



LPJ9700

HOSTILE ENVIRONMENT



WRITTEN BY NEAL BAILEY

REQUIRES THE USE OF THE DUNGEONS & DRAGONS PLAYER'S HANDBOOK, THIRD EDITION, PUBLISHED BY WIZARDS OF THE COAST, INC. THIS PRODUCT UTILIZES UPDATED MATERIAL FROM THE V.3.5 REVISION.

d20
system

HOSTILE ENVIRONMENT

Exodus is a world defined by intensity and conflict. Endless marches of hills, deepest eldritch forest, burning desert- these are the realms faced by the brave travelers and explorers of the land. In Exodus, the land has a hard heart, and punishes those who aren't prepared to follow the laws of the wilderness with death.

Much of the danger for an adventurer lay not in the machinations of a bandit king, nor in the primal hunger of a fell beast. Instead, the very world lays in wait to destroy the unaware. Read on, adventurer, for this is a survival guide, and may one day save your life.

ABBADDON

The rocky crags of Abbaddon hide both wonder and peril.

EKATAR'S SHAWL

This deadly and terrifying effect, although most commonly associated with the Dead Mountain, can actually be found in smaller, isolated patches throughout all of Exodus. Near invisible and cloud-like, this lacy network of negative energy drifts listlessly across the land, drawing the life out from within any entities that it touches. Named Ekatar's Shawl after a strange death totem worshipped by Abbaddon's ancient inhabitants, the Shawl is unique in that it leaves tiny white fibers on those it touches- who have often been left little more than desiccated corpses.

Ekatar's Shawl occurs in patches as wide as a 20 foot radius burst, and can move 10 feet in a random direction each round, with no regard for wind. The Shawl can move freely through solid objects or even force barriers, but sinks into the ground if hit by bright sunlight. Ekatar's Shawl is far more deadly to the mighty than the weak, seeming to feed from valor. Spotting Ekatar's Shawl is difficult, requiring a DC 20 spot check- it appears as a faint white shimmer in the air. But once you're in it, you'll feel it. There is no save to prevent its effects.

Ekatar's Shawl does not have any special effect on the victims it claims, but there is an added problem of ghouls and ghosts who follow it about, often in force. These creatures not only benefit from the negative energy of the Shawl, but also devour the dead left behind.

GRANITE STORM

In the highlands and lowlands of Abbaddon, powerful winds tear across the landscape with the ferocity and power of a tiger. Sweeping up loose soil, shredding the ground, and sending chunks of rock the size of a man's fist skyward, these storms are death to all who come across them unprotected. Ruined farmsteads, battered houses, and dead livestock lay in the wake of such a storm's churning black cloudhead.

Most Granite Storms occur during a change of seasons, especially from fall to winter, but move quickly, usually passing across an area within half an hour. Being within a Granite storm is deadly to the exposed. Anyone who doesn't take shelter (*a wooden shack at least*) will begin taking damage on a round by round basis.

Cover Type	Damage
Inside a sturdy structure	None
Inside a flimsy structure	1d6 from stray stones/ half an hour
Under heavy brush	1 damage per minute of exposure
Under light brush, or prone	1 damage per 5 rounds of exposure
In the open	1 damage per round of exposure

Obviously exposure for more than a minute or two spells death for the average person. On the bright side, the damage from a granite storm is reduced by damage resistance.

Movement during a Granite Storm is also difficult; a DC 10 strength check is required to make any headway against the winds at all. If successful, speed is still halved.

Vision is highly obscured when a storm is in full force, the thick grey dust blots out the sun, reducing all vision ranges to 10 feet, and a -6 penalty is imposed on spot and search checks. It has a similar effect on the sensations of smell and vibration- tremorsense, scent, and similar abilities are not effective when within the storm.

SHADES OF THE SORCERER KINGS

The Spirits of the Sorcerer Kings, destroyed by the Arman Protector, have grown weak and faint in the ages since their bodies perished. Trapped between life and death by powerful enchantments intended to prevent the activation of numerous contingencies, the

HOSTILE ENVIRONMENT

EKATARS SHAWL

Character type

Undead	1d6 hit points restored per round of contact
1-5 hit dice or character levels	Loss of 1 hit point per round (negative energy damage)
6-10 hit dice or character level	Loss of 1d6 hit points and 1 point of constitution per round
11-15 hit dice or character levels	Loss of 2d6 hit points and 2 points of constitution per round
16-20 hit dice or character levels	Loss of 6d6 hit points and 4 points of constitution per round

SHADES OF THE SORCERER KINGS

Level of Spell Cast	% of a Sorcerer King Appearing in the wild	% of a Sorcerer King Appearing in the Godpointe
6th	1%	5%
7th	3%	10%
8th	5%	20%
9th	10%	30%

Shades sometimes manifest if magic is released within Abbaddon. The chance of one appearing varies by the level of the spell cast.

When a Sorcerer King does manifest in response to a spell being cast, the energy of the spell is absorbed by the shade, causing the magic to automatically fizzle. The shade can then remain visible (*but intangible*) for 1 minute per level of spell absorbed. During this time, the shade has limited ability to interact with its surroundings- but a knowledgeable character has the ability to converse with such a being for the short time it is manifested.

Diplomacy DC	Shade Will Answer Questions
20	About the history of his kingdom
25	About himself
30	About the war between his people and the Arman Protector
35	About lost magic and treasure

One question can be asked for every 3 minutes that the Shade remains. If a diplomacy check fails, the shade will not speak to the questioner or his associates again, unless another spell is offered up to be devoured. Of course, doing so does not automatically result in the Shade choosing to absorb the arcane power- the chart above must be consulted once more.

CORDEL

To call Cordel a desert is to do it a disservice. Cordel is the desert, the ancient form from which all other deserts were molded, and to which none can compare.

SPEAKERS OF THE LOST TONGUE

Deep within the Troll Wastes, the racing winds mold siltstone into alien shapes and forms. The howling of the wind is not all sound and fury- a strange logic seems to coil up from the noise, whispering in hollow, breathy tones. As one's journey through the Wastes lengthens, the impression of voices, of whispered words and muttered curses, becomes more and more real.

The Speakers of the Lost Tongue are the source of these unknowable words, but the knowledge they speak of comes with a great and terrible price. The speakers came from parts unknown, and most only hear of them as a legend. But they do exist; and listening to their song leads only to madness and death.

At first, the snippets of words caught on the winds seem enticing; scraps of poetry and beautiful music, singing of a city long gone and vanished from the pages of time. The words come from no obvious source, but appear to lead one deeper into the Wastes with the promise of knowledge and respite.

SPEAKERS OF THE LOST TONGUE

Time Spent in Wastes	Listen check	Effect
1 day	DC 30	Single words, distant sound of a reed instrument
2 days	DC 28	Snippets of conversation, chords of a song
3 days	DC 25	Beginning of a tale, a song as if heard from far away
1 week	DC 20	Pieces of strange lore, a song of hope for the city
2 weeks	DC 15	A complete song, with a choir, singing ancient tales
More than 2 weeks	DC 10	A cacophony

Unless the players are actively trying to avoid listening to the voices, these listen checks should be made every few hours. Although hearing the sounds does not provoke any penalties (*until more than 2 weeks have passed*); it can be confusing and distracting. Once the cacophony begins, clearly hearing the song (*a mere DC 10*) actually strips the spirit from a person, leaving their body to crumble as dust in the wind. The listener has heard the great secret of the ancient city, and now goes to join the Speakers of the Lost Tongue as one of their own. It is impossible to raise a character killed in this manner, although you can hear his voice in the choir if you listen carefully.

SANDQUAKE

The Shifting Sands of the desert of Cordel are usually slow-moving and benign. True, they confound mapmaking attempts, and render the landscape almost impossible to navigate without magical aid- but people traveling the desert have known this for ages, and have adapted themselves to travel in such climes. At least the shifting sands aren't deadly.

Unless, that is, you happen upon a Sandquake.

A combination of high winds and seismic activity sometimes churns in such a way as to cause the very ground to buck and weave, flowing like an ocean for brief moments. Although they only last seconds, sandquakes can move thousands of tons of sand hundreds of yards, flatten dunes, and kill anyone foolish or unlucky enough to have been in the area.

Sandquakes last an average of 2d4 rounds, during which time it is pretty easy to lose your balance, sink into the sands, and be ground into a paste. They range from 50 to 200 feet in radius- the larger ones are capable of collapsing an entire hill.

Rank	Reflex DC	Effect if save is failed
1	14	Stunned
2	16	Prone
3	18	Buried in 1d6 feet of sand
4	20	Crushed for 10d6 damage in sands

Every time you fail a save, you suffer an effect, starting at the effect listed for rank 1. On the next round, you must make a save against the next rank if you failed; otherwise, it is a save for the same one you succeeded against. This continues each round until the sandquake ends.

GAVEA

Gavea is known as a realm of seasonal extremes. Storms surge across the sky, leaving behind spectacular sunsets as rich and red as blood. Cold winds chase after freezing sleet, mists flow and flood into valleys as if alive. Caught between climatic extremes and spread across a broken and highly variable topography, Gavea's chief dangers are a result of an intense present grafted onto an unusual past.

POLLEN MISTS

The summers in Gavea are an exhausting combination- deadly hot, and highly humid. Humid enough, in fact, to produce a hot, flowing mist in the deepest valleys, where moisture condenses and runs in rivulets from the dense greenery. Under regular conditions, exposure to this mist would be little more than a danger from regular exposure. But this is not the case in Gavea, where the passing of a mist has an effect on the local flora- when the mists come, the pollen is released. As cloud rolls down the path toward you, you can see the plants react, like a wave of color. Blossoms open, seedpods swell and burst, fronds uncoil. The first time, it is beautiful, almost enchanting. The second time, it is terrifying, because

POLLEN MISTS

% of Occurrence	Save type and DC	Effect
5%	Fort, DC 19	Death from choking vines erupting beneath the skin
10%	Will, DC 17	Euphoria followed by catatonia for 1d4 hours and 2d6 charisma damage
15%	Fort, DC 18	Intense skin rash that results in a loss of 2d4 dexterity due to pain from movement
20%	Fort, DC 15, each round	Nausea for each round the save is failed
25%	Will, DC 15	Blinded by hallucinations for 1d4 minutes
25%	Fort, DC 20	Itchy lesions cause a -1 penalty on attack rolls and saves for 1d6 hours.

nobody wants to be exposed to the cloud of spores and pollen that follows these mists.

The effects of the pollen mists vary by region and the exact mix of plants and fungi in the area. As a general rule, a GM can simply choose one from the list, or roll on the percentile chart provided. Checks are only made once upon contact with the mist, unless otherwise noted.

ROLLING THUNDER

This strange magical phenomenon can be found upon and around Thunderheart Peak. Although it is believed by some to be produced by winds echoing in a series of deep grottoes around the base of the mountain, this is not the case. Instead, rolling thunder is actually a small series of elemental explosions, caused by pockets of unstable extradimensional space suddenly imploding as their magic fades. This produces a bang, a faint flash, and a brief gust of wind.

Rolling thunder is an isolated occurrence, tied into the fact that the Thunderheart peak seems to have been called in from another dimension. The magic that keeps it in place is constantly preventing the cosmos from rejecting the mountain like a mismatched implant. Tension between our world and the mountain results in dimensional eddies which produce the unstable pockets of extradimensional space; the phenomenon was named 'rolling thunder' before anyone had a clue what it really was.

The pockets appear and disappear around the mountain at seemingly random times- so it is possible to be simply standing still, and then suddenly become enveloped in a pocket of rolling thunder. Passing through one of these pockets has some strange effects on a character. There is usually a change of pressure,

and the perception of colors also tends to shift (colors look metallic and glossy when inside a pocket). Each pocket may be up to 50 feet in radius, but the majority are smaller, and merely produce a series of flashes in the air, accompanied by loud bangs.

If you are inside a big pocket, things get messy.

- Movement is slowed, like trying to run in a dream. All movement in rolling thunder is treated as if characters are in rough terrain- this applies to all movement types, including flight.
- Perception is altered; all spot, search, and listen checks are penalized by -2.
- When the pocket finally does explode, all within must make a DC 20 fort save or be deafened for 1d4 hours. Not only this, but the pocket deals force damage according to its size. Consult the table below.

Size of Pocket	Damage and Save DC
1-10 foot radius	2d6, DC 15 reflex for half
11-20 foot radius	4d6, DC 16 reflex for half
21-30 foot radius	6d6, DC 17 reflex for half
31-40 foot radius	8d6, DC 18 reflex for half
41-50 foot radius	10d6, DC 19 reflex save for half

KORYTH

Koryth is home to the most violent weather on the planet. This isolated locale, though rich in resources, is so wild and difficult that its bounty is largely ignored. Those who do risk a journey into the wilderness often come face to face with hazards that cannot be found in any other locale.

BONE DANCERS

Number of Corpses	Area effected by Dancer	Save DC (Reflex)	Damage per round	Chance of appearance
10	5 foot radius	12	1d2	10%
20	5 foot radius	14	1d4	20%
50	10 foot radius	16	1d8	30%
100+	20 foot radius	18	1d10	50%

BONE DANCERS

Koryth was the site of a great many battles, as the Corpselands clearly attest to. Although it is possible for other places to be homes for the bone dancers, Koryth has the most by far.

Not really considered undead, Bone dancers only occur in areas with a great many corpses. Most deceased bodies hold a minute amount of the soul of the dead being within them- Bone Dancers are an aggregate of a large number of these spiritual remnants.

They lack real intelligