded zone**.

If the **spellwarded zone** is subjected to a **dispel magic** spell, it will expend one layer of the ward per two caster levels of the dispel in order to increase its effective caster level by 1d4 per layer, making it harder to dispel the **zone**. **Spellward zone** expires when all of the layers are expended, or after 6 turns, whichever comes first. If this spell is made **permanent** through ritual magic, the **spellward** recharges two layers per turn.

Spiritwalk Range: self
Eldritch 5 (White) Duration: 1 hour per level

The caster enters a deep trance during which his spirit walks free of his body. Once a **spiritwalk** begins, it continues until the caster's spirit returns to his body, to a maximum duration of 1 hour per level. A spiritwalking character can see and hear normally, move around at his normal movement rate, and pass through solid objects without difficulty. However, the spiritwalking character cannot see into, hear sounds from, or move through an area warded by an **anti-magic shell** or **protection from evil** spell or similar effect. The spiritwalking character is incorporeal and invisible, but can be detected with **detect invisible** or **true seeing**, harmed by spells and magic weapons if detected, and forced to return to his body with **dispel evil**. If the spiritwalking character's body is destroyed, the character dies at the end of the **spiritwalk**. If the spiritwalking character's spirit is destroyed, his body falls into a catatonic slumber that can only be lifted with **restore life and limb**, **resurrection**, **miracle**, or **wish**.

Starfall Range: 240'
Eldritch 6 (Grey) Duration: instantaneous

This spell calls down a falling star from the heavens to strike a point of the caster's choice, where it explodes in a blossom of fire that deals 1d6 points of damage per caster level to every creature within a 20' diameter sphere. Creatures in the area of effect who make a successful saving throw versus Blast suffer half damage. The explosion also sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze.

To select the point of impact, the caster points a finger in the desired direction while mentally determining the range and elevation. A glowing, red-hot meteoroid then streaks from the sky and descends to the desired point at the prescribed range. However, if the falling star's path to its destination is blocked by a material body or solid barrier, it will detonate early. If the damage caused to an interposing barrier shatters or breaks through it, the explosion may continue beyond the barrier in order to attain its full volume.

If the caster attempts to call down a **starfall** through a narrow passage, such as through an overhead murder hole or skylight, he must make a successful missile attack throw (without range adjustments) to hit the opening, or else the meteoroid strikes the barrier and detonates prematurely.

Strengthen the Unliving Range: 30'
Eldritch 3 (Black) Duration: 1 turn

This spell strengthens one or more undead creatures within range. The caster can strengthen a number of Hit Dice of undead equal to his caster level. Each strengthened undead gains 1d10 temporary hit points + 1 additional temporary hp per caster level. These temporary hit points will be the first lost if any damage is suffered, but cannot be regained through rest or healing magic, and will disappear at the expiration of the spell's duration. A **dispel evil** or **dispel magic** spell will strip the undead of its temporary hit points unless its makes a successful saving throw versus Spells.

Summon Manes Range: 30′
Eldritch 1 (Black) Duration: 1 day

The caster summons one **manes** per level of experience from the Outer Darkness to serve him (see p. 171 of the Heroic Monsters chapter for details). The manes appear anywhere within range. The wretched demons will slavishly respond to the caster's will. The manes vanish when destroyed or **dispelled**, or when the spell expires. Because of the soul-blasting nature of this spell, it cannot be cast more than once per day.

Summon Insect Swarm Range: 10′
Eldritch 2 (Black) Duration: 1 day

The caster summons a 4 HD **insect swarm** from the dark places of the earth (see the **Monsters** chapter of ***Adventurer Conqueror King System*** for details). The insect swarm forms anywhere within range. The summoned swarm will mindlessly respond to the caster's will. The insect swarm will vanish when destroyed or **dispelled**, or when the spell expires. Because of the soul-blasting nature of this spell, it cannot be cast more than once per day.

Summon Ooze Range: 10′
Eldritch 3 (Black) Duration: 1 day

The caster summons his choice of a **gelatinous cube**, **gray ooze**, **green slime**, or **yellow mold** from the dark places of the earth (see the **Monsters** chapter of ***Adventurer Conqueror King System*** for details). The summoned ooze appears anywhere within range. The summoned ooze will mindlessly respond to the caster's will. The summoned ooze will vanish when destroyed or **dispelled**, or when the spell expires. Because of the soul-blasting nature of this spell, it cannot be cast more than once per day.

Summon Shadows Range: 10′
Eldritch 4 (Black) Duration: 1 week

The caster summons 1d4 **shadows** from the Outer Darkness to serve him (see the **Monsters** chapter of ***Adventurer Conqueror King System*** for details). The shadows appear anywhere within range. The summoned shadows will respond to the caster's will, as will any shadows spawned by them, up to a maximum of four shadows. (Any excess shadows depart for the Outer Darkness.) However, shadows are hateful creatures inimical to all life, and will always attempt to twist the meaning of their orders to wreak as much evil as possible. More than one spellcaster has seen friends and lovers damned by the depredations of such minions. The shadows will vanish when destroyed or **dispelled**, or when the spell expires. Because of the soul-blasting nature of this spell, it cannot be cast more than once per week.

Summon Hell Hounds Range: 10′
Eldritch 5 (Black) Duration: special

The caster summons 1d4+3 **lesser hell hounds** from the Elemental Sphere of Fire to do his bidding (see the **Monsters** chapter of ***Adventurer Conqueror King System*** for details). The number of hell hounds summoned is increased to 1d4+4 if the caster is 12th level or higher, and 1d4+5 if 14th level or higher. The hell hounds appear anywhere within range. When summoned, the hell hounds must be tasked with a single objective, such as guarding a location or hunting down a particular creature. The spell expires when this task is completed or one month elapses, whichever comes first. Hell hounds are hateful, Chaotic creatures who wish to see the world burn, and they will always interpret their orders in order to maximize the destruction they can inflict. The hell hounds will vanish when destroyed or **dispelled** or when the spell expires. Because of the soul-blasting nature of this spell, it cannot be cast more than once per week.



Summon Invisible Stalker Range: 10′
Eldritch 6 (Black) Duration: special

The caster summons an **invisible stalker** from the Outer Darkness to do his bidding (see the **Monsters** chapter of ***Adventurer Conqueror King System*** for details). A second invisible stalker is summoned if the caster is 13th level or higher. The invisible stalker(s) can be summoned anywhere within range. When summoned, the invisible stalker must be tasked with a single objective, such as guarding a location or hunting down a particular creature. (If more than one is summoned, both must receive the same task.) The spell expires when this task is completed. However, invisible stalkers resent protracted missions or complex tasks and will seek to pervert their instructions accordingly. The invisible stalker(s) will vanish when destroyed or **dispelled** or when the spell expires. Because of the soul-blasting nature of this spell, it requires one turn (10 minutes) to cast, and cannot be cast more than once per week.

Summon Weather Range: 5 miles or more
Eldritch 5 (Grey) Duration: 6 turns per level

This spell summons a weather condition to the spellcaster's location. The summoned weather must be of a natural and routine type that regularly occurs in that location at that time of year. Freak weather (such as snow in summer) and natural disasters (such as blizzards, hurricanes, typhoons, or tornados)

are prohibited, but the caster could relieve a drought with rain or call up a dust cloud in the desert. The weather is affected out to a range of five miles, plus one mile for each level of the caster above the minimum level required to cast the spell.

Sunder Structure Range: touch
Eldritch 6 (Grey) Duration: instantaneous

The caster of this mighty spell can obliterate a structure such as a bridge, cliff, tower, or wall by striking it with his staff or other implement. The caster must make a melee attack throw against the structure's AC (typically 2 for wooden and 6 for stone structures). If the attack throw succeeds, the targeted structure is instantly dealt 250 SHP of damage (enough to destroy one story of a tower or a 30' length of wall). If the targeted structure is destroyed, each creature on or within it suffers 5d6 points of damage from collapsing rubble, or half as much damage if it makes a successful saving throw versus Blast. Structures with multiple stories have a separate shp per story, and each story must be breached or destroyed separately; destroying a lower story will destroy all upper stories, however.

Swimming Range: 0'
Eldritch 2 (White) Duration: 6 turns plus 1 turn per level

The recipient of this spell gains the ability to swim at a combat movement rate of 20'. The affected creature must have at least three limbs (hands and feet) free to **swim**. While swimming, the recipient can charge or run, attack with a one-handed weapon, cast spells, and defend itself normally. This spell does *not* grant the ability to breathe underwater.

Thunderbolt Range: 0'
Eldritch 6 (Grey) Duration: instantaneous

The caster releases a thunderous blast of electricity that is 120' long. The **thunderbolt** passes through an area 5' wide, arcing and jumping, so that, while it is not actually 5' wide, for game purposes treat it as if it is so. Any creatures caught in the area of effect of the **thunderbolt** must make a saving throw versus Blast. A creature that fails the saving throw suffer 1d6 points of electricity damage per level of the caster and is deafened by the shock and thunder. A creature that succeeds on the saving throw suffers half damage but is not deafened.

A deafened creature suffers a -2 penalty to surprise rolls and a -4 penalty on ceremony throws and spellsinging throws, and has a 2 in 6 chance of failing any attempt to cast a spell, read a scroll, or utter a command word. A deafened creature can make another saving throw at the end of its initiative each round. If the save succeeds, it is no longer deafened.

The **thunderbolt** sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it may reflect from the barrier back toward the caster, or in a random direction at the Judge's option. Creatures already affected by the **thunderbolt** do not take additional damage if struck by the reflection of the same bolt. A **thunderbolt** is so loud that it can be heard as a low rumble by creatures up to 10 miles away.

Thunderclap Range: 60'
Eldritch 1 (Grey) Duration: instantaneous

A deafening peal of thunder resounds at a point of the caster's choice. The **thunderclap** is so loud that it can be heard as a low rumble by creatures up to 10 miles away. Each creature within 5' of the **thunderclap** must make saving throw versus Blast. If the save fails, the creature suffers 1d6 points of damage and is deafened. If the save succeeds, the creature suffers half damage but is not deafened (though its ears may ache and ring). A deafened creature suffers a -2 penalty to surprise rolls and a -4 penalty on ceremony throws and spellsinging throws, and has a 2 in 6 chance of failing any attempt to cast a spell, read a scroll, or utter a command word. A deafened creature can make another saving throw at the end of its initiative each round. If the save succeeds, it is no longer deafened.

Transform Other Range: touch
Eldritch 6 (Grey) Duration: permanent

This spell allows the caster to change the target touched into another form of living creature. The target's new form can't have more Hit Dice than caster's level, and must have fewer than twice the Hit Dice of the target's old form. Incorporeal or gaseous forms cannot result from a **transform other**, nor can forms of constructs, elementals, or undead. The spell cannot create a duplicate of a specific individual.

While transformed, the target gains the physical capabilities, statistics, physical attacks, and special abilities of the new form while retaining his own mental abilities (usually to his horror). The target creature will have the same number of hit points it previously had, regardless of the Hit Dice of the form assumed.

An attack throw is required to touch an unwilling target (unless it is helpless). Unwilling targets that successfully make a saving throw versus Spells are not affected. Incorporeal or gaseous creatures are immune to this spell, and creatures with shape changing abilities such as a doppelganger can revert to their natural form in one round. Otherwise, the spell is permanent until dispelled by **dispel magic** or the creature is slain, at which time the target's corpse reverts to its original form.

Transform Self Range: self
Eldritch 6 (White) Duration: 6 turns plus 1 turn per level

This spell allows the caster to change into another form of living creature. The assumed form can't have more Hit Dice than the caster's level. The caster can't assume an incorporeal or gaseous form, or the form of a construct, elemental, or undead creature, and cannot become a duplicate of a specific individual. If slain, the caster reverts to his original form.

While transformed, the caster gains the physical capabilities and statistics of the new form while retaining his own mental abilities. He also gains all physical attacks and special, supernatural, or spell-like abilities possessed by the new form. Were the caster to assume the form of a dragon he could use the dragon's normal claw, bite, and tail swipe attacks, as well as its dragon breath and



other special abilities. The caster will have the same number of hit points he previously had, regardless of the Hit Dice of the form assumed. The caster can remain transformed for the full duration of the spell, or may choose to end the spell whenever he desires.

Tremor Range: 0′
Eldritch 5 (Grey) Duration: concentration

This spell causes the earth near the caster to begin to spasm and shake violently. The caster can choose to have the **tremor** radiate outward from him along the ground in all directions to a 50' radius, or blast outward along the ground in a flat cone 150' long and 100' wide. Creatures in the area of effect must make a saving throw versus Blast every round. Those that fail the saving throw are knocked down and suffer 1d6 points of damage. Those that succeed on the saving throw retain their footing and suffer no damage. Creatures gain a +4 bonus to the saving throw per size category larger than man-sized. Buildings in the area of effect suffer 1shp of damage per round per 10' square area. A **tremor** can only be brought forth if the caster is standing on soil, sand, silt, clay, or uncut, unworked rock and it is halted by deep water (5' or more).

Turn to Dust Range: 150′
Eldritch 5 (White) Duration: instantaneous

This spell can turn a single undead creature within range into dust. The target of the spell can make a saving throw versus Death to resist the effect. If the save succeeds, the spell has no effect. If the save fails, the target is instantly destroyed. **Turn to dust** has no effect on living creatures or constructs.

Unliving Puppet Range: 60′
Eldritch 1 (Black) Duration: concentration

This spell raises the bones or body of a single dead creature within range as an undead skeleton or zombie under the caster's mental control. An animated skeleton can be created only from a mostly intact skeleton; a zombie can be created only from a mostly intact corpse.

Skeletons will have Hit Dice equal to the number the monster had in life; for skeletons of humans or demi-humans, this means one Hit Die, regardless of the character level of the deceased. Zombies will have one more Hit Die than the monster had in life. Unlike **animate dead**, the HD of the skeleton or zombie created are not limited by the caster's level. However, only creatures of less than 8 HD can be raised by this spell. An **unliving puppet** remains animated until destroyed or **dispelled**, or until the caster relinquishes concentration. The creature's remains crumble to dust when the spell ends.

Vitriolic Infusion Range: 0′
Eldritch 2 (Grey) Duration: 1 day

This spell infuses water with concentrated vitriol, transforming it into a highly-damaging **vitriolic infusion**. A single casting will transform six flasks of water. When a flask of **vitriolic infusion** is thrown, resolve the effects as if it were a flask of burning oil (see ***ACKS***, p. 103). The magical **infusion** will evaporate in one day if unused. The spell has no effect on creatures of any type, nor upon magic potions, oil, or holy water.

Voice of Persuasion Range: 120′
Eldritch 2 (Grey) Duration: 6 turns

With sweet and sonorous tones, the caster persuades a living creature to comply with his will. If the target fails a saving throw versus Spells, he will oblige the caster's requests as if subject to a **charm** for the duration of the spell. If the target of the spell is currently being threatened or attacked by the caster or his or her allies, it receives a +5 bonus on its saving throw. The spell does not enable the caster to control the charmed creature as if it were an automaton; rather, it responds to his requests in the most favorable way. The target will not do anything it wouldn't ordinarily do, and further may receive an additional saving throw to overcome orders contrary to its nature (at the Judge's discretion). The caster must speak the charmed creature's language to communicate any commands.

Voice of Command Range: 120′
Eldritch 4 (Grey) Duration: 6 turns

With authoritative and resonant tones, the caster forces a living creature to comply with his will. For the duration of the spell, the caster may give the target a series of *one sentence* commands, each of which it obeys to the best of its ability until given further orders. Each sentence must make sense in itself, such as "slay those orcs," "drop your weapons," "flee from this place," or "kneel before me." The target cannot be ordered to knowingly cause himself direct harm, but it can be commanded to undertake aggressive or risky action. Note that the caster must be able to speak the language of the target. The target is entitled to a saving throw versus Spells to avoid the effect.

Wave of Earth Range: 0′
Eldritch 2 (Grey) Duration: 1 round

This spell causes the earth to swell into a heaving wave 5' wide and tall that travels 120' away from the caster along the ground in any desired direction. Creatures that begin their initiative in, or enter, the wave's path must make a saving throw versus Blast. Those that fail the saving throw are knocked down and suffer 1d6 points of damage. Those that succeed on the saving throw retain their footing and suffer no damage. Creatures gain a +4 bonus to the saving throw per size category larger than man-sized. The **wave of earth** can only be brought forth along an area of soil, sand, silt, clay, or uncut, unworked rock. The **wave** cannot be conjured on an area of worked stone, wood, cement, concrete, metal, or water deeper than 5', and if it encounters such an area, it immediately comes to a halt.

Weave Fire Range: 60′
Eldritch 4 (Grey) Duration: 2 turns

This spell allows the caster to manipulate an existing volume of fire, up to a maximum of 100 cubic feet, into a different shape. **Weave fire** does not create the fire itself, so it must be cast on a bonfire, forest fire, etc. The spell cannot affect fire carried or held by creatures, or in which there are creatures already, nor can it impact creatures. It cannot affect a carried torch, for instance, or weave fire straight into an enemy.

Due to the enchantments placed up on it, the woven fire is impenetrable to monsters with fewer than 4 HD. Monsters with more than 4 HD suffer 1d6 hit points of damage when they pass through the fire. The fire deals double damage to creatures that

are especially susceptible to fire. The fire is opaque. The fire may not be woven to be less than 1" thick.

Subject to those limitations, the caster can weave the fire into almost any shape he desires. The resulting shape need not be vertical, nor rest upon any firm foundation; however, it must eventually merge with the fire's kindling source. When the spell expires, the fire sputters out wherever there is not appropriate fuel, and thereafter burns as a natural fire.

Weave Metal Range: 120'
Eldritch 6 (Grey) Duration: permanent

This spell allows the caster to manipulate an existing volume of metal, up to a maximum of 85 cubic feet, into a different shape. **Weave metal** does not create the metal itself, so it must be cast on a metal vein, treasure pile, etc. The spell cannot affect metal carried or held by creatures, or on which there are creatures already, nor can it be woven into creatures. For instance, it could not weave a suit of armor worn by a foe or weave a bronze door into an enemy. The metal cannot be woven to less than the thickness of a coin.

Subject to those limitations, the caster can weave the metal into almost any shape he desires - bars, ingots, doors, furniture, walls, etc. The metal can be woven into one or more free-standing and movable objects, or bonded to surrounding nonliving material, provided in either case that the base of the shape rests on a firm foundation (i.e. the metal cannot be woven to float in thin air). If the caster has appropriate proficiencies, such as Craft (coin-minting) or Engineering, the final shape will be well-worked, as if by the hand of the caster himself; otherwise the final shape will be crude, but serviceable.

If **weave metal** is cast as part of a construction project, apply 250gp towards the project's construction cost per casting. The weaving is permanent, but the metal is still subject to destruction from damage, rust, perforation, tarnishing, and other natural phenomena.

Weave Smoke Range: 120'
Eldritch 1 (Grey) Duration: 1 turn

This spell allows the caster to manipulate an existing volume of fog and smoke, up to a maximum of 1,000 cubic feet, into a different shape. The spell does not create the smoke itself, so it must be cast on morning mist, banks of fog, smoke from a fire, etc. The smoke may not be woven so that it appears where objects or creatures already are, nor can it be woven into creatures. The smoke may not be woven to be less than 1" thick.

Subject to those limitations, the caster can weave the smoke into almost any shape he desires. The resulting shape need not be vertical, nor rest upon any firm foundation. If woven to at least 6" thickness, woven smoke will block vision, and if woven to 1' thickness, it will block both vision and light. Smoke never presents an obstacle to movement or magical effects (except for those requiring a line of sight to target, of course). Once woven, the smoke can still be affected by water or strong winds like an ordinary cloud of smoke, though other attacks will have correspondingly little effect on it. A **disintegrate** or **dispel magic** spell will disperse the woven smoke instantly; it will otherwise dissipate in 1 turn.

Weave Stone Range: 120'
Eldritch 5 (Grey) Duration: permanent

This spell allows the caster to manipulate an existing volume of earth and stone, up to a maximum of 500 cubic feet, into a different shape. **Weave stone** does not create the stone itself, so it must be cast on a building, earthen rampart, wall, etc. The spell cannot affect stone carried or held by creatures, nor on which there are creatures already, nor can it be woven into creatures. For instance, it could not be used to create a pillar under a creature, nor to remove a bridge from beneath a creature's feet. The stone may not be woven to be less than 1" thick.

Subject to those limitations, the caster can weave the stone into almost any shape he desires – boulders, bridges, building blocks, walls, etc. The stone can be woven into one or more free-standing and movable objects, or bonded to surrounding nonliving material, provided in either case that the base of the shape rests on a firm foundation (i.e. the stone cannot be woven to float in thin air). The woven stone can be used to bridge a chasm or as a ramp. For this use, if the span is more than 20', the stone must be arched and buttressed. This requirement reduces the spell's area by half. If the caster has appropriate proficiencies, such as Craft (stonemason) or Engineering, the final shape will be well-worked, as if by the hand of the caster himself; otherwise the final shape will be crude, but serviceable.

If **weave stone** is cast as part of a stone construction project, apply 250gp towards the project's construction cost per casting. The weaving is permanent but the stone is still subject to destruction from damage, erosion, and other natural phenomena.

Weave Water Range: 120'
Eldritch 4 (Grey) Duration: 2 turns

This spell allows the caster to manipulate an existing volume of water, up to a maximum of 100 cubic feet, into a different shape. **Weave water** does not create the water itself, so it must be cast on a fountain, lake, river, etc. The spell cannot affect water carried or held by creatures, nor in which there are creatures already, nor can it be woven into creatures. The water may not be woven to be less than 1" thick.

Due to the enchantments placed up on it, the woven water is impenetrable to monsters with fewer than 4 HD. Monsters with more than 4 HD suffer 1d6 hit points of damage when they swim or wade through the water. The water deals double damage to creatures that use fire or are accustomed to hot conditions. The water is translucent.

Subject to those limitations, the caster can weave the water into almost any shape he desires. The resulting shape need not be vertical, nor rest upon any firm foundation; however, it must eventually merge with and be solidly supported by existing water. When the spell expires, the weaving collapses spectacularly and the water returns to its natural shape.

Weave Wood Range: 120'
Eldritch 4 (Grey) Duration: permanent

This spell allows the caster to manipulate an existing volume of nonliving wood, up to a maximum of 100 cubic feet, into a different shape. **Weave wood** does not create the wood itself, so it must be cast on a wooden building, fence, palisade, etc. The spell cannot weave wood carried or held by creatures,

nor on which there are creatures already, nor can it be woven into creatures. For instance, it could not be used to re-shape a creature's shield, nor could it remove a wooden bridge from beneath a creature's feet. The wood may not be woven to be less than the thickness of a shield (1/2").

Subject to those limitations, the caster can weave the wood into almost any shape he desires – beams, chairs, doors, shelves, walls, etc. The wood can be woven into one or more free-standing and movable objects, or bonded to surrounding nonliving material, provided in either case that the base of the shape rests on a firm foundation (i.e. the wood cannot be woven to float in thin air). The woven wood can be used to bridge a chasm or as a ramp with a span of up to 20'. If the caster has appropriate proficiencies, such as Craft (carpentry) or Engineering, the final shape will be well-worked, as if by the hand of the caster himself; otherwise the final shape will be crude, but serviceable.

If **weave wood** is cast as part of a wooden construction project, apply 250gp towards the project's construction cost per casting. The weaving is permanent but the wood is still subject to destruction from damage, fire, rot, and other natural phenomena.

NEW AND UPDATED RITUALS

Gate Range: 30'
Eldritch 9 (Black) Duration: special

At the completion of this powerful ritual, the caster utters the true name of a specific extraplanar creature of great power (such as a demon, devil, demigod, or even god) from whom he seeks aid and assistance. This utterance attracts the creature's attention and allows it, or its representative, to travel to the caster's vicinity by means of an interdimensional portal simultaneously created by the ritual's completion – the eponymous **gate** itself. If the creature named is anything short of a deity or demon lord, it will usually travel through the **gate** itself. Gods, demon lords, and other planar rulers will likely send a representative rather than come through the **gate** personally. The Judge's discretion is final with regard to what creature comes through the **gate**.

In either case, the creature arriving through the **gate** is *not* under the control of the caster. Its actions will be determined by its alignment, its relationship with the caster, the reason for its summoning, and the nature of the threats it confronts. If a creature is called by a caster of an opposed alignment seeking assistance in pursuing goals contrary to the creature's own, it will attempt to destroy the caster if possible, or depart if not. If a creature is called for a trifling matter (relative to its own power), it might depart immediately, or perhaps linger long enough to chastise the caster for his impudence, even going so far as to lay a **curse** or **quest** upon him. Usually, however, the creature will provide some aid or assistance to the caster, especially if his need is great and his goals align with those of the creature itself.

After aiding the caster, the creature will typically demand payment of some sort for its service – the payment demanded might be services, treasure, blood sacrifices, or even some part of the caster's own body, such as an eye or hand. The payment demand is at the Judge's discretion based on the power of the creature relative to the caster and the reason for its summoning. For creatures other than gods and demon lords summoned to aid characters of their own alignment, a payment of 1,000 gp (or equivalent) per HD of the creature will usually suffice.

Casting a **gate** ritual requires 4,500 gp of divine power as its special component.

Holy Word Range: 0'
Eldritch 7 (White) Duration: instantaneous

This ritual culminates with the utterance of a powerful **holy word** which affects all evil creatures within a 30-foot radius around the caster. For purposes of the ritual, evil creatures include hostile creatures of an alignment other than the caster's alignment, and inherently evil creatures such as undead and summoned creatures of Chaotic alignment. The effects of the **holy word** are shown on the table below:

Creature's HD or Level	Effect of Holy Word	Movement Penalty	Attack Penalty	Spellcasting
3 or Less	Killed/ destroyed instantly	Dead	Dead	Dead
4 to 7+	Paralyzed 1d4 turns	Paralyzed	Paralyzed	Paralyzed
8 to 11+	Slowed and stunned for 2d4 rounds	Halved	-4, Slowed	None permitted
12 or More	Deafened for 1d4 rounds	None	-2	3 in 6 chance of failure

In addition, if the caster is on his home plane, all evil creatures from other planes within the area of effect are banished to their own plane of existence for 24 hours unless they make a saving throw versus Spells. There is no saving throw against the other effects of a **holy word**, though magical resistance can protect against it.

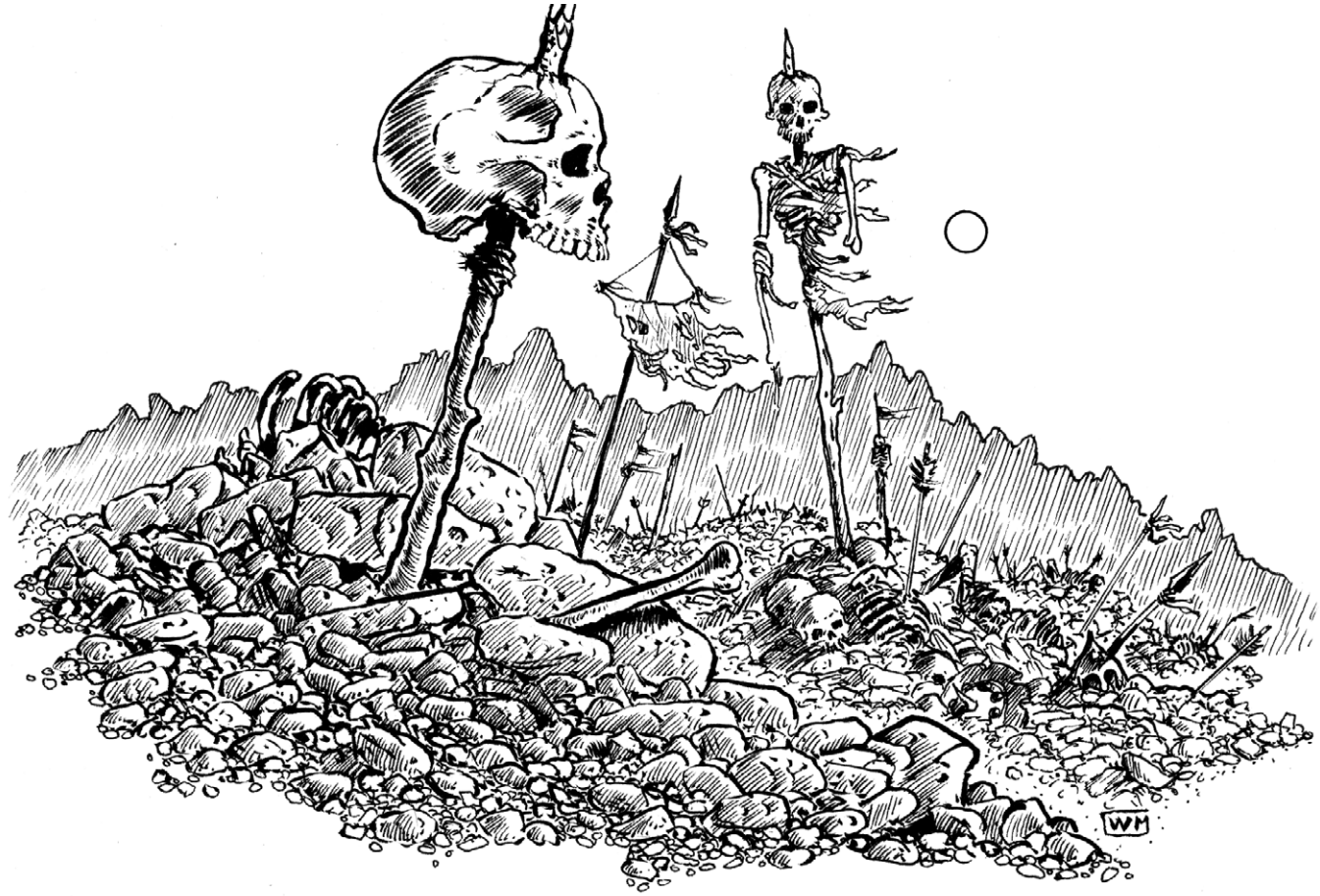
Reversed, this spell becomes **unholy word**. Its effects are identical to those noted above, except that it is a black magic ritual that affects good rather than evil creatures.

Casting a **holy word** or **unholy word** ritual requires 3,500 gp of divine power as its special component.

Lair of Power Range: special
Eldritch 9 (Grey) Duration: permanent

This ritual transforms the caster's lair into a place of power. For purposes of this spell, a lair can be a man-made or natural site encompassing an area of up to 10,000 square feet and a volume of up to 100,000 square feet. For example, a lair might encompass the entirety of a rambling one-story manor house (100' long x 100' wide x 10' tall) or a tall, spindly stone pillar (30' long x 30' wide x 110' tall).

When the ritual is begun, the caster selects the type of place he desires his lair to become: either a pinnacle of good, sinkhole of evil, aerie of air, edifice of earth, furnace of fire, or well of water. In order to create a **lair of power** of a particular type, the caster must meet the requirements noted below for that type.



Type of Place	Requirement
Pinnacle of Good	Caster must be Lawful and have no corrupting weaknesses
Sinkhole of Evil	Caster must be Chaotic and have at least five corrupting weaknesses
Aerie of Air	Caster must know at least one elemental air spell of each level (1st – 6th)
Edifice of Earth	Caster must know at least one elemental earth spell of each level (1st – 6th)
Furnace of Fire	Caster must know at least one elemental fire spell of each level (1st – 6th)
Well of Water	Caster must know at least one elemental water spell of each level (1st – 6th)

While the ritual is being performed, the lair must be kept empty of any creatures except the caster and his assistants, apprentices, henchmen, followers, familiars, animal companions, **charmed** or necromantic slaves, and similar allies. If other creatures arrive in the lair during the ritual, they must be slain, driven off, or enlisted into the caster's service before the ritual can proceed.

When the ritual is complete, the caster's lair becomes a minor place of power of the chosen type. If the lair is already a minor place of power of the chosen type, the lair becomes a major place of power of that type instead. If the lair is already a major place of power of the chosen type, the lair becomes a supreme place of power of that type instead.

If the lair is already a supreme place of power of the chosen type, the caster must immediately make a saving throw versus Spells. Fate Points cannot be spent on this roll. If the save succeeds, the lair of power gains a permanent **gate** to the appropriate sphere of existence. If the save fails, the caster is immediately **disintegrated** and a **cataclysm** appropriate to the type of place occurs in the hex, centered on the lair.

A caster may "stack" multiple **lairs of power** of different types in the same physical area if desired. However, he must meet all of the requirements for each type of place and perform separate rituals (or series of rituals) for each type. For instance, a caster might perform the ritual three times to create a roaring (major) aerie of air and smoldering (minor) furnace of fire.

Symbol
Eldritch 8 (Grey)

Range: touch
Duration: special

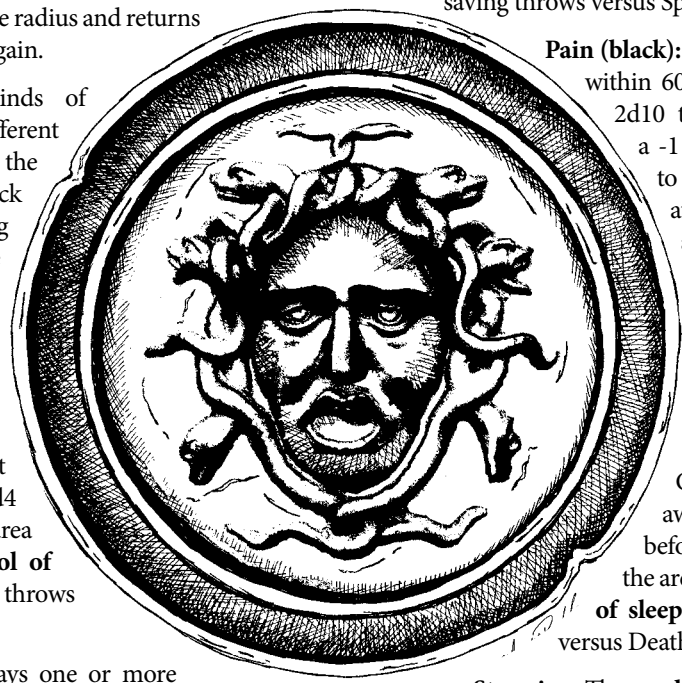
This ritual allows the caster to scribe a potent rune of power upon a surface. To be effective, a **symbol** must always be placed in plain sight and in a prominent location. **Symbols** are visible and legible at a distance of 60 feet. Covering or hiding the rune renders the **symbol** ineffective, unless a creature removes the covering, in which case the **symbol** works normally.

Until it is triggered, a **symbol** is inactive. By default, a **symbol** is triggered whenever a creature does one or more of the following: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. The caster can choose to limit the trigger to just a few or one of these triggers if desired. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a **symbol** can't trigger it (even if it meets one or more of the triggering conditions, such as reading the rune). Once the spell is cast, a **symbol**'s triggering conditions cannot be changed.

When triggered, a **symbol** will affect one or more creatures within 60 feet of the rune. The effect will vary depending on the type of **symbol** inscribed. Once triggered, the **symbol** becomes active and glows, lasting for 10 minutes per caster level. Any creature that enters the area while the **symbol** is active may be subject to its effect, whether or not that creature was in the area when it was triggered. A creature need save against the symbol only once as long as it remains within the area, though if it leaves the area and returns while the symbol is still active, it must save again.

When scribing a **symbol**, the caster can specify a password or phrase that prevents a creature using it from triggering the effect. Anyone using the password remains immune to that particular rune's effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again.

There are eight different kinds of **symbol**, each of which has a different effect when triggered. Some of the **symbols** are considered black magic, however, and scribing those **symbols** will earn the caster corruption.



Conflict: The **symbol** causes all creatures within 60' to begin arguing with others in their area for 5d4 rounds. Arguing creatures of differing alignment may (50% chance) fight for 2d4 rounds. Creatures in the area of effect may resist the **symbol of conflict** with successful saving throws versus Spells.

Death (black): The **symbol** slays one or more creatures within 60' whose combined total current hit points do not exceed 80. The **symbol** affects the closest creatures first, skipping creatures with too many hit points to slay. Creatures in the area of effect may resist the **symbol of death** with successful saving throws versus Death.

Despair (black): The **symbol** causes all creatures within 60' to endure feelings of hopelessness and futility for 3d4 turns. Affected creatures will automatically cower, surrender, or retreat in the face of determined opposition. Otherwise they have a 25% chance per round of taking no action due to their despair. Creatures in the area of effect may resist the **symbol of despair** with successful saving throws versus Paralysis.

Fear (black): The **symbol** causes all creatures within 60' to flee at their running speed for 30 rounds, as if affected by the spell **fear**. Creatures in the area of effect may resist the **symbol of fear** with successful saving throws versus Spells at -4.

Insanity (black): The **symbol** causes one or more creatures within 60' whose combined total current hit points do not exceed 120 to become permanently insane (as the **incite madness** spell). The **symbol** affects the closest creatures first, skipping creatures with too many hit points to affect. The insanity can only be cured with ritual magic. Creatures in the area of effect may resist the **symbol of insanity** with successful saving throws versus Spells.

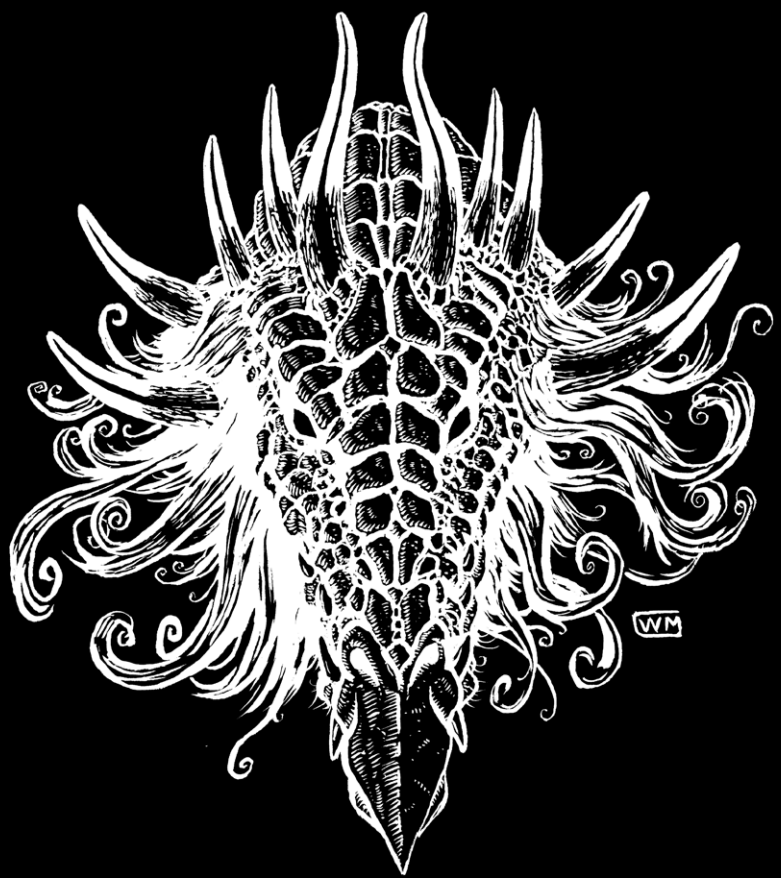
Pain (black): The **symbol** causes all creatures within 60' to endure wracking pains for 2d10 turns. Affected creatures suffer a -1 penalty to initiative, -1 penalty to armor class, and -4 penalty to attack throws. Creatures in the area of effect may resist the **symbol of pain** with successful saving throws versus Spells.

Sleep: The **symbol** causes all creatures of 8 HD or less within 60' to fall into a catatonic slumber for 1d12+4 turns. Catatonic creatures cannot be awakened by non-magical means before this time expires. Creatures in the area of effect may resist the **symbol of sleep** with successful saving throws versus Death.

Stunning: The **symbol** causes one or more creatures within 60' whose combined total current hit points do not exceed 160 to become stunned and unable to act for 3d4 rounds. Any held items will be dropped. The **symbol** affects the closest creatures first, skipping creatures with too many hit points to affect. Creatures in the area of effect may resist the **symbol of stunning** with successful saving throws versus Paralysis.

Casting a **symbol** ritual requires special components worth 4,000 gp total.

Chapter 6: **Heroic Monsters**



What he had taken for a part of the tower was the shoulder of the Dragon of Pendor as he uncurled his bulk and lifted himself slowly up. When he was all afoot his scaled head, spike-crowned and triple-tongued, rose higher than the broken tower's height, and his taloned forefeet rested on the rubble of the town below. His scales were grey-black, catching the daylight like broken stone. Lean as a hound he was and huge as a hill. Ged stared in awe. There was no song or tale could prepare the mind for this sight.

- A Wizard of Earthsea, Ursula K. LeGuin

As noted in ***ACKS*** (p. 151), monsters with similar characteristics are grouped into monster types. The ***Heroic Companion*** introduces two new monster types (demon and plant). A creature can belong to multiple types.

Demons are creatures summoned from the Outer Darkness. Demons are **resistant** (take half damage from) attacks based on cold, electricity, fire, and gas. All demons possess infravision (90 feet) and **telepathy**, which allows them to communicate with any creatures they encounter. Demons are unholy beings that can be held at bay by **protection from evil**, dispelled with **dispel evil** and turned by clerics as Infernal.

Plants are sentient vegetable creatures. Plants are immune to all **charm**, **sleep**, and **hold** spells, to stunning, and to poisons not designed to work on plants. They are vulnerable to spells that affect plants.

NEW MONSTERS BY TYPE

Type	Monsters
Animal	Giant Constricting Viper
Beastman	-
Construct	-
Demon	Báleygr, Cacodemon, Manes
Fantastic Creature	Cave Kraken
Giant Humanoid	Stone Troll
Humanoid	-
Plant	-
Summoned Creature	Báleygr, Manes
Undead	Deathbound Wraith
Vermin	Giant Slug

BÁLEYGR

% In Lair: 35%
Dungeon Enc: Solitary (1) / Fist (1d4)
Wilderness Enc: Fist (1d4) / Legion (2d4 Fists)
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 10
Hit Dice: 12****
Attacks: 1 (weapon or whip)
Damage: 4d6/2d6, drag
Save: F12
Morale: +4
Treasure Type: N x2 (per báleygr)
XP: 4,800

Báleygr (Old Jutlandic for "flaming-eyed") are dreadful demons of smoke and flame, resembling 12' tall iron-skinned minotaurs with fiery eyes and stunted black wings. Báleygr rejoice in war and bloodshed, and typically carry giant-sized weapons of black metal in each hand, favoring a sword, axe, or mace in one hand and a whip in the other. Some sages believe that the báleygr were once guardians of the Elemental Sphere of Fire, and that they were turned to darkness by Bel, called the Slaughterprince, the Chthonic god of battle. Others claim they are born of the hates and fears of men, and grow stronger as the world descends into chaos. Whatever their origins, báleygr are fearsome foes who bring ruin to any that stand against them.

At will, a báleygr can surround itself with an **aura of elemental fire** and/or **shrouding smoke**. When the báleygr's aura of elemental fire is active, creatures within 25' of the báleygr take 1d8 points of fire damage if they begin their initiative in its aura, or move into it on their initiative. When its aura of shrouding smoke is active, the báleygr is hidden by the smoke and any creatures (other than the báleygr) within 25' of it are blinded, unless able to see invisible. The báleygr may have both auras active, if desired.

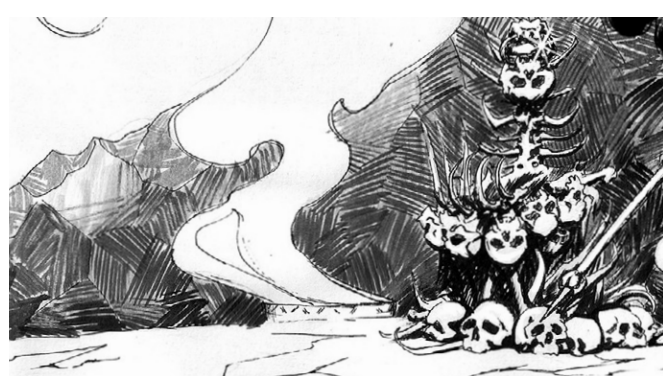
The mere sight of a báleygr can **cause panic** in its opponents. When a báleygr appears, all creatures with less than 1 Hit Dice automatically flee at their running movement rate for 30 rounds with no saving throw. All creatures with 1 – 3 Hit Dice must save versus Paralysis or flee at their running movement rate for 30 rounds. All creatures with more than 3 Hit Dice must save versus Paralysis or suffer a -2 penalty to attack and saving throws while the báleygr remains in sight. As a báleygr terrifying presence is preternatural, it functions even through the obscurement of its aura of shrouding smoke.

In combat, a báleygr will strike with one of its giant-sized weapons. Targets within 10' will be attacked with its sword, axe, or mace for 4d6 points of damage. More distant targets, up to 30', will be attacked with its whip for 2d6 points of damage. Targets struck by the báleygr's whip must make a saving throw versus Paralysis or be dragged adjacent to the báleygr. Occasionally báleygr arm themselves with huge bows, with which they shoot flaming arrows. Báleygr's bows have twice the range and accuracy of longbows and deal 4d6 points of fire damage on a successful attack. A báleygr's weapons melt into slag if the creature is slain.

A báleygr is **immune** to death magic, fire, and ordinary weapons, and **resistant** (takes half damage) to acid, cold, and electricity. It possesses **infravision** (90') and **telepathy**, which allows it to communicate with any creatures it encounters. It can be held at bay by **protection from evil** and turned as an infernal creature, but may make a saving throw versus Spells to ignore the effects of being turned. A summoned báleygr can be **dispelled**.

If encountered in a wilderness lair, a legion of báleygr will be led by a lord with AC 12, 16 HD, 80 hp, and a +4 bonus on damage rolls. A báleygr lord is worth 7,200 XP and has additional treasure of type Q. It has a 25% chance to be mounted on a mature adult red dragon; if so, generate the dragon's characteristics and treasure separately.

Tales of a dark overlord fielding entire armies of báleygr mounted on dragons and led by a terrible giant-sized prince are generally considered fanciful even by the standards of adventurers.





CACODEMON

% In Lair: Varies
Dungeon Enc: Varies
Wilderness Enc: Varies
Alignment: Any
Movement: Varies
Fly: Varies
Armor Class: Varies
Hit Dice: Varies
Attacks: Varies
Damage: Varies
Save: Varies
Morale: Varies
Treasure Type: Varies
XP: Varies

Cacodemons are living horrors from the Outer Darkness brought to our world by black magic, evil prayer, or terrible suffering and calamity. Utterly alien and unspeakably vile, they have been known to mankind by many names: gremlin, incubus, demon, devil, fiend. Civilized adults, living in the safe realms of Law, may dismiss cacodemons as mere myths and legends, but the learned must endure the terror of knowing they are real.

Cacodemon Characteristics by Age Category

Cacodemons range in power from chaotic spawn, no more fearsome than a gnoll, to archfiends capable of destroying dragons. Demonologists have codified this range into ten different **ranks**. A cacodemon's characteristics primarily depend on its rank. See the Primary Cacodemon Attributes and Secondary Cacodemon Attributes tables, below.

Cacodemon Body Form

A cacodemon's movement rate and attack routine are determined by its body form. Some occultists argue that cacodemons have no true body form, and that it is the summoner's will which imposes shape upon their formless souls. Others argue that as creatures of Chaos, cacodemons come in every body form imaginable. Whatever the case, cacodemons most often appear in one of five basic body forms, each of which has winged and wingless variants, for a total of ten common body form configurations. These are:

Arachnine: Arachnine cacodemons resemble giant spiders, with chitinous segmented eight-legged bodies, fanged chelicerae, web-making spinnerets, and up to eight insect-like eyes. Winged arachnine cacodemons add a pair of dragonfly-like wings. A wingless arachnine has a movement rate of 60'. A winged arachnine has a movement rate of 60' and a flying movement rate of 120'. In either case, arachnines can climb at their base movement rate. An arachnine cacodemon's attack routine consists of a bite attack. Arachnine cacodemons may select the **poison** special ability if desired.

Humanoid: Humanoid cacodemons are bipedal, two-armed, two-legged creatures. Some are beautiful and majestic, resembling elves, men, or gods. Others are hideous to behold, resembling minotaurs, ogres, owlbears, or worse. If wings are present, they sprout from the shoulder blades; they are typically bat-like, but feathered avian wings and membranous insect wings are also possible. A wingless humanoid has a movement rate of 120'. A winged humanoid has a movement rate of 90' and a flying movement rate of 240'. A humanoid's attack routine consists of a pair of claw attacks and a bite attacks. Some

Primary Cacodemon Attributes

Rank	% In Lair	AC	HD	Save	Morale	Treasure Type	XP
Spawn	90%	3	2**	F2	0	B	29
Imp	70%	4	4**	F4	0	H	190
Gremlin	50%	5	6**	F6	0	N	820
Hellion	40%	6	8**	F8	0	Q	1,600
Incubus	40%	7	10***	F10	+1	Q, N	2,950
Demon	30%	8	12***	F12	+1	Q, N	3,900
Dybbuk	40%	9	14***	F14	+1	R	4,900
Devil	50%	10	16****	F16	+2	R	7,200
Fiend	70%	11	18******	F18	+2	R, N	9,800
Archfiend	90%	12	20*******	F20	+3	R, Q	15,400

Secondary Cacodemon Attributes

Rank	Dung. Enc.	Wild. Enc.	Special Abilities	Chance Speech	Caster	Spells Per Day 1	2	3	4	5	6
Spawn	1d4	1d4	2 abilities	1%	1st	2	-	-	-	-	-
Imp	1d4	1d4	2 abilities	2%	3rd	3	1	-	-	-	-
Gremlin	1d4	1d4	2 abilities	5%	5th	3	2	1	-	-	-
Hellion	1d4	1d4	2 abilities	10%	7th	4	3	2	1	-	-
Incubus	1d4	1d4	3 abilities	20%	9th	4	4	3	2	1	-
Demon	1d4	1d4	3 abilities	35%	11th	5	4	4	3	2	1
Dybbuk	1d2	1d2	3 abilities	50%	12th	5	5	4	4	2	2
Devil	1d2	1d2	4 abilities	75%	15th	5	5	5	4	3	2
Fiend	1d2	1d2	4 abilities	100%	17th	5	5	5	5	4	3
Archfiend	1	1	5 abilities	100%	20th	5	5	5	5	5	5

Cacodemon Attack Routines and Damage by Body Type and Power Category					
Body Type	**Arachnine**	**Humanoid**	**Monadine**	**Scolopendrine**	**Wyverine**
AC	+1	0	0	+0	+1
Move	60', 120' fly	120', 180' fly	30', 60' fly	120' , 180' fly	90', 240' fly
BME	1.5	2	2.08	1.5	1.72
CCF	0.30	0.033	NA	0.20	0.20
Attack Routine	1 (bite)	3 (2 claws/bite)	1 (envelopment)	9 (8 tentacles/bite)	2 (talons or bite/ sting)
Spawn	1d8	1d2/1d2/1d3	1d8	0/ 1d6	1d4/1d4
Imp	2d8	1d3/1d3/1d6	2d8	1d2-1/2d4	1d8/1d8
Gremlin	2d12	1d4/1d4/1d10	2d12	1d3-1/2d4+1	1d12/1d12
Hellion	4d8	1d6/1d6/2d6+1	4d8	1d3-1/2d6+1	2d8/2d8
Incubus	4d10	1d10/1d10/2d10	4d10	1d2/2d10	2d10/2d10
Demon	4d12	1d12/1d12/2d12	4d12	1d2/2d12	2d12/2d12
Dybbuk	6d8	2d6/2d6/4d6	6d8	1d3/4d6	3d8+1/3d8+1
Devil	6d10	2d6+1/2d6+1/4d6+1	6d10	1d3/3d10	3d10+1/3d10+1
Fiend	6d12	2d8/2d8/3d12	6d12	1d4/3d12	3d12/3d12
Archfiend	7d10+2	2d10/2d10/4d10	7d10+2	1d4/4d10	2d20/2d20

humanoids may instead have a weapon attack, which deals damage as an arachnine bite attack.

Monadine: Monadine cacodemons appear as amorphous blobs of cytoplasmic ichor, capable of changing their shape, forming stalks, and extruding pseudopods. Some monadine cacodemons may have blinking eyes, agonized human faces, or pulsating organs visible on or within their cytoplasm. "Wingless" monadine have a movement rate of 30'. "Winged" monadine, capable of propelling themselves into the air and forming their bodies into a wing-like surface, gain a flying movement rate of 60'. In either case, monadine cacodemons can climb and swim at their base movement rate. A monadine's attack routine consists of an envelopment by an extruded pseudopod. Monadine cacodemons may select the **swallow attack** special ability if desired.

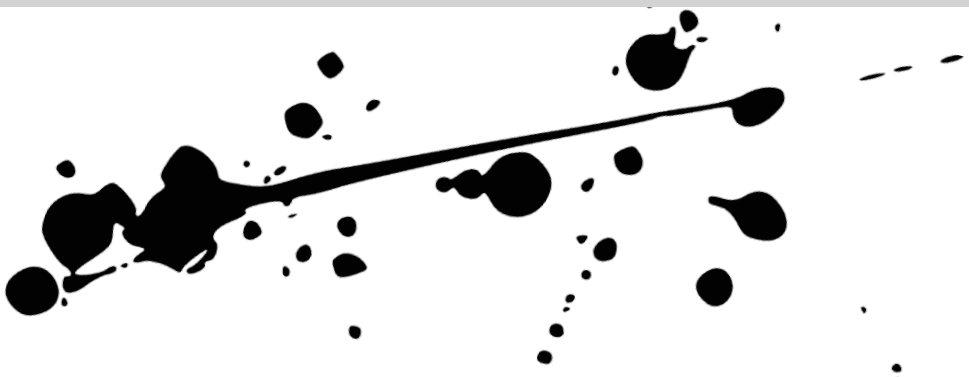
Scolopendrine: Scolopendrine cacodemons resemble enormous carcass scavengers, with long segmented bodies with a pair of legs on every segment, terminating in a head festered with elongated mandibles and eight tentacle-like antenna. Winged scolopendrine gain a pair of membranous wings on every segment, granting a flying movement rate of 180'. A scolopendrine's attack routine consists of eight tentacle attacks and a bite attack. Scolopendrine cacodemons may select the **paralysis** special ability if desired.

Wyverine: Wyverine cacodemons have bipedal body forms with two vestigial arms (like a tyrannosaur). If wings are present, they replace the arms (like a bat or bird). A wingless wyvernine cacodemon has a movement rate of 120', while a winged wyvernine cacodemon has a movement rate of 90' and a flying movement rate of 240'. A wyvern's attack routine consists of either a bite and a tail attack or two talon attacks. Winged wyvernine cacodemons may select the **dive attack** special ability while wingless ones may select the **berserk** special ability.

Cacodemon Size, Mass, and Carrying Capacity

A cacodemon's mass (in pounds) is determined by its HD and its body mass exponent, according to the formula mass = (HD x 10)BME. The cacodemon's weight then determines its carrying capacity and size category. Its carrying capacity is calculated according to the formula carrying capacity = mass x CCF. Size category is shown on the table below.

Mass	**35 lbs or less**	**36 to 400 lbs**	**401 to 2,000 lbs**	**2,001 to 8,000 lbs**	**8,001 to 32,000 lbs**	**More than 32,000 lbs**
Size Category	Small	Man-Sized	Large	Huge	Gigantic	Colossal
Length/Height	Less than 2'	Less than 8'	8' to 12'	12' to 20'	20' to 32'	32' or more



Cacodemon Special Abilities

Like all demons, cacodemons are resistant to (take half damage from) attacks based on cold, electricity, fire, and gas; have infravision (90 feet); and possess telepathy allowing them to communicate with any creatures they encounter.

In addition, all cacodemons have at least two other special abilities, one of them often derived from their body form. High-ranking cacodemonsmayhaveasmanyasfivespecialabilities. RefertotheSecondaryCacodemon Attributes tableforthenumber ofspecial abilities the cacodemon should receive. Winged cacodemons loseone special ability to compensate for flight. The Judge may roll or select powers for the cacodemon from the list below, or make up his own. Note that some selections yield powers worth 1/8, 1/ 2, or 1/4 a special ability (*). The Judge should continue to roll or choose powers until the appropriate total number is chosen.

Usage	Usage Factor	Usage	Usage Factor
At will	1	1/day	0.4
1/turn	0.8	1/week	0.3
1/3 turns	0.7	1/month	0.2
1/hour	0.6	1/season	0.1
3/day	0.5	1/year	0.05

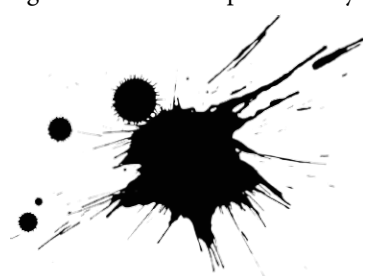
EXAMPLE: A particular cacodemon can cast **illusion** at will (4th level, usage 1), **command word** at will(1st level, usage 1), **mirror image** once perday (2nd level, usage 0.4), and **charm person** once per day (1st level, usage 0.4). Its spell-like abilities count as [(1/4 x 4 x 1) + (1/4 x 1 x 1) + (1/4 x 2 x 0.4) + (1/4 x 1 x 0.4)] 1.55 abilities, rounded to 2.

Whatever their special abilities, cacodemons are unholy beings that can be held at bay by protection from evil, dispelled with dispel evil and turned by clerics as Infernal.

Cacodemon Speech Capability

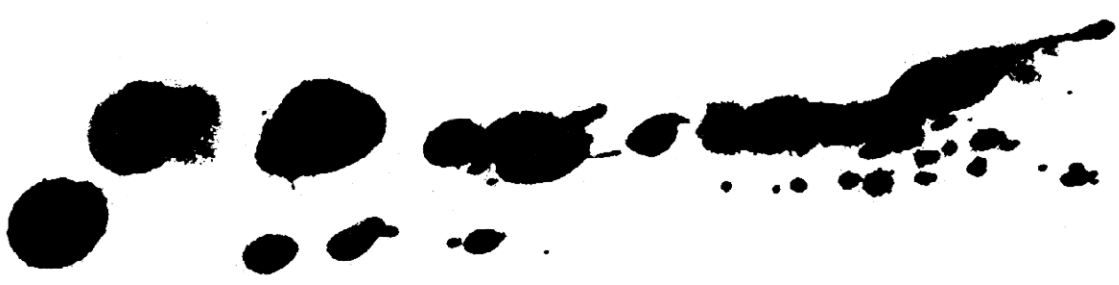
Refer to the Secondary Cacodemon Attributes table for the probability of speech and the spells per day available for cacodemons of various ages. The older the cacodemon, the greater the probability that it has the capability of speech.All cacodemons that can speak know Common and two other languages. Cacodemons that speak may also cast eldritch spells. Cacodemons always know the same number of eldritch spells that they can cast per day. Different cacodemons favor different types of spell s, but black enchantments such as incite madness, infuriate beast, inspire horror, endless slumber, feeblemind, and enslave are common.

Cacodemons that can speak and cast spells should be counted as having two additional special abilities for purposes of XP. (This is already factored into the XP awards for Fiends and Archfiends, which always can speak and cast spells). If all cacodemons are unintelligent creatures incapable of speech in the Judge's campaign setting, then cacodemons who would be capable of speech should gain an additional special ability instead.



Roll	Special Ability
01-02	Acid (1): The cacodemon's attacks destroy non-magical armor or clothing on a successful hit. A non-magical weapon that strikes the cacodemon dissolves immediately after dealing damage. Magical weapons and armor are allowed a saving throw using the wearer's save versus Death, adding any magical bonus to the roll if applicable.
03-04	Aura (1): The cacodemon is surrounded by a damaging aura that deals damage to susceptible creatures each round. The aura has a radius of 2' per HD, and deals 1d8 damage per round. Roll 1d8 for the type of aura: 1 – fire; 2 – lightning; 3 – freezing vapors; 4 – poison vapor; 5 – scouring wind; 6 – acid; 7 – blistering steam; 8 – fetid gas.
05	Berserk (1): The cacodemon gains a +2 bonus to attack rolls and is immune to fear. Its morale score is raised to +4.
06-07	Bonus Attack (Varies): The cacodemon gains one or more bonus attacks. Roll 1d6: 1-3 one bonus attack dealing damage equal to its primary attack, 4-6 two bonus attacks each dealing damage equal to its secondary attack (or half its primary attack). If the bonus attack increases the cacodemon's average damage to more than 4 points per HD, it counts as 1 special ability. Otherwise it counts as 1/4 special abilities.
08-09	Breath Weapon (1): The cacodemon gains a cacodemon-like breath weapon usable 3/day. The breath weapon deals 1d6 points of damage per HD of the cacodemon, with a saving throw v. Blast reducing damage by half. Roll 1d8 for the type of breath weapon or choose: 1 – fire; 2 – lightning; 3 – freezing vapors; 4 – poison vapor; 5 – scouring wind; 6 – acid; 7 – blistering steam; 8 – fetid gas. Area of effect and special properties are as per a cacodemon.
10-13	Charge (1/4): The cacodemon is capable of making charge attacks that deal double damage. Choose one natural attack type for the charge.
14-15	Charm (1): The cacodemon can enslave victims to its will 3/day or by gaze. The target must save v. Spells or be totally enthralled by the cacodemon. If the cacodemon has 3 HD or less, the save is at +2. If the cacodemon has 9 HD or more, the save is at -2.
16-17	Class Powers/Proficiencies (Varies): The cacodemon gains 1d4 class powers or proficiencies, selected based on the cacodemon's overall design (Judge's choice), excluding spellcasting. If the cacodemon has all the powers of a class, it counts as 1 special ability. Otherwise, each class power counts as one 1/8 special ability.
18-19	Energy Drain (2): Victims of the cacodemon's primary attack lose 1 or more levels of experience. If the cacodemon has 6 HD or less, it drains 1 level of experience. If it has 7 HD or more, it drains 2 levels of experience.
20-23	Flying (1): The cacodemon is capable of flying at the movement rate noted for its body form. If it already flies, it becomes capable of making dive attacks that deal double damage. If a dive hits a victim smaller than itself, it grabs and carries him off, unless the victim makes a successful save v. Paralysis. If it already has a dive attack, re-roll.

Roll	Special Ability
24-25	Grab (1): Victims of the cacodemon's primary attack must save v. Paralysis or be grabbed. Grabbed victims are helpless until they escape by making a successful saving throw v. Paralysis on their turn.
26-31	Hug (1/4): If the cacodemon hits with more than half its attacks during its attack sequence, it deals additional damage: 2d6 if man-sized, 2d8 if large, 2d10 if huge, 2d12 if gigantic, and 2d20 if colossal.
32-37	Immunity (Varies): The cacodemon gains an immunity. Roll 1d12: 1 – fire (1/4); 2 – lightning (1/4); 3 – cold (1/4); 4 – acid (1/4); 5 – sleep, charm, hold, and poison (1); 6 – fear (1/4); 7 – blunt weapons (1/4); 8 – edged weapons (1/4); 9 – piercing weapons (1/4); 10 – bronze/iron/wood weapons (3/4), 11 – all nonmagical weapons (1), 12 – all elemental effects (1). Re-roll if the cacodemon is already immune to the effect.
38	Incorporeal (1): The cacodemon is formless, weightless, and unable to interact with physical objects except through its attacks or special abilities. If an incorporeal cacodemon has 4 HD or less, it can only be harmed by silver weapons. If an incorporeal cacodemon has 5 HD or more, it can only be harmed by magical weapons. It may select energy drain and flying as special abilities.
39	Infectious (1/4): The cacodemon is able to transform its victims into others of its kind. Creatures slain by the cacodemon might rise as cacodemons of its type unless appropriate measures are taken; or victims suffering loss of half or more of their hit points to the cacodemon's natural attacks might become a cacodemon of its type after 2d6 days.
40-41	Initiative (1): The cacodemon is extremely fast, and always has the initiative each round.
42-43	Invisibility (1): The cacodemon is naturally invisible. It may act freely, including attacking, without becoming visible.
44	Magic Resistance (1): The cacodemon gains magic resistance with a target value of (20-HD).
45-48	Ongoing Damage (1): Once the cacodemon has hit its victim, it does ongoing damage each round equal to its most damaging attack. Special effects (energy drain, poison, etc.) are not ongoing.
49-51	Paralysis (1): Victims of the cacodemon's primary attack(s) must save v. Paralysis or be paralyzed. Roll 1d6: 1-2 paralysis lasts for 1d10 rounds, 3-6 paralysis lasts for 2d4 turns.
52-53	Petrification (2): Any victim that either (1-3) meets the cacodemon's gaze or (4-6) is struck by the cacodemon's attack(s) is required to make a saving throw v. Petrification or be turned to stone.
54-61	Poison (1): Victims of the cacodemon's primary attack(s) must save v. Poison or die. If the cacodemon has 3 HD or less, the save is at +2. If the cacodemon has 9 HD or more, the save is at -2.
62-63	Regeneration (1): The cacodemon regenerates hit points each round, with the ability to re-attach lost limbs, unless the damage is of two particular types (usually fire and acid). The amount regenerated will be HD/2 per round.
64-68	Resistance (Varies): The cacodemon gains resistance to two effects. Roll 1d12: 1 – fire (1/8); 2 – lightning (1/8); 3 – cold (1/8); 4 – acid (1/8); 5 – sleep, charm, hold, and poison (1/2); 6 – fear (1/8); 7 – blunt weapons (1/8); 8 – edged weapons (1/8); 9 – piercing weapons (1/8); 10 – bronze/iron/wood weapons (3/8), 11 – all nonmagical weapons (1/2), 12 – all elemental effects (1/2). If the same effect is rolled twice, the cacodemon becomes immune (as above). Re-roll if the cacodemon is already immune to the effect.
69-71	Spellcasting (2): The cacodemon may cast spells as if it were a Zaharan sorcerer of the class level shown on the Secondary Cacodemon Characteristics table. Re-roll if the cacodemon is already able to cast spells.
72-75	Spell-like Abilities: The cacodemon gains 1d4 spell-like abilities. Generate the abilities as if rolling for spell scrolls or select appropriate abilities based on the cacodemon's other powers (Judge's choice). Each spell-like ability counts as a fraction of a special ability. Multiply 2 x spell level x the usage factor (see below).
76-80	Stealth (1/4): The cacodemon is difficult to notice. Roll 1d6: 1-2 characters encountering the cacodemon at any time suffer a -1 penalty to surprise rolls; 3-4 characters encountering the cacodemon in its natural habitat suffer a -1 penalty to surprise rolls; 4-6 characters encountering the cacodemon in its natural habitat suffer a -2 penalty to surprise rolls.
81-83	Swallow Attack (1): The cacodemon can swallow whole victims smaller than itself on an unmodified attack throw of 19 or 20. A victim that is swallowed whole takes damage equal to the cacodemon's most damaging attack each round until the cacodemon is killed or the victim dies.
84-86	Swift (1/4): The cacodemon moves rapidly. Its movement rate is increased by 30' for every 120' of base encounter movement
87-88	Terrifying (1): Any being seeing the cacodemon must succeed in a saving throw versus Paralysis or become paralyzed with dread. This affect passes if the cacodemon leaves the victim's range of vision, or if the cacodemon engages in combat.
89-94	Tough: The cacodemon is unusually tough or hardy. Its AC is increased by 1d4 points. If this increases its AC to more than its HD x 1.5, this counts as a 1 special ability. Otherwise it counts as special ability.
95-99	Trample (1/4): The cacodemon gains a trample attack which it may use in lieu of its normal attack sequence. The trample attack should inflict an average of 2 hp of damage per HD the cacodemon possesses. The cacodemon gains a +4 bonus to attack man-sized targets when trampling. If the cacodemon is not at least large sized, re-roll.
100	Unusual (1): The cacodemon has a rare, unique, or special power determined by the Judge. Examples include the rust monster's ability to destroy metal armor and weapons, and the vampire's ability to assume gaseous form when reduced to 0 hit points.



CAVE KRAKEN

% In Lair: 100%
Dungeon Enc.: Solitary (1)
Wilderness Enc.: None
Alignment: Chaotic
Movement:
Swim: 90' (30')
Armor Class: 7
Hit Dice: 8**
Attacks: 8 tentacles or 1 bite
Damage: 1d8 x 8 or 1d10
Save: F8
Morale: +2
Treasure Type: K
XP: 1,560

Cave krakens are frightening, octopus-like creatures often used by evil wizards to guard treasures in subterranean lakes and other bodies of water. They possess eight 12' long tentacles, which are covered in wicked barbs.

On a successful attack throw with a tentacle, a cave kraken automatically restrains the creature it hit. Thereafter the cave kraken can automatically constrict its restrained victim with its tentacle, dealing 1d8 points of damage without having to make an attack throw. Doing so counts as the cave kraken's attack with the tentacle it has used to restrain the creature.

A cave kraken can restrain and constrict a different creature with each tentacle simultaneously. It can also choose to restrain and constrict a particular creature with multiple tentacles. If this occurs, the restrained creature suffers a -1 penalty on its attack throws for each additional tentacle, in addition to suffering constriction damage from each tentacle.

A restrained creatures cannot use a shield and can be attacked with a +2 bonus, or can be ambushed or backstabbed for a +4 bonus. It cannot move until it cuts itself free from the cave kraken's tentacle(s). To cut itself free, a creature must successfully deal 6 points of damage to the cave kraken with one blow. If a cave kraken loses half or more of its tentacles, it will flee beneath the water, attacking again only if it is pursued or to defend any treasure it might be guarding.

Tentacles that successfully strike a target constrict for 1d8 points of damage initially and then 1d8 per round thereafter until either the target is dead or the tentacle cut off. For every tentacle constricting a single target, the target suffers a -1 penalty to attack rolls. A tentacle can be cut off if a total of 6 hit points or more of damage is dealt with one blow.

DRAGON, HEROIC FANTASY VARIANT

% In Lair: Varies
Dungeon Enc: Varies
Wilderness Enc: Varies
Alignment: Any
Movement: Varies
Fly: Varies
Armor Class: Varies
Hit Dice: Varies
Attacks: Varies
Damage: Varies
Save: Varies
Morale: Varies
Treasure Type: Varies
XP: Varies

Dragons are an ancient and dangerous reptilian species, capable of surviving for thousands of years, growing in size and power with each passing century. While all dragons belong to the same race of creatures and can inter-breed, dragons come in an astounding variety of shapes, colors, and powers. In certain worlds, they may be intelligent – and in those worlds they are often representative of the greatest evils those worlds have to offer. In other worlds, dragons are feral creatures of bestial instinct. In every world, they are held in awe and terror as living embodiments of avarice, gluttony, and wrath.

Dragon Characteristics by Habitat

In the world of the Auran Empire, dragons are elemental creatures whose very bodies adapt to whatever habitat they choose to lair in. In other worlds, dragons might have evolved in different ways in different habitats, or might have been created at different times for different environments. In any case, a dragon's color and its breath weapon (if any) usually reflect the terrain and climate of their habitats, and dragons are often grouped into general categories on this basis. For instance, dragons that dwell in glaciers or frigid tundra will often have white hides and freezing breath weapons, earning the name white dragons.

Dragon Characteristics by Age Category

A dragon's characteristics primarily depend on its age. See the Primary Dragon Attributes and Secondary Dragon Attributes tables, below.

Dragon Body Form

A dragon's movement rate and attack routine are determined by its body form. Dragons come in four basic body forms, each of which has winged and wingless variants, for a total of eight possibly body form configurations. These are:

Dragon Attributes by Habitat

Habitat	Common Name	Hide Color	Breath Weapon
Any sinkhole of evil	Wyrm	Purple taupe, liver, charcoal, or black	40' long, 40' wide, cloud, fetid gas
Any pinnacle of good	Metallic dragon	Bronze, silver, electrum, or gold	90' long, 30' wide, cone, fire
Clouds, mountain peaks	Blue dragon	Sky blue, slate grey, cloud white	100' long, 5' wide, line, lightning bolt
Deserts, wastelands	Brown dragon	Burnt orange, copper, or sandy brown	90' long, 30' wide, cone, scouring wind
Oceans, lakes	Sea dragon	Sea green, teal, or cerulean blue	90' long, 30' wide, cloud, blistering steam
Glaciers, icy caves	White dragon	Ivory, pearl, or snow white	90' long, 30' wide, cloud, freezing vapor
Volcanoes, badlands	Red dragon	Flaming red, burnt orange, or charcoal	90' long, 30' wide, cone, fire
Woods, jungles	Green dragon	Moss green, olive, or forest green	40' long, 40' wide, cloud, poison vapor
Swamps, marshes	Black dragon	Green-grey, midnight green, or black	100' long, 5' wide, line, acid



Primary Dragon Attributes								
Category	**Age**	**% In Lair**	**AC**	**HD**	**Save**	**Morale**	**Treasure Type**	**XP**
Spawn	1-5 years	90%	3	2**	F2	0	B	38
Very Young	6-15 years	70%	4	4**	F4	0	H	190
Young	16-25 years	50%	5	6**	F6	0	N	820
Juvenile	26-50 years	40%	6	8**	F8	0	Q	1,600
Adult	51-75 years	40%	7	10***	F10	+1	Q, N	2,950
Mature Adult	75-100 years	30%	8	12***	F12	+1	Q, N	3,900
Old	101-200 years	40%	9	14***	F14	+1	R	4,900
Very Old	201-400 years	50%	10	16****	F16	+2	R	7,200
Ancient	401-700 years	70%	11	18*****	F18	+2	R, N	9,900
Venerable	701+ years	90%	12	20******	F20	+3	R, N	13,600

Secondary Dragon Attributes										
						Spells Per Day				
Category	**Dung. Enc.**	**Wild. Enc.**	**Chance Asleep**	**Chance Speech**	**Special Abilities***	**1**	**2**	**3**	**4**	**5**
Spawn	1d4	1d4	80%	1%	1 ability	1	-	-	-	-
Very Young	1d4	1d4	70%	2%	1 ability	2	-	-	-	-
Young	1d4	1d4	60%	5%	1 ability	2	1	-	-	-
Juvenile	1d4	1d4	50%	10%	1 ability	2	2	-	-	-
Adult	1d4	1d4	40%	20%	2 abilities	2	2	1	-	-
Mature Adult	1d4	1d4	30%	35%	2 abilities	2	2	2	-	-
Old	1d2	1d2	20%	50%	2 abilities	3	2	2	1	-
Very Old	1d2	1d2	10%	75%	3 abilities	3	3	2	2	-
Ancient	1d2	1d2	5%	100%	3 abilities	3	3	3	2	-
Venerable	1	1	0%	100%	4 abilities	3	3	3	3	2

**Excluding special abilities gained from body form*

Guivre: A guivre has a limbless body form resembling a serpent. If wings are present, they are an addition to the body. A guivre has a movement rate of 90' and, if winged, a flying movement rate of 240'. A guivre's attack routine consists of a bite and a tail attack. All guivres possess the **constriction** special ability.

Lindworm: A lindworm has a legless body form with two front claws resembling a worm lizard. If wings are present, they are an addition to the body. (That is, a winged lindworm has two front claws and two wings on a legless body, for a total of four limbs. A serpentine body form with two wings and no other limbs is a winged guivre.) A lindworm has a movement rate of 60' and a burrowing movement rate of 30'; if winged, it also has a flying movement rate of 180'. A lindworm's attack routine consists of a single very powerful bite attack. All lindworms possess the **decapitating bite** special ability.

Wyverns: A wyvern has a bipedal body form with two vestigial arms (like a tyrannosaur). If wings are present, they replace the arms (like a bat or bird). A wingless wyvern has a movement rate of 120', while a winged wyvern has a movement rate of 90' and a flying movement rate of 240'. A wyvern's attack routine consists of either a bite and a tail attack and, if winged, two talon attacks. All winged wyverns possess the **clutching claws** special ability while all wingless wyverns possess the **arm claws** special ability.

Monitor: A monitor has a quadrupedal body form resembling a large lizard. If wings are present, they are an addition to the body

Dragon Attack Routines and Damage by Body Type and Age Category				
Body Type	**Guivre**	**Lindworm**	**Wyvern**	**Monitor**
Age Category	2 (bite/tail)	1 (bite)	2 (bite/tail or talon/talon)	3 (claw/claw/bite)
Spawn	1d6/1d6	2d6	1d6/1d6	1d2/1d2/2d3
Very Young	1d8/1d8	2d8	1d8/1d8	1d3/1d3/2d4
Young	1d10/1d10	2d10	1d10/1d10	1d4/1d4/2d6
Juvenile	2d6/2d6	3d8	2d6/2d6	1d6/1d6/2d8
Adult	2d8/2d8	3d10	2d8/2d8	2d3/2d3/2d10
Mature Adult	3d6/3d6	6d6	3d6/3d6	1d8/1d8/3d8
Old	3d6+1/3d6+1	7d6	3d6+1/3d6+1	2d4/2d4/3d10
Very Old	4d6/4d6	8d6	4d6/4d6	1d10/1d10/4d8
Ancient	4d6+1/4d6+1	9d6	4d6+1/4d6+1	1d12/1d12/4d10
Venerable	5d6/5d6	10d6	5d6/5d6	3d4/3d4/5d8
Venerable, Massive 1*	6d6/6d6	12d6	6d6/6d6	3d6/3d6/6d8
Venerable, Massive 2*	7d6/7d6	14d6	7d6/7d6	3d8/3d8/6d10

**Only available if Massive Size special ability is taken.*

(giving it a total of six limbs). A monitor has a movement rate of 90' and, if winged, a flying movement rate of 240'. A monitor's attack routine consists of a pair of claw attacks and a bite attack. All monitors gain one **bonus** special ability from their body form. This body form is sometimes called "draconic" or "true dragon" form.

Dragon Special Abilities

In addition to the special ability gained from their body form, all dragons have at least one other special ability. As they age, dragons become increasingly powerful and gain additional special abilities. One of these special abilities is usually, but not always, a breath weapon. However, winged dragons **lose** one special ability to compensate for the ability to fly. Refer to the Secondary Dragon Attributes table for the number of special abilities the dragon should receive. Select powers appropriate to the dragon's habitat and alignment from the list below, or make up your own.

Breath Weapon: The dragon gains a breath weapon appropriate to its habitat. See **Dragon Breath Weapons**, below.

Clutching Claws: The dragon may make a **dive attack** with its claws (or talons), dealing double damage. If the dragon hits a creature smaller than itself with both its claw or talon attacks, the dragon automatically grabs the creature struck (no saving throw). A grabbed creature cannot attack, cast spells, move, or take any other action except to attempt to escape. To escape the dragon's clutches, a creature has to two options. First, it may attempt to slip free with a saving throw versus Paralysis. Second, it may attempt to break free with a proficiency throw to open doors. If the creature has Contortionism proficiency, it gains a +4 bonus on either throw. If the creature is man-sized or smaller, or has less than half the dragon's Hit Dice, it suffers a -4 penalty on the throw. Due to their small size, such creatures can be carried off during the dragon's movement, and can be grabbed even if the dragon is casting a spell. Only winged dragons with either claw or talon attacks can select this ability.

Constriction: On a successful tail attack, the dragon is able to grab the creature it struck in its snaky coils. On the dragon's initiative each round thereafter, it may either release or squeeze the grabbed creature. If the dragon releases the grabbed creature, it may attack another creature with its tail instead. If the dragon squeezes the grabbed creature, the grabbed creature suffers additional damage as if struck by the dragon's tail. A grabbed creature cannot attack, cast spells, move, or take any other action except to attempt to escape. When attempting to escape from being grabbed, a creature has to two options. First, it may attempt to slip free with a saving throw versus Paralysis. Second, it may attempt to break free with a proficiency throw to open doors. If the creature has Contortionism proficiency, it gains a +4 bonus on either throw. If the creature is man-sized or smaller, or has less than half the dragon's Hit Dice, it suffers a -4 penalty on the throw. Due to their small size, such creatures can be carried off during the dragon's movement, and can be squeezed even if the dragon is casting a spell. Only dragons with tails can select this special ability.

Decapitating Bite: On a critical hit, the dragon's bite may attempt to decapitate its target (in lieu of other critical hit effects). The character bitten must make a saving throw versus Death or die. Even if the saving throw is successful, the character will suffer quadruple damage from the bite.

Draconic Persuasion: Some dragons have a dangerous charisma about them – their voices are inviting, cloying, seductive, their bearing commanding, their eyes penetrating. Any creature that speaks with such a dragon must make a saving throw v. Spells. If the save fails, the creature is **charmed**. If the save succeeds, the creature is thereafter immune to that particular dragon's draconic persuasion. Only dragons capable of speech may select this special ability.

Elemental Aura: The dragon is surrounded in a 5' radius by an aura of elemental energy appropriate to its habitat (a red dragon might be wreathed in flame, for instance). Characters who begin their initiative within the aura, or enter it during their initiative, immediately suffer damage as if hit by a claw attack by a monitor-form dragon of the radiating dragon's age category. Only dragons with breath weapons may select this special ability.

Fear Aura: When the dragon charges or flies overhead, it causes fear in its opponents. All creatures with less than 1 Hit Dice flee in panic for 4d6 turns. All creatures with 1-3 Hit Dice must save versus Paralysis or be paralyzed with fear. All creatures with more than 3 Hit Dice must save versus Paralysis or suffer a -1 to attack throws. The fear effects last until the dragon is slain or passes out of sight and sound.

Gem-Encrusted Hide: The dragon's hide is coated with gemstones and coins from centuries of lying on its treasure pile. Because of this protection, it gains a +2 bonus to AC, but its movement is reduced by 30'. The AC bonus increases to +3 when the dragon becomes Very Old, and +4 when the dragon becomes Venerable.

Horrific Stench: The dragon gives off a disgusting stench. Characters who begin their initiative, or move on their initiative to, within 20' of the dragon must make a Saving Throw versus Poison or be queasy from by its overwhelming stench. The saving throw is at a -1 penalty if the dragon is Very Old, or -2 if Venerable. Queasy characters suffer -3 to attack throws and damage rolls while in, and for 1d4+4 rounds after, leaving the dragon's vicinity.

Invulnerable: The dragon's innate power protects it from most attacks. The dragon cannot be harmed by non-magical weapons.

Massive Size: The dragon is of enormous size for its age. Its Hit Dice are increased by 2, with a commensurate increase in damage from its attack routine. A dragon may take this special ability multiple times, representing a truly colossal specimen.

Paralyzing Blows: Up to the three of the dragon's attacks can channel negative energy. Successful hits by these attacks cause the target to suffer **paralysis** for 3d4 turns unless it makes a successful Saving Throw versus Paralysis. If the dragon has only one attack in its attack routine, the saving throw is at a -2 penalty; if the dragon has two attacks in its attack routine, the saving throw is at -1. This effect is otherwise identical to a ghoul's paralysis. Only chaotic dragons may select this special ability.

Poisonous Blood: Corrosive venom flows through the dragon's veins. Any opponent successfully hitting the dragon in melee must save versus Poison to avoid being splashed with highly





venomous blood. A failed saving throw results in death. The saving throw is at a -1 penalty if the dragon is Very Old, or -2 if Venerable. As the venom functions corrosively, acid resistant or immunity will protect a victim form it.

Polymorph Self: The dragon can change its shape to any humanoid or animal form at will. The dragon does not gain any special abilities of the form, merely its physical characteristics. Only dragons capable of casting spells may select this special ability.

Swallow Attack: On a critical hit against a target that is man-sized or has less than half the dragon's Hit Dice, the dragon can swallow it whole (in lieu of other critical hit effects). Characters who are swallowed whole suffer damage equal to a claw attack by a monitor-form dragon of the swallowing dragon's age category every round until they die, or until the monster is killed. If a dragon ever uses a breath weapon while one or more characters are within its belly, the swallowed character(s) take(s) full damage with no saving throw permitted. If a character who has been swallowed has a sharp weapon, he may attack the dragon from inside its belly with an attack penalty of -4. Should a swallowed character die and remain in a dragon's belly for 6 turns, he has been irrecoverably digested and cannot benefit from **restore life and limb**.

Tail Lash: The dragon can make one additional melee attack each round, lashing out with its tail at targets to its rear. When attacking with its tail lash, the dragon inflicts the tail damage of a guivre-form dragon of its own age category. Only lindworm- and monitor-form dragons can select this special ability. (Guivre- and wyvern-form dragons already have tail attacks).

Trample: The dragon may stomp on or slither over its an opponent, dealing damage through to its immense bulk. A trample attack occurs in lieu of a dragon's normal attack routine. When attacking with a trample attack, the dragon gains a +4 bonus to its attack throw if the target is man-sized or has less than half the dragon's Hit Dice, and inflicts the bite damage of a guivre-form dragon of its age category.

Venomous Bite: The dragon's bite carries lethal poison. Any creature struck by the dragon's venom must make a successful saving throw versus Poison or immediately die. The saving throw is at a -1 penalty if the dragon is Very Old, or -2 if Venerable.

Wing / Arm Claws: The dragon can make two additional melee attacks each round with the claws on its arms or wings. When attacking with its arms or wings, the dragon inflicts the claw damage of a monitor-form dragon of its own age category. Winged guivre-, wingless lindworm-, wingless or winged wyvern-, and winged monitor-form dragons can select this ability once. Winged lindworm-form dragons can select this ability twice (once for their arms and once for their wings). Wingless guivre- and wingless monitor-form dragons cannot select this ability at all; the former have no claws, and the latter already attack with their foreclaws.

Dragon Speech Capability

Refer to the Secondary Dragon Attributes table for the probability of speech and the spells per day available for dragons of various ages. The older the dragon, the greater the probability that it has the capability of speech. All dragons that can speak know Common, Draconic, and one other language. Dragons that speak may also cast eldritch spells at a caster level of ½ their HD. Dragons always know the same number of eldritch spells that they can cast per day. Different dragons favor different types of spells, but **charm person**, **swift sword**, **striking**, **invisibility**, and **mirage** are perennial favorites.

Dragons that can speak and cast spells should be counted as having two additional special abilities for purposes of XP. (This is already factored into the XP awards for Ancient and Venerable dragons, which always can speak and cast spells). If dragons are unintelligent creatures incapable of speech in the Judge's campaign setting, then they should gain an additional special ability instead.

Dragon Breath Weapons

Dragons who select the **breath weapon** special ability are able to produce a powerful attack with a breath weapon. Though the classic breath weapon is the fire from a "fire-breathing dragon," different dragons may breathe different kinds of effects based on their habitat. All dragons' breath weapons deal 1d6 points of damage per Hit Die of the dragon.

Breath weapons can either be limited-use or recharging. Limited-use breath weapons can be used 3 times per day. Recharging breath weapons can be used once every 1d6 rounds.

A dragon's breath weapon can have one of three potential shapes: cloud shaped, cone shaped, and line shaped. All cloud-shaped breath effects occupy an area that is 20' high, 40' long, and 40' wide. Cone-shaped effects begin with a width of 2', and spread out into a cone shape 90' long and 30' wide. Line shaped breath weapons have the same 5' width for their entire lengths (100'). All creatures within the area of effect will take full damage from the breath unless they make a saving throw versus Breath. Success indicates that the creature takes only half damage.

Dragons with a breath weapon are immune to the effects of their own breath weapon, as well as the same kind of breath weapon from other dragons. They are further immune to ordinary instances of a similar nature to their attack. For instance, a fire-breathing dragon is immune to all ordinary fire and the fire breath of all other dragons. However, dragons will sustain half damage from magical based attacks that are similar to the nature of their breath weapons. A lightning-breathing dragon, for instance, will not suffer damage from a natural lightning strike, but will suffer half damage from spell **lightning bolt**.

In addition to damage, certain breath weapons have special effects, noted below:

Acid: The acid stream will burn through wooden or metal barriers and continue beyond them to its full length. The acid can corrode metal, wood, and cloth it touches, but cannot harm stone.

Fetid Gas: Creatures that fail to save versus Breath are afflicted by a noxious rotting disease which causes their body to deteriorate. They lose 1d4 points of STR, DEX, and CON each day until cured by a **cure disease** spell from a 9th level or higher cleric. If any of the character's ability scores is reduced to 0, the character dies. Lost ability score points are recovered at a rate of 1 per day after the disease is cured.

Blistering Steam, Freezing Vapors, Poison Vapor, or Scouring Wind: For one round after the dragon breathes, the area of effect is partly obscured by the billowing vapors, steam, or dust. Attacks into or through the area suffer a -2 penalty.

Lightning Bolt: The bolt can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier.

Fire: The fire ignites combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the breath may continue beyond the barrier in order to attain its full volume.

Sleeping Dragons

When a dragon is encountered in its lair, or otherwise in a location on the ground, there is a chance that the dragon will be asleep when stumbled across. Dragons are an ancient, long-lived race, and as such they operate on a different schedule than humanoids. Dragons may sleep in a safe location for days, weeks, or sometimes years if left undisturbed. However, despite sleeping more often, older, wiser dragons generally take precautions against being caught unawares. The percentage chance that a dragon will be caught asleep when found is provided on the Secondary Dragon Attributes table. If the dragon is found asleep, opponents may attack the sleeping dragon for one round with a bonus of +2 to all attack throws. Thieves may backstab a sleeping dragon. The dragon will be roused after this round regardless of whether any attacks actually make contact, and combat will progress on the second round as normal.

Dragon Interaction

Because of their long history, dragons seldom take notice of the lesser insignificant intelligent races, and view them as primitive upstarts. Nonetheless, dragons are extremely intelligent and value their own lives. To this end, dragons will bargain and even surrender to characters to save their lives or otherwise richly benefit. Dragons have immense egos, and even the most evil dragon may stop to listen to the pleas or praise of a soon-to-be lunch.

Dragons of differing alignment will interact with other intelligent creatures in different ways. Neutral dragons may or may not converse with characters, depending on the circumstances. Lawful dragons are more likely to aid a good party or a party on a noble mission. Chaotic dragons will likely attempt to destroy a party on sight unless there is something to be gained by exercising restraint.

Adventurers may use **incapacitating** attacks (see **Special Maneuvers** in Chapter 6) to attempt to capture a dragon, or other methods of the adventurers' devising. If the dragon is successfully captured, the adventurers may choose to enslave the dragon or sell it to a buyer. An enslaved dragon becomes a henchman to the character that enslaved it, but will always wish for its freedom. An enslaved dragon must make a Henchman Loyalty roll any time it has the opportunity to escape or betray its master. Apply the dragon's normal morale bonus as a penalty to this roll. Alternatively, a live dragon may be sold in a Class I or II market. See Lairs & Encounters for prices of dragons of various age categories.

Encountering Multiple Dragons

If two dragons are encountered, they will be a mated pair (if adult or older) or siblings (if juvenile or younger). If three or more dragons are encountered, they will be a mated pair (adults or older) along with their offspring (juvenile or younger). Roll separately for treasure for each dragon based on its age.

Sea Dragons

Sea dragons have the ability to breathe underwater and swim at a rate of 240' (80'). Sea dragons are almost always guivre-form. If wingless they stay almost exclusively in the water. If winged, sea dragons may glide over the surface of water for up to 6 rounds (1 minute) before having to land. Sea dragons live in underwater caverns where they hoard treasure from sunken vessels. They will never be found asleep above water. A sea dragon with the **constriction** special ability can wrap its serpentine body around ships to deal structural damage each round. The shp dealt will be equal to the tail damage of a guivre-form dragon of one age category younger than itself.

MANES

% In Lair:	None
Dungeon Enc:	Plague (4d4)
Wilderness Enc:	Horde (5d20)
Alignment:	Chaotic
Movement:	30' (10')
Armor Class:	4
Hit Dice:	1*
Attacks:	2 (claws)
Damage:	1d3/1d3
Save:	F1
Morale:	0
Treasure Type:	None
XP:	13

Manes are pathetic demons who grovel and serve both others of their kind as well as Chaotic casters who summon them. No larger than humans, they have gray skin and empty eyes. Manes are **resistant** to cold, electricity, fire, gas, and ordinary weapons. Like all demons, they have **infravision** (90') and **telepathy**.

SLUG, GIANT

% In Lair:	None
Dungeon Enc:	Solitary (1)
Wilderness Enc:	Solitary (1)
Alignment:	Neutral
Movement:	60' (20')
Armor Class:	1
Hit Dice:	12**
Attacks:	1 (bite or spit acid)
Damage:	1d12 or 5d8
Save:	F12
Morale:	+2
Treasure Type:	None
XP:	3000

Giant slugs are larger, much stronger versions of normal slugs. A typical giant slug is 20 feet long, but can grow to twice that length. They are pale gray in color with a dull white underbelly, and possess a single pair of long, thin tentacles or antennae which they use to sense brightness, heat, and scent. A giant slug's squishy, flexible body allows it to squeeze into relatively narrow

corridors, though this may prevent it turning around. A large slime trail marks the ground wherever it moves. Giant slugs are found in moist or wet environments such as swamps, marshes, rain forests, and dungeons. They are both scavengers and predators, and feed on both plants and animals. Giant slugs are nocturnal creatures and spend the daylight hours away from the heat of the sun. In combat, giant slugs can attack with a bite, or spit acid to a range of 60 feet. Giant slugs are immune to attacks by non-magical blunt weapons.

SNAKE, GIANT CONSTRICTING VIPER

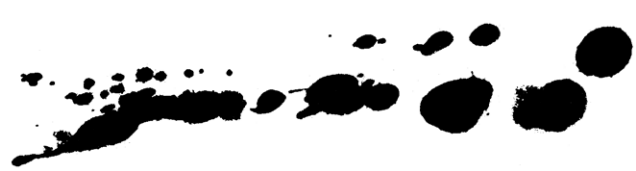
% In Lair: None
Dungeon Enc: Solitary (1)
Wilderness Enc: Solitary (1)
Alignment: Neutral
Movement: 90' (30')
Armor Class: 3
Hit Dice: 15**
Attacks: 2 (bite, constrict)
Damage: 3d6, poison/5d6
Save: F5
Morale: +2
Treasure Type: P
XP: 4,200

The giant constricting viper is a primeval serpent that can grow to be up to 50' long, with a head the size of a horse's skull and a girth as tall as a man. When its yawning mouth opens, fangs drip with a venom that brings madness and death.

Like other constrictor snakes, the constricting viper hunts by biting its prey, then squeezing it to death with its coils. Unlike pythons and boas, however, the bite of the constricting viper is venomous! A bitten victim must succeed in a saving throw vs. Poison. If the save fails, the victim is immediately **maddened** (as the spell **incite madness**). If the venom is not neutralized, the victim will die 1d4+2 turns later.

After a successful bite attack, the giant constricting viper may immediately **grab** the creature it has bitten and constrict it for an additional 5d6 points of damage. Thereafter the constricting viper can automatically constrict the grabbed creature on its initiative each round, dealing 5d6 points of damage without having to make an attack throw. The constricting viper may also continue to bite the creature it has grabbed with a +2 bonus, or bite other opponents. Due to its great size, the constricting viper can simultaneously grab up to two different man-sized creatures.

The grabbed creature cannot attack, cast spells, move, or take any other action except to attempt to escape. Maddened characters will not attempt to escape. When attempting to escape from being grabbed, a creature has to two options. First, it may attempt to slip free with a saving throw versus Paralysis with a -4 penalty. Second, it may attempt to break free with a proficiency throw to open doors with a -4 penalty. If the creature has Contortionism proficiency, it gains a +4 bonus on either throw. In either case, if the throw succeeds, the creature has escaped. Remember that grabbed creatures cannot use shields and can be attacked with a +2 bonus, or can be ambushed or backstabbed for a +4 bonus.



Snake, Giant Constricting Viper

STYMPH

% In Lair: 40%
Dungeon Enc: Flock (1d12) / Nest (4d12)
Wilderness Enc: Storm (4d12) / Nest (4d12)
Alignment: Neutral
Movement: 30' (10')
Fly: 360' (120')
Armor Class: 5
Hit Dice: 1**
Attacks: 2 (flung flight feathers) or 1 (beak)
Damage: 1d4 or 1d6
Save: F2
Morale: -2
Treasure Type: F
XP: 16

Stymphs are man-eating cranes with brazen beaks and feathers. Their flight feathers are particularly large and sharp, and can be flung like darts to wound their prey. A stymph can throw two flight feathers per round while airborne. Flight feathers can hit targets up to 180' away and deal 1d4 points of damage each. A stymph can throw up to 6 flight feathers without losing its capability to flight; a stymph will typically have 2d3 feathers available at the start of an encounter. Once a stymph has flung all of its available feathers, it will attack its prey in melee with its beak. The beak is armor-piercing, granting a +2 bonus to the stymph's attack throws.

Stymphs are rapacious and fecund. A flock of stymphs will soon desolate the area around its nest, eventually moving on when prey becomes scarce. A flock of stymphs on the move will destroy any crops, livestock, and countryfolk it encounters. In part, the creature's rapacity is due to the high metabolic cost of replacing its flung flight feathers. A well-fed stymph can regrow its flung flight feathers at a rate of two per day, but a hungry stymph will be lucky to replace one per month.

Despite their ferocity, stymphs are easily frightened, and a flock can sometimes be driven off by killing even one of its number (this is reflected in their low morale score of -2).

TROLL, STONE

% In Lair: 40%
Dungeon Enc: Gang (1d8)
Wilderness Enc: Gang (1d8) / Lair (1d8 gangs)
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 5
Hit Dice: 6 + 3*
Attacks: 2 (2 fists) or by weapon
Damage: 1d8/1d8 or by weapon
Save: F6
Morale: +2 (0)
Treasure Type: O (per gang)
XP: 680

A stone troll's hide is usually of a grey or grey-brown, often of a pebbly texture. They are hairless, and are usually bulky and rotund. They stand 8' to 10' tall, and clothe themselves in rough loincloths of uncured hide. They are not picky eaters, but have a taste for intelligent humanoids.

Stone trolls are only found above ground at night – a time they spend hunting, raiding, and scavenging for food and other materials. They do not range too far – perhaps only a few hour's march from their lairs. Only bachelor groups migrating between lairs or seeking a new domicile are found further afield, unless they have been pressed into service by a more powerful being.



The light of day is extremely perilous - stone trolls caught in direct sunlight are immediately turned to real stone, and no magic short of **wish** or **miracle** can reverse the process (but who would do so?). Stone trolls under cover of shade or in the area of effect of an **illumination** spell act as if **slowed**.

Stone troll lairs are found in deep caves in mountainous or hilly lands. Each stone troll gang will be led by a champion with AC6, 7+3 Hit Dice, and 51 hit points. A stone troll lair will be led a chieftain with AC8, 10+6 Hit Dice, 63 hit points, and a +2 bonus to damage rolls with its natural attacks. As long as the chieftain is alive, the trolls will gain a +1 to morale rolls. Stone troll lairs will have female and young trolls equal to 100% the number of males in the lair each. Female trolls fight as ogres, while young trolls fight as orcs.

When stone trolls are encountered in a lair, certain additional creatures will be present. The chieftain will be accompanied by a sub-chieftain and 1d4 bodyguards. These will have AC7, 8+3 Hit Dice, 45 hit points, and a +2 bonus to damage rolls with their natural attacks.

WRAITH, DEATHBOUND

% In Lair:	25%
Dungeon Enc:	Solitary (1) / Coven (1d3)
Wilderness Enc:	Solitary (1) / Wrath (2d4+1)
Alignment:	Chaotic
Movement:	120' (40')
Fly:	240' (80')
Armor Class:	6 or more
Hit Dice:	11****
Attacks:	1 touch or weapon
Damage:	1d6, energy drain or by weapon x2
Save:	F11 or more
Morale:	+4
Treasure Type:	Q
XP:	4,200 (or more)

The terrible undead known as deathbound wraiths have overcome death by eternally binding their spirit to an object, often an amulet or ring. For as long as the binding object endures in the world, so too will the deathbound wraith. Deathbound wraiths were often great kings and sorcerers in life, and may possess the proficiencies and special abilities of characters of at least 11th level of experience, with anti-paladin, occultist, ruinguard, and sorcerer being the most common classes.

Deathbound wraiths are dreadful to behold, and any character seeing one must save versus Paralysis or be paralyzed by fear until the deathbound wraith goes out of sight or attacks.

Unlike common wraiths, which are completely incorporeal, a deathbound wraith can take on a semi-corporeal form. To become semi-corporeal, the deathbound wraith must have access to body-covering clothing or armor; it cannot become semi-corporeal while naked. Conversely, any equipment worn or carried by a semi-corporeal deathbound wraith immediately drops to the ground when it becomes incorporeal. It takes one round for a deathbound wraith to change from incorporeal to semi-corporeal or vice versa.

When a deathbound wraith is incorporeal, it can fly with a 240' movement rate. It attacks with a touch, which deals 1d6 points of damage and **energy drains** one level. A characters reduced to level 0 or less by a deathbound wraith's touch is slain, and will rise again as a common wraith under the command of the deathbound wraith that killed him in 24 hours.

When clothed in semi-corporeal form, a deathbound wraith can no longer fly or **drain energy**, but it can speak, use equipment, ride mounts, and otherwise act in the world as if it were corporeal. If armored, the deathbound wraith gains an AC bonus equal to the value of any armor, shield, and/or magic items equipped. If armed, the deathbound wraith deals double damage with whatever weapon it wields (plus any fighter damage bonus, where appropriate).

Though the semi-corporeal deathbound wraith loses the ability to energy drain those it touches, its life-draining energies manifest in a **necrotic miasma** that surrounds the wraith like a cold, dark pall in a 5' radius. Any Lawful and Neutral living creature that begins in or enters the miasma on its initiative must make a saving throw versus Breath or be afflicted by a noxious rotting disease which causes its body to deteriorate. The victim will lose 1d4 points of STR, DEX, and CON each day until cured by a **cure disease** spell from a 9th level or higher cleric. If any of the character's ability scores is reduced to 0, the character dies, and will rise again as a common wraith under the command of the one that killed him in 24 hours. Lost ability score points are recovered at a rate of 1 per day after the disease is cured.

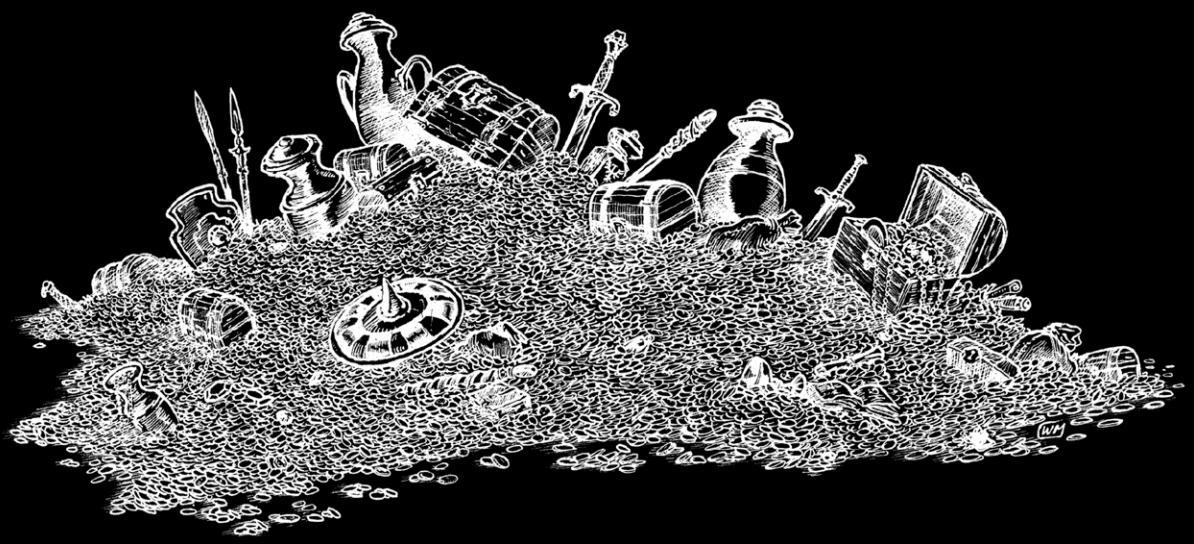
Whether incorporeal or semi-corporeal, deathbound wraiths can only be damaged by holy water, spells or magic weapons, all of which only do half damage. Any weapon striking a semi-corporeal deathbound wraith is instantly **sundered** unless its wielder makes a saving throw v. Paralysis (subject to the usual bonuses and penalties, including the weapon's bonus).

When a deathbound wraith is reduced to zero hit points (or otherwise physically destroyed), it automatically becomes incorporeal and attempts to escape back to the object to which it is bound. Any additional damage dealt to a deathbound wraith forced into incorporeal form has no effect. The deathbound wraith will move at its flying rate while traveling to its binding object. Once the deathbound wraith reaches its binding object, it will recover 1d10 nights later at full hit points. A deathbound wraith can only be permanently destroyed if it can be prevented from reaching its binding object for 10 days or if its binding object is destroyed.

Deathbound wraiths are immune to **sleep**, **charm**, and **hold** spells. they are turned as vampires, but may make a saving throw versus Spells to ignore the effects of being turned.



Chapter 7: **Heroic Treasure**



Everywhere, by the light of opulent lamps, they beheld inestimable and miraculous treasures. There were tables of ebony wrought with sorcerous runes of pearl and white coral; webs of silver and samite, cunningly pictured; caskets of electrum overflowing with talismanic jewels; tiny gods of jade and agate; and tall chryselephantine demons. Here was the loot of ages, lying heaped and mingled in utter negligence, without lock or ward, as if free for any casual thief.

- The Death of Malygris (C.A. Smith)

Treasure Type & Avg. Value		1000s of Copper	1000s of Silver	1000s of Electrum	1000s ofGold	1000s of Platinum	Gems	Jewelry	Magic Items
A	Incidental 275gp	30% 2d4	30% 1d3	None	None	None	30% 1d4 ornamentals	30% 1d4 trinkets	20% 1 common, 2% 1 uncommon
B	Hoarder 500gp	80% 4d4	80% 1d4	None	None	None	70% 1d4 ornamentals	30% 1d4 trinkets	50% 1 common, 25% 1 uncommon, 5% 1 rare
C	Incidental 700gp	35% 2d4	35% 1d3	10% 1d3	None	None	40% 1d6 gems	30% 1d6 trinkets	25% 1 common, 15% 1 uncommon, 2% 1 rare
D	Hoarder 1,000gp	80% 4d4	80% 1d4	20% 1d4	None	None	80% 1d6 ornamentals	70% 1d4 trinkets	50% 2d2 common, 50% 1 uncommon, 20% 1 rare
E	Raider 1,250gp	70% 2d10	60% 2d6	20% 1d4	10% 1d3	None	60% 1d4 ornamentals	40% 1d4 trinkets	50% 2d4 common, 25% 1d3 uncommon
F	Incidental 1,500gp	35% 2d4	35% 1d4	15% 1d3	10% 1d3	None	40% 1d6 gems	30% 1d4 jewelry	30% 1 common, 20% 1 uncommon, 3% rare
G	Raider 2,000gp	70% 2d20	60% 3d6	30% 1d4	20% 1d3	None	50% 1d6 ornamentals	50% 1d6 trinkets	60% 2d6 common, 35% 1d4 uncommon, 10% 1 rare
H	Hoarder 2,500gp	80% 4d4	80% 1d8	50% 1d4	None	None	80% 1d6 gems	80% 1d6 trinkets	50% 2d6 common, 30% 1d8 uncommon, 25% 1d2 rare, 15% 1 very rare, 1% 1 legendary
I	Incidental 3,250gp	35% 2d4	35% 1d6	15% 1d6	15% 1d6	None	50% 2d4 gems	40% 1d8 jewelry	35% 2d2 common, 30% 1 uncommon, 4% 1 rare, 2% 1 very rare
J	Raider 4,000gp	80% 2d20	60% 3d6	50% 1d8	35% 1d6	None	50% 1d6 gems	50% 1d8 trinkets	70% 2d8 common, 50% 1d4 uncommon, 15% 1 rare, 5% 1 very rare
K	Incidental 5,000gp	35% 3d6	35% 1d8	20% 1d6	20% 1d6	None	25% 1d4 brilliants	50% 1d4 jewelry	45% 2d4 common, 35% 1 uncommon, 15% 1 rare, 3% very rare
L	Raider 6,000gp	80% 3d20	60% 4d6	60% 1d8	50% 1d6	None	60% 1d6 gems	40% 1d4 jewelry	80% 2d8 common, 60% 1d4 uncommon, 25% 1 rare, 10% 1 very rare, 1% 1 legendary
M	Incidental 8,000gp	35% 7d6	35% 1d8	20% 1d6	20% 1d6	10% 1d2	30% 1d6 brilliants	50% 1d6 jewelry	50% 2d6 common, 40% 1 uncommon, 20% 1 rare, 5% 1 very rare, 2% 1 legendary
N	Hoarder 9,000gp	80% 5d6	80% 2d6	75% 2d4	60% 1d6	None	80% 1d8 gems	80% 1d8 jewelry	65% 2d8 common, 50% 1d10 uncommon, 35% 1d4 rare, 25% 1 very rare, 5% 1 legendary
O	Raider 12,000gp	80% 3d20	75% 5d6	70% 2d6	50% 2d6	None	30% 1d4 brilliants	60% 1d4 jewelry	90% 3d6 common, 70% 1d6 uncommon, 30% 1d2 rare, 15% 1 rare, 5% 1 legendary
P	Incidental 17,000gp	35% 7d6	35% 1d8	30% 1d6	25% 1d6	25% 1d4	40% 1d4 brilliants	30% 1d4 regalia	50% 2d6 common, 50% 1d3 uncommon, 50% 1 rare, 10% 1 very rare, 5% 1 legendary
Q	Hoarder 22,000gp	80% 6d6	80% 4d6	80% 2d6	75% 2d4	30% 1d4	60% 1d6 brilliants	80% 1d4 jewelry	75% 3d6 common, 75% 2d6 uncommon, 50% 1d6 rare, 25% 1d2 very rare, 10% 1 legendary
R	Hoarder 25,000gp	80% 7d6	80% 5d6	80% 2d6	80% 2d4	75% 1d6	70% 1d4 brilliants	60% 1d4 regalia	95% 4d6 common, 95% 3d6 uncommon, 80% 2d6 rare, 75% 1d4 very rare, 50% 1d2 legendary

TREASURE TYPE

Treasure - the wage of heroes! A dragon's or evil sorcerer-king's hoard will lay glimmering in the torchlight, coin in uncountable volume like the sands of the desert. Sprinkled among the coin will be goods from exotic lands, trophies of monsters and victories won, and possibly even items of legendary power. Bold adventurers may carry off a few choice items and precious metals, but few parties could plunder the full hoard unless they've brought an army. To better reflect these genre tropes, the Treasure Type tables have been substantially adjusted for the ***Heroic Fantasy Handbook***.

COIN

In the ***ACKS*** core rules, low-level hoards consisted mostly of common coin (cp and sp), while high-level hoards consisted mostly of precious coin (gp and pp). In the ***Heroic Fantasy Handbook***, all hoards consist mostly of common coin, with high-level hoards consisting of *a lot* of common coin with moderate amounts of precious coin. As a result, treasure hoards are now considerably larger in total bulk than those in the core rules. For instance, a dragon hoard (TT R) in the core rules would typically contain 1750sp, 2100gp, and 3600pp. The same hoard using these rules would typically contain 19600cp, 14000sp, 5600ep, 4000gp, and 2625pp. The first hoard weighs 7.5 stone and is worth 20,275gp. The second hoard is seven times bigger (46 stone) but worth only a bit more (21,525gp). Rarer coin can still be placed as **Special Treasure** (see below), however.

SPECIAL TREASURE

Ancient cities hold terracotta pottery or rare dyes and pigments. The tombs of ancient kings have trinkets of carved ivory and ostrich plumes dipped in gold. Goblin raiders have captured spices, silk, or rare furs, or even human prisoners! These items are collectively called **special treasures**.

First introduced in ***ACKS***, the special treasure rules allow the Judge to introduce rewards beyond coin, gems, and jewelry. To include special treasures in a hoard, first calculate the treasure normally and divide it into lots: 1 piece of jewelry, 1 gem, or 1,000 coins is a lot. Then choose or roll on the table below for each lot of coin, gems, and jewelry and substitute the special treasure rolled for that lot. As always the Judge should feel free to disregard an inappropriate random result and select something more sensible!

Note that the Special Treasure tables below have been updated from those found in ***ACKS*** in order to include new trade goods, equipment, herbs, and so on. Where captives or slave values are given, this will represent either the reward earned from rescuing a captive, or the price earned from selling a slave, depending on the type of heroic fantasy setting.

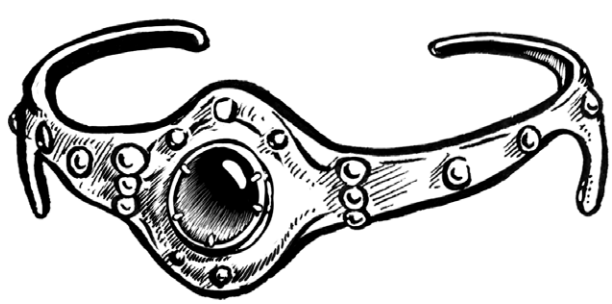
Roll 1d20 per 1,000cp:	
1	2d20 bags of grain or vegetables, worth 5sp each (4 stone each)
2	1d3 barrels of preserved fish or pork, worth 5gp each (8 stone each)
3	1d3 tenths of a cord of hardwood log, worth 5gp each (8 stone each)
4	3d20 wheels of cheese, worth 3sp each (⅓ stone each)
5	1d3 half-barrels of beer, worth 5gp each (4 stone each)
6	4d6 bricks of salt, worth 7sp each (½ stone each)
7	3d6 ingots of common metals, worth 1gp each (½ stone each)
8	1d3 quarter-barrels of preserved meats, worth 5gp each (2 stone each)
9	1 roll of roughspun cloth, worth 10gp (4 stone)
10-19	1,000 copper pieces
20	100 silver pieces

Roll 1d20 per 1,000sp:	
1	10,000 copper pieces
2	3d6x10gp of livestock (roll 1d6 on Animals table of Trade Goods)
3	2d4 jars of lamp or cooking oil, worth 20gp each (6 stone per jar)
4	1d4 captured or enslaved laborers, worth 40gp each (12 stone each if unconscious)
5	1d3x10 yards of woven textiles, worth 5gp each (1 stone each)
6	2d6 bundles of common fur pelts (such as beaver, fox, or rabbit), worth 15gp each (1 stone per 5gp value)
7	1 captured or enslaved domestic servant, worth 100gp (12 stone if unconscious)
8	4d8 common animal antlers, horns, and tusks (such as boar, bull, or ram) worth 1d10gp each (1 stone per 10gp value)
9	1d3 jars of dyes and pigments, worth 50gp each (5 stone each)
10	1d3 quarter-barrels of fine spirits or liquor, worth 50gp each (4 stone each)
11	1d2 bags of loose tea or coffee, worth 75gp each (5 stone each)
12	1d3 half-crates of terra-cotta pottery, worth 50gp each (2 3/6 stone each)
13-19	1,000 silver pieces
20	100 gold pieces



Roll 1d20 per 1,000ep:	
1	5,000 silver pieces
2	1d3 captured or enslaved craftsmen or merchants, worth 1d4x100gp each (12 stone each if unconscious)
3	1d3 crates of armor and weapons, worth 225gp each (10 stone each)
4	2d100 bottles of fine wine, worth 5gp each (1 stone per 5 bottles)
5	3d12 rugs of common fur pelts (such as beaver, fox, and rabbit) worth 2d4x5gp each (1 stone per 25gp value)
6	2d4x500 common bird feathers (such as goose, owl, or swan) worth 1d3sp each (1 stone per 150 feathers)
7	3d4 bundles of large common fur pelts (such as black bear, hyena, or wolf) worth 1d8x15gp each (1 stone per 30gp value)
8	1d12 uncommon animal antlers, horns, and tusks (such as sabre-tooth tiger) worth 3d4x10 gp each (1 stone per 40gp value)
9	1d4 crates of glassware, worth 200gp each (5 stone each)
10	1d3 bundles of large uncommon fur pelts (such as ape, lion, or polar bear) worth 2d4x50gp each (1 stone per 50gp value)
11-19	1,000 electrum pieces
20	500 gold pieces

Roll 1d20 per 1,000gp:	
1	10,000 silver pieces
2	1 metamphora of preserved special components, worth 4d4 x 100gp (1 stone per 60gp value)
3	1d6 fresh monster carcasses, with special components worth 1d10 x 50gp each (1 stone per 60gp value)
4	1d12x12 monster feathers (such as griffon, hippogriff, or roc), worth 1d6x1d6gp each (1 stone per 80gp value)
5	1d8 monster horns and tusks (such as basilisk, dragon, or wyvern) worth 1d8 x 50gp each (1 stone per 80gp value)
6	2d20 pieces of elephant ivory, worth 1d100gp each (1 stone per 100gp value)
7	4d4 bundles of healing herbs, worth 100gp each (1 stone each)
8	1d4 rolls of silk, worth 400gp each (4 stone each)
9	1d3 bundles of rare fur pelts (such as ermine, mink, or sable), worth 2d4x100gp each (1 stone per 100gp value)
10	1 captured equerry or lady-in-waiting or enslaved hetaera or odalisque, worth 2d4x200gp (10 stone if unconscious)
11	1d3 crates of fine porcelain, worth 500gp each (5 stone each)
12	4d6 rugs of large common fur (such as black bear, hyena, or wolf), worth 1d4x30gp each (1 st per 150gp value)
13-19	1,000 gold pieces (1 stone)
20	200 platinum pieces

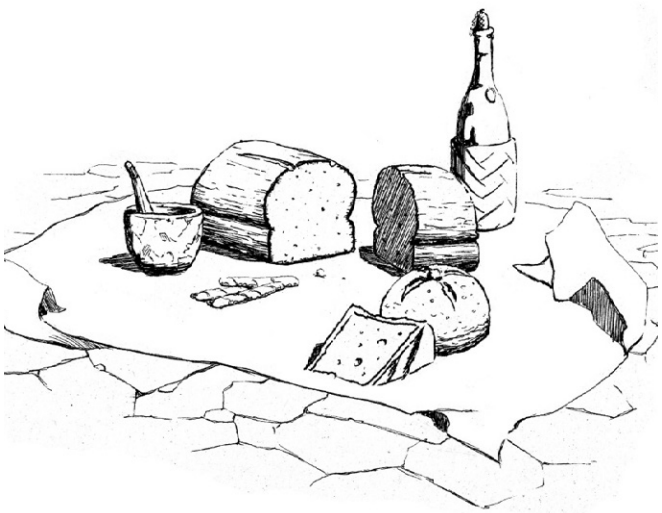


Roll 1d20 per 1,000pp:	
1	5,000 gold pieces (5 stone)
2	3d10 ingots of precious metals, worth 300gp each (2 stone each)
3	5d10 capes of common fur (such as beaver, fox, and rabbit), worth 1d6x50gp each (1 stone each)
4	2d6+1 rugs of large uncommon fur (such as ape, lion, or polar bear), worth 1d4x250gp each (1 st per 250gp value)
5	6d10 rare books, worth 150gp each (1 stone per 2 books)
6	2d12 pieces of rare horn or tusk (such as rhino or yali), worth 1d4x150 each (1 stone per 450gp value)
7	1 captured squire or damsel or enslaved gladiator or concubine, worth 2d4x1,000gp (10 stone if unconscious)
8	2d8 coats of common fur (such as beaver, fox, and rabbit), worth 1d6x150gp each (1 stone each)
9	2d4+1 jars of spices, worth 800gp each (1 stone each)
10	4d4 pieces of unicorn or narwhale ivory worth 2d4x100gp each (1 stone per 1,000gp value)
11-20	1,000 platinum pieces (1 stone)

Roll 1d12 per ornamental: (30)	
1	1d12 silver arrows, each worth 5gp (1 item each)
2	1d12 pouches of lungwort or willowbark, worth 5gp each (1 item each)
3	1d6 pouches of birthwort, comfrey, goldenrod, or woundwort, worth 10gp each (1 item each)
4	1d6 pouches of aloe, belladonna, bitterwood, blessed thistle, or wolfsbane, worth 10gp each (1 item each)
5	1d4 pouches of horsetail or saffron, worth 15gp each (1 item each)
6	1d2 vials of holy water, worth 25gp each (1 item each)
7-12	1 ornamental

Roll 1d10 per gem: (200)	
1	1 pouch of black lotus, worth 200gp (1 item)
2	1 set of superior thieves' tools, worth 200gp (1 item)
3	1d4 sets of engraved teeth, worth 2d6x10gp each (1 item each)
4	1d3 vials of rare perfume, worth 1d6x25gp each (1 item each)
5	2d10 sticks of rare incense, worth 5d6gp each (1 stone per 100 sticks)
6-10	1 gem or 2d6 ornamentals

Roll 1d8 per brilliant: (4000)	
1	2d20 jade carvings of heroes, monsters, and gods, worth 200gp each (1 item per 6 carvings)
2	1d4 sets of masterwork thieves' tools, worth 1,600gp each (1 item each)
3	2d4 opal cameo portraits of historical figures and aristocrats, worth 800gp each (1 item per 6 portraits)
4	1d6 amethyst cylinder seals depicting religious scenes, worth 1,200gp each (1 item per 6 seals)
5-8	1 brilliant or 4d8 gems



Roll 1d10 per trinket: (225)	
1	3d6 bone fetishes and figurines, each worth 2d20gp (1 item each)
2	2d6 glass eyes, lenses, or prisms, each worth 1d6x10gp (1 item each)
3	1d4 items of superior quality, worth 70+5d6gp each (1 item each)
4	1d4 silver holy/unholy symbols, each worth 2d8x10gp (1 item each)
5-10	1 trinket (1 item)

Roll 1d10 per piece of jewelry: (1000)	
1	1d8 trinkets (1 item each)
2	1 cape of large animal fur (such as black bear, hyena, or wolf), worth 2d4x200gp (1 stone each)
3	1d10 vials of common poison (animal venom or plant toxin) worth 2d6x25gp each (1 item each)
4	1d3 statuettes, worth 1d10x100gp (1 stone per 1d3 statuettes)
5	1d2 items of masterwork quality, worth 2d6x100gp each (1 item each)
6-10	1 piece of jewelry (1 item)

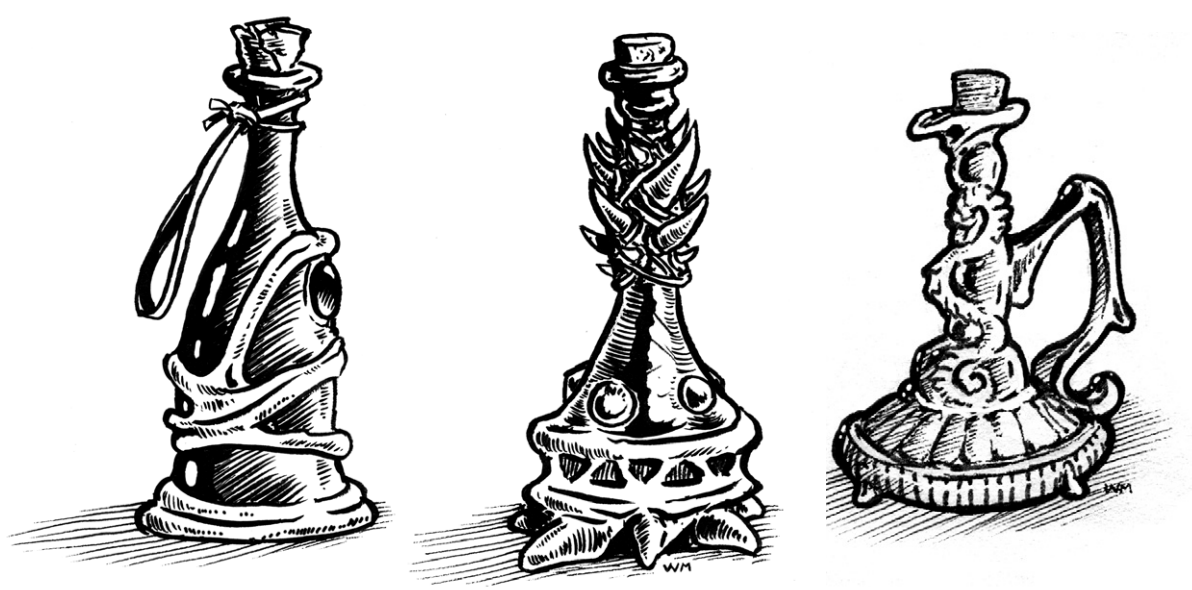
Roll 1d12 per regalia: (11,000)	
1	4d8 pieces of jewelry (1 item each)
2	1d6 capes of rare animal or monster fur (such as ermine, mink, sable, or chimera), worth 1d6x1000gp each (1 stone each)
3	1d4 coats of large common or uncommon animal fur (such as apes, bears, or great cats), worth 1d6+1x1000gp (1 stone each)
4	2d10 vials of rare poison (animal venom or plant toxin) worth 4d4x100gp each (1 item each)
5	2d10 alabaster and jet game pieces with jeweled eyes, worth 3d6x100gp each (1 item per 6 game pieces)
6	1 coat of rare animal or monster fur (such as ermine, mink, sable, or chimera), worth 2d10x1000gp (1 stone)
7	1d8 carved ivory figurines, worth 1d4x1000 each (1 item per 6 figurines)
8	1d4 platinum reliquaries with crystal panes, worth 1d8x1000gp each (1 item per 6 reliquaries)
9-12	1 regalia (1 item)

MAGIC ITEMS

Common Items			
Roll d00	**Common Item**	**Roll d00**	**Common Item**
1-5	Armor, Masterwork	41	Potion of Righteous Wrath
6-15	Miscellaneous Weapon, Masterwork	42-43	Potion of Silent Step
16-17	Oil of Bane-Rune	44	Potion of Speaking With Animals
18-19	Oil of Sharpness	45-46	Potion of Spider Climb
20-21	Oil of Slipperiness	47	Potion of Swift Sword
22	Oil of Vitriolic Infusion	48	Potion of Swimming
23	Potion of Alter Self	49-52	Rechargeable Trinket, Level 1 (4d4)
24-25	Potion of Chameleon	53-56	Rechargeable Trinket, Level 2 (2d4)
26-29	Potion of Cure Light Wounds	57-59	Rechargeable Trinket, Level 3 (1d6)
30-31	Potion of Cure Moderate Wounds	60-61	Rechargeable Trinket, Level 4 (1d4)
32	Potion of Eldritch Armor	62	Rechargeable Trinket, Level 5 (1d2)
33	Potion of ESP	63	Rechargeable Trinket, Level 6 (1)
34-35	Potion of Jump	64-68	Shield, Masterwork
36	Potion of Ogre Power	69-83	Spell Scroll (1 spell level)
37	Potion of Resist Acid	84-88	Spell Scroll (2 spell levels)
38	Potion of Resist Cold	89-98	Sword, Masterwork
39	Potion of Resist Electricity	99-100	Waybread (1d2 slices)
40	Potion of Resist Fire		



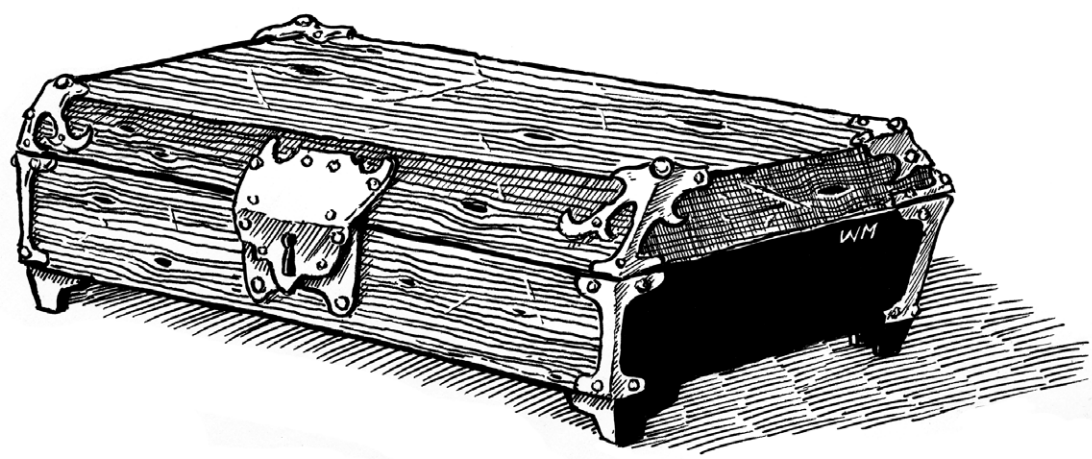
Uncommon Items			
Roll d00	**Uncommon Item**	**Roll d00**	**Uncommon Item**
1-5	Armor +1	41	Potion of Levitation
6	Arrow +3, Slaying Arrow	42	Potion of Necromantic Invulnerability
7	Arrows +1, 2d6 (7)	43	Potion of Poison
8	Arrows +2 , 1d6 (3)	44	Potion of Protection From Normal Missiles
9	Arrows +3, 1d4 (2)	45	Potion of Protection from Normal Weapons
10	Bracers of Armor +1	46	Potion of Skinchange
11	Crossbow Bolts +1, 2d6 (7)	47	Potion of Speak with Dead
12	Crossbow Bolts +2, 1d6 (3)	48	Potion of Speak with Plants
13	Crossbow Bolts +3, 1d4 (2)	49	Potion of Strength of Mind
14-16	Miscellaneous Weapon +1	50	Potion of Telepathy
17	Oil of Stone to Flesh	51	Potion of Transform Self
18	Oil of Striking	52	Potion of Trollblood
19	Potion of Acid Immunity	53	Potion of True Seeing
20	Potion of Angelic Aura	54	Potion of Vigor
21	Potion of Cold Immunity	55	Potion of Water Walking
22	Potion of Cure Blindness	56	Potion of Waterbreathing
23	Potion of Cure Critical Wounds	57	Potion of Winged Flight
24	Potion of Cure Disease	58	Rechargeable Trinket, level 4 (3d6)
25	Potion of Cure Major Wounds	59	Rechargeable Trinket, Level 5 (2d6)
26	Potion of Diminution	60	Rechargeable Trinket, Level 6 (2d4)
27	Potion of Electrical Immunity	61	Rod of Cancellation
28	Potion of Eyes of the Eagle	62-66	Shield +1
29	Potion of Find Treasure	67-71	Spell Scroll (3 spell levels)
30	Potion of Fire Immunity	72-74	Spell Scroll (4 spell levels)
31	Potion of Flying	75	Spell Scroll (5 spell levels)
32	Potion of Gaseous Form	76	Spell Scroll (6 spell levels)
33	Potion of Giant Strength	77	Spell Scroll (7 spell levels)
34	Potion of Greater Clairaudience	78	Spell Scroll (8 spell levels)
35	Potion of Greater Clairvoyance	79	Spell Scroll (9 spell levels)
36	Potion of Growth	80	Spell Scroll (10 spell levels)
37	Potion of Guise Self	81-90	Sword +1
38	Potion of Infravision	91-94	Talisman +1
39	Potion of Invisibility	95-98	Treasure Map (1d4x1,000gp)
40	Potion of Invulnerability to Evil	99-100	Waybread (2d6 slices)



Rare Items			
Roll d00	**Rare Item**	**Roll d00**	**Rare Item**
1	Armor +1 and Shield +1	46	Spell Scroll (22 spell levels)
2-3	Armor +2	47	Spell Scroll (24 spell levels)
4	Armor +2 and Shield +1	48	Spell Scroll (26 spell levels)
5	Armor +2 and Shield +2	49	Spell Scroll (28 spell levels)
6	Armor +1 and Shield +2	50	Spell Scroll (30 spell levels)
7	Boots of Speed	51	Spell Scroll (32 spell levels)
8	Bowl of Commanding Water Elementals	52	Spell Scroll (34 spell levels)
9	Bracers of Armor +2	53	Spell Scroll (36 spell levels)
10	Brazier of Commanding Fire Elementals	54	Spell Scroll (38 spell levels)
11	Censer of Controlling Air Elementals	55	Spell Scroll (40 spell levels)
12	Cloak of Protection +1	56	Spell Scroll (42 spell levels)
13	Cloak of Skinchanging	57	Staff of Healing [DE]
14	Crystal Ball	58	Staff of Striking [DE]
15	Cube of Frost Resistance	59	Stone of Controlling Earth Elementals
16	Elven Boots	60-61	Sword +1, +2 versus specific enemy
17	Elven Cloak	62	Sword +1, +3 versus specific enemy
18	Eyes of Charming	63	Sword +1, light 30' radius
19	Helm of Comprehending Languages	64-65	Sword +1, proficiency
20-21	Misc. Weapon +1, +2 versus specific enemy	66-67	Sword +2
22-23	Misc. Weapon +1, +3 versus specific enemy	68	Sword +2, +3 versus specific enemy
24-25	Misc. Weapon +1, proficiency	69	Sword +2, proficiency
26-27	Miscellaneous Weapon +2	70-72	Talisman +2
28	Misc. Weapon +2, +3 versus specific enemy	73-74	Talisman +3
29	Miscellaneous Weapon +2, proficiency	75	Talisman +4
30	Ring of Djinni Calling	76	Talisman +5
31-34	Ring of Protection +1	77	Talisman +6
35	Rope of Climbing	78-79	Treasure Map (1 rare, 1 uncommon item)
36	Scarab of Protection	80-82	Treasure Map (2d10 jewelry, 5d6 gems)
37	Shield +1, proficiency	83-84	Treasure Map (1d6 jewelry, 1 rare item)
38-39	Shield +2	85-86	Treasure Map (5d6 gems, 1 rare item)
40	Shield +2, proficiency	87-89	Treasure Map (5d6x1,000gp, 1 uncommon item)
41	Spell Scroll (12 spell levels)	90-92	Treasure Map (5d6x1,000gp, 5d6 gems)
42	Spell Scroll (14 spell levels)	93-95	Treasure Map (6d6x1,000gp)
43	Spell Scroll (16 spell levels)	96-97	Wand of Detecting Enemies [AE]
44	Spell Scroll (18 spell levels)	98-99	Wand of Detecting Magic [AE]
45	Spell Scroll (20 spell levels)	100	Wand of Illusion [AE]



Very Rare Items			
Roll d00	**Very Rare Item**	**Roll d00**	**Very Rare Item**
1	Amulet versus Crystal Balls and ESP	48	Ring of Command Plant
2	Armor +1 and Shield +3	49	Ring of Fire Resistance
3	Armor +2 and Shield +3	50	Ring of Invisibility
4-5	Armor +3	51	Ring of Protection +2
6	Armor +3 and Shield +1	52	Ring of Protection +2, 5' Radius
7	Armor +3 and Shield +2	53	Ring of Protection +3
8	Armor +3 and Shield +3	54	Ring of Protection +3, 5' Radius
9	Bag of Holding	55	Ring of Regeneration
10	Boat, Folding	56	Ring of Water Walking
11	Boots of Levitation	57	Rod of Torture [ADE]
12	Boots of Traveling and Springing	58-59	Shield +3
13	Bracers of Armor +3	60	Shield +3, proficiency
14	Bracers of Armor +4	61	Shield +3, two proficiencies
15	Bracers of Armor +5	62	Staff of Commanding
16	Chime of Opening	63	Staff of Elemental Power [AE]
17	Cloak of Protection +3	64	Staff of the Serpent [DE]
18	Collar of Conversation	65	Staff of Withering [DE]
19	Crystal Ball with Clairaudience	66-70	Sword +3
20	Crystal Ball with ESP	71-73	Sword +3, proficiency
21	Cube of Force	74-75	Sword +3, two proficiencies
22	Dead Man's Hand	76	Talisman +7
23	Displacer Cloak	77	Talisman +8
24	Drums of Panic	78	Talisman +9
25	Efreeti Bottle	79	Talisman +10
26	Eyes of the Eagle	80	Talisman +11
27-28	Gauntlets of Ogre Power	81	Talisman +12
29	Girdle of Giant Strength	82	Talisman +13
30	Helm of Awe	83	Talisman +14
31	Helm of Telepathy	84	Talisman +15
32	Horn of Blasting	85-87	Treasure Map (3 rare, 2 common items)
33	Medallion of ESP	88-89	Treasure Map (3 rare, 1 uncommon item)
34	Medallion of ESP (90')	90-91	Treasure Map (1 very rare item)
35	Mirror of Life Trapping	92-95	Treasure Map (5d6x1000gp, 1 rare item)
36-40	Miscellaneous Weapon +3	96	Wand of Fear [AE]
41-43	Miscellaneous Weapon +3, proficiency	97	Wand of Frost [AE]
44-45	Miscellaneous Weapon +3, two proficiencies	98	Wand of Paralyzation [AE]
46	Ring of Animal Command	99	Wand of Impetus [AE]
47	Ring of Command Human	100	Wand of Sorcery [AE]



Legendary Items			
Roll d00	**Legendary Item**	**Roll d00**	**Legendary Item**
1-2	Apparatus of the Crab	41-42	Mirror of Opposition
3-4	Armor of the Invincible Conqueror	43-44	Panoply of the Imperial Warmistress, Boots
5-6	Bow of the Great Eagles	45-46	Panoply of the Imperial Warmistress, Bracers
7-8	Bow of the Unconquered Sun	47-48	Panoply of the Imperial Warmistress, Corselet
9-10	Bracers of Armor +6	49-50	Panoply of the Imperial Warmistress, Diadem
11-12	Bracers of Armor +7	51-52	Red Sword of the Warlord
13-14	Broom of Flying	53-54	Ring of Anti-Magic
15-16	Chalice of Blood	55-56	Ring of the Queen's Heart
17-18	Chariot of the Gods, Heavy	57-58	Rod of the Night Sky [ADE]
19-20	Chariot of the Gods, Light	59-60	Scourge of Law
21-22	Chariot of the Gods, Medium	61-62	Seal of Chaos
23-24	Decanter of Endless Water	63-64	Shield of the Empyrean Heavens
25-26	Emblem of the Eagle	65-66	Shining Spear
27-28	Eyes of Petrification	67-68	Staff of the Cataclysm [ADE]
29-30	Flying Carpet	69-70	Sword +3, Vorpal
31-32	Glaive of the Blade-Goddess	71-72	Sword of Kings
33-34	Great Axe of the North	73-74	War Hammer +2, Dwarven Thrower
35-36	Holy Talisman of the Winged Sun	75-83	Treasure Map (1 legendary item)
37-38	Iron Crown of the Sorcerer-Kings	84-88	Treasure Map (1 legendary Item, 2d4 regalia, 2d6 brilliant gems, 3d6x10,000gp)
39-40	Iron-Bound Book of Xisuthros	89-93	Treasure Map (leg. Item, 1d6 very rare items, 1d4 regalia, 1d6 brilliant gems, 2d4x10,000gp)
		94-100	Treasure Map (1d3 legendary items)



ARMOR, SWORDS, AND WEAPONS

Types of Armor, Swords, and Weapons Found

In most cases, the entries for armor, swords, and weapons on the Magic Item tables do not specify the exact item found. A suit of armor might be hide, ring, or plate; a sword might be a short sword or a two-handed sword; a miscellaneous weapon might be a battle axe or spear or a warhammer. What is found will depend on the source of the treasure. The Judge can use the tables below to guide placement of appropriate armors, swords, and weapons in his treasure hoards based on the campaign setting and treasure source.

The categories used in these tables are described below. The Judge should feel free to modify these tables or create his own that match his particular campaign settings. Many interesting possibilities presented by history have been excluded simply due to the limits of space.

Ancient Myth: For campaigns set in an ersatz Mesopotamian and Mediterranean Bronze or Iron Age civilization, such as Sumeria, Babylonia, Scythia, or Mycenae. Armor tends to be laminated cloth (leather), leather scale, Sumerian overlapping bronze plate (banded), or early bronze panoply (plate). Gladiator armors are included to represent partial armor sets of the next

Armor Type Roll 1d20	Ancient Myth	Classical Epic	Northern Saga	Chivalric Romance	Arabian Adventure	High Fantasy	Sword & Sorcery
Hide	1	1	1	-	1	-	-
Leather	2-5	2-6	2-6	1-5	2-6	1-5	1-5
Light Arena	6-7	7	-	-	-	-	6
Ring	-	-	7-9	6-7	7-9	6	7
Scale	8-9	8	10-11	8-9	9-13	7	8
Chain	-	9-11	12-16	10-14	14-16	8-12	9-12
Heavy Arena	10-13	12	-	-	-	-	13
Banded	14-15	13-14	-	-	-	13	14
Lamellar	16-17	15-16	-	15-16	17-19	14	15
Plate	18-20	17-20	17-20	17-20	20	15-20	16-20

Sword Type Roll 1d20	Ancient Myth	Classical Epic	Northern Saga	Chivalric Romance	Arabian Adventure	High Fantasy	Sword & Sorcery
Dagger	1-3	1-3	1-3	1-3	1-3	1-3	1-2
Short Sword	4-9	4-7	4-6	4-5	4-6	4-5	3-5
Sword	10	8-9	7-9	6-8	7-9	6-8	6-8
Two-Handed Sword	-	10	10	9-10	10	9-10	9-10

Misc. Weapon Roll 1d100	Ancient Myth	Classical Epic	Northern Saga	Chivalric Romance	Arabian Adventure	High Fantasy	Sword & Sorcery
Arbalest	-	-		01-05	-	01-05	01-02
Axe, Battle	01-05	01-05	01-10	06-10	01-03	06-10	03-09
Axe, Great	-	-	11-15	11-15	-	11-15	10-14
Axe, Hand	06-10	06-10	16-20	16-20	06-10	16-20	15-17
Bola	-	-	-	-	-	-	18
Bow, Composite	11-25	11-25	-	-	11-25	21-25	19-24
Bow, Long	26-35	-	21-30	21-30	-	26-30	25-30
Bow, Short	-	26-35	31-35	31-35	26-35	31-35	31-34
Club	36-40	36-40	-	-	-	-	35
Crossbow	-	41-45	-	36-40	-	36-40	36-40
Darts	41-45	46-50	-	-	-	-	41-45
Flail	-	-	36-40	41-50	36-40	41-50	46-50
Javelin	46-50	51-55	41-45	-	41-50	-	51-55
Lance	51-55	56-60	-	51-60	51-60	51-60	56-60
Mace	56-65	-	46-50	61-65	61-65	61-65	61-65
Morning Star	-	-	51-55	66-70	66-70	66-70	66-70
Net	-	61-65	-	-	71-75	-	71
Pole Arm	66-75	66-70	56-60	71-75	76-80	71-75	72-76
Sap	-	-	-	-	-	-	77
Sling	76-85	71-80	61-65	-	81-85	-	78-82
Spear	86-100	81-100	66-85	76-90	86-99	76-90	83-92
Staff	-	-	-	91-95	-	91-95	93-94
Warhammer	-	-	86-100	96-100	-	96-100	95-99
Whip	-	-	-	-	100	-	100

higher tier. Common weapons in these ancient days include the composite bow, javelin, mace, short sword, and spear. In the Auran Empire setting, treasures from the Ancient Argollëan, Thrassian, and Zaharan civilizations, and from contemporary Kemesh, would use these entries.

Classical Epic: For campaigns inspired by Greco-Roman, Zoroastrian Persian, or Byzantine civilization or sword-and-sandal fiction. Armor might be linothorax (leather), leather scale, Celtic mail or Roman lorica hamata (chain), Roman lorica squamata (scale), Roman lorica segmentata (banded), Byzantine or Persian lamellar, or Greek classical panoply (plate). Gladiator armors are included to represent both actual gladiator apparel and partial armor sets. Common weapons include composite bows; lances such as the kontos and xyston; pole arms such as the falx and sarissa; short swords such as the gladius, kopis, and xiphos; spears such as the doru; and swords such as the spatha. In the Auran Empire setting, these entries would apply to treasures from the Classical Auran civilization and the current Imperial one.

Northern Saga: For campaigns similar to the world described in the Old Norse and Icelandic epics and the Anglo-Saxon poem Beowulf, or historical Iron Age Germany or Viking Age Scandinavia. Armor will include furs, hardened leather, Frankish ring armor, leather scale, chainmail byrnies, and limited plate-and-mail. Common weapons include the battle axe, great axe, seax (dagger), spear, sword, and warhammer. In the Auran Empire setting, treasures from the Kingdoms of Jutland and Rorn would use these entries.

Chivalric Romance: For campaigns inspired by the 11th to 13th century *chansons de geste*, such as the Matter of France or Matter of Britain and the later chivalric romances of the 13th and 14th centuries. Armor might be cuir bouilli (leather), ring armor, leather scale, Norman mail hauberks, brigandine (lamellar), and plate-and-mail. Common weapons include the couched lance, great sword, horseman's flail, longbow, knightly sword, mace, morning star, and various pole arms such as the halberd, glaive, and pike. This time period post-dates the Auran Empire setting, but is very common in other fantasy game settings.

Arabian Adventure: For campaigns drawing on the late Byzantine and Persian Empires, the medieval Crusades, the Islamic Golden Age, and the folk lore of *One Thousand and One Nights*. Armor might be silk, leather, ring, leather scale, Crusader mail, eastern lamellar, or mirror armor (plate). Common weapons include the composite bow, lance, mace, spear, and various curved swords such as the scimitar, shamshir, and tulwar. In the Auran Empire, these entries could be used for contemporary Opelenean, Somirean, Skysos, and Celdorean treasures.

High Fantasy: For campaigns inspired by Tolkienesque heroic fantasy in the pseudo-medieval tradition, including *The Lord of the Rings*, *Dragonlance*, *Game of Thrones*, *The Deed of Paksenarrion*, and most other popular fantasy of the last few decades. The armor and weapons tend to be similar to those used in the High Middle Ages .

Sword & Sorcery: For campaigns inspired by Howardian heroic fantasy in the pulp tradition, including *Conan*, *Kull*, *Thongor*, *Kothar*, and other works. The armor and weapons tend to be a hodgepodge of the ancient, classical, medieval, exotic, and purely fantastical.

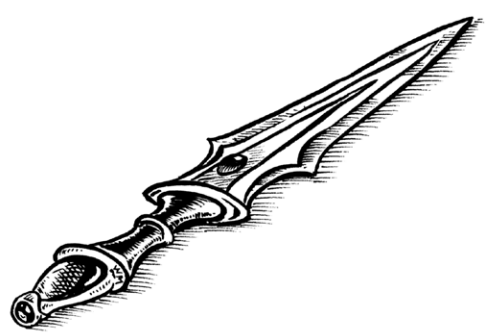
Powers of Armor, Swords, and Weapons Found

Magical weapons and armor follow the same class restrictions as all normal weapons and armor. When armor has a bonus, it will improve the AC and reduce the encumbrance (to a minimum of 0) by the amount specified. For example, **leather armor +1** would grant AC 3 with an encumbrance of 1. Masterwork armor provides a +1 bonus to armor class, but does not decrease encumbrance.

When a sword or other weapon has a plus, such as a **dagger +1**, this means that attack throws and damage rolls both receive a +1 bonus. Masterwork weapons grant a +1 bonus to attack throws and damage, but cannot affect creatures which can only be harmed by magic. If a weapon has more than one bonus listed, the first bonus applies to all attacks and damage, and the second applies only to an exclusive group of creatures. If the weapon's entry does not specify which group of creatures the secondary bonus applies to, the Judge can choose or roll for the creatures affected on the table below.

Roll 1d20	Type
1	Animals*
2	Avians*
3	Beastmen
4	Constructs
5	Demons
6	Dragons
7	Dwarves, Gnomes & Halflings
8	Elementals
9	Elves, Faeries, & Nymphs
10	Giant Humanoids
11	Men
12	Lycanthropes
13	Oozes
14	Plants*
15	Regenerating Creatures
16	Sea Creatures*
17	Spellcasters
18	Summoned Creatures
19	Undead
20	Vermin*

**Including normal and giant creatures of this type, but not sentient creatures*



Roll 1d10	Shield	Missile Weapon
1	Alertness	Acrobatics
2	Berserkergang	Alertness
3	Combat Trickery (force back)	Combat Reflexes
4	Combat Trickery (knock down)	Fighting Style (missile weapon)
5	Combat Trickery (overrun)	Precise Shooting
6	Dungeon Bashing	Running
7	Endurance	Skirmishing
8	Fighting Style (weapon & shield)	Sniping
9	Fighting Style (weapon & shield)	Swashbuckling
10	Skirmishing	Weapon Focus

Items of Proficiency: Some magical shields, swords, or weapons grant their wielder access to one or more proficiencies. The Judge can choose or roll for the proficiency granted by the item on the tables below.

Items of proficiency can be activated three times per day (3/day). When activated, items of proficiency grant their wielder the proficiency for one hour, or until the wearer drops the item or the effect is **dispelled**. This effect is worth 6,000gp (it's effectively a 1st level spell 3/day). Some legendary items, such as the **bow of the great eagles**, grant proficiencies whenever they are wielded, without requiring activation. As permanent powers, these effect cannot be dispelled, but are much more expensive to enchant!

Naming Arms and Armor (Optional)

When creating a magic weapon, shield, or suit of armor, its creator must give the item a name. Only those who confidently speak the name of the item receive the full benefit of its powers. If a character is unsure of an item's name, he may guess once; if incorrect, he may not guess again until reaching a higher level of experience.

Alternatively, when an item is found, it may be given a new name by its wielder or wearer. Upon first naming the item, the character receives the benefit of one of its bonuses in one category (e.g. +1 to hit, +1 to damage, +1 to AC, -1 to encumbrance) or of a special power or ceremonial spell. With each level of experience earned wielding or wearing his re-named item, the character unlocks an additional point of bonus in one category, until all bonuses in all categories are unlocked. The Judge makes the determination of the order in which the item's powers unlock.

EXAMPLE: In the tomb of Durin Blackfist, Raknar discovers an ancient war hammer, gleaming and rune-carved. He decides this must be Durin's hammer Fist of Iron and announces such. In battle, the war hammer reveals itself a +3 weapon – Raknar was right!

Like a true Jutland hero, Raknar dies fighting, his body sprawled on a mound of orc corpses. Later, a young 1st level fighter named Marcus finds the rune-carved war hammer. Knowing it to be magical, but not having any idea of its origin, he names the hammer Tooth-Breaker. In his next fight, Marcus gets a +1 bonus to damage from Tooth-breaker. When he reaches 2nd level, Marcus finds that Tooth-Breaker is +1 to hit and damage. When he is 3rd level, it becomes +1 to hit and +2 to damage, and so on, until at 6th level it reaches its full power of +3 to hit and damage.

But what if Marcus were slain at 4th level, after unlocking Fist of Iron / Tooth-Breaker's powers to the level of +2 to hit and +2 to damage? Assume his henchman, Peristo, now claims Tooth-Breaker. It is a +2 weapon in his hands. When Peristo gains a level, Tooth-Breaker will become +2 to hit and +3 to damage. If Peristo were to discover that this weapon is also Fist of Iron, it would immediately reach its full +3 powers.

Roll 1d10	Small Melee Weapon	Medium Melee Weapon	Large Melee Weapon
1	Acrobatics	Alertness	Alertness
2	Cat Burglary	Berserkergang	Berserkergang
3	Combat Reflexes	Combat Trickery (disarm)	Combat Trickery (force back)
4	Combat Trickery (disarm)	Combat Trickery (sunder)	Combat Trickery (knock down)
5	Fighting Style (two weapons)	Fighting Style (two weapon)	Combat Trickery (overrun)
6	Running	Fighting Style (weapon & shield)	Combat Trickery (sunder)
7	Skirmishing	Skirmishing	Dungeon Bashing
8	Swashbuckling	Swashbuckling	Fighting Style (two-handed)
9	Weapon Finesse	Weapon Finesse	Skirmishing
10	Weapon Focus	Weapon Focus	Weapon Focus

Armor, Sword, and Weapon Descriptions

Armor of the Invincible Conqueror: According to legend, the hero Valerian Bellësareus wore the **armor of the invincible conqueror** during his duel with his brother, the ruinguard Acherib, at the height of the Empyrean War. Crafted of gleaming orichalcum, this suit of archaic **plate armor +3** grants its wearer complete protection from normal, non-magical attacks. Magic or silver weapons can harm the wearer, but any number of normal swords, arrows, clubs, or natural weapons will be fended off. Monsters which themselves can only be affected by silver or magical weapons can still harm the subject, and monsters with 5 HD or more are able to affect the subject through natural ferocity. Value: 160,000gp (+3 enchantment, 5th level permanent effect).



Bow of the Great Eagles: The legendary **bow of the great eagles** is an elven **composite bow +3** crafted of laminated dawn redwood with bow-limbs carved to resemble eagle's talons. The elvish general Aedon Lann is credited with killing more than 500 orcs with the **bow** during the Beastman Wars of the Third Century B.E. Anytime an arrow is nocked on the **bow**'s string, the **bow**'s wielder gains **precise shooting** (as the proficiency), allowing him to fire at engaged targets with a -4 penalty, and **eyes of the eagle** (as the spell), allowing him to see 100 times further than normal and reducing the wielder's penalty for missile attacks with the bow at medium range to -1 and at long range to -2. Once per day, if the wielder fires an arrow into the sky, the **bow** will call a large roc to serve the wielder (as the spell **call of the giant eagle**). If a character who already possesses one or more ranks of Precise Shooting wields the **bow**, its granted proficiency stacks with his natural ranks. Value: 160,000gp (+3 enchantment, 5th level daily effect, 3rd level permanent effect, 1st level permanent effect).

Bow of the Unconquered Sun: A relic of the Empyrean War, the **bow of the unconquered sun** is a composite bow crafted of laminated dawn redwood and trimmed in golden orichalcum. It grants its wielder two attack per round (as **swift sword**) with a bonus of **+1**, **+2 versus avian and regenerating creatures**, **+3 versus undead and plant-like creatures**. Each arrow fired from the **bow** is magically ignited with eldritch flame to deal an additional 1d6 fire damage per hit. The arrow flames can be used to ignite readily flammable objects (as the spell **kindle flame**). This weapon's damage cannot be further increased with **striking** or similar effects, and its wielder cannot gain more attacks from **swift sword**, **haste**, or similar spells. Value: 170,000gp (+1/2/3 enchantment, 3rd level permanent effect, 2nd level permanent effect, 1st level permanent effect).

Glaive of the Blade-Goddess: The bladedancer Aurëlyn Tarcalus wielded this legendary **polearm +3** at the Battle of the Fangs, when she held off the orc hordes that threatened to overwhelm the Auran right flank long enough for Malantavius to drive Thrax from the field. Featuring a curved orichalcum blade mounted atop a tall oak pole, the **glaive of the blade-goddess** can be swung and spun with amazing speed. Its wielder gains a +1 bonus to initiative (canceling the usual -1 penalty for two-handed weapons). If the **glaive of the blade-goddess** is used to perform a sweeping attack, it deals an extra 1d10 damage on each successful hit (including any subsequent cleaves), and the opponents targeted by the sweeping attack do not receive an opportunity to withdraw. This weapon's damage cannot be further increased with **striking** or similar effects. Value: 160,000gp (+3 enchantment, 3rd level permanent effect, two 1st level permanent effects).

Great Axe of the North: This long-bearded axe has a rune-carved head and a sturdy yew haft gouged with bite-marks. The hero Sigvhan carried the **great axe of the north** during his expeditions against Dagr, the frost giant king, north of the Jutting Mountains. The sagas recount that Sigvhan died of wounds received felling Dagr and was interred with the **axe** by his comrades in a great burial mound on the slopes of Mt. Skarstind. The **great axe of the north** is **+3**, **+5 versus dragons and giants**, and grants its bearer **immunity from cold** (as the spell). Once per day, by gnawing on the haft of the **axe**, a character may enter a **greater berserkergang** (as the berserker class power). Value: 185,000gp (+3/+4/+5 enchantment, 4th level permanent effect, 3rd level daily effect).

Javelin of Hurling: This **+2** weapon has a weighted pyramidal head of iron set atop a cedar shaft fastened to a leather throwing strap. When thrown, the **javelin of hurling** strikes with great force, dealing an additional 1d6 points of damage (as **striking**) and requiring the creature hit to make a saving throw versus Paralysis. If the creature fails its save, it is knocked back a number of feet equal to the damage dealt by the attack. If this would push the creature into a wall or obstacle, it is knocked down at the point of impact, taking 1d6 points of damage per 10' it has traveled. If the creature is pushed into another character or monster, it is knocked down if the character or monster it is pushed into is as large or larger than him. Otherwise, the character/monster is instead knocked down, and the struck creature continues to be forced back. The **javelin of hurling** unerringly returns to its thrower's hand immediately after being thrown. This weapon's damage cannot be further increased with **striking** or similar effects. Value: 90,000gp (+3 enchantment, three 1st level permanent effects).

Red Sword of the Warlord: Few weapons are so legendary as the **red sword of the warlord**. The beastman warlord Thrax wielded this orichalcum **sword +3** until his death at the Battle of Bythnium and the Tarkaun Audarius XI Ulkyreus later bore it throughout his 42-year reign of conquest and war. Like many other imperial relics, it was lost to history during the Second Imperial Civil War. The wielder of the **red sword of the warlord** is a veritable god of war on the battlefield. He may make two attacks every round (as per **swift sword**) and every successful hit deals an extra 1d6 points of damage (as per **striking**). In addition, the **red sword**'s wielder may cleave without any limit from his HD, subject only to the availability of enemies within reach given his maximum combat movement per round. The blade of the **red sword** glimmers scarlet (giving off light like a torch) if brandished while enemies are within 60'. This weapon's damage cannot be further increased with **striking** or similar effects, and its wielder cannot gain more attacks from **swift sword**, **haste**, or similar spells. Value: 285,000gp (+3 enchantment, 4th level permanent effect, 3rd level permanent effect, 2nd level permanent effect, 1st level permanent effect).

Scourge of Law: This legendary weapon was enchanted in the waning years of Zahar as a tool to detect and destroy practitioners of the heretical Empyrean faith. The **scourge of law** appears as an enchanted rune-carved metal flail made of segmented hepatizon (a dark purplish copper). If the **scourge** is swung overhead, any enemies within 60', even if invisible or hidden, are marked by a fiery red aura. The aura is visible only to the wielder and lasts for 6 turns or until the enemy is slain. If the **scourge** is wrapped around the neck of a helpless lawful creature, the wielder can read the thoughts of the creature (as the spell **ESP**). If used in battle, the **scourge** provides its wielder with a +3 bonus to attack throws and damage rolls. However, each time the **scourge** is used to slay a lawful creature in combat, the scourge's damage bonus is temporarily increased by +1, up to a maximum damage bonus equal to the wielder's HD. The damage bonus is lost when the combat ends or one turn (10 minutes) elapses, whichever comes first. Value: 205,000gp (+3 enchantment, 4th level permanent effect, 2nd level permanent effect, 1st level permanent effect).

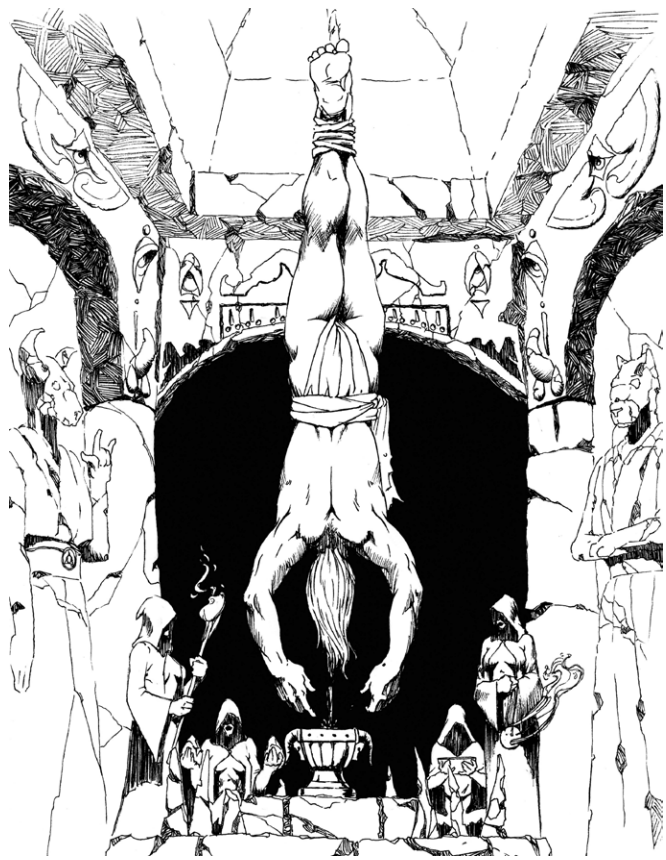
Shield of the Empyrean Heavens: This legendary **shield +3** was brought down from Mt. Audarammas by Azendor, prophet of Ammonar, and used by a succession of heroes during the Empyrean War. Like other shields from that archaic era, the **shield of the empyrean heavens** is approximately 3' in diameter, with scooped indentations on either side that give it an hourglass-like shape. It is faced with orichalcum and painted with the symbol of the winged sun. Any character bearing the **shield** is immune to all critical hits. Anytime the bearer raises the **shield** and concentrates, the **shield** grants **protection from blast** (as the spell) to the bearer himself and all creatures within 5' of him. The protection lasts as long as the bearer concentrates on the effect. Once per day, by clanging his weapon against the **shield**, the bearer can cast **prayer** (as the spell). The **shield of the empyrean heavens** itself cannot be damaged by anything short of a **vorpal weapon** or **disintegration** effect. Value 150,000gp (+3 enchantment, 5th level permanent effect, 3rd level daily effect, 2nd level permanent effect).

Shining Spear: This legendary **spear +3, +4 versus undead, +5 versus demons** is crafted of ancient dawn redwood and tipped with a leaf-shaped spearhead of bright orichalcum counterbalanced by an orchicalcum butt-spike. The **shining spear** grants its wielder immunity to **fear** while held. Three times per day, by striking the butt-spike on the ground while reciting prayers to the Empyrean gods, the wielder can conjure an **angelic aura** (as the spell) around himself. Value 150,000gp (+3/4/5 enchantment, 5th level thrice-daily effect, 2nd level permanent effect).

Sword of Kings: This legendary sword was wielded by Arëtar Pendaelen when he slew the High King of Jutland on the banks of the River Rorn, and it is said that only a man worthy of Arëtar can tap its powers. In the hands of an ordinary adventurer, it functions as an ordinary **sword +3**. If brandished by a worthy hero (a chosen, a Nobiran champion, a paladin, or a Lawful fighter with CHA 16 or higher), the **sword of kings** gains an additional **+1** bonus, for a total bonus of **+4**. Should the hero also rule a domain or realm, it gains another +1 bonus, for a total bonus of **+5**. The hero-ruler also gains two additional powers drawn from the sword's ties to the ancient rites of kingship. First, he deals an extra 1d6 points of damage when using the sword to hit Chaotic creatures in his domain or realm. Second, he gains the Nobiran champion's 13th level class power of **oneness of land and lord** while within his domain. (If the wielder is a 13th+ level Nobiran champion who already has that class power, then he receives his choice of either the **lion-hearted leader** or **clarion commander** class power instead.) This weapon's damage cannot be increased with striking or similar effects. Value 255,000gp (+5 enchantment, 4th level permanent effect, 2nd level permanent effect).

MISCELLANEOUS MAGIC ITEMS

Chalice of Blood: By drinking from this silver and bone goblet, a character can gain the strength and knowledge of his slain foes. It is said that the first blood the **chalice** tasted was that of its own creator, the dark lord Theophanous, who tore out his own heart and drank its hot leakage from the cup to better embrace undeath without the weakness of heart-felt pity or compassion. To use the **chalice of blood**, a character must first fill its cup with the blood of a sapient lawful victim he has personally slain in the last day. Upon drinking from the **chalice**, the character immediately gains 2d10+14 temporary hit points + an additional 1 temporary hp per level of the victim. In addition, the character learns some important knowledge possessed by the victim, either a specific set of facts that the character was seeking or some random knowledge chosen by the Judge. The knowledge learned can be quite complex, equivalent to a single rank in a proficiency, a class power, a spell formula, or a language. The character also gains 8 corruption points for each use of the **chalice**. The temporary hit points will disappear one day later, while the knowledge will fade as if it were a barely-remembered dream. Nothing prevents a character from writing down the knowledge gained before it fades, however. The corruption points are permanent. The **chalice** can be used once per turn (10 minutes), provided sufficient victims are available. If a character drinks the **chalice** while already affected by its powers, the additional temporary hp and memories gained by the additional use(s) are cumulative with those already granted, to a maximum of 38 temporary hp. Value 132,000gp (6th level per-turn effect, 2nd level per-turn effect).



Chariot of the Gods: A **chariot of the gods** appears as a magnificent wheeled vehicle constructed from slates of dawn redwood and reinforced with bronze. **Chariots of the gods** come in three sizes, with their crew, combat characteristics and dimensions determined by their size:

Light Chariot of the Gods: This chariot has two wheels on an axle set at the very rear of the body for maximum mobility and stability. The chariot's wheels are about 2'6" in diameter. Its wheel track is about 5'9" wide, while its total length, including harnessed creatures, is 11'6". The cab measures 3'3" wide, 1'8" deep, and 2'6" high, with room for two man-sized creatures,

Chariot Type	Crew			Combat Characteristics					Dimensions	
	Driver	Warriors	Animals	Move	Max Move	AC	AC Bonus	SHP	Chariot	Cab/ Platform
Light	1	1	1 - 2	x¾	360′	0	0	5	5′9″ x 11′6″	3′3″ x 1′8″ x 2′6″
Medium	1	2	2 - 3	x⅔	240′	1	+1	8	6′6″ x 13′	4′ x 3′ x 3′
Heavy	1	3	3 - 4	x½	180′	2	+2	10	7′ x 15′	4′6″ x 3′3″ x 3′9″

one of whom must be the driver. The cab includes three built in weapon-cases, with room for a composite bow, 3 javelins, and 20 arrows. A light chariot of the gods has AC 0 and 5 shp. It may be pulled by one or two creatures whose normal loads add up to at least 40 stone. The chariot can transport up to the harnessed creatures' combined normal load at 3/4 the harnessed creatures' movement rate, or up to the harnessed creature's combined maximum load at 3/8 the harnessed creatures' movement rate.

Medium Chariot of the Gods: This chariot has two wheels on an axle set beneath the center of the cab. The chariot's wheels are about 3' in diameter. Its wheel track is about 6'6" wide, while its total length is 13'. The cab measures 4' wide, 3' deep, and 3' high, with room for three man-sized creatures, one of whom must be the driver. The cab includes three built in weapon-cases, with room for a composite bow, 3 javelins, and 20 arrows. The sturdily-built cab provides its occupants with a +1 AC bonus against attacks to the front and flank. A medium chariot of the gods has AC 1 and 8 shp. It may be pulled by two or three creatures whose normal loads add up to at least 60 stone. The chariot can transport up to the harnessed creatures' combined normal load at 2/3 the harnessed creatures' movement rate, or up to the harnessed creature's combined maximum load at 1/3 the harnessed creatures' movement rate. The chariot may not exceed 240' per turn in any case.

Heavy Chariot: This chariot has two or four wheels on an axle set beneath the center of the cab. The chariot's wheels are about 5' in diameter. Its wheel track is about 7' wide, while its total length is 15'. The cab measures 4'6" wide, 3'3" deep, and 3'9" high, with room for four man-sized creatures, one of whom must be the driver. The cab includes three built in weapon-cases, with room for a composite bow, 3 javelins, and 20 arrows. The armored cab provides its occupants with a +2 AC bonus against attacks to the front and flank. A heavy chariot of the gods has AC 2 and 10 shp. It may be pulled by two, three, or four flying creatures whose normal loads add up to at least 80 stone. The chariot can transport up to the harnessed creatures' combined normal load at 1/2 the harnessed creatures' movement rate, or up to the harnessed creature's combined maximum load at 1/4 the harnessed creatures' movement rate. The chariot may not exceed 180' per turn in any case.

Unlike ordinary chariots, **chariots of the gods** can traverse empty space (thin air) as if it were solid, level ground. When a **chariot of the gods** is hitched to flying creatures capable of pulling it, it can soar through the heavens as easily as an ordinary chariot rolls traverses the battlefield or race-course. Anytime a **chariot of the gods** is in the air, it glows brilliantly (as the spell **continual illumination**) and the chariot, its driver, and its passengers enjoy **protection from normal missiles** as well as **resistance to cold**, **fire**, and **lighting**. Value: 1,175,000gp heavy, 950,000gp medium, 725,000gp light (3rd level permanent effect, 3-5 additional 3rd level permanent effects, 3-5 2nd level permanent effects, and 7-13 additional 2nd level permanent effects, for chariot and passengers).

Collar of Conversation: When this bejeweled leather collar is fastened around the throat of an animal, it grants the animal wearing it the ability to comprehend and converse in the language of any intelligent creature within 60' of the animal. For purposes of speech, an animal wearing the **collar of conversation** has an effective INT ability score equal to 6 +/- Trainability Modifier. For instance, a white ape (TM +3) wearing the collar has an effective INT 9, while a crocodile (TM -1) wearing it has an effective INT 5. If the **collar** is fastened around the throat of a sapient creature, it has no magical effect, but may inspire interesting conversations all the same. Value 100,000gp (3rd level permanent effect, 1st level permanent effect).

Cloak of Skinchanging: By raising the hood and wrapping himself in the folds of the **cloak of skin-changing**, the wearer can change into the form of a specific animal (determined by the type of **cloak**). While transformed, the wearer gains all of the physical characteristics, movement types, attack routines, and special abilities of his new form while retaining his own mental abilities. Once transformed, the wearer can remain in animal form indefinitely, but may return to his own form at any time. If slain while transformed, the wearer reverts to his original form. Once the wearer returns to his own form, the **cloak**'s powers may not be used again for one hour (six turns). **Cloaks of skinchanging** traditionally come in one of four types, shown below. The Judge can choose or roll randomly for the type of cloak found, or make cloaks for other types of animals appropriate to his setting. Value 24,000gp (3rd level hourly effect).



Roll (d4)	Animal	Characteristics
1	Bear	Move 120', AC 3, #AT 2 claws, 1 bite, Dmg 1d3/1d3/1d6, bear hug
2	Hawk	Move 480' fly, AC 1, #AT 2 talons, Dmg 1d2/1d2, swoop attack
3	Swan	Move 360' fly, AC 3, #AT 2 wings, 1 bill, Dmg 1/1/1d2
4	Wolf	Move 180', AC 2, #AT 1 bite, Dmg 1d6

Dead Mans' Hand: This grotesque artifact of necromantic blasphemy is composed of the dried and pickled hand of a lawfully-executed murderer, upon which is mounted a candle formed from the fat of the same murderer. For any of the powers of the **dead man's hand** to be used, its candle must be lit. The flame from the **hand**'s candle gives off no radiance and never seems to burn down, but like any flame can be extinguished by strong wind or water.

While the **hand**'s candle is lit, the **hand** grants its bearer **infravision** (as the spell) as well as two spell-like abilities each useable once per turn. First, by speaking the dead murder's true name, the bearer of the hand can cast **hold person** (as the spell). Second, by speaking the name of the murderer's last victim, the bearer can cast **knock** (as the spell). A **dead man's hand** can be used by any character, but is most sought after by thieves, freebooters, and assassins. Value: 86,000gp (4th level daily effect, 3rd level per-turn effect, 2nd level per-turn effect).

Emblem of the Eagle: This legendary insignia was first carried by the legion of Audarius Tarkaun when he defeated Baal the Terrible at the gates of Zidium, and for centuries afterward served as the insignia of the Auran Army. During the tumult of the Second Imperial Civil War, the **emblem** was smuggled out of the capital by the Emperor's Talons, but no record of its final whereabouts exists.

The **emblem of the eagles** consists of a gold eagle mounted atop a 12' tall pole. To use the **emblem**, a character must affix the flag of an organized military unit, division, or army to the **emblem**'s pole and bear it into battle. Bearing the **emblem** counts as wielding a weapon or shield (e.g. the **emblem**'s bearer can bear the **emblem** in one hand and either wield a one-handed weapon or a shield in his other hand).

In combat, the **emblem of the eagle** inspires the troops who serve under it with invincible courage. Friendly creatures within 30' of the **emblem** are protected from harm by normal weapons. Magic or silver weapons can harm the protected creatures, but any number of normal swords, arrows, clubs, or natural weapons will be fended off. Monsters which themselves can only be affected by silver or magical weapons can still harm the protected creatures, however, as can monsters with 5 HD or more through natural ferocity. The protection afforded by the **emblem** is lost for the duration of the fight if at any time the bearer is slain, flees, or drops the **emblem** (voluntarily or involuntarily).

If the **emblem** is carried as the flag of a company-sized unit on the battlefield, the entire unit is protected from harm by normal weapons. The unit cannot be damaged by missile or melee attacks from units of less than 5 HD without silver or magical weapons, and is never considered threatened by enemy units that are unable to damage it. The effect ends if the unit ever recoils, flees, or routs.

If the **emblem** is carried as the flag of an army leader's unit, then so long as the unit carrying the **emblem** is fighting on the battlefield with its army, the entire army automatically stands firm on its first morale, or rallies if it would have stood firm. However, this benefit is lost for the duration of the battle if the unit carrying the **emblem** is destroyed, routed, or leaves the battle. Value: 808,500gp (six 8th level permanent effects, 1st level per-turn effect).

Helm of Awe: This orichalcum helmet has an open face with long cheek guards and a tall red crest. The wearer of the **helm of awe** inspires dread in the hearts of his enemies. The first time each day that each enemy creature approaches within 15' of the wearer, that creature must make a saving throw versus Spells. Any creatures that fail the save are frightened for 30 rounds. A frightened creature will run from the source of its fear at its full movement rate. If a frightened creature cannot flee, its cower in terror. An engaged creature that is frightened will cower in terror until it is able to disengage with defensive movement. It suffers a -2 penalty to AC and cannot attack, cast spells, move, or take any other actions until the condition ends. Creatures that successfully save are not affected. Whether they make or fail their saving throw, creatures encountering the wearer of the **helm of awe** cannot be affected by its magic again until the following day. Value: 67,500gp (3rd level permanent once-per-creature effect).

Holy Talisman of the Winged Sun: This legendary relic was said to have been carried down from Mt. Audarammas by Azendor, prophet of Ammonar, when the Laws of Light first returned to mankind. It was lost to history when Baal the Terrible sacked Aura, and remains much sought by the Temple of the Winged Sun. Any character of Lawful alignment who bears the **holy talisman** gains the protection of **strength of mind** (a bonus of +4 to saving throws versus Death, Staffs, Wands, Paralysis, Petrification, and Spells). If the bearer is also a divine or eldritch caster or ceremonialist, he can also use the **holy talisman** to cast **holy word**, **restore life and limb**, and **harvest** once per week each, and to cast **dispel evil** once per turn. Value: 213,000gp (three 7th level weekly effects, 5th level permanent effect, 5th level daily effect).

Iron-bound Book of Xisuthros: Written by the chthonic priest Xisuthros a thousand years before the Auran Empire dawned, the **iron-bound book** contains innumerable incantations and workings of black magic and demonology. It is said that writing the **iron-bound book** drove Xisuthros mad, and that the **book**'s final pages were cut from his own flesh and inked with his own blood. Whether Xisuthros was mad or simply esoteric, the **iron-bound book** is so cryptic that understanding its secrets often requires numerous re-readings.

Any character literate in Ancient Zaharan can read the **iron-bound book**. Reading the entire book requires one day (8 hours) of game time, but need not take place in one sitting. Each time a character reads the entire book, he should roll 1d100 to determine whether he has learned some valuable piece of lore. The chance of learning lore starts at 6% and increases with each additional re-read of the entire book, as shown on the Iron-Bound Book table, adjacent. If a character successfully

learns from the **book** the Judge should roll 1d20 on the Black Lore table below to determine what the character learns – a spell formula, a potion formula, a ritual formula, or the true name of a cacodemon. (Ceremonialists who read the **book** should learn ceremonial formulas instead of spell formulas.)

Note: Possessing a cacodemon's true name allows a character to conjure that specific cacodemon in lieu of rolling for a random one (as described in the various conjure cacodemon spells). Possessing a potion formula or ritual formula allows a character to pursue magic research into that potion or ritual at half the base time and cost. Possessing a spell formulas allows the character to add that spell to the caster's repertoire if the character can still learn new spells of that level. If the character's repertoire is full, or if the spell is of too high level for him to learn, then the spell cannot be put into the repertoire, but the formula may be saved to be put into the repertoire in the future. It takes one week of study to add a spell to the character's repertoire from the formula.

Number of Readings	Learn Lore	Slip Into Madness
1	6%	1%
2	9%	3%
3	12%	5%
4	16%	10%
5	20%	15%
6	25%	20%
7	35%	25%
8	45%	30%
9	55%	35%
10	65%	40%
11	75%	45%
12	85%	50%
13	95%	100%

Though it may reveal long-lost secrets, the **iron-bound book** eventually brings ruin on those who read it. Each time a character reads the book, he gains 1d10 points of corruption and risks slipping into madness. The percentage chance of slipping into madness starts at 1% and increases with each additional reading, as shown on the Iron-Bound Book table, above. A characters who slips into madness fall under the Judge's control for a number of weeks equal to the number of times he has read the entire book. The madness caused by the book cannot be cured by any means save wish or miracle. Value: 125,000gp (5th level permanent effect)

Iron Crown of the Sorcerer-Kings: This legendary regalia was created by Uragasi, first sorcerer-king of Zahar, conqueror of the Thrassians. It was worn by every reigning sorcerer-king thereafter until it was lost to history during the fall of Zahar. While the **iron crown** is worn, the wearer regenerates 3 hit points each round. If the wearer is reduced to 0 or fewer hit points, he immediately rolls 1d20+1d6 on the Mortal Wounds table, applying the usual modifier for Hit Points and Constitution, but applying a +11 bonus in lieu of the usual modifiers for Treatment and Timing. After the mortal wound (if any) is determined, the wearer is then immediately restored to 1 hp without any need for best rest. Any limbs or body parts lost to mortal wounds will attempt to crawl

Roll (d20)	Lore Learned
1	2d6-1 1st level spell formulas
2	2d3-1 2nd level spell formulas
3	1d3 3rd level spell formulas
4	1d2 4th level spell formulas
5	1 5th level spell formula
6	1 6th level spell formula
7	True names of 2d6-1 cacodemon spawn
8	True names of 2d3-1 imps
9	True names of 1d3 hellions
10	True names of 1d2 dybbuk
11	True names of 1d2 devils
12	True name of 1 fiend
13	True name of 1 archfiend
14	2d6-1 1st level potion formulas
15	2d3-1 2nd level potion formulas
16	1d3 3rd level potion formulas
17	1d2 4th level potion formulas
18	1 5th level potion formula
19	1 6th level potion formula
20	1 black ritual formula

or squirm back to the main portion of the body to reattach, and can be reattached instantly simply by being held to the stump. If severed limbs or parts are forcibly kept from reattaching, the lost limbs and parts, along with any/all other mortal wounds received, will be restored when the wearer regenerates to full hit points. The wearer of the **iron crown** can only be actually killed if he is disintegrated, slain by death magic, or slain while helpless by an unengaged combatant.

Each day that the **iron crown of the sorcerer-kings** is worn, its wearer accumulates 6 corruption points due to its necromantic influence. The **crown** will never accidentally slip from a Chaotic wearer's brow, but it can be voluntarily removed, and it can be knocked from its wearer's brow with a successful Disarm special maneuver. Value: 300,000gp (two 6th level permanent effects).

Panoply of the Imperial Warmistress: This legendary set of items was created for Zeodarë I, the first woman acclaimed Tarkaun, by the Temple of the Winged Sun in gratitude for her re-building the Golden Temple on Mt. Audarammas. The **panoply** was lost centuries later during the widespread looting of the Second Imperial Civil War, and its whereabouts remain unknown. The **panoply** consists of a pair of bracers, a pair of boots, a corselet, and a diadem, described below.

Bracers of the Imperial Warmistress: The wearer of these shining orichalcum bracers is immune to normal missile attacks (as the spell **protection from normal missiles**) and gains a +2 bonus to AC and saving throws (as the spell **eldritch protection**). Both bracers must be worn for the magic to be effective. Value: 166,250gp (two 3rd level permanent effects, fractional set powers)

Boots of the Imperial Warmistress: A character wearing these strappy red leather boots has an effective Dexterity 18 for all purposes, with a +3 bonus to armor class, initiative, DEX-based attack throws, and relevant proficiency throws. She may spring up to 10' high and to a distance of 30', gains a +10 bonus on Acrobatics throws, and need not rest if engaged in ordinary movement. Both boots must be worn for the magic to be



effective. Value: 116,250gp (2nd level permanent effect, two 1st level permanent effects, fractional set powers)

Corselet of the Imperial Warmistress: This body-hugging corselet is crafted of red leather and ornamented with a gleaming orichalcum eagle. It grants its wearer **resistance to cold** (as the spell) and an Armor Class of 7 against attacks of all sorts (as the spell **eldritch armor**). The **corselet** does not stack with worn normal or magical armor, if any, but other enhancements to AC (including that from the **bracers of the imperial warmistress**) will function normally. Value: 116,250gp (two 2nd level permanent effects, fractional set powers)

Diadem of the Imperial Warmistress: This ornamental headband is forged of bright orichalcum and set with a ruby sun. While wearing the **diadem**, the character has an effective Charisma 18 for all purposes, with a +3 bonus to reaction rolls, loyalty, and number of henchmen. In addition, she is **immune to fear**. Value: 116,250gp (two 2nd level permanent effects, fractional set powers)

A bladedancer or warmistress equipped with at least two of the four components of the **panoply** gains the ability to cast **swift sword** once per day. If equipped with at least three of the four components, she gains the ability to cast **striking** once per day. If equipped with the entire **panoply**, she gains the ability to cast **winged flight** once per day. (The set power cost was calculated by dividing the base cost of each of the three daily effects by the corresponding number of items in the set required to access that power, then applying that cost to all items in the set.)

POTIONS, PHILTERS, & OILS

Drinking a potion causes the listed spell effect to target the imbiber for a duration of 1d6+6 turns, or the duration of the spell granted by the potion, whichever is shorter. There are three exceptions to this rule.

- Potions enchanted with spells of indefinite duration remain indefinite and the potion's effects are permanent until **dispelled**. Such potions are normally known as **philters** (e.g. **philter of love**).
- Potions enchanted with spells of instantaneous duration (such as various types of healing potions) remain instantaneous. However, as with all potions, the target is the character who drinks the potion - a potion cannot imbue a character with the ability to cast an instantaneous spell on another creature or area. A **potion of cure light wounds** healers the imbiber as if the spell had been cast on him; it doesn't let the imbiber cast **cure light wounds**. A hypothetical **potion of fireball** would causes the imbiber to suffer the effects of a **fireball**, not grant the ability to cast one.
- Potions enchanted with spells that affect objects must be poured or rubbed on the object. Such potions are normally known as **oils** (e.g. **oil of sharpness**).

Drinking a potion or pouring an oil takes one round. Drinking an oil takes one round, too, but has no effect. The effects begin in the same round as their consumption. If a character drinks a potion while another potion (other than a philter) is in effect, the character will be sickened and unable to take any actions for 3 turns (30 minutes); neither potion will have any other affect.

The spell triggered by a potion has a caster level equal to the minimum caster level required to cast the spell.

Waybread: Although it resembles an ordinary loaf of bread, waybread is actually made of ancient strands of grain carefully cultivated over generations by the elves. It is both delicious and nutritious; indeed, a single slice of waybread is enough for a man-sized creature to survive for a day without any other food or water. When found, a typical loaf of waybread will have 2d6 slices remaining. As long as waybread is stored in its original wrappings of dried leaves, it remains fresh indefinitely. Value: 4,500gp per loaf (5th level single-use effect, 4th level single-use effect).

RINGS

All magical rings are usable by any character class. They must be worn on a digit of the hands only (fingers or thumb). It is only possible to wear two magical rings; if more than two are worn all of the rings do not function.

Ring of Anti-Magic: The wearer of this ring is protected by a 10' radius shell of anti-magic that stops any spell or spell-like effects (including the wearer's) from coming in or going out. Spell-like effects are all effects that duplicate a spell, or magical effects that are resisted with a saving throw versus Spells or Staffs & Wands (but excluding effects that do not duplicate a spell and are resisted with saving throws versus Poison, Breath, Paralysis, or Petrification). Spells with a range of "self," or "touch" spells used on the wearer himself, are not blocked by the **ring of anti-magic**. If a creature or item with an ongoing spell or spell-like effect enters the ring's shell, the spell or effect is dispelled as if by a **dispel magic**; effects which cannot be dispelled (such as magic weapon bonuses) are not affected. The **anti-magic shell** created by the **ring** cannot itself be dispelled. Value: 150,000gp (6th level permanent effect).

Ring of the Queen's Heart: According to legend, this bejeweled band was used by the sorceress-queen Semiramis during her courtship by the hundred lords of her realm. The wearer of the **ring of the queen's heart** becomes completely immune to enchantments, including **charm**, **hold**, **sleep**, Mystic Aura, and other related effects. Once per turn, by kissing the **ring of the queen's heart**, the wearer can become **invisible** (as the spell). Value: 191,000gp (5th level permanent effect, 4th level per-turn effect).

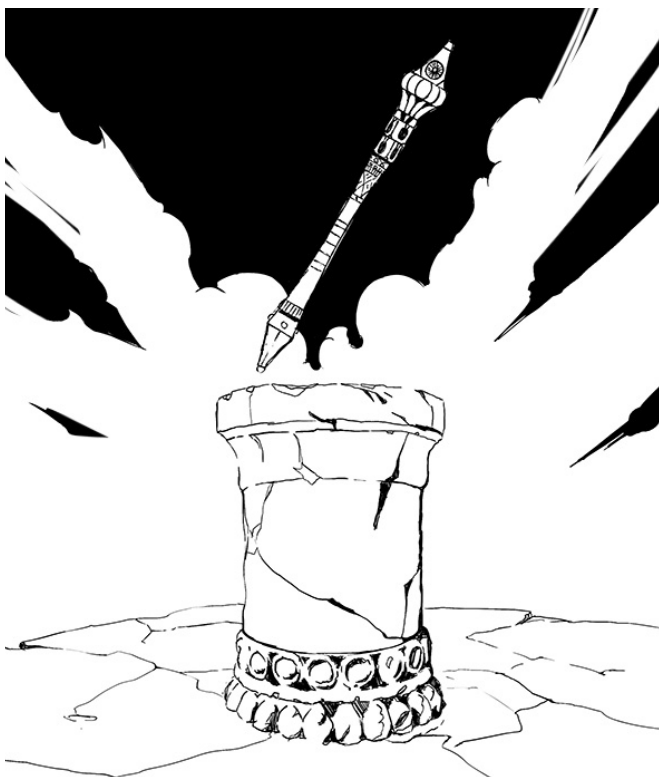
Seal of Chaos: This item resembles a signet ring forged of adamant and hepatizon bearing the seal of the chthonic powers. It grants the wearer the ability to conjure spirits from the chthonic and elemental spheres. The wearer can use each of the following spells once per day: **conjure cacodemon spawn**, **conjure imp**, **conjure hellion**, **conjure dybbuk**, **conjure fiend**, **conjure elemental**, and **conjure genie**. In addition, the wearer of the **seal of chaos** can **speak with animals** at will. The wearer of the **seal** gains corruption points equal to the level of the spell each time its conjuration effects are used. Value: 185,000gp (two 6th level daily effects, two 5th level daily effects, 4th level daily effect, 3rd level daily effect, 2nd level daily effect, 1st level daily effect, 2nd level permanent effect).

RODS, STAFFS, AND WANDS

Wands are only usable by arcane or eldritch classes. Rods may be usable by arcane, divine, and/or eldritch classes, or any class at all, depending on the kind of rod. Staffs may be usable by arcane, divine, and/or eldritch classes, depending on the kind of staff. When a class-restricted item is described, the name of the item will be followed by either "D" if it is usable by a divine class, "A" if it is usable by arcane classes, and "E" if it is usable by eldritch classes.

Each of these magic items generally uses a charge when its effect is triggered, and each item has a limited number of charges. When found, a rod will contain 2d6 charges, a staff will contain 3d10 charges, and a wand will contain 2d10 charges. Exceptions will be noted in specific item descriptions. Physically, these three types of magic items differ primarily in size. Wands are small and thin, being about 18" long. A staff is much larger, being 6' long and generally has a 2" diameter. Rods are somewhere in-between these two kinds of items, being about 3' long. Wands cast spells at minimum caster level while rods and staffs cast spells at minimum caster level +3.

Rod of the Night Sky [ADE]: This legendary device grants its bearer the power of the stars themselves. Just as the stars move across the heavens, the powers of the **rod of the night sky** change with every month of the year; but each month always provides three powers that can each be used once per day In order for the **rod** to function, its dials and switches must be rotated to correctly match the configuration of the constellation currently within the zodiac, which requires a successful Knowledge (astrology) proficiency throw. Once properly configured, the **rod of the night sky** can be used by any arcane, divine, and eldritch casters and ceremonialists. If the **rod** is used to cast black magic spells, the wielder gains corruption points equal to the level of the spell cast each time.



The table below lists the constellations of the zodiac for the Auran Empire setting, along with the powers afforded to the bearer when so configured. The Judge may substitute zodiac signs of his own design in lieu of those listed below; each zodiac sign should have three powers, totaling 12 total levels of spells (e.g. 1 6th, 1 4th, and 1 2nd level power, or 1 6th, 1 5th, and 1 st, or 2 5th and 1 2nd, etc.) All of the spells are cast at minimum caster level. Value: 360,000gp (12 spell levels available for daily use one month out of each year, at a cost of x5, for 12 x 500 x 5 = 30,000gp per set of monthly powers, x 12 months).

Zodiac	Powers
The Empress	**enslave, voice of command, voice of persuasion**
The Cowl	**necromantic invulnerability, animate dead, deathless minion**
The Eye	**greater clairvoyance, contact other sphere, incite madness**
The Manticore	**banner of invincibility, winged flight, sling stone**
The Scorpion	**cloud of poison, hold monster, summon insect swarm**
The Naga	**corrupting dream, weakness of mind, charm person**
The Prince	**conjure fiend, conjure dybbuk, conjure imp**
The Wolf	**inflict lycanthropy, lay of the land, call of the wolf pack**
The Kraken	**capsizing wave, growth of animals, water breathing**
The Egg	**reflesh the bones, cure serious wounds, cure moderate wounds**
The Thunderbolt	**thunderbolt, control winds, thunderclap**
The Void	**disintegrate, summon shadows, dark whisper**

Rod of Torture [ADE]: This black iron rod is topped with a blood-stained bulbous tip and capped with a forked spike. In the hands of an arcane, divine, or eldritch caster or ceremonialist who knows its command words, the **rod of torture** can be used to cast each of the following spells once per day: **circle of agony**, **iron maiden**, **dismember**, **bloody flux**, **slicing blow**. All of the spells are cast at minimum caster level +3. The wielder gains corruption points equal to the level of the spell cast each time a charge is expended. Value: 60,000gp (5th level charged effect, plus one-half cost of 4th, 3rd, 2nd, and 1st level charged effects, at 12 charges).

Staff of Cataclysm [ADE]: Imperial history exists in the aftermath of a mysterious and apocalyptic event known as the Day Without Night. Whether the **staff of cataclysm** brought about the Day Without Night, or was made merely in imitation of it, it is a potent and terrible weapon of wizardry. The **staff of cataclysm** can be used to cast each of the following spells at a cost of one charge each: **ice storm**, **inferno**, **starfall**, **sunder structure**, **thunderbolt**. The **staff** can also be used to cast the ritual **cataclysm** in one round at a cost of two charges. Once cast, the actual **cataclysm** comes into effect seven weeks later. In the interim, ominous signs and portents will warn of imminent doom, with increasing frequency as the **cataclysm** nears. The **cataclysm** can only be stopped with a **wish** or **miracle** or by destroying the **staff**. Destroying the **staff** causes an explosion

that deals 8 points of damage per charge remaining in the **staff** to all creatures within 30'. The **staff of cataclysm** can be used by any arcane, divine, and eldritch casters and ceremonialists. All of the spells are cast at 14th level. Value: 292,500gp (9th level charged effect at 15 charges, plus one-half cost of five 6th level charged effects at 30 charges).

Staff of Elemental Power [AE]: These mighty staffs were created by elven wizards of Argollë at the noontide of that kingdom's glory. Each of the four **staffs of elemental power** is the embodiment of its sphere's magical force. Each staff can be used by arcane or eldritch classes to cast any of its spells at a cost of one charge each. The four types and their powers are noted below. Roll randomly to determine the type of staff found. All of the spells are cast at minimum caster level +3 (14th and 12th for 6th and 5th respectively). Value: 210,000gp (6th level charged effect, plus one-half cost of 6th level and two 5th level charged effects, at 30 charges).

Staff of Elemental Air: **control weather**, **thunderbolt**, **control winds**, **summon weather**

Staff of Elemental Earth: **move earth**, **sunder structure**, **tremor**, **weave stone**

Staff of Elemental Fire: **inferno**, **starfall**, **pillar of fire**, **phoenix aura**

Staff of Elemental Water: **capsizing wave**, **lower water**, **cone of frost**, **ice sheet**

Wand of Frost [AE]: This wand projects a cone of freezing water 60' long and 30' wide stretching from its tip, as the spell **cone of frost**. The cone deals 6d4 points of damage to all creatures within its area of effect, or half that with a successful saving throw versus Blast. One charge is expended per usage. It can be used by any arcane or eldritch caster or ceremonialist. The spell is cast at 9th level. Value: 50,000gp (5th level charged effect at 20 charges).

Wand of Impetus [AE]: This wand can fling one or more objects or creatures within range a distance of up to 20', as the spell **force of impetus**. The wielder can target up to nine creatures or objects of 18 stone (180lb) or less, or a single creature or object weighing up to 162 stone (1,620lb). One charge is expended per usage. It can be used by any arcane or eldritch caster or ceremonialist. The spell is cast at 9th level. Value: 50,000gp (5th level charged effect at 20 charges).

Wand of Sorcery [AE]: This wand can discharge a **sorcerous blast**, as the spell. One charge is expended per usage. The wielder gains 5 corruption points each time a charge is expended. It can be used by any arcane or eldritch caster or ceremonialist. The spell is cast at 9th caster level. Value: 50,000gp (5th level charged effect at 20 charges).

SCROLLS

A scroll of spells will be found with anywhere from 1 to 42 spell levels written on it. In heroic fantasy campaigns, spell scrolls will contain spells from the eldritch spell list. Eldritch scrolls are divided into white, grey, and black scrolls, which represent the predominant type of magic that will be found on the scroll. When determining the contents of a scroll of spells, first to determine the color of scroll (white, grey, or black) on the Scroll Color table. Then roll on the Language by Scroll Color table to determine what language the scroll is written in. Next, roll as many times as needed to generate individual spells on the Spell Level by Total Spell Levels Remaining on Scroll Table. Next, determine the color of each spell on the scroll on the Spell Color by Scroll Type table. Then choose or roll for each spell on the appropriate eldritch list.

EXAMPLE: The Judge is placing a rare scroll of 20 spell levels. He first rolls 1d6 to determine the scroll's color, scoring a 5 – so the scroll is grey. Next, he rolls on the Language by Scroll Color table, scoring a 34. On the Grey column, that results in a scroll written in Draconic. Now he must determine the individual spells on the scroll. Since there are 9+ spell levels on the scroll, he rolls on that column initially. A result of 26 indicates a 2nd level spell, and 18 spell levels remaining. On the same column, a result of 87 indicates a 5th level spell, and 13 spell levels remaining. On the same column, a result of 84 indicates a 4th level spell, and 9 spell levels remaining. On the same column, a result of 40 indicates a 2nd level spell, and 7 spell level remaining. He now switches to the 7 column and rolls 1d100. A roll of 88 indicates a 5th level spell, and 2 spell levels remaining. He now switches to the 2 column and rolls 1d100. A result of 55 indicates a 2nd level spell, and no spells level remaining. The scroll contains two 5th, one 4th, and three 2nd level spells. The Judge now determines the color each of these spells on the Spell Color by Scroll Color table. He rolls 1d6 for each spell and cross-indexes the row of the result with the Grey column. The result is 5th, roll 1, white; 5th, roll 4, grey; 4th, roll 5, grey; 2nd, roll 6, black; 2nd, roll 1, white; and 2nd, roll 3, grey. The result is a scroll written in draconic with one 5th level white spell, one 5th level grey spell, one 4th level grey spell, one 2nd level white spell, one 2nd level grey spell, and one 2nd level black spell. The Judge decides to theme the scroll around illusion, and selects **true seeing**, **mirage**, **spectral force**, **noiselessness**, **phantasmal force**, and **undetectable charm**.

Reagents (Optional)

In some campaigns, spell scrolls may be replaced with **reagents**. A reagent is a special component that has had its latent energies configured for use in casting a particular spell. Reagents might include **mummy wrappings of fear**, **troll blood of regeneration**, or **bronze golem slag of giant strength**. Reagents are typically found in bundles of 1 to 7.

Reagents radiate as magical under **detection**. Adventurers with Alchemy, Collegiate Wizardry, Magical Engineering, or Naturalism proficiency can identify the properties of a found reagent. A proficiency throw of 14+ is required; the target value is reduced by 4 for each additional proficiency rank the character possesses in any of the appropriate proficiencies, to a minimum of 2+. A Loremastery throw can be used in lieu of these proficiencies at the character's unmodified target value. If the throw fails, the adventurer is ignorant of the properties of the reagent. If the throw succeeds, the adventurer learns the spell contained in the reagent.

Scroll Color		Spell Color by Scroll Color				Language by Scroll Color			
							Roll 1d100		
Roll D6	Scroll Color	Roll D6	White	Grey	Black	Scroll's Language	White	Grey	Black
1	White	1	White	White	White	Classical Auran	01-30	01-20	01-05
2	White	2	White	Grey	Grey	Common	21-40	21-30	06-15
3	Grey	3	White	Grey	Grey	Draconic	41-60	31-50	16-35
4	Grey	4	Grey	Grey	Black	Dwarven	61-80	51-70	36-40
5	Grey	5	Grey	Grey	Black	Elven	81-100	71-90	41-50
6	Black	6	Black	Black	Black	Zaharan	-	91-100	51-100

Spell Level by Total Spell Levels Remaining on Scroll															
Roll d100	9	Roll d100	8	Roll d100	7	Roll d100	6	Roll d100	5	Roll d100	4	Roll d100	3	Roll d100	2	Roll d100	1
01-25	1	01-25	1	01-25	1	01-25	1	01-25	1	01-25	1	01-33	1	01-50	1	1-100	1
26-50	2	26-50	2	26-50	2	26-50	2	26-50	2	26-50	2	34-66	2	51-100	2		
51-70	3	51-70	3	51-70	3	51-70	3	51-75	3	51-75	3	67-100	3				
71-85	4	71-85	4	71-85	4	71-85	4	76-90	4	76-100	4						
86-95	5	86-95	5	86-95	5	86-95	5	91-100	5								
96-97	6	96-98	6	96-99	6	96-100	6										
98	7	99	7	100	7												
99	8	100	8														
100	9																

Characters can only cast a spell using a reagent if the spell is on their class list, but the spell does not need to be in their repertoire. A spell may be cast using a reagent even if it is not normally usable by a spellcaster of the user's level. Reagent spells are cast as if from a spell caster of the minimum level required to cast the spell. Once a spell is cast using a reagent, the magical energies in the reagent are expended.

If a character discovers a reagent for a spell that is not in his repertoire, he may expend the reagent to add it to his repertoire if the character can still learn new spells of that level. If the spell is of too high level to be cast, it cannot be put into the repertoire, but the reagent may be saved to be put into the repertoire in the future. It takes one week of experimentation with the reagent to add its spell to the character's repertoire. The reagent is used up in the process.

Casters may create reagents at the same level they would otherwise be able to scribe scrolls. Creating a reagent has a base cost of 500gp per spell level and a time requirement of 1 week per spell level. Special components with a value equal to the base cost are also required. (Technically speaking, these special components are transformed *into* the reagent, rather than being consumed in its creation.) If these optional rules are used, all other references to scrolls, including in proficiencies and class powers, should be replaced by reference to reagents.

Note: The scroll is an anomaly within d20 fantasy role-playing games. While almost every other magic item in the genre can be traced to a mythological or literary precedent, the scroll seems to be purely mechanical invention for the game. In the bibliography of the ***Heroic Fantasy Handbook***, we uncovered not even one recorded instance of a magical scroll that can be used once and then crumbles away. What we did uncover were powders, candles, herbs, and other components filling a similar role.

TRINKETS AND TALISMANS

Trinkets

A ceremonial trinket is a minor magic item that allows a ceremonialist to perform the ceremony it contains as if he were casting it as a spell. A ceremonial trinket has three characteristics: the object itself, the tradition it was made with, and the ceremony it contains. Entries on the Magic Items table may result in a set of 1 to 16 rechargeable trinkets being placed in a treasure hoard. Each set of trinkets will always belong to the same tradition, but will carry a mix of eldritch spells.

T&T Tradition		Trinket Spell Color by Tradition		
		Roll 1d10		
Roll D8	Tradition	White	Grey	Black
1	Antiquarian	1-5	6-9	10
2	Chthonic	1	2-4	5-10
3	Liturgical	1-7	8-9	10
4	Runic	1-4	5-8	9-10
5	Sylvan	1-4	5-8	9-10
6	Shamanic	1-3	4-7	8-10
7	Theurgical	1-2	3-8	9-10
8	Judge's Choice			

When placing a set of trinkets in a treasure hoard, first determine their tradition by rolling 1d8 on the Trinkets & Talisman Tradition table. Then, for each trinket in the set, determine the color of spell contained in each trinket by rolling 1d10 on the Trinket Spell Color by Tradition. Next, choose or roll for each spell on the appropriate eldritch list. Finally, roll 1d100 on the Trinket & Talisman Object by Tradition table to determine the nature of the trinket.

EXAMPLE: The Judge is placing a set of five 3rd level rechargeable trinkets. He rolls 1d8 to determine the trinkets' tradition, and scores a 3 – so this set of trinkets is liturgical. He now rolls 1d10 for each of the five trinkets to determine what color of eldritch magic each holds. His results are 3, 3, 4, 5, 9, so there are four white and one grey trinkets. He selects **cure blindness**, **cure disease**, **cure moderate wounds**, and **remove curse** from the 3rd level white magic list, and **hypnotic pattern** from the grey magic list. The Judge then rolls 1d100 five times on the Trinket & Talisman Object table, cross-referencing each row result with the Liturgical column, to determine the nature of each of the five trinkets. His results are 84, 15, 68, 8, and 47, so the set of trinkets consists of a **skull of cure blindness**, a **book of cure disease**, a **phylactery of cure moderate wounds**, an **altar cloth of remove curse**, and a **gem of hypnotic pattern**.

Talismans

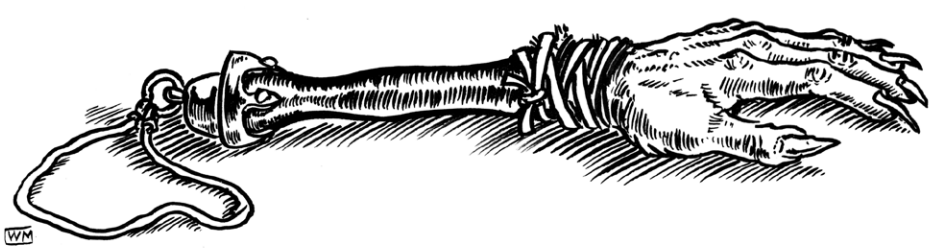
A ceremonial talisman is a magic item that provides a bonus to ceremony throws made to perform particular types of ceremonies. A ceremonial talisman is described with four characteristics: its object, its tradition, its bonus, and its type. Talisman bonuses can range from +1 to +4. Talisman types include: death & necromancy; detection; elemental air; elemental earth; elemental fire; elemental water; enchantment & illusion; healing; movement; protection; summoning; and transmogrification. A talisman can aid just one type of ceremonies, or several types.

Entries on the Magic Items table may result in talismans with a total bonus (across all types of spells) of up to +16. When placing a talisman in a treasure hoard, first determine the talisman's tradition by rolling 1d8 on the Trinkets & Talisman Tradition table. Then, for each bonus afforded by the talisman, roll 1d100 on the Talisman Bonus Type by Tradition table until each bonus has been allocated to a particular type. If the same type is rolled more than once, the bonus stacks, to a maximum bonus of +4. Re-roll results that yield bonuses of greater than +4 for any particular type of spell. Finally, roll 1d100 on the Trinket & Talisman Object by Tradition table to determine the nature of the talisman.

EXAMPLE: The Judge is placing a rare talisman +5. He first rolls 1d8 to determine the talisman's tradition, rolling a 2 – so the talisman is chthonic. Now, he rolls 1d100 five times (one for each +1) on the Talisman Type by Tradition table, cross-referencing each row result with the chthonic He rolls 90, 87, 70, 21, and 9, for a result of Summoning, Summoning, Healing Detection, and Death & Necromancy. The Judge now rolls 1d100 on the Trinket & Talisman Object by Tradition table, and cross-references the result row of 99 with the Chthonic column, indicating an unholy symbol. The talisman is therefore an **unholy symbol of +2** summoning, +1 death & necromancy, detection, and healing.

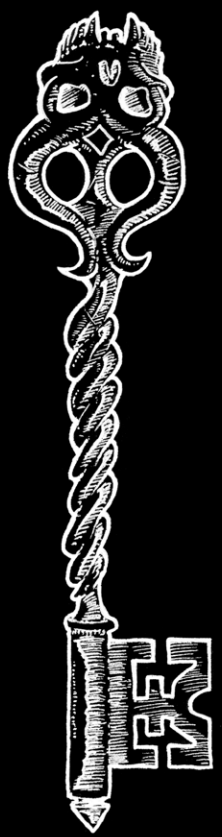
Talisman Bonus Type by Tradition

	Roll 1d10						
Type	**Antiquarian**	**Chthonic**	**Liturgical**	**Runic**	**Sylvan**	**Shamanic**	**Theurgical**
Death & Necromancy	01-04	01-20	01-03	01-08	01-04	01-08	01-12
Detection	05-16	21-28	04-15	09-20	05-12	09-16	21-24
Elemental Air	17-24	29-36	16-23	21-28	13-22	17-26	25-32
Elemental Earth	25-32	37-44	24-31	29-36	23-32	27-36	33-40
Elemental Fire	33-40	45-52	32-39	37-44	33-42	37-46	41-48
Elemental Water	41-48	53-60	40-47	45-52	43-52	47-56	49-56
Enchantment & Illusion	49-56	61-68	48-57	53-60	53-64	57-63	56-62
Healing	57-74	69-70	58-81	61-72	65-70	64-69	63-70
Movement	75-76	71-72	82-83	73-76	71-72	70-72	71-72
Protection	77-92	73-80	84-90	77-84	73-80	73-80	73-80
Summoning	93-96	81-90	91-95	85-92	81-90	81-90	81-95
Transmogrification	97-100	91-100	96-100	93-100	91-100	91-100	96-100



Trinket & Talisman Object by Tradition Roll 1d100							
Type	**Antiquarian**	**Chthonic**	**Liturgical**	**Runic**	**Sylvan**	**Shamanic**	**Theurgical**
Amulet	01-04	01-04	01-04	01-05	01-05	01-04	01-04
Animal parts	-	-	-	-	06-10	05-10	-
Altar cloth	-	05-08	05-08	-	-	-	05-08
Athame	05-14	-	-	-	-	-	-
Bauble	15-18	09-12	09-12	06-10	11-15	11-14	09-12
Beads	19-22	-	-	11-15	16-20	15-18	-
Bell	23-26	-	-	-	-	19-22	-
Book	-	13-18	13-18	-	-	-	13-20
Bone	27-30	19-22	19-22	16-20	21-25	23-26	21-24
Bowl	31-34	-	-	-	-		-
Bracelet	35-38	23-26	23-26	21-25	26-30	27-30	25-28
Candelabra	-	-	27-30	-	-	-	-
Censer	-	27-30	31-34	-	-	-	29-32
Chain	-	31-34	-	-	-	-	-
Chalice	39-42	-	35-42	-	-	-	33-36
Curio	43-46	35-38	43-46	26-30	31-35	31-34	-
Crown	-	-	-	-	-	-	37-40
Crystal	47-50	-	-	-	36-40	35-38	-
Dagger	-	39-42	-	-	-	-	-
Drum	-	-	-	-	-	39-42	-
Drum stick	-	-	-	-	-	43-46	-
Figurine	51-54	43-46	47-50	31-35	41-45	47-50	41-44
Font	-	-	51-54	-	-	-	-
Gem	55-58	47-52	55-58	36-40	46-50	51-54	45-48
Herb bundle	59-62	-	-	-	51-55	-	-
Holy symbol	-	-	59-66	-	-	-	49-56
Lamp	-	-	-	-	-	-	57-60
Medicine bag	-	-	-	-	-	55-62	-
Pendant	63-66	53-56	67-70	41-45	56-60	63-66	61-64
Perfume casket	-	57-60	-	-	-	-	-
Pipe	-	-	-	-	-	67-70	-
Pitcher	-	61-64	-	-	-	-	65-68
Phylactery	-	65-68	71-74	-	--	-	69-72
Precious metal ingot	-	-	-	46-50	-	-	-
Rattle	-	-	-	-	-	71-74	-
Ribbons	-	-	-	-	-	75-78	-
Ring	67-70	69-72	75-78	51-55	61-65	79-82	73-76
Rosary	-	-	79-82	-	-	-	-
Rune-carving knife	-	-	-	56-65	-	-	-
Rune set	-	-	-	66-75	-	-	-
Scourge	-	73-76	-	-	-	-	-
Scroll	-	77-82	-	-	-	-	-
Skull	71-74	83-88	83-88	76-80	66-70	83-86	77-80
Small plate	-	-	89-92	-	-	-	-
Small cauldron	74-78	-	-	-	71-75	-	-
Staff	79-88	89-94	93-100	81-90	76-85	87-96	81-90
Stone piece	89-92	-	-	91-95	86-90	97-100	-
Sword	-	-	-	-	-	-	91-95
Wand	93-100	-	-	-	91-100	-	96-100
Wood piece	-	-	-	96-100	-	-	-
Unholy symbol	-	95-100	-	-	-	-	-

Chapter 8: **Heroic Secrets**



"There have been times when only a hair's-breadth has intervened betwixt myself and the seething devil-ridden world of madness; for the hideous knowledge, the horror- blackened memories which I have carried so long, were never meant to be borne by the human intellect."

- The Gorgon (C.A. Smith)

CUSTOM CLASSES

All of the new classes in this supplement were built using rules in the ***ACKS*** Player's Companion with new or modified class categories. The following rules modify and supplement the Custom Class rules in Chapter 4 of ***ACKS*** Player's Companion.

BUILD POINTS AND CLASS CATEGORIES

All Human Classes have **4 (four)** build points to spend on five class categories: **Hit Dice**, **Arcane**, **Ceremonial**, **Divine**, **Eldritch**, **Fighting**, and **Thievery**. Each category is allocated between 0 and 4 points. The Hit Dice class category determines the Hit Die the class uses, while the other class categories grant abilities associated with character classes. The final total spent on the class *must* equal 4 build points.

ELDRITCH VALUE

Value	Eldritch	XP Cost
4	Wizard + 4 class powers	2500
3	⅔ level Wizard + 3 class powers	1875
2	½ level Wizard + 2 class powers	1250
1	⅓ level Wizard +1 class powers	625
0	none	0

The Eldritch Value allows characters to be eldritch spellcasters. As explained in the Heroic Magic chapter, eldritch magic has two drawbacks compared to arcane magic – its spells are less powerful and its spellcasters can suffer corruption. To balance these drawbacks, the Eldritch Value offers class powers that the Arcane Value does not.

Eldritch 1: An Eldritch Value of 1 gives the class the ability to learn and cast eldritch spells and engage in magical research as a Nobiran wizard of ⅓ the character's actual class level, rounded down. For instance, at 3rd level, the character has the abilities of a 1st level Nobiran wizard. The class uses its effective caster level (⅓ its level of experience) for purposes of level-dependent spell ranges, durations, and damage. In addition, the class receives one class power. In lieu of the class power, the class may take spellsinging.

Eldritch 2: An Eldritch Value of 2 gives the class the ability to learn and cast eldritch spells and engage in magical research as a Nobiran wizard of ½ the character's actual class level. After 1st level, round fractions of 0.5 or greater up. For instance, at 5th level, the character has the abilities of a 3rd level Nobiran wizard. The class uses its effective caster level (½ its level of experience) for purposes of level-dependent spell ranges, durations, and damage. In addition, the class receives two class powers. In lieu of these class powers, the class may take spellsinging.

Eldritch 3: An Eldritch Value of 3 gives the class the ability to learn and cast eldritch spells and engage in magical research as a Nobiran wizard of ⅔ the character's actual class level. Round fractions of 0.5 or greater up. For instance, at 5th level, the character has the abilities of a 4th level Nobiran wizard. The class uses its effective caster level (⅔ its level of experience) for purposes of level-dependent spell ranges, durations, and damage. In addition, the class receives three class powers. In lieu of these class powers, the class may take spellsinging.

Eldritch 4: An Eldritch Value of 4 gives the class the ability to learn and cast eldritch spells and engage in magical research as a Nobiran wizard. In addition, the class receives four class powers. In lieu of these class powers, the class may take spellsinging.

The selection of class powers received from the Eldritch Value may be exchanged for a larger selection at a higher level of experience if desired.

Spellcasting and Magic Research

All eldritch spellcasters use the same spell progression as Nobiran wizards (a spell progression which is roughly 15% better than that of mages). They select their spells from the eldritch spell list and are susceptible to corruption (see Shades of Magic, p. 94). They may collect and use divine power as clerics. Eldritch spellcasters with an effective caster level of 5 or more can research spells, brew potions, and scribe scrolls. Eldritch spellcasters with an effective caster level of 9 or more can create permanent magic items. Eldritch spellcasters with an effective caster level of 11 or more can create constructs, create undead, crossbreed monsters, and cast ritual magic.

Saving Throw Progression

Eldritch classes (e.g. those for which the Eldritch category is the highest rating) use a new saving throw progression, the eldritch progression. If the Eldritch category's rating is tied with another category, it takes precedence. The following rules apply to classes using the eldritch saving throw progression:

- The class will have INT and/or WIS as one of its prime requisites.
- The class will be able to use all magic items usable by either clerics or mages.
- The class will gain proficiencies at the same rate as clerics.
- After 8th level, the class will require an additional 150,000 XP per level to advance.
- After 9th level, the class will gain 1 hit point per level.
- When selecting strongholds, an Eldritch value of 2+ qualifies the class for either a fortified church or a sanctum.

Converting Arcane Classes to Eldritch Classes

Since the XP Cost for the Arcane and Eldritch Values are identical, classes from ***ACKS*** Core or ***Player's Companion*** with 1 or more points in the Arcane Value can be converted into ***Heroic Fantasy*** classes by substituting an equivalent number of points in the Eldritch value. The class's level progression, Hit Dice, and attack throw progression are unchanged. If the class uses the mage saving throw progression and proficiency progression, substitute the cleric progression instead. Replace the mage spell progression (or fraction thereof) with the Nobiran wizard spell progression (or fraction thereof). Instead of selecting its spell repertoire from the arcane spell list, the class selects from the eldritch spells list (p. 120), and it becomes subject to the rules for the **shades of magic** (p. 94). In exchange, the class gains either spellsinging or bonus class powers.



CEREMONIAL VALUE

Value	Ceremonial	XP Cost
4	Loremaster	2,000
3	Mage	1,000
2	Runemaker	500
1	½ level Runemaker	250
0	none	0

The Ceremonial Value allows the class to perform eldritch ceremonies, to create talismans and trinkets to store magical effects (see Ceremonial Magic, p. 105), and to engage in magical research.

Ceremonial 1: A Ceremonial Value of 1 gives the class one class power along with the ability to perform eldritch ceremonies and engage in magical research as a runemaker of ½ the character's actual class level, rounded up. For instance, at 5th level, the character has the abilities of a 3rd level runemaker. The class uses its effective ceremonialist level (½ class level) for purposes of level-dependent ceremony ranges, durations, and damage.

Ceremonial 2: A Ceremonial Value of 2 points gives the class two class powers along with the ability to perform eldritch ceremonies and engage in magical research as a runemaker.

Ceremonial 3: A Ceremonial Value of 3 gives the class three class powers along with the ability to perform eldritch ceremonies and engage in magical research as a loremaster. However, use the mage progression instead of the (superior) loremaster progression to determine the number of ceremonies per day at each level. The class still uses its full class level for all level-dependent ceremony ranges, durations, and damages.

Ceremonial 4: A Ceremonial Value of 4 gives the class four class powers along with the ability to perform eldritch ceremonies and engage in magical research as a loremaster.

The selection of class powers received from the Ceremonial Value may be exchanged for a larger selection at a higher level of experience, or may be traded in for the ability to turn undead at the effective caster level.

Ceremonial Performance and Magic Research

Ceremonialists select their ceremonies from the eldritch spell list and are susceptible to corruption (see Shades of Magic, p. 94, and Ceremonial Magic, p. 105). They may collect and use divine power as clerics. Ceremonialists with an effective caster level of 1 or more can create trinkets. Ceremonialists with an effective caster level of 5 or more can research spells, brew potions, scribe scrolls, and create talismans. Ceremonialists with an effective caster level of 9 or more can create permanent magic items. Ceremonialists with an effective caster level of 11 or more can create constructs, create undead, crossbreed monsters, and cast ritual magic.

Saving Throw Progression

Ceremonial classes (e.g. those for which the Ceremonial category is the highest rating) use a new saving throw progression, the occultist progression. If the Ceremonial category's rating is tied with another category, it takes precedence, except to Eldritch.

The following rules apply to classes using the occultist saving throw progression:

- The class will have either INT or WIS as one of its prime requisites.
- The class will be able to use all magic items usable by either clerics or mages.
- The class will gain proficiencies at the same rate as clerics.
- After 8th level, the class will require an additional 100,000 XP per level to advance.
- After 9th level, the class will gain 1 hit point per level.
- When selecting strongholds, a Ceremonial value of 2+ qualifies the class for either a fortified church or a sanctum.

Converting Divine Classes to Ceremonial Classes

Since the XP Cost for the Divine and Ceremonial Values are identical, classes from ***ACKS Core*** or ***Player's Companion*** with 1 or more points in the Divine Value can be converted into ***Heroic Fantasy*** classes by substituting an equivalent number of points in the Ceremonial value. The class's level progression, Hit Dice, attack throw progression, saving throw progression, and proficiencies are unchanged. The class gains the ability to use magic items usable by mages.

Instead of casting spells from its class spell list, however, the class now can perform ceremonies drawn from the eldritch spells list (p. 120) and it becomes subject to the rules for the **shades of magic** (p. 94). The class should be assigned a tradition appropriate to its class powers and flavor. It replaces its divine spell progression with the eldritch ceremony progression. The class is no longer subject to its Divine Value Code. Other changes may be desirable for cosmetic reasons.

Arcane and Divine Ceremonialists

The Ceremonial Value above is for *eldritch* ceremonialists. Should the Judge wish to use ceremonialists in campaigns with arcane and divine spellcasters, make the following modifications:

- An arcane ceremonialist (e.g. one who performs arcane ceremonies) has the spell progressions and XP Costs listed above, but he gains no class powers; cannot use divine power; cannot use cleric magic items; and uses the mage saving throw progression.
- A divine ceremonialist (e.g. one who performs divine ceremonies) has the class powers and spell progressions of a divine caster. He cannot crossbreed monsters or use mage-only magic items. The category's XP costs are 400, 200, 100, and 50 at Value 4, 3, 2, and 1 respectively.

HALFLING CUSTOM CLASSES

Halflings are a race of diminutive and insular humanoids noted for their love of food, wealth, and comfort and their dislike of big people, strangers, and travel. Descending from human and dwarven stock, they stand about 3' tall, with ruddy skin, dark hair, and brown or black eyes. Among the most hirsute of the humanoid races, halflings cultivate their body hair the way dwarves cultivate their beards. Well-groomed foot hair is the mark of a halfling of fine breeding. Halflings live in small, close-

knit communities of hill burrows with big, round windows. These "halfling holes" are a compromise between a dwarven heritage that craves the security of thick earth overhead and a human bloodline clamoring for sun and space.

Requirements

All halfling classes require a minimum Dexterity 9 or better.

Class Category Values

Fighting: Halflings with narrow weapon selections are limited to choosing from the following weapons: bola, dagger, darts, hand axe, javelin, sling, short bow, short sword. Halflings with broad weapon selections can also choose battle axe, crossbow, mace, or sword. (Also see the Undersized racial weakness, below.) Halflings cannot allocate more than 2 points to Fighting.

Arcane: Halflings may not allocate points to the Arcane value.

Eldritch: Halflings may not allocate points to the Eldritch value.

Halfling Value

When building a halfling custom class, assign between 0 and 4 build points to the class's Halfling Value. These points represent the degree by which the members of the class embody archetypical halfling characteristics.

Halfling 0: At Halfling 0, all halflings gain the following halfling custom powers:

Value	Halfling	XP Cost
4	Halfling 4	-150
3	Halfling 3	-225
2	Halfling 2	-300
1	Halfling 1	-375
0	Halfling 0	-450

- **Child-like:** Any halfling character suffers -2 to loyalty and morale from any non-halfling henchman, but gains +2 to loyalty and morale from any halfling henchman. This does not affect their reaction rolls.
- **Demi-human Ancestry:** Due to their dwarven ancestry, halflings gain a +1 bonus on saving throws versus Petrification/Paralysis and Spells.
- **Difficult to Corrupt:** Halfling crave comfort and security far to much to be able to descend into dastardly wickedness. They suffer only ½ the usual amount of Corruption from spending time in sinkholes of evil (p. 98), using evil magic items (p. 94), or suffering the effects of **corrupting dreams** (p. 132).
- **Easily Encumbered:** Halflings have a base movement rate of 90'. Halflings can only carry 3 stone without becoming encumbered. When carrying 4 stone their encounter movement rate is reduced to 60'. When carrying 5-6 stone, their encounter movement rate is reduced to 45'. When carrying 7 stone or more, their encounter movement rate is reduced to 30'. A halfling can carry a maximum of 12 stone, modified by its Strength bonus or penalty.
- **Halfling Tongues:** All halflings speak the common tongue, their native tongue, and three bonus languages, selected from the following list based on their shire's proximity to other races and realms: Bugbear, Dwarf, Elf, Gnome, Goblin, Human (various), Hobgoblin, Kobold, Orc.
- **Heroic Breakfast:** Once per day a halfling can recover his base healing rate in hp by consuming a meal accompanied by alcohol, coffee, or tea. This recovery is in addition to any hit points gained from complete rest.
- **Underfoot:** Because of their small size, halflings can more easily avoid attacks by big, clumsy creatures. Monsters of larger than man-sized suffer a -2 penalty to their attack throws against halflings.
- **Short-Statured:** Due to their short stature, halflings may never wield large-sized weapons such as arbalests, great axes, morning stars, lances, longbows, polearms, staffs, or two-handed swords, and must use two hands when wielding medium-sized weapons such as battle axes, maces, and swords.
- **Weak:** Halflings have a -4 penalty to proficiency throws to open doors and other feats of strength and they roll one die size smaller than normal for their Hit Dice (d8 becomes d6; d6 becomes d4; d4 becomes d2).

Additional points allocated to the Halfling Value represents the halfling's expertise in certain specialized skills and abilities that are shared by word of mouth between halfling adventurers, free spirits, and travelers. Each point provides one **halfling skill** selected from the following: Find Traps, Hide in Shadows, Hear Noise, Move Silently, Open Locks, or Remove Traps (as thief); Accuracy, Difficult to Spot, or Evade Wilderness Encounters (as explorer); or Arcane Dabbling, Beast Friendship, Magical Music, Passing Without Trace, Precise Shooting, Running, Skirmishing, Swashbuckling (as class proficiency); or Placating, a special halfling-only class power.

Placating: A halfling may use disarming words, glib talk, or submissive body language to avoid being attacked. A halfling may not attack while placating, but may walk at half speed, or perform an action in lieu of moving, such as standing up from being knocked down, picking an item off the ground, or retrieving an item from a pack or sack. A halfling may not placate if he, or any other halflings in his party, have already attacked an opponent during the present encounter. When a halfling is placating, any opponent attempting to strike or otherwise directly attack the halfling must attempt a saving throw versus Spells. If the save succeeds, the opponent can attack the halfling normally that round. If the save fails, the opponent will not attack the halfling that round and will attack another creature instead. Area effects may still affect the halfling. Mindless creatures and fantastic creatures of animal intelligence cannot be placated, but ordinary animals and all sapient creatures are susceptible to a halfling's cringing placation.

EXAMPLE: The Halfling Burglar is built with class category values of HD 1, Fighting 1b, Thief 2, Halfling 3. The HD 1 value would normally yield 1d6 hp per level, but the Weak class power reduces this to 1d4 hp per level. The Fighting 1b Broad weapon selection is traded down to Narrow

weapon selection in exchange for 2 class powers. Therefore the Halfling Burglar receives 2 class powers, 5 thief skills, and 3 halfling skills, for a total of 10 special abilities. As a 7-point racial class build, Halfling Burglars are limited to the 10th level of experience. They require (500 + 500 + 400 - 225) 1,175 XP to advance to level 2.

EXAMPLE: The Halfling Bounder is built with class category values of HD 2, Fighting 2, Halfling 4. The HD 1 value would normally yield 1d8 hp per level, but the Weak class power reduces this to 1d6 hp per level. The Fighting 2 Unrestricted weapon selection is traded down to Broad weapon selection in exchange for 1 class power. Therefore the Halfling Bounder receives 1 class power and 4 halfling skills, for a total of 5 special abilities. As an 8-point racial build, Halfling Bounders are limited to the 8th level of experience. They require (1000 + 1000 + 150 - 150) 2,000 XP to advance to level 2.

Experience Point Progression After 8th level

Halflings decrease the amount of experience required to gain each level after 8th by 25,000XP.

Elf and Zaharan Custom Classes

Points allocated to the Elf or Zaharan Value can stack with points allocated to either the Arcane or the Eldritch Value for purposes of spellcasting, class powers, magical research, strongholds, and magic item usability, if desired. Choose which of the two values the Elf or Zaharan Value will stack with when the class is created. Add the two values to find the class's effective Eldritch abilities. Because of their innate magical power, the XP Cost for the Eldritch Value is reduced by 125XP for elven classes.

THE MATH BEHIND THE MATH

The following information is provided for those Judges who like to understand the mathematics that power ***ACKS***. It is *not* necessary to the enjoyment of ***ACKS*** or the ***Heroic Fantasy Handbook***.

In the ***Player's Companion***, Divine Value 2 offers the magical progression of a cleric, Divine Value 3 offers magical progression 33% better than that of a cleric, and Divine Value 4 offers magical progression 50% better than that of a cleric. In comparison, the pattern of magical progressions for the Ceremonialist Value seems completely arbitrary: Ceremonial Value 2 offers the magical progression of a runemaker; Ceremonial Value 3 offers the magical progression of a mage; and Ceremonial Value 4 offers the magical progression of a loremaster. There seems no apparent logic in switching from runemaker to mage to loremaster progression. In fact, the Ceremonial Value follows the exact same pattern of magical progressions used for the Divine Value in the ***Player's Companion***. The math is simply hidden *in* the magical progressions.

For each progression, what we did was add up the total spell levels granted per day per level, apply a discount value at each level (because characters spend more time at low levels than high), and sum the totals. Comparing these totals, you will see that the mage's magical progression is approximately 33% better than that of the runemaker's, and that the loremaster's is approximately 50% better than that of the runemaker's. The exact comparisons are shown below. (114.19 / 85.99 = 133%; 127.46 / 85.99 = 151%).

As the table shows, the symmetries of the math extend into the progressions of the loremaster and Nobiran wizard. Because the magical progression of a mage is 33% better than that of a runemaker, conversely a runemaker's magical progressions is (1/1.33) 75% of a mage's. Since a loremaster is supposed to be 50% better than a runemaker, and 0.75 x 1.51 = 1.132, an elegant byproduct of this math is that the magical progression for a loremaster and the progression of a Nobiran wizard can be made equal, as the Nobiran wizard progression yields almost exactly that.

	Runemaker			Mage			Loremaster / Nobiran Wizard		
Class Level	**Spell Levels**	**Discount Rate**	**Discounted Spell Levels**	**Spell Levels**	**Discount Rate**	**Discounted Spell Levels**	**Spell Levels**	**Discount Rate**	**Discounted Spell Levels**
1	0	1.00	0.93	1	1	1	2	1.00	2
2	1	0.93	1.72	2	2	1.86	3	0.93	2.79
3	2	0.86	3.16	4	4	3.44	5	0.86	4.29
4	4	0.79	4.26	6	6	4.74	7	0.79	5.5
5	6	0.71	5.76	9	9	6.39	10	0.71	7.14
6	9	0.64	6.84	12	12	7.68	15	0.64	9.64
7	12	0.57	8.5	17	17	9.69	20	0.57	11.43
8	17	0.50	10.32	23	23	11.5	27	0.50	13.5
9	22	0.43	11.16	31	31	13.33	34	0.43	14.57
10	28	0.36	13.34	40	40	14.4	43	0.36	15.36
11	42	0.29	10.29	47	47	13.63	53	0.29	15.14
12	49	0.21	8.4	60	60	12.6	64	0.21	13.71
13	60	0.14	4.41	63	63	8.82	70	0.14	10
14	63	0.07	0.93	73	73	5.11	77	0.07	5.5
Total			85.99			114.19			130.57

CUSTOM CLASS BUILDS

Class	HD	Fighting	Thievery	Eldritch	Ceremonial	Elf	Halfling	Nobiran	Thrassian	Zaharan
Beastmaster	1	2	1	0	0	-	-	-	-	-
Berserker	2	2	0	0	0	-	-	-	-	-
Chosen	1	2	1	0	0	-	-	-	-	-
Ecclesiastic	0	0	1	0	3	-	-	-	-	-
Elven Spellsinger	0	0	1	3	0	1	-	-	-	-
Freebooter	0	2	2	0	0	-	-	-	-	-
Halfling Bounder	2	2	0	0	0	-	4	-	-	-
Halfling Burglar	1	1	2	0	0	-	3	-	-	-
Loremaster	0	0	0	0	4	-	-	-	-	-
Nobiran Champion	2	2	0	0	0	-	-	0	-	-
Nobiran Wizard	0	0	0	4	0	-	-	0	-	-
Occultist	0	0	0	0	4	-	-	-	-	-
Runemaker	1	1	0	0	2	-	-	-	-	-
Thrassian Deathchanter	2	(2)	0	2	0	-	-	-	4	-
Venturer	0	1	3	0	0	-	-	-	-	-
Warmistress	1	2	1	0	0	-	-	-	-	-
Zaharan Darklord	0	1	1	2		-	-	-	-	2
Zaharan Sorcerer	0	0	0	4	0	-	-	-	-	0

Beastmaster: HD 1, Fighting 2, and Thievery 1 yields a 1,700 XP cost with fighter attack and saving throws. Thievery 1 grants three class powers. Armor selection is reduced to "none" for four class powers (+600 XP). Weapon selection is reduced to "narrow" for three class powers (+450 XP). Fighting styles are reduced to two in exchange for one class power (+150 XP). One class weakness is taken to gain one class power. This yields 12 class powers and a final XP cost of 2,900.

Berserker: HD 2 and Fight 2 yields a 2,000 XP cost with fighter attack and saving throws. Armor selection is reduced to "narrow" for two class powers (+300 XP). Damage bonus is reduced to one type for one class power (+150 XP). Fighting styles reduced to two types for one class power (+150 XP). Weapon selection reduced to "broad" for one class power (+150 XP). This yields five class powers. Greater Berserkergang ability requires one class power, leaving four class powers. One class power is traded for powers at 5th and 9th level, leaving three powers at 1st level in addition to Greater Berserkergang. Final XP cost is 2,750.

Chosen: HD 1, Fighter 2, and Thief 1 yields a 1,700 XP cost with fighter attack and saving throws. Thievery 1 grants three class powers. Armor selection is reduced to "restricted" for three class powers (+450 XP). Weapon selection is reduced to "narrow" for three class powers (+450 XP). This yields nine class powers. Six class powers at 1st level are traded for one class power at every level after 1st. Final XP cost is 2,600.

The Math Behind the Math: The Chosen's trade-offs dos not follow the rules as written in ***Player's Companion***. The *PC* rules slightly subsidize the number of powers available when making trade offs. For instance, a 1st level power ought to trade for one power at 4th and one at 11th, but ***Player's Companion*** grants one at 4th and one at 10th. The trade-off subsidy is intended to encourage more trade-offs and is balanced by the fact that most campaigns rarely reach the highest levels (despite my best design efforts to encourage it). When taken to the extremes used by the Chosen, however, the subsidy yields too many powers at high levels for play balance. Therefore the Chosen is built using unsubsidized trade-offs. The unsubsidized trade-offs are 2nd/13th, 3rd/12th, 4th/11th, 5th/10th, 6th/9th, and 7th/8th. The Chosen is thus built with three class powers at 1st level, and six trade offs.

If you want to test the class out according to the *PC* trade off rules, then trade one power at 1st level for powers at 2nd and 12th; one at 1st for powers at 3rd and 11th; one at 1st for powers at 4th and 10th; one at 1st for powers at 5th and 9th; one at 1st for powers at 6th and 8th; and one at 1st for two powers at 7th. Then trade one power at 7th for powers at 9th and 13th. Then trade one power at 9th for two powers at 12th. Then trade both powers at 12th for two powers at 13th and two powers at 14th. The result is three powers at 1st level; one additional power at each of 2nd, 3rd, 4th, 5th, 6th, 7th, 8th, 9th, 10th, 11th, and 12th level; three powers at 13th level; and two powers at 14th level. Using the small subsidy creates an over-powered class by 14th level.

Ecclesiastic: Thievery 1 and Ceremonial 3 yields a 1,200 XP cost with mage attack throws and ceremonial saving throws. Turn undead is retained. Thievery 1 grants three class powers. Final XP cost is set at 1,250 XP to maintain compatibility with ***ACKS*** and ***Player's Companion*** classes, which round 1,200 XP to 1,250 XP in all cases.

Elven Spellsinger: Thievery 1, Eldritch 3, and Elf 1 yields a 2,700 XP cost with mage attack throws and eldritch saving throws. (Remember that elves reduce the cost of Eldritch value by 125 XP.) Spellsinging is selected in lieu of eldritch class powers. Thievery 1 grants three class powers. This yield three class powers and a final XP cost of 2,700. As a 5-point racial build, maximum level is 12th.

Freebooter: Fighting 2 and Thievery 2 yields a 1,400 XP cost with fighter attack throws and thievery saving throws. Thievery 2 grants five class powers. Armor selection is reduced to "narrow" for two class powers (+300 XP). Damage bonus is reduced to one type for one class power (+150 XP). Fighting styles are reduced to two types for one class power (+150 XP). Weapon selection is reduced to "broad" for one class power (+150 XP). This yields 10 class powers and a final XP cost of 2,150.

Halfling Bounder: HD 2, Fighting 2, Halfling 4 yields an 1,850 XP cost with fighter attack and saving throws. Halfling 4 grants four class powers. Weapon selection is reduced to "broad" for one class power (+150 XP). This yields 5 class powers and a final XP cost of 2,000. As an 8-point racial build, maximum level is 8th.

Halfling Burglar: HD 1, Fighting 1, Thievery 2, and Halfling 3 yields a 1,175 XP cost with thief attack and saving throws. Weapon selection is reduced to "narrow" for two class powers. Thievery 2 grants five class powers. Halfling 3 grants three class powers. This yields 10 class powers and a final XP cost of 1,175 XP. As a 7-point racial build, maximum level is 10th.

Loremaster: Ceremonial 4 yields a 2,000 XP cost with mage attack throws and ceremonial saving throws. Four class powers are selected in lieu of turn undead. One class power at 1st level is traded for class powers at 3rd and 11th level. This yields three class powers at 1st level, one at 3rd level, and one at 11th level. Final XP cost is 2,000 XP.

Nobiran Champion: HD 2, Fighting 2, and Nobiran 0 yields a 2,125 XP cost with fighter attack and saving throws. Armor selection is reduced to "broad" for one class power (+150 XP). Damage bonus is reduced to one type for one class power (+150 XP). Weapon selection is reduced to "broad" for one class power (+150 XP). One class power at 1st level is traded for powers at 3rd and 11th level. One class power at 1st level is traded for two class powers at 7th level. One class power at 7th level traded is traded for powers at 9th and 13th level. This yields class powers at 1st, 3rd, 7th, 9th, 11th, and 13th level. Final XP cost is 2,575. As a 4-point racial build, maximum level would be 13th, but Nobiran's Heroic Spirit increases this to 14th.

Nobiran Wizard: Eldritch 4, Nobiran 0 yields a 2,625 XP cost with mage attack throws and eldritch saving throws. Eldritch 4 grants four class powers. One class power is traded in for powers at 3rd and 11th level. One class power is traded in for powers at 5th and 9th level. This yields two class powers at 1st level, and one at 3rd, 5th, 9th, and 11th level. Final XP cost is 2,625 XP. As a 4-point racial build, maximum level would be 13th, but Nobiran's Heroic Spirit increases this to 14th.

Occultist: Ceremonial 4 yields a 2,000 XP cost with mage attack throws and ceremonialist saving throws. Four class powers are selected in lieu of turn undead. One class power is traded in for powers at 3rd and 11th level. One class power is traded in for powers at 5th and 9th level. This yields two class powers at 1st level, and one at 3rd, 5th, 9th, and 11th level. Final XP cost is 2,000 XP.

Runemaker: HD 1, Fighting 1, and Ceremonial 2 yields a 1,500 XP cost with cleric attack throws and ceremonial saving throws. Armor selection is reduced to "broad" for one class power. Two class powers are selected in lieu of turn undead. One class power at 1st level is traded for powers at 3rd and 11th level. This yields two class powers at 1st level and one at 3rd and 11th level. Final XP cost is 1,500.

Thrassian Deathchanter: HD 2, Eldritch 2, and Thrassian 4 yields a 4,550 XP cost. Thrassian 4 grants Fighting 2, yielding fighter attack throws, but (due to precedence of eldritch value over fighting value) eldritch saving throws. Armor selection is reduced to "broad" for one class power (+150 XP). Weapon selection is reduced to "broad" for one class power (+150 XP). Spellsinging is selected in lieu of eldritch class powers. This yields spellsinging and 2 class powers with a final XP cost of 4,850! As an 8-point racial build, maximum level is 8th, but Thrassian 4 grants the After the Flesh racial ability and allows further advancement.

Venturer: Fighting 1 and Thievery 3 yields a 1,250 XP cost with thief attack and saving throws. Thievery 3 grants 10 class powers. This is a straightforward build that yields 10 class powers and final XP cost of 1,250.

Warmistress: HD 1, Fighting 2, and Thievery 1 yields a 1,700 XP cost with fighter attack and saving throws. Armor selection is reduced to "narrow" for two class powers (+300 XP). Damage bonus is reduced to one type for one class power (+ 150 XP). Fighting styles are reduced to two types for one class power (+150 XP). Weapon selection is reduced to "broad" for one class power (+150 XP). Thievery 1 yields three class powers. This yields eight class powers. One class power at 1st level is traded for powers at 3rd and 11th level. One class power at 1st level is traded for two powers at 7th level. One class power at 7th level is traded for class powers at 9th and 13th level. This yields six class powers at 1st level, plus class powers at 3rd, 7th, 9th, 11th, and 13th level. Final XP cost is 2,450 XP.

Zaharan Darklord: Fighting 1, Thievery 1, Eldritch 2, and Zaharan 2 yields a 3,400 XP cost with cleric attack throws and eldritch saving throws. Eldritch 2 and Zaharan 2 stack to grant four class powers. Thievery 1 grants three class powers. Dominate Beastman ability requires four class powers. One class power at 1st level is traded for powers at 2nd and 12th level. One class power at 1st level is traded for powers at 4th and 10th level. One class power at 1st level is traded for powers at 6th and 8th level. This yields Dominate Beastman at 1st level, plus class powers at 2nd, 4th, 6th, 8th, 10th, and 12th level. Final XP cost is 3,400 XP. As a 6-point racial build, maximum level is 11th, but the Zaharan's After the Flesh racial ability allows further advancement.

Zaharan Sorcerer: Eldritch 4 and Zaharan 0 yields a 2,700 XP cost with mage attack throws and eldritch saving throws. Eldritch 4 grants four class powers. One class power at 1st level is traded for powers at 3rd and 11th level. One class power at 1st level is traded for powers at 5th and 9th level. This yields two class powers at 1st level, and one at 3rd, 5th, 9th, and 11th level. Final XP cost is 2,700 XP. As a 4-point racial build, maximum level is 13th, but the Zaharan's After the Flesh racial ability allows further advancement.

CUSTOM SPELLS

Virtually all the new spells in this supplement were built using rules in the ***ACKS Player's Companion***. Listed below are the effects and factors used to build the spells appearing in this supplement were constructed. Certain types of spells, though common in traditional fantasy games, are uncommon in heroic fantasy. Other types of effects were either new or had not previously been calculated in the ***Player's Companion***. Therefore, certain base costs and costs factors had to be created or revised. These are summarized before each type of spells, while their use is noted in italics in the spell builds.

BLAST SPELLS

Add the following effects and modifiers:

- Effect: Halve target's movement rate for duration of spell 5
- Effect: Deafness for duration of spell 5
- Effect: Ignites flammable object 10
- Effect: Knockdown target 10
- Effect: Knock target overboard 20
- Effect: Destroy sunderable object 20
- Effect: Smash target (50-80 shp) 85
- Effect: Obliterate target (250 shp) 255
- Maximum Damage Modifier Factor: Maximum 8d damage x0.95
- Effect Modifier Factor: Spell draws on specific environmental power source (storm, bonfire, etc.) x0.67.
- Effect Modifier Factor: Spell draws on general environment (outdoors, etc.) x0.75
- Targeting Factor: 30' diameter, 10' high cylinder x2.25
- Targeting Factor: 20' diameter x 40' tall cylinder x2.25
- Targeting Modifier Factor: Spell targets only objects x0.67
- Targeting Modifier Factor: Spell targets only wooden objects x0.5
- Targeting Modifier Factor: Spell affects 5' radius around target x1.5
- Targeting Modifier Factor: Spell affects 10' radius around target x2.25
- Duration Factor: Concentration up to a maximum of 1 round per level x2
- Duration Factor: Until target makes its saving throw x3
- Duration Modifier Factor: Effect does not begin until triggered x2.75
- Source Factor: Eldritch x1.5.

Blast Effect Notes

Deafen: A deafened creature is easy to sneak up on, and suffers a -2 penalty to surprise rolls. Due to its inability to hear itself, a deafened creature has a -4 penalty on ceremony throws and spellsinging throws. A deafened creature has a 2 in 6 chance of failing any attempt to cast a spell, read a scroll, or utter a command word.

Knockdown: A prone creature can move, but only to crawl at a movement rate of 5', to take an action in lieu of moving, or to end the condition by using an action in lieu of moving to stand up. A prone creature that is engaged is subject to the movement restrictions of being engaged, so it can only crawl if using defensive movement, and cannot stand up in lieu of moving. A prone creature can attack, but suffers a -4 penalty on its attack throws. A prone creature can stand up in lieu of attacking. A prone creature can be backstabbed by creatures capable of doing so. Attack throws against prone creatures gain a +2 bonus, or a +4 bonus if the attacker backstabs the stunned creature. The stunned creature is dealt the attack's ordinary damage, or the attack's ordinary damage multiplied by two or more from backstab. The conditions is ended immediately when the creature stands up.

Nausea: A nauseated creature cannot attack, cast spells, or speak. A nauseated creature can move away from the source of nausea (or take actions in lieu of moving to relieve themselves of whatever is inducing the nausea), but cannot otherwise move. They are still able to defend themselves. *These rules revise and replace the rules for nausea found in the* ***Player's Companion*** *spell* **stinking cloud**.

Blast Spell Builds

Arrows of the Sun (6): Blast, 1d6 damage per level (27), maximum 1d (x0.1), elemental – fire (x1), target 1 creature per level (x7), *spell only targets objects* (x0.67), selective targeting within area of effect (x3), range 120' (x0.9), duration 1 round (x1.1), no saving throw (x1), eldritch (x1.5), total cost 56.4

Battering Ram (3): Blast, 1d4 damage per level (20), maximum 5d damage (x0.7), target 1 creature (x1), *spell targets only objects* (x0.67), range 90' (x0.8), duration instantaneous (x1), no saving throw (x1), eldritch (x1.5), cost 11.3; and 1d6 damage per level (27), maximum 5d damage (x0.7), target 10' diameter sphere (x1.25), spell draws on specific environmental power source (damaged object) (x0.67), range 90' (x0.8), duration instantaneous, saving throw for ½ effect (x0.75), eldritch (x1.5), cost 14.2; total cost 25.5

Boil Blood (5): Blast, 1d8 damage per level (35), maximum 8d damage (x0.95), elemental – fire (x1), target 1 creature (x1), range 150' (x1), duration instantaneous (x1), saving throw reduces spell effect by half (x0.75), eldritch (x1.5), cost 37.4; nausea-inducing (10), elemental – fire (x1), target 1 creature (x1), range 150' (x1), duration instantaneous (x1), saving throw avoids spell effect (x0.5), eldritch (x1.5), cost 7.5; and 1d6 damage per level (27), maximum 1d damage (x0.1), elemental – fire (x1), target 10' diameter sphere (x1.25), range 150' (x1), duration instantaneous (x1), saving throw avoids spell effect (x0.5) [original creature], saving throw reduces spell effect by half (x0.75) [secondary blast], eldritch (x1.5), cost 1.89; total cost 46.79

Burning Sparks (2): Blast, 1d6 damage per level (27), maximum 4d damage (x0.5), elemental (x1), target 10' diameter sphere (x1.25), selective targeting within area of effect (x3), *spell draws on specific environmental power source* (x0.67), range 30' (x0.6), duration instantaneous (x1), saving throw for ½ effect (x0.75), eldritch (x1.5), total cost 22.9

Capsizing Wave (6): Blast, *smash target* (85), elemental – water (x1), target 1 creature (x1), *spell targets only objects* (x0.67), *spell draws on specific environmental power source* (x0.67), range 150' (1), duration instantaneous (x1), saving throw reduces spell effect by half (x0.75), eldritch (x1.5), total cost 42.9; and *knocked overboard* (20), no maximum damage (x1), 20' long x 20' wide x 20' deep cube (x2.25), spell draws on specific environmental power source (x0.67), range 150' (x1), duration instantaneous (x1), saving throw avoids spell effect (x0.5) [captain's proficiency throw], saving throw avoids spell effect (x0.5) [individual sailors], eldritch (x1.5), sub total 11.3; and 1d6 damage per level (27), 1d maximum damage (x0.1), 20' long x 20' wide x 20' deep cube (x2.25), spell draws on specific environmental power source (x0.67), range 150' (x1), duration instantaneous (x1), saving throw avoids spell effect (x0.5) [captain's proficiency throw], saving throw avoids spell effect (x0.5) [individual sailors], eldritch (x1.5), sub total 1.5; total cost 55.7

Cone of Frost (5): Blast, 1d4 damage per level (20), maximum 6d damage (x0.8), elemental - water (x1), target 60' long x 30' wide cone (x6), range 0' (x0.4), duration instantaneous (x1), saving throw reduces spell effect by half (x0.75), eldritch (x1.5), total cost 43.2

Earth's Excrescence (2): Blast, 1d6 damage per level (27), maximum damage 3d (x0.33), elemental (x1), target 15' diameter sphere (x1.5), *spell draws on general environmental power source* (x0.75), range 60' (x0.7), duration instantaneous (x1), saving throw reduces spell effect by half (x0.75), eldritch (x1.5), cost 7.8; *knockdown* (10), elemental (x1), target 15' diameter sphere (x1.5), *spell draws on general environmental power source* (x0.75), range 60' (x0.7), duration instantaneous (x1), saving throw avoids spell effect (x0.5), eldritch (x1.5), cost 5.9; total cost 13.7

Fangs of the Earth (3): Blast, 1d6 damage per level (27), maximum damage 5d (x0.7), elemental – earth (x1), target 1 creature per level within 30' (x5), attack throw required (x0.35), *spell draws on general environmental power source* (x0.75), range 120' (x0.9), duration instantaneous (x1), no saving throw (x1), eldritch (x1.5), total cost 33.5

Gusting Gale (4): Blast, forceful gust (20), elemental – air (x1), target 60' long x 10' wide cone (x4.5), *spell draws on general environmental power source* (x0.75), range 0' (x0.4), *duration concentration to maximum 1 round per levels* (x2), saving throw avoids effect (x0.5), eldritch (x1.5), total cost 40.5

Kindle Flame (1): Blast, 1d8 damage per level (35), maximum 1d damage (x0.1), *effect ignites flammable object* (10), elemental – fire (x1), target 5' diameter sphere (x1), selective targeting within area of effect (x3), *spell targets only objects* (x0.67), range 15' (x0.5), duration instantaneous (x1), saving throw avoids spell effect (x0.5), eldritch (x1.5), total cost 10.1

Ice Storm (6): Blast, 1d4 damage per level (20), elemental – water (x1), target 20' diameter sphere (x2), range 240' (x1.2), duration 1 round (x1.1), saving throw for ½ effect (x0.75), *spell draws on general environmental power source* (x0.75), eldritch (x1.5), cost 44.55; and Blast, *target's movement rate halved* (5), elemental – water (x1), target 20' diameter sphere (x2), range 240' (x1.2), duration 1 round (x1.1), no saving throw, *spell draws on general environmental power source* (x0.75), eldritch (x1.5), cost 14.8; total cost 59.4

Inferno (6): Blast, 1d10 damage per level (44), maximum 1d damage (x0.1), elemental – fire (x1), *30' diameter, 10' high cylinder* (x2.25), range 150' (x1), duration 1 round per level (x4), no saving throw (x1), eldritch (x1.5), total cost 59.4

Pillar of Fire (5): Blast, 1d8 damage per level (35), maximum 5d damage (x0.7), elemental (x1), *20' diameter x 40' tall cylinder* (x2.25), *spell draws on general environmental power source* (x0.75), range 150' (x1), saving throw reduces spell effect by half (x0.75), eldritch (x1.5), total cost 46.5

Phoenix Aura (5): Blast, 1d6 damage per level (27), maximum 1d (x0.1), target 1 creature (x1), *spell affects 5' radius around target* (x1.5), range touch (x0.4), duration 1 round per level (x4), no saving throw (x1), source eldritch (x1.5), cost 9.7; and blast, 1d6 damage per level (27), maximum 4d (x0.5), *spell draws on specific environmental power source* (x0.67), target 1 creature (x1) *spell effects 10' radius around target* (x2.25), *duration does not begin until triggered* (x2.75), range 0' (x0.4), duration instantaneous (x1), saving throw reduces spell effects by half (x0.75), eldritch (x1.5), cost 25.2; and protection, invulnerability to prior effects (20), target 1 creature (x1), range self (x0.75), duration 1 round per level (x0.75), beneficial effect (x1), eldritch (x1), cost 11.2; total cost 46.1

Rain of Vitriol (3): Blast, 1d4 damage per level (20), maximum 6d damage (x0.8), elemental – water (x1), target 20' diameter sphere (x2), range 180' (x1.1), duration 1 round (x1.1), saving throw reduces spell effects by half (x0.75), *spell draws on specific environmental power source* (x0.67), eldritch (x1.5), total cost 29.1

Scouring Zephyr (5): Blast, 1d4 damage per level (20), maximum 7d4 damage (x0.9), elemental – air (x1), 60' long x 10' wide cone (x4.5), range 0' (x0.4), duration instantaneous (x1), saving throw for half effect (x0.75), *spell draws on general environmental power source* (x0.75), eldritch (x1.5) sub-total cost 27.3; *and* gusting (20),), elemental – air (x1), 60' long x 10' wide cone (x4.5), range 0' (x0.4), duration instantaneous (x1), saving throw avoids effect (x0.5), *spell draws on general environmental power source* (x0.75), eldritch (x1.5), sub-total cost 20.2; total cost 47.5

Shatter Blade (1): Blast, *destroys sunderable object* (20), elemental – earth (x1), target 1 creature plus 1 per 5 additional levels (x2), *spell targets only objects* (x0.67), range 15' (x0.5), duration instantaneous (x1), saving throw avoids spell effect (x0.5), eldritch (x1.5), total cost 10 (1 at 1st level, 2 at 6th, and 3 at 11th)

Slag Armor (3): Blast, *destroys sunderable object* (20), 1 creature (x1), elemental (x1), *spell targets only objects* (x0.67), range 90' (x0.8), duration concentration or until target makes save (x2), saving throw avoids spell effect (x0.5), eldritch (x1.5), cost 16.1; 1d6 damage per level (27), maximum 1d damage (x0.1), nausea-inducing (10), elemental (x1), 1 creature (x1), *spell draws on specific elemental power source* (x0.67), range 90' (x0.8), duration concentration or until target makes save (x2), saving throw avoids spell effect (x0.5), eldritch (x1.5), cost 10.2; total cost 26.3

Sling Stone (1): Blast, 1d4 damage per level (20), maximum 1d4 damage (0.1), 1 creature per level (x7), attack throw required to hit target (x0.35), *spell draws on general environmental power source* (x0.75), range 180' (x1.1), duration instantaneous (x1), no saving throw (x1), eldritch (x1.5), total 6.0

Sorcerous Bolt (3): Blast, 1d6 damage per level (27), maximum 5d damage (x0.7), target 1 creature (x1), range 150' (x1), duration instantaneous (x1), saving throw reduces spell effects by half (x0.75), eldritch (x1.5), total cost 21.3

Sorcerous Blast (5): Blast, 1d6 damage per level (27), maximum 5d damage (x0.7), target 20' diameter sphere (x2), range 150' (x1), duration instantaneous (x1), saving throw reduces spell effects by half (x0.75), eldritch (x1.5), total cost 42.5

Sunder Structure (6): Blast, *obliterate target* (255), elemental – earth (x1), target 1 creature (x1), *spell targets only objects* (x0.67), attach throw required (x0.75), range 0' (x0.4), duration instantaneous (x1), saving throw reduces spell effect by half (x0.75), eldritch (x1.5), total cost 57.6

Thunderbolt (6): Blast, 1d6 damage per level (27), elemental – air (x1), target 120' long x 5' wide line (x3.5), range 0' (x0.4), duration instantaneous (x1), saving throw reduces spell effects by half (x0.75), eldritch (x1.5); cost 42.5; temporary deafness (5), elemental (air x1), target 120' long x 5' wide line (x3.5), range 0' (x0.4), duration until target makes save (x3), saving throw avoids effect (x0.5), eldritch (x1.5); cost 15.8; total cost 58.3

Thunderclap (1): Blast, 1d6 damage (27), maximum 1d damage (x0.1), target 10' diameter sphere (x1.25), range 60' (x0.6), duration instantaneous (x1), saving throw reduces spell effect by half (x0.5), eldritch (x1.5), cost 1.51; *temporary deafness* (5), elemental – air (x1), target 10' diameter sphere (x1.25), range 60' (x0.6), *duration until target makes save* (x3), saving throw avoids spell effect (x0.5), eldritch (x1.5), cost 8.4; total cost 9.94

Tremor (5): Blast, deals 1d6 damage (27) capped at 1d damage (x.1), *knockdown* (10), elemental - earth (x1), target 25' diameter sphere* (x4), range 0' (x0.4), *spell draws on general environmental power source* (x0.75), duration concentration (x4), saving throw avoids spell effect (x0.5), eldritch (x1.5), total cost 45.7. *Note: The surface area of a sphere is 4∏r2. A 25' diameter sphere therefore has a surface area of 7,850 square feet. If that surface area is projected onto a two-dimension plane, it yields a circle with a 50' radius or a triangle 150' long and 100' wide at its terminus.

Wave of Earth (2): Blast, deals 1d6 damage (27) capped at 1d damage (x.1), *knockdown* (10), elemental (x1), *spell draws on general environmental power source* (x0.75), target 120' x 5' wide line (x5), range 0' (x0.4), duration 1 round (x1.1), saving throw avoids spell effect (x0.5), eldritch (x1.5), total cost 15.72

Warp Wood (2): Blast, *destroys sunderable object* (20), elemental – earth (x1), target 1 creature plus 1 per additional 5 levels (x2), *spell targets only wooden objects* (x0.5), range 240' (x1.2), duration instantaneous (x1), saving throw avoids spell effect (x0.5), eldritch (x1.5), total cost 18

DEATH SPELLS

Add the following effects and modifiers:

- Effect: Animate dead target as skeleton/zombie 5
- Effect: Animate dead target as flay fiend 16
- Effect: Target choking/vomiting 15
- Effect: Target held helpless 40
- Effect: Target suffers a side effect of tampering with mortality 85
- Targeting Factor: 2 HD of creatures per level x3.5
- Targeting Modifier Factor: Only targets living creatures x0.9
- Targeting Modifier Factor: Only targets humanoids x0.85
- Targeting Modifier Factor: Only targets undead x0.85
- Targeting Modifier Factor: Attack throw required to hit target x 0.75
- Targeting Modifier Factor: Creatures with 2HD or more cannot be targeted x0.25
- Duration Factor: Until target makes its saving throw x2.25
- Source Factor: Eldritch x1
- Source Modifier Factor: Eldritch spell affecting undead or life energy x0.75

Death Effect Notes

Animate Dead: The **animate dead** spell allows the caster may animate a number of Hit Dice of undead equal to twice his caster level each time he casts this spell. However, in the ***Player's Companion*** the spell is incorrectly built to animate a number of HD of undead equal to just caster level, as reprinted below.

> animate dead target as undead skeleton/zombie (10), target 1 HD worth of creature per level (x1.75), range 0' (x0.4), duration 1 day (x7), no saving throw (x1), arcane (x1), total cost 49 not 1 HD per level as shown in the ***Player's Companion*** build.

To correct this error, the cost of animate dead effect has been reduced from 10 to 5 points, and a new targeting factor of 2 HD per level has been added. The spell is therefore properly built as

> animate dead target as undead skeleton/zombie (5), target 2 HD worth of creature per level (x3.5), range 0' (x0.4), duration 1 day (x7), no saving throw (x1), arcane (x1), total cost 49.

This correction impacts the effects of **deathless minion**, which has been revised in this rulebook (see below and p. 133).

Choking/Vomiting: A choking or vomiting creature a cannot attack, cast spells, move, or speak. However, it can still defend itself. This effect replaces the effect "held helpless" effect found in the ***Player's Companion*** spell **choking grip**. Holding a target helpless is now a 40-point effect.

Helpless: A helpless creature cannot attack, cast spells, or move. A helpless creature gains no benefit to its AC from its shield (if any). A helpless creature can be ambushed or backstabbed by creatures capable of doing so. All attack throws against helpless creatures gain a +2 bonus, or a +4 bonus if the attacker ambushes or backstabs the helpless creature. The helpless creature is dealt the attack's ordinary damage, or the attack's ordinary damage multiplied by two or more from ambush or backstab. Melee attack throws against helpless creatures automatically hit if the attacker is of the same or larger size category than the helpless creature. If the attacker is not engaged, and his attack is capable of damaging the helpless creature, then the helpless creature may be automatically slain. The attacker may not cleave thereafter, however. Otherwise, the helpless creature may be dealt the attack's ordinary damage.

Death Targeting Notes

Attack throw required to hit target is erroneously listed with a targeting factor of x0.35 in ***Player's Companion***. The correct targeting factor is x0.75.

Death Spell Builds

Angelic Aura (5): Death, 1d8 damage per level (44), maximum 5d damage (x0.7), target 1 creature per level within 30' diameter (x5), *only targets undead* (x0.85), creatures with fewest HD are affected first (x0.5), range 0' (x0.4), duration 1 round per level (x4), saving throw avoids spell effect (x0.5), eldritch undead (x0.75), total cost 50.5

Bloody Flux (2): Death, 1d12 damage per level (60), maximum 1d damage (x0.1), *target vomits* (15), target 1 creature (x1), range 90' (x0.8), duration *until target makes save* (x2.25), saving throw avoids spell effect (x0.5), eldritch (x1), total cost 18.9

Choking Grip (1): Death, 1d6 damage per level (33), maximum 1d damage (x0.1), *target choked* (15), target 1 creature (x1), range 30' (x0.6), duration concentration or until target makes save (x1.75), saving throw avoids effect (x0.5), eldritch (x1), total cost 10

Circle of Agony (5): Death, 1d4 damage per level (27), maximum 1d damage (x0.1), *target held helpless* (40), target 1 HD of creatures per level (x1.75), range 30' (x0.6), *duration until target makes save* (x2.25), saving throw avoids spell effect (x0.5), total cost 50.4

Dark Whisper (2): Death, *target suffers a side effect of tampering with mortality* (85), target 1 creature (x1), attack throw required to hit target (x0.75), range 0' (x0.4), duration instantaneous (x1), saving throw avoids spell effect (x1), eldritch (x1), total cost 25.5

Deathless Minion (2): Death (necromancy), *animate dead as skeleton/zombie* (5), target 1 creature (x1), range 30' (x0.6), duration 1 hour (x6), no saving throw (x1), eldritch undead (x0.75), total cost 13.5

Destroy Dead (1): Death, deanimate dead (27), target 1 creature (1), creatures with 8HD or more cannot be targeted (x0.75), range 150' (x1), duration instantaneous (x1), saving throw avoids effect (x0.5), eldritch undead (x0.75), total cost 7.6

Dismember (3): Death, 1d6 damage per level capped at 3d (16.5), target suffers mortal wound roll (60), target 1 creature (x1), range 60' (x0.7), duration instantaneous (x1), saving throw avoids effect (x0.5), eldritch (x1), total cost 27

Flesh to Ashes (4): Death, target disintegrated (135), target 1 creature (x1), creatures with 8HD or more cannot be targeted (x0.75), *only targets living creatures* (x0.9), range 90' (x0.8), duration instantaneous (x1), saving throw avoids spell effect (x0.5), source eldritch (x1), total cost 36.5

Flay the Slain (5): Death (necromancy), *animate dead as flay fiend* (16), target 1 creature per level within 30' (x5), *creatures with 2HD or more cannot be targeted* (x0.25), *only targets humanoids* (x0.85), range 15' (x0.5), duration 1 day (x7), no saving throw (x1), eldritch undead (x0.75), total cost 44.6

Fillet and Serve (5): Death (necromancy), *animate dead as undead skeleton* (5), target 1 creature (x1), range 90' (x0.8), duration 1 day (x7), save avoids spell effect (x0.5), eldritch undead (x0.75), cost 10.5; slay target (85), 1 creature (x1), only target living creatures (x0.9), range 90' (x0.8), duration instantaneous (x1), save avoids spell effect (x0.5), cost 30.6; total cost 41.1

Iron Maiden (4): Death, *target held helpless* (40), target 1 creature (x1), range 90' (x0.8), duration concentration or until target makes save (x1.75), saving throw avoids effect (x0.5), eldritch (x1), sub-total 28; and target suffers 1d12 damage per level (60), maximum 1d damage (x0.1), target 1 creature (x1), range 90' (x0.8), duration concentration or until target makes save (x1.75), saving throw reduces spell effect by half (x0.75), eldritch (x1), sub-total 6.3; total 34.3

Slicing Blow (1): Death, 1d10 damage per level (52), maximum 1d damage (x0.1), target 1 creature +1 per 2 additional levels (x4), attack throw required to hit target (x0.75), range 30' (x0.6), duration instantaneous (x1), no saving throw permitted (x1), eldritch (x1), total cost 9.36

Soul Eating (6): Death, target slain (85), target 1 creature, range 0' (x0.4), attack throw required (x0.75), duration instantaneous (x1), no saving throw (x1); cost 25.5; and death (necromancy), necromantic potence (10), 1 creature (x1), attack throw required (x0.75), range 0' (x0.4), duration 1 day (x7), saving throw avoids effect (x0.5), cost 10.5; and transmogrification, current form gains a proficiency (20), target 1 living corporeal creature (x1), attack throw required (x0.75), range self (x0.5), duration 1 day (x3), saving throw avoids effect (x1), total cost 22.5; total cost 58.5

Strengthen the Unliving (3): Death (necromancy), imbue target with necromantic potence (10), target1 HD of creatures per level within 60' diameter (x1.5), *only targets undead* (x0.85), range 30' (x0.6), duration 1 turn (x5), eldritch undead (x0.75), total cost 28.7

Turn to Dust (5): Death (necromancy), target disintegrated (135), target 1 creature (x1), *only undead can be targeted* (x0.85), range 150' (x1), duration instantaneous (x1), saving throw avoids spell effect (x0.5), eldritch spell affecting undead (x0.75), total cost 43

Unliving Puppet (1): Death (necromancy), animate dead (5), target 1 creature (1), creature must have less than 8 HD (x0.75), range 60' (x0.7), duration concentration (x4), no save (x1), eldritch undead (x0.75), total cost 7.9

DETECTION SPELLS

Add the following effects and modifiers:

- Effect: clairvoyance 11
- Effect: clairaudience 11
- Effect: detect lair in range 15
- Effect: detect place of power in range 15
- Effect Modifier Factor: each use of effect requires 4+/2+ throw x0.9
- Effect Modifier Factor: spell can only be performed once per day x0.8
- Effect Modifier Factor: each use of effect requires 3 turns of concentration before duration triggers x0.7
- Targeting Factor: 1 small area/object/creature within range at a time x0.85
- Targeting Factor Modifier: target must be asleep x0.5
- Range Factor: 3 miles x5.5
- Range Factor: 12 miles x 6.5
- Range Factor: 500 miles x9
- Range Factor: 1,200 miles x10
- Duration Factor: 12 turns x2.5
- Duration Factor: 8 hours x4
- Source Factor: Eldritch x1
- Source Modifier Factor: Eldritch divination or communion x1.25

Detection Spell Builds

Clairvoyance, Greater (6): Detection, *clairvoyance* (11), spell takes 1 turn to cast (x0.8), *spell can only be performed once per day* (x0.8), *1 creature within range at a time* (x0.85), *range 500 miles* (x9), duration concentration (x1), no saving throw (x1), eldritch (x1), total cost 53.9

Find Place of Power (6): Detection, *detect place of power in range* (15), 1 area within range (x0.7), spell takes 1 turn to cast (x0.8), *range 12 miles* (x6.5), duration concentration (x1), no saving throw (x1), eldritch (x1), total cost 54.6

Lay of the Land (5): Detection, *detect lair in range* (15), *each use of effect requires throw of 4+/2+ to succeed* (x0.9), *each use of effect requires 3 turns of concentration* (x0.7), *1 area within range at a time* (x0.85), *range 3 miles* (x5.5), duration concentration (x1), no saving throw (x1), eldritch (x1), total cost 44.2

Locate Distant Object (6): Detect known object (8), 1 object within range (x0.7), *range 1,200 miles* (x10), duration concentration (x1), no saving throw (x1), eldritch (x1), total cost 56

Locate Hauntings (5): Detection, detect undead (10), 1 creature within range (x0.7), *range 12 miles* (x6.5), duration concentration (x1), no saving throw (x1), eldritch (x1), total cost 45.5

Shared Dream (3): Detection, *clairaudience* (11), *clairvoyance* (11), target 1 creature within range (0.7), spell takes 1 turn to cast (x0.8), *target must be asleep* (x0.5), *range 500 miles* (x9), duration 1 round per level (x0.25), total cost 13.9; 27.8 for two-way communication.

ENCHANTMENT SPELLS

Add the following effects and modifiers:

- Effect: Target infuriated for duration of spell 30
- Effect: Target frightened for duration of spell 34
- Effect: Target forgets one minute before and one turn after spell for duration 40
- Effect Modifier Factor: Slumber can only be ended with magic or condition x3
- Targeting Factor: Target 30' diameter sphere x5
- Targeting Modifier Factor: Only targets good/evil creatures x0.75
- Duration Factor: 30 rounds x1.175
- Source Factor: Eldritch x1

Enchantment Effect Notes

Confused: A confused creature rolls 2d6 each round to determine its action. On a roll of 2-5, it attacks its enemies, on a 6-8 it does nothing but babble incoherently, and a 9-12 it attacks its own allies. Attackers are not at any special advantage when attacking the confused creature. A confused creature who is attacked automatically retaliates on its next initiative. A confused creature which is restrained, imprisoned, alone, or otherwise can't carry out the indicated action does nothing but babble incoherently.

Frightened: A frightened creature cannot attack, cast spells, or speak (except to make exclamations of peril and warning such as "DRAGON!" or "Flee for your life!"). A frightened creature will run from the source of its fear at its full movement rate until the condition ends. If a frightened creature cannot flee, its cowers in terror. It suffers a -2 penalty to AC and cannot attack, cast spells, move, or take any other actions until the condition ends. An engaged creature that is frightened will cower in terror until it is able to disengage with defensive movement.

Helpless: A helpless creature cannot attack, cast spells, or move. A helpless creature gains no benefit to its AC from its DEX or shield (if any). A helpless creature can be ambushed or backstabbed by creatures capable of doing so. All attack throws against helpless creatures gain a +2 bonus, or a +4 bonus if the attacker ambushes or backstabs the helpless creature. The helpless creature is dealt the attack's ordinary damage, or

the attack's ordinary damage multiplied by two or more from ambush or backstab. Melee attack throws against helpless creatures automatically hit if the attacker is of the same or larger size category than the helpless creature. If the attacker is not engaged, and his attack is capable of damaging the helpless creature, then the helpless creature may be automatically slain. The attacker may not cleave thereafter, however. Otherwise, the helpless creature may be dealt the attack's ordinary damage.

Infuriated: An infuriated creature will attack any creatures it can detect. It will prioritize attacking whichever creature has most recently damaged it, but otherwise will attack the closest target. If the creature has no eligible targets, it will wait motionless in seething fury until a target presents itself. An infuriated creature gains a +2 bonus to its attack throws but suffers a -2 penalty to its AC due to its mindless rage. An infuriated creature is immune to fear and ignores morale rolls. An infuriated creature cannot speak.

Mesmerized: A mesmerized creature cannot attack, cast spells, move, or speak. A mesmerized creature can be ambushed or backstabbed by creatures capable of doing so. A mesmerized creature gains no benefit to its AC from its DEX or shield (if any). All attack throws against mesmerized creatures gain a +2 bonus, or a +4 bonus if the attacker ambushes or backstabs the mesmerized creature. The mesmerized creature is dealt the attack's ordinary damage, or the attack's ordinary damage multiplied by two or more from ambush or backstab. *These rules revise and replace the rules for mesmerization found in* ***Player's Companion*** *spell* **hypnotic pattern**.

Paralyzed: A paralyzed creature cannot speak and is **helpless** (as above).

Slumbering: A slumbering creature cannot see, hear, or speak and is **helpless** (as above). The condition is ended immediately if the slumbering creature is attacked, damaged, or moved, regardless of the duration of the spell.

Enchantment Spell Builds

Endless Slumber (4): Enchantment, *target asleep* (15), *slumber can only be ended with magic or condition* (x3), 1 creature of any HD (x1.1), only target living creatures (x0.75), range 60' (x1), indefinite duration (x2.2), saving throw avoids spell effect (x0.5), eldritch source (x1), total cost 40.8

Ensorcellement (1): Enchantment, *target mesmerized* (30), target 1 creature of up to 4+1 HD (x1), only target humanoids (x0.5), range 60' (x1), duration 12 rounds (x1.15), saving throw avoids spell effect (.5), eldritch (x1), total cost 8.6

Forest Enchantment (5): Enchantment, target charmed (30), 480' diameter sphere (x8), only targets plants (x0.5), 0' range (x0.4), duration until saving throw succeeds (x1.33), saving throw avoids spell effect (more than 2HD) x0.75, eldritch (x1), total cost 47.9

Forgetfulness (5): Enchantment, *target forgets one minute before and one turn after spell for duration* (40), 3d6 HD of creatures up to 4 HD (x2.25), creatures with fewest HD affected first (x0.5), only target living creatures (x0.75), range 15' (x0.6), duration indefinite (x2.2), no saving throw permitted (x1), eldritch (x1), total cost 44.5

Frighten Beasts (1): Enchantment, *target frightened* (34), 6 HD worth of creatures (x1.75), only targets animals and giant animals (x0.5), creatures with fewest HD are affected first (x0.5), range 60' (x1), *duration 30 rounds* (x1.175), saving throw avoids spell effect (intelligent only) (x0.6), eldritch (x1), total cost 10.5

Hypnotism (1): Enchantment, target commanded (60), target 1d4 creatures of any HD (x1.5), creatures with fewest HD are affected first (x0.5), only target living creatures (x0.75), range 15' (x0.6), duration 1 round per level (x1.1), saving throw avoids spell effect (x0.5), eldritch (x1), total cost 11.1

Incite Madness (1): Enchantment, *target confused* (11), target 1 creature of any HD (x1.1), only target living creatures (x0.75), Range 60' (x1), duration indefinite (x2.2), saving throw avoids spell effect (x0.5), eldritch x1, total cost 9.98

Infuriate Person (1): Enchantment, *target infuriated* (30), target 1 creature of up to 4+1 HD (x1), only targets humanoids (x0.5), Range 60' (x1), duration 12 rounds (x1.15), saving throw avoids spell effect (x0.5), eldritch (x1), total cost 8.6

Infuriate Beasts (2): Enchantment, *target infuriated* (30), target 1 creature of any HD or 3d6 HD of creatures of HD 4- (x2.5), only targets animals and giant animals (x0.5), range 60' (x1), duration 12 rounds (x1.15), saving throw avoids spell effect (x0.5), saving throw is at -2 if only 1 creature targeted (x1.1), eldritch (x1), total cost 23.8

Infuriate Crowd (3): Enchantment, *target infuriated* (30), target 3d6 HD of creatures of up to 4 HD (x2.25), only targets living creatures (x0.75), Range 60' (x1), duration 12 rounds (x1.15), saving throw avoids spell effect (x0.5), eldritch (x1), total cost 29.1

Inspire Awe (3): Enchantment, *target frightened* (34), *target 30' diameter sphere (x5), only targets evil creatures* (x0.75), range 0' (x0.4), duration instantaneous (x1), saving throw avoids spell effect (x0.5), eldritch (x1), total cost 25.5

Paralyze (3): Enchantment, *target held* (36), 3d6 HD of creatures (x3), creatures with fewest HD are affected first (x0.5), range 60' (x1), duration 1 round per level (x1.1), saving throw avoids spell effect (x0.5), total cost 29.7

Slumber (1): Enchantment, *target asleep* (15), targets 1d4 creatures of up to 4 HD (x1.2), only target living creatures (x0.75), range 60' (x1), duration 4d4 turns (x1.2), saving throw avoids spell effect (x0.5), eldritch (x1), total cost 8.1

Voice of Persuasion (2): Enchantment, target charmed (30), target 1 creature of any HD (x1.1), only target living creatures (x0.75), range 180' (x1.25), duration 6 turns (x1.2), saving throw avoids spell effect (x0.5), eldritch (x1), total cost 18

Voice of Command (4): Enchantment, target commanded (60), target 1 creature of any HD (x1.1), only target living creatures (x0.75), range 180' (x1.25), duration 6 turns (x1.2), saving throw avoids spell effect (x0.5), eldritch (x1), total cost 37.1

HEALING SPELLS

Add the following effects and modifiers:

- Source Factor: Eldritch x1
- Source Modifier Factor: Eldritch reincarnation, restoration, regeneration, or resurrection x1.5

Healing Spell Builds

Healing Circle (5): Healing, Cure 1d6+1 damage (10), 1 creature +2 per 5 additional levels (x3), range 30' (x1.2), no attack throw required (x1.4), duration instantaneous (x1), saving throw (beneficial effect) (x1), total 50.4;

ILLUSION SPELLS

Add the following effects and modifiers:

- Effect Modifier Factor: spell requires 1 turn to cast x0.8
- Targeting Factor: 480' diameter sphere x10.5
- Source Factor: Eldritch x1
- Source Modifier Factor: Eldritch inaudibility or invisibility x1.5

Illusion Effect Notes

The targeting factor for 480' diameter sphere revises and replaces the targeting factor for that area of effect in the ***Player's Companion***. When designing the spell power guidelines, we failed to factor in the effect modifier factor for **hallucinatory terrain** requiring 1 turn to cast, resulting in the targeting factor being under-costed.

Illusion Spell Builds

Auditory Illusion (1): Illusion, create illusion, non-visual mono-sensory (3), illusion under control of caster for duration (x2), illusion dynamic (x1), target 10' x 10' x 10' cube (x2), range 60' (x1), duration 1 turn (x1.75), saving throw avoids spell effect (x0.5), total cost 10.5

Illusory Interior (2): Illusion, create illusion, visual mono-sensory (9), illusion limited to 1 category (interior décor) (x0.7), target 10' x 10' x 10' cube (x2), range 10' per level (x1), duration indefinite (x3.25), saving throw avoids spell effect (x0.5), eldritch (x1), total cost 20.4

Mirage (5): Illusion, create illusion, multi-sensory (15), illusion limited to 1 category (terrain) (x0.7), spell requires 1 turn to cast (x0.8), target 480' sphere (x10.5), static (x0.7), range 0' (x0.5), duration indefinite (x3.25), saving throw avoids spell effect (x0.5), eldritch (x1), total cost 50.2

Noiselessness (2): Illusion, target becomes completely inaudible (22), target 1 or more creatures within 10' radius (x1.5), range self (x0.33), duration concentration plus 3 rounds (x1.3), expires if target creature speaks (x0.9), eldritch inaudibility (x1.5), total cost 19.1

Spectral Legion (5): Illusion, create illusion, bi-sensory (12), illusion dynamic (x1), illusion under control of caster fur duration (x2), target 40' x 40' x 40' cube (x2.4), Range 240' (x1.2), duration concentration (x1), expires if illusion successfully attacked (x0.75), total cost 51.84

MOVEMENT SPELLS

Add the following effects and modifiers:

- Source Factor: Eldritch x1
- Source Modifier Factor: Eldritch movement spell granting flight x2
- Source Modifier Factor: Eldritch movement spell granting water walking x1.5
- Source Modifier Factor: Eldritch movement spell allowing caster to move target (any) x2
- Source Modifier Factor: Eldritch movement spell allowing caster to teleport target (any) x2

Movement Spell Builds

Force of Impetus (5): Movement, caster can move target any direction 20' per round (40), target 1 willing creature or object per level (x4), unwilling targets permitted (x1.5), target must weight 2 stone/caster level or less (x0.8), range 60' (x1.33), duration 1 rounds(x0.1), saving throw permitted for unwilling targets (x1), eldritch spell allowing caster to move target (x2), total cost 51

PROTECTION SPELLS

Add the following effects and modifiers:

- Effect: Spellward 30
- Targeting Factor: 1 object x1
- Duration Factor: 2 turns x1.1
- Duration Modifier Factor: Duration expires if target object is dropped x0.85
- Duration Modifier Factor: Duration does not begin until triggered x2.75
- Source Factor: Eldritch x1

Protection Spell Builds

Banner of Invincibility (6): Protection, immunity to all normal weapons (40), *target 1 object* (x1), protection in 10' radius sphere around target (x1.75), duration 1 turn (x1), *duration expires if object is dropped* (x0.85), beneficial effect (x1), eldritch (x1), total cost 59.5

Counterspell (1): Protection, ward versus magic (25), target 1 creature (x1), range 120' (x1.4), duration instantaneous (x0.5), saving throw avoids spell effect (x0.5), arcane (x1), total cost 8.75

Eldritch Armor (2): Protection, AC 7 v. missiles and melee (20), target 1 creature (x1), range self (x0.75), duration 6 turns (x1.33), beneficial effect (x1), eldritch (x1), total cost 20

Eldritch Protection (3): Protection, +2 AC bonus (10), +2 saving throw bonus (10), target 1 creature (x1), range 0' (x1), duration 9 turns (x1.5), beneficial effect (x1), eldritch (x1), total cost 30

Home Ward (6): Protection, ward v. magic (25), target 25' diameter sphere (x3), range 0' (x1), duration instantaneous (x0.5), *duration does not begin until triggered* (x2.75), saving throw avoids spell effect (x0.5), total cost 51.6

Immunity to Acid/Cold/Electricity/Fire (4): Protection, immunity to damage type (36), target 1 creature (x1), range 0' (x1), duration 1 turn (x1), beneficial effect (x1), eldritch (x1), cost 36

Protection from Blast (5): Protection, invulnerability to type of spell (blast) (55), target 1 creature (x1), protection in 5' radius sphere around target (x1.25), range self (x0.75), duration concentration (x1), beneficial effect (x1), eldritch (x1), total cost 51.5

Protection from Blast, Sustained (6): Protection, invulnerability to type of spell (blast) (55), target 1 creature (x1), protection in 5' radius sphere around target (x1.25), range self (x0.75), *duration 2 turns* (x1.1), beneficial effect (x1), eldritch (x1), total cost 56.7

Resist Acid/Electricity: Protection, resistance to damage type (15), target 1 creature (x1), range 0' (x1), duration 6 turns (x1.33), beneficial effect (x1), eldritch (x1), cost 20

Spellward (3): Protection, spellward (30), target 1 creature (x1), range self (x0.75), duration 1 hour (x1.33), beneficial effect (x1), eldritch (x1), cost 29.9

Spellward Other (4): Protection, spellward (30), target 1 creature (x1), range 0' (1), duration 1 hour (x1.33), beneficial effect (x1), eldritch (x1), cost 39.9

Spellward Zone (6): Spellward (30), target 20' diameter sphere (x1.5), range 0' (1), duration 1 hour (x1.33), beneficial effect (x1), eldritch (x1), cost 59.8

SUMMONING SPELLS

Add the following effects and modifiers:

- Effect: Summon creatures totaling up to 1.5 x caster's level in HD 112
- Effect: Summon creatures totaling up to twice caster's level in HD 150
- Effect Modifier Factor: Creature may have up to 3 HD x0.33
- Effect Modifier Factor: Creature may have up to 8 HD x0.7
- Effect Modifier Factor: Creature may have up to 12 HD x0.9
- Effect Modifier Factor: Creature may have up to 4 special abilities (****) x3.0
- Effect Modifier Factor: Creature capable of granting wishes will not do so x0.7
- Effect Modifier Factor: Spell draws on specific environmental power source (storm, bonfire, etc.) x0.67
- Effect Modifier Factor: Spell can only be cast in or near ocean hex x0.95
- Range Factor: Creature(s) arrive(s) by means of own locomotion from nearest lair x0.66
- Duration Factor: 12 hours x1.15
- Source Factor: Eldritch x1
- Source Modifier Factor: Eldritch spell summoning flying creature capable of carrying man-sized rider x1.75

Summoning Effect Notes

The spell creation system in the ***Player's Companion*** affords wide variety in the type of summoning spells that can be designed. However, most of the summoning spells in ***HFH*** have been designed in one of three ways, inspired by common tropes for summoning in the literature, and balanced against each other.

Callings: Spells that summon creatures to arrive by means of their own locomotion with a duration of 1 day. If the same calling is cast again, it keeps the same creature(s) around for another day. Callings are white magic, and are used by Gandalf and Radagast in the *Lord of the Rings*.

Conjurations: Spells that summon powerful creatures to serve the caster for a short period of time. Conjured creatures can be very powerful, but are actively hostile and must be controlled through concentration. Any given conjuration can only be cast once per day. Conjurations were inspired by the wizardry of *Master of the Five Magics* and the Daimos school of *The Prince of Nothing* trilogy.

Summonings: Spells that summon one or more creatures for extended periods of time. Summonings are limited by frequency of casting, so that a caster cannot have an endless number of summoned creatures dispatched at once. Thoth-Amon performs a summoning in the *Conan* short story "The Phoenix on the Sword".

We highly recommend that if the Judge adds any new monster-summoning spells to his campaign they should follow the guidelines for callings, conjurations, or summonings.

Summoning Spell Builds

Avian Messenger (3): Summoning, summon a creature (65), creature may hay have up to 1 HD (x0.15), creature may have up to 1 special ability (x1), restricted to certain monsters - avians (x0.7), range - *creature(s) arrives by means of own locomotion from nearest lair* (x0.66), *duration 12 hours* (x1.15), no saving throw, eldritch (x1), cost 5.2; Transmogrification, *current form gains ability to speak* (10), *current form gains ability to find message recipient* (10), target 1 living corporeal creature (x1), *target restricted to avians* (x0.7), range touch (x0.6), *duration 12 hours* (x2.5), beneficial (x1), eldritch (x1), cost 21; total cost 26.2

Brazen Bull (3): Summoning, summon a creature (65); *creature may have up to 8 HD* (x0.7), creature may have up to 1 special ability (x1), restricted to certain monsters - fire elementals (x0.7), *spell draws on specific elemental power source (bonfire)* (x0.67), caster must concentrate to control creature (x0.5), range 10' (x1.0), duration indefinite (x2.5), creature can be dismissed at will while controlled (x1.1), no saving throw (x1), eldritch (x1), total cost 29.3

Call of the Ancient Tusk (5): Summoning, summon a creature (65), creature may have up to 18 HD (x1.33), creature may have up to 1 special ability (x1), restricted to certain monsters –

mastodons (x0.7), *range special – creature(s) arrives by means of own locomotion from nearest lair* (x0.66), duration 1 day (x1.25), no saving throw (x1), eldritch (x1), total cost 49.9

Call of the Giant Eagle (6): Summoning, summon a creature (65), *creature may have up to 12 HD* (x0.9), creature may have up to 1 special ability (x1), restricted to certain monsters – large rocs (x0.7), *range special – creature(s) arrives by means of own locomotion from nearest lair* (x0.66), duration 1 day (x1.25), no saving throw (x1), *eldritch spell summoning flying creature capable of carrying man-sized rider* (x1.75), total cost 59.1

Call of the Galloping Herd (4): Summoning, *summon creatures totaling up to twice caster's level in HD* (150), creatures may have up to 4 HD (x0.4),), creatures may have up to 1 special ability (x1), restricted to certain monsters – horses (x0.7), *range special – creature(s) arrives by means of own locomotion from nearest lair* (x0.66), duration 1 day (x1.25), no saving throw (x1), eldritch (x1), total cost 34.7

Call of the Great Cats (5): Summoning, *summon creatures totaling up to twice caster's level in HD* (150), creature may have up to 6 HD (x0.6), creatures may have up to 1 special ability (x1), restricted to certain monsters – great cats (x0.7), *range special – creature(s) arrives by means of own locomotion from nearest lair* (x0.66), duration 1 day (x1.25), no saving throw (x1), eldritch (x1), total cost 52

Call of the Leviathan (6): Summoning, summon a creature (65), creature may have up to 36 HD (x2.5), creatures may have up to 1 special ability (x1), restricted to certain monsters – whales (x0.7), *spell can only be cast in or near ocean hex* (x0.95), *range special – creature(s) arrives by means of own locomotion from nearest lair* (x0.66), duration 1 day (x1.25), creature freed if performs exceptional task (x0.66), no saving throw (x1), eldritch (x1), total cost 58.8

Call of the Wild Bear (3): Summoning, summon a creature (65), *creature may have up to 8 HD* (x0.7), creature may have up to 1 special ability (x1), restricted to certain monsters – bears (x0.7), *range special – creature(s) arrives by means of own locomotion from nearest lair* (x0.66), duration 1 day (x1.25), no saving throw (x1), eldritch (x1), total cost 26.3

Call of the Wolf (1): Summoning, summon a creature (65), creature may have up to 2 HD (x0.25), creature may have up to 1 special ability (x1), restricted to certain monsters – wolf (x0.7), range special – creature(s) arrives by means of own locomotion from nearest lair (x0.66), duration 1 day (x1.25), no saving throw (x1), eldritch (x1), total cost 9.4

Call of the Wolf Pack (2): Summoning, summon a creature (65), summon creatures totaling up to caster's level in HD (75), creature may have up to 2 HD (x0.25), creature may have up to 1 special ability (x1), restricted to certain monsters – wolves (x0.7), *range special – creature(s) arrives by means of own locomotion from nearest lair* (x0.66), duration 1 day (x1.25), no saving throw (x1), eldritch (x1), total cost 20.2

Conjure Cacodemon Spawn (1): Summoning, summon a creature (65), creature may have up to 2 HD (x0.25), creature may have up to 2 special abilities (x1.66), restricted to certain monsters – cacodemons (x0.7), summoned creature actively hostile (x0.5), caster must concentrate to control creature (x0.5), spell can only be performed once per day (x0.9), target summoned from thin air (x1), range 240' (x1.33), duration 1 day (x1.25), creature can be dismissed at will while controlled (x1.1), no saving throw (x1), eldritch (x1), total cost 7.8

Conjure Elemental (5): Summoning, summon a creature (65), creature may have up to 18 HD (x1.33), creature may have up to 1 special ability (x1), restricted to certain monsters – elementals (x0.7), summoned creature actively hostile (x0.5), caster must concentrate to control creature (x0.5), spell can only be performed once per day (x0.9), target summoned from thin air (x1), range 240' (x1.33), duration until dismissed (x2.5), creature can be dismissed at will while controlled (x1.1), no saving throw (x1), eldritch (x1), total cost 49.8

Conjure Dybbuk (4): Summoning, summon a creature (65), creature may have up to 14 HD (x1), creature may have up to 3 special abilities (x2.33), restricted to certain monsters – cacodemons (x0.7), summoned creature actively hostile (x0.5), caster must concentrate to control creature (x0.5), spell can only be performed once per day (x0.9), target summoned from thin air (x1), range 240' (x1.33), duration 12 turns (x1), creature can be dismissed at will while controlled (x1.1), no saving throw (x1), eldritch (x1), total cost 34.9

Conjure Fiend (6): Summoning, summon a creature (65), creature may have up to 18 HD (x1.33), *creature may have up to 4 special abilities* (x3), restricted to certain monsters – cacodemons (x0.7), summoned creature actively hostile (x0.5), caster must concentrate to control creature (x0.5), spell can only be performed once per day (x0.9), target summoned from thin air (x1), range 240' (x1.33), duration 12 turns (x1), creature can be dismissed at will while controlled (x1.1), no saving throw (x1), eldritch (x1), total cost 59.7

Conjure Genie (6): Summoning, summon a creature (65), creature may have up to 14 HD (x1), creature may have up to 3 special abilities (x2.33), summoning restricted to certain monsters – genies (x0.7), summoned creature actively hostile (x0.5), caster must concentrate to control creature (x0.5), *creature capable of granting wishes will not do so* (x0.7), spell can only be performed once per day (x0.9), target summoned from thin air (x1), range 240' (x1.33), duration until dismissed (x2.5), creature can be dismissed at will while controlled (x1.1), no saving throw (x1), eldritch (x1), total cost 61.0

Conjure Hellion (3): Summoning, summon a creature (65), *creature may have up to 8 HD* (x0.7), creature may have up to 2 special abilities (x1.66), restricted to certain monsters – cacodemons (x0.7), summoned creature actively hostile (x0.5), caster must concentrate to control creature (x0.5), spell can only be performed once per day (x0.9), target summoned from thin air (x1), range 240' (x1.33), duration 1 day (x1.25), creature can be dismissed at will while controlled (x1.1), no saving throw (x1), eldritch (x1), total cost 21.8

Conjure Imp (2): Summoning, summon a creature (65), creature may have up to 4 HD (x0.4), creature may have up to 2 special abilities (x1.66), restricted to certain monsters – cacodemons (x0.7), summoned creature actively hostile (x0.5), caster must concentrate to control creature (x0.5), spell can only be performed once per day (x0.9), target summoned from thin air (x1), range 240' (x1.33), duration 1 day (x1.25), creature can

be dismissed at will while controlled (x1.1), no saving throw (x1), eldritch (x1), total cost 12.4

Summon Manes (1): Summoning, summon creatures totaling up to caster's level in HD (75), creatures may have up to 1 HD (x0.15), creature may have up to 1 special ability (x1), summoning restricted to certain monsters – manes (x0.7), spell can only be cast once per day (x0.9), target summoned from thin air (x1), range 30' (x1.1), duration 1 day (x1.25), no saving throw (x1), eldritch (x1), total cost 9.8

Summon Insect Swarm (2): Summoning, summon creature (65), creatures may have up to 4 HD (x0.4), creature may have up to 1 special ability (x1), summoning restricted to certain monsters – insect swarm (x0.7), spell can only be cast once per day (x0.9), target summoned from thin air (x1), range 10' (x1), duration 1 day (x1.25), no saving throw (x1), eldritch (x1), total cost 20.4

Summon Oozes (3): Summoning, summon 1 creature (65), creature may have up to 4 HD (x0.4), creature may have up to 1 special abilities (x1) *or* creature may have up to 2 HD (x0.25) and up to 2 special abilities (x1.66), summoning restricted to general type – oozes (x1), spell can only be performed once per day (x0.9), summoned from thin air (x1), range 10' (x1), duration 1 day (x1.25), no saving throw (x1), total cost 29.25

Summon Shadows (4): Summoning, summon 1d4 creatures (100), *creature may have up to 3 HD* (x0.33), creature may have up to 2 special abilities (x1.66), summoning restricted to certain monsters – shadows (x0.7), spell can only be performed once per week (x0.8), summoned creature(s) passively hostile to caster (x0.8), targets summoned from thin air (x1), range 10' (x1), duration 1 week (x1.5), no saving throw (x1), total cost 36.8

Summon Hell Hounds (5): Summoning, summon 1d4 creatures (100), summon creatures totaling up to caster's level in HD (75), *creature may have up to 3 HD* (x0.33), creature may have up to 1 special ability (x1), summoning restricted to certain monsters – hell hounds (x0.7), spell can only be performed once per week (x0.8), summoned creature(s) passively hostile to caster (x0.8), targets summoned from thin air (x1), range 10' (x1), duration one month or until task completed (x1.75), no saving throw (x1), total cost 45.3

Summon Invisible Stalker (6): Summoning, *summon creatures totaling up to 1.5 x caster's level in HD* (112), creature may have up to 10 HD (x0.8), creature may have up to 1 special ability (x1), summoning restricted to certain monsters – invisible stalkers (x0.7), spell requires 1 turn to cast (x0.8), spell can only be performed once per week (x0.8), summoned creature passively hostile (x0.8), target summoned from thin air (x1), range 10' (x1), duration until one specific task completed (x2), no saving throw (x1), arcane (x1), cost 64.2

TRANSMOGRIFICATION SPELLS

- Effect: Transform water to acid 10
- Effect: Current form gains 1⁄2 proficiency like ability 10
- Effect: Current form gains ability to speak 10
- Effect: Current form gains ability to find message recipient 10
- Effect: Current form changes sex 25
- Effect: Current form gains 1d10 hp 30
- Effect: Current form gains +2 enhancement 30
- Effect Modifier Factor: target form must be physically present and in range x0.4
- Effect Modifier Factor: only affects particular type of creature/object x0.5
- Target Factor: 1 weapon (or 6 flasks or 20 arrows) x1
- Target Factor: target is dead corporeal creature x3
- Target Modifier Factor: target restricted to particular type of living creature x0.7
- Duration Factor: 12 hours x2.5
- Duration Factor: Special – until task complete x3.25
- Source Factor: Eldritch x1
- Source Modifier Factor: Eldritch transmogrification where current form gains infravision x1.33
- Source Modifier Factor: Eldritch transmogrification where current form gains flight x2

Transmogrification Effect Notes

As a general rule, transmogrification spell effects only transform like into like. Targeting a dead creature and transforming it into a living creature requires a special targeting factor (x3).

Transmogrification Spell Builds

Bane-Rune (1): Transmogrification, *+2 enhancement* (30), *only affects particular type of creature* (x0.5), *target 1 weapon* (x1), range 0' (x0.6), duration 1 turn (x0.7), beneficial effect (x1), eldritch (x1), total cost 10.5, total cost 6.3

Bath of the Goddess (5): Transmogrification, *current form changes sex* (25), 1 living creature (x1), range touch (x0.6), duration indefinite (x3.5), total cost 52.5

Body Swap (6): Transmogrification, transform to living creature's physical form (35), gain form's physical characteristics (10), gain form's physical attacks (10), gain form's special abilities (20), HD limited to caster level and 2 x target's level (x0.75), *target form must be physically present and in range* (x0.4), target 1 living corporeal creature (x1), attack throw required (x0.75), range touch (x0.6), duration indefinite (x3.5), saving throw avoids spell effect (x1), eldritch (x1), total cost 35.4; and transform to living creature's physical form (35), gain form's physical characteristics (10), gain form's physical attacks (10), gain form's special abilities (20), HD limited to caster level and 2 x target's level (x0.75), *target form must be physically present and in range* (x0.4), target 1 living corporeal creature (x1), attack throw required (x0.75), range touch (x0.6), duration indefinite (x3.5), saving throw avoids spell effect (x1), eldritch (x1), cost 35.4; total cost 70.8

Crafting (4): Transmogrification, current form gains proficiency (20), target 1 creature (x1), range 0' (x0.6), *duration special* –

until task complete (x3.25), beneficial effect (x1), eldritch (x1), total cost 39

Display of Power (1): Transmogrification, current form gains proficiency-like ability (20), target 1 creature, range self (x0.5), duration 6 turns (x1), eldritch (x1), total cost 10

Guise Other (5): Transmogrification, transform to living creature's form (35), form limited to particular creature type (humanoid) (x0.75), target 1 living corporeal creature (x1), range 0' (x0.6), duration 1 day (x3), beneficial effect (x1), eldritch (x1), total cost 47.2

Guise Self (4): Transmogrification, transform to living creature's form (35), form limited to particular creature type (humanoid) (x0.75), target 1 living corporeal creature (x1), range self (x0.5), duration 1 day (x3), beneficial effect (x1), eldritch (x1), total cost 39.4

Reflesh of the Bones (6): Transmogrification, transform to the form of a living creature (35), gain form's physical characteristics (10), gain form's physical attacks (10), gain form's special abilities (20), form limited to particular type of create – form of corpse (x0.75), mental characteristics replaced by new forms (x0.2), HD limited to caster level and 2x target level (x0.75), *target 1 dead corporeal creature* (x3), range touch (x0.6), duration indefinite (x3.5), saving throw (x1), total cost 53.1

Safe Travels (4): Transmogrification, *gain ½ proficiency-like ability* – avoid getting lost (10), *gain ½ proficiency like ability* – evade wilderness encounters (10), target 1 creature, range 0' (x0.6), *duration special – until task complete* (x3.25), eldritch (x1), total cost 39

Swimming (2): Transmogrification, current form gains swimming movement rate (20), target 1 living corporeal creature (x1), range 0' (x0.6), duration 6 turns plus 1 turn per level (x1.5), eldritch (x1), total cost 18

Transform Self (6): Transmogrification, transform to living creature's physical form (35), gain form's physical characteristics (10), gain form's physical attacks (10), gain form's special abilities (20), HD limited to caster level and 2 x target's level (x0.75), target 1 living corporeal creature (x1), range self (x0.5), duration 6 turns plus 1 turn per level (x1.5), target may cancel spell at will (x1.3), beneficial effect (x1), eldritch (x1), total cost 54.8

Transform Other (6): Transmogrification, transform to living creature's physical form (35), gain form's physical characteristics (10), gain form's physical attacks (10), HD limited to caster level and 2 x target's level (x0.75), target 1 living corporeal creature (x1), range touch (x0.6), attack throw required (x0.75), duration indefinite (x3.5), saving throw avoids spell effect (x1), eldritch (x1), total cost 65

Vitriolic Infusion (2): Transmogrification, *transform water to acid* (10), target 1 weapon (x1), range touch (x0.6), duration 1 day (x3), beneficial effect (x1), eldritch (x1), total cost 18

Vigor (4): Transmogrification, current form gains strength of ogre (40), *current form gains 1d10 hit points* (30), *current form gains +2 enhancement to AC* (30), target 1 living corporeal creature (x1), range self (x0.5), duration 1 turn per level (x0.8), eldritch (x1), total cost 40

WALL SPELLS

- Effect: Forces back creatures that pass through 10
- Effect: Knocks down creatures that pass through 10
- Effect Modifier Factor: wall moves 20' per turn in direction desired by caster x2
- Targeting Modifier Factor: 5' thickness x1.5
- Targeting Modifier Factor: Spell draws on general environment x0.75
- Targeting Modifier Factor: Spell manipulates existing volume with noted characteristics ("weaving") x0.67
- Duration Modifier: Wall can be dismissed by caster at will x1.1
- Source Factor: Eldritch x1.5

Wall Spell Builds

Cloud of Poison (6): Wall, cause **cloudkill** on creatures that pass through (27), affected as smoke by physical and magical effects (x0.9), must always be a sphere (x0.75), must always be in contact with ground (x0.75), elemental – air (x1), moves away from caster at 20' per turn (x1.5), target 750 square feet (x1), 20' thick (x3), may be evoked where objects/area are (x2), range 0' (x0.4), duration 6 turns (x2), saving throw avoids spell effect (x0.5), spell draws on general environment (x0.75), eldritch (x1.5), total cost 55.4

Circling Winds (2): Wall, attacks creatures within 5' as 2 HD monster (25), not affected by physical & magical effects (x1), wall must always be a sphere (x0.75), elemental – air (x1), 500 square feet (x0.75), 1" thickness (x0.75), may be evoked where creatures are (x2), range 0' (x0.4), duration concentration (x0.5), no saving throw (x1), eldritch (x1.5), cost 6.4; Wall, *forces back creatures that pass through* (10), not affected by physical & magical effects (x1), wall must always be a sphere (x0.75), elemental – air (x1), 500 square feet (x.75), 1" thickness (x0.75), may be evoked where creatures are (x2), range 0' (x0.4), duration concentration (x0.5), saving throw avoids effect (x0.5), eldritch (x1.5), sub-total 1.3; and Protection, immunity to normal missiles (15), target 1 creature, protection in 10' radius sphere around target (x1.75), range self (x0.75), duration concentration (x1), caster must remain stationary for duration (x0.5), beneficial effect (x1), eldritch (x1), cost 9.8; total cost 17.6

Note: This spell was challenging to design, as it required matching the radius of the protection effect to the size of the wall effect. We started by calculating the volume of the 10' radius protection effect, (4/3 x 3.14 x 103) or 1,333 cubic feet. We then calculated the volume of a sphere 9'11" in radius (4/3 x 3.14 x 9.173) or 1,300 cubic feet. From there we were able to calculate the volume of the "wind wall" itself as a spherical shell with a radius of 10' and a thickness of 1", being (1333 cubic feet – 1300 cubic feet) 33 cubic feet. Since we knew the wall would be 1" (0.083') thick, that meant that the area of the wall had to be at least 33 cubic feet /.083 feet = 397 square feet. A 500 square foot wall is therefore large enough to satisfy the needs of the effect.

Earth's Maw (3): Wall, deals 1d6 damage to creatures that pass through (10), *knocks down creatures that pass through* (10), substance is impermeable to creatures (25), affected as stone by physical and magical effects (x0.7), wall is elemental (x1), wall must be bonded to surrounding material (x0.75), wall must be in contact with ground (x0.75), wall must be a flat, vertical plane (x0.75), *spell manipulates existing volume with noted characteristics* (x0.67), 100 square feet (x0.5), 10' thick (x2), may be evoked where creatures are (x2), range 60' (x0.8), duration indefinite (x2.66), saving throw avoids spell effect (x0.5), eldritch (x1.5), total cost 28.4

Ice Floe (1): Wall, impermeable to creatures (25), impermeable to vision (5), elemental – water (x1), *moves 20' per turn in direction desired by caster* (x2), affected as wood by physical & magical effects (x0.4), wall may be crudely shaped by reducing area (x0.8), may be bonded to surrounding material (x1.2), must be solidly supported (x0.75), must be flat, vertical plane (x0.75), *spell manipulates existing volume with noted characteristics* (x0.67), range 0' (x0.4), 100 square feet (x0.5), 1' thickness (x1), duration 8 hours (x2.33), no saving throw (x1), eldritch (x1.5), total cost 6

Ice Sheet (5): Wall, impermeable to creatures (25), impermeable to vision (5), elemental – water (x1), affected as wood by physical & magical effects (x0.4), wall may be crudely shaped by reducing area (x0.8), may be bonded to surrounding material (x1.2), must be solidly supported (x0.75), must be flat, vertical plane (x0.75), *spell manipulates existing volume with noted characteristics* (x0.67), range 30' (x0.6), 1500 square feet (x2), 10' thickness (x2), duration indefinite (x2.66), no saving throw (x1), eldritch (x1.5), total cost 41.6

Ring of Fire (2): Wall, deals 1d6 damage to creatures that pass through (10), not affected by physical and magical effects (x1), elemental – fire (x1), wall may be readily shaped by reducing area (x1), target 500 square feet (x0.75), 5' thick (x1.5), wall must always be a sphere (x0.75), may be evoked where objects/creatures are (x2), range 0' (x0.4), duration 1 turn (x0.75), *wall can be dismissed at will* (x1.1), no saving throw (x1), eldritch (x1.5), cost 8.4; and deals 2d6 damage to creatures that pass through (20), not affected by physical and magical effects (x1), elemental – fire (x1), wall may be readily shaped by reducing area (x1), target 500 square feet (x0.75), 1" thick (x0.75), wall must always be a sphere (x0.75), may be evoked where objects/creatures are (x2), range 0' (x0.4), duration 1 turn (x0.75), *wall can be dismissed at will* (x1.1), no saving throw (x1), eldritch (x1.5), cost 8.4; total cost 16.8

Weave Fire (4): Wall, substance deals 1d6 damage to creatures that pass through (10), impermeable to creatures with less than 4 HD (20), impermeable to vision and light (10), not affected by physical and magical effects (x1), wall may readily shaped by reducing area (x1), wall may be bonded to surrounding area (x1.2), wall must be solidly supported (x0.75), elemental – fire (x1), target 1,200 square feet (x1.5), 1" thick (x0.75), may not be evoked where objects/creatures are (x1), *spell manipulates existing volume with noted characteristics* (x0.67), range 60' (x0.8), duration 2 turns (x1), no saving throw (x1), eldritch (x1.5), total cost 32.6

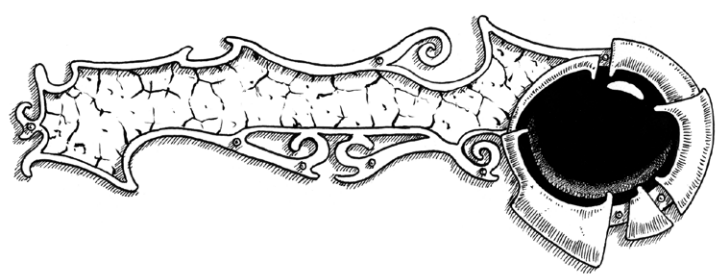
Weave Metal (6): Wall, substance is impermeable to creatures (25), substance is impermeable to vision and light (10), affected as iron by physical and magical effects (x0.8),wall may be readily shaped by reducing area (x1), wall may be bonded to surrounding area (x1.2), wall must be solidly supported (x0.75), elemental – earth (x1), target 1,000 square feet (x1.25), 1" thick (x0.75), may not be evoked where objects/creatures are (x1), *spell manipulates existing volume with noted characteristics* (x0.67), range 120' (x1), duration indefinite (x2.66), no saving throw (x1), eldritch (x1.5), total cost 63.1

Weave Smoke (1): Wall, impermeable to vision and light (10), affected by physical and magical effects as smoke (x0.9), wall may readily shaped by reducing area (x1), elemental – air (x1), target 1,000 square feet (x1.25), 1' thick (x1), may not be evoked where objects/creatures are (x1), *spell manipulates existing volume with noted characteristics* (x0.67), range 120' (x1), duration 1 turns (x0.75), no saving throw (x1), eldritch (x1.5), total cost 8.5

Weave Stone (5): Wall, substance is impermeable to creatures (25), substance is impermeable to vision and light (10), affected as stone by physical and magical effects (x0.7), wall may be readily shaped by reducing area (x1), wall may be bonded to surrounding area (x1.2), wall must be solidly supported (x0.75), elemental – earth (x1), target 500 square feet (x0.75), 1' thick (x1), may not be evoked where objects/creatures are (x1), *spell manipulates existing volume with noted characteristics* (x0.67), range 120' (x1), duration indefinite (x2.66), no saving throw (x1), eldritch (x1.5), total cost 44.2

Weave Water (4): Wall, substance deals 1d6 damage to creatures that pass through (10), impermeable to creatures with less than 4 HD (20), impermeable to vision (5), not affected by physical and magical effects (x1), wall may be readily shaped by reducing area (x1), wall may be bonded to surrounding area (x1.2), wall must be solidly supported (x0.75), is elemental – water (x1), target 1,200 square feet (x1.5), 1" thick (x0.75), may not be evoked where objects/creatures are (x1), *spell manipulates existing volume with noted characteristics* (x0.67), range 120' (x1), duration 2 turns (x1), no saving throw (x1), eldritch (x1.5), total cost 35.6

Weave Wood (4): Wall, substance is impermeable to creatures (25), substance is impermeable to vision and light (10), affected as wood by physical and magical effects (x0.4), wall may be readily shaped by reducing area (x1), wall may be bonded to surrounding area (x1.2), wall must be solidly supported (x0.75), is elemental – earth (x1), target 1,200 square feet (x1.5), 1" thick (x0.75), may not be evoked where objects/creatures are (x1), *spell manipulates existing volume with noted characteristics* (x0.67), range 120' (x1), duration indefinite (x2.66), no saving throw (x1), eldritch (x1.5), total cost 37.9



RECOMMENDED MATERIAL FOR HEROIC FANTASY CAMPAIGNS

RECOMMENDED BOOKS

Anderson, Poul. The Broken Sword; Three Hearts and Three Lions; The High Crusade; The Merman's Children.

Burroughs, Edgar Rice. "Mars: series; "Tarzan" series; "Venus" series; "Pellucidar" series.

Byock, Jesse L, transl. The Saga of Hrolf Kraki.

Carter, Lin. "Thongor" series; "World's End" series; Kellory the Warlock.

Cook, Glen. "The Black Company" series; "An Empire Unacquainted with Defeat" series; "Tyranny of the Night" series.

Dunsany, Lord. The King of Elfland's Daughter.

Fox, Gardner. "Kothar" series. "Kyrik" series.

Gemmell, David. "The Drenai Saga" series; "The Rigante" series.

Heaney, Seamus, transl. Beowulf: A New Translation.

Homer and Hammon, Martin, transl. The Iliad: A New Prose Translation.

Howard, Robert E. "Conan" series; "Kull" series.

Kay, Guy Gavriel. "Fionavar Tapestry" series.

LeGuin, Ursula. A Wizard of Earthsea; The Tombs of Atuan.

Leiber, Fritz. "Fafhrd and Grey Mouser" series.

Lovecraft, H.P. "Mythos" novels and stories.

Lynch, Scott. "The Gentlemen Bastard" series.

Merritt, A. Dwells in the Mirage; The Moon Pool; The Ship of Ishtar.

Moon, Elizabeth. The Deed of Paksenarrion.

Moorcock, Michael. "Elric" series; "Hawkmoon" series.

Offut, Andrew J. "Swords Against Darkness" series.

Smith, Clark Ashton. "Averoigne" stories; "Hyperborea" stories; "Poseidonis" stories; "Zothique" stories.

Tolkien, J.R.R. "The Lord of the Rings" series; The Silmarillion; The Children of Hurin

Vance, Jack. "Dying Earth" stories.

Virgil and Fagles, Robert, transl. The Aeneid: Penguin Classics Edition.

RECOMMENDED COMICS

300 (Dark Horse Comics).

Conan (Dark Horse Comics).

Conan (Marvel Comics).

Heavy Metal (HM/Metal Mammoth).

Kull (Marvel Comics).

Marada the She-Wolf (Epic Comics).

Red Sonja (Marvel Comics).

Red Sonja (Dynamite Entertainment).

The Savage Sword of Conan (Curtis Magazines).

Sláine (2000 AD).

Warlord (DC Comics).

RECOMMENDED MOVIES

The 13th Warrior (1999).

300 (2007).

300: Rise of an Empire (2014).

Beastmaster (1982).

Centurion (2010).

Clash of the Titans (1981).

Clash of the Titans (2010).

Conan the Barbarian (1982).

Conan the Barbarian (2011).

Conan the Destroyer (1984).

Dragonslayer (1981).

The Eagle (2011).

Excalibur (1981).

Fellowship of the Ring (2001).

Flesh & Blood (2008).

Hammer of the Gods (2013).

Heavy Metal (1981).

Immortals (2011).

Jason and the Argonauts (1963).

John Carter (2012).

Krull (1983).

Kull the Conqueror (1997).

Ladyhawke (1985).

Last Legion (2007).

Legend (1986).

Lord of the Rings (1978).

Outlander (2009).

Pathfinder (2007).

Red Sonja (1985).

Return of the King (2003).

The Two Towers (2002).

Wrath of the Titans (2012).

Of the lists, a few selections were particularly inspirational in the design of the ***Heroic Fantasy Handbook***. Among the books, I would cite (in order) Howard's Conan series; Tolkien's Silmarillion and Lord of the Rings; Moorcock's Elric series; Lovecraft's Mythos stories; Clark's Zothique stories; Carter's Thongor series; Anderson's The Broken Sword and Three Hearts and Three Lions; and Le Guin's Wizard of Earthsea. Of the movies, I would cite Conan the Barbarian, Dragonslayer, Excalibur, and 300.

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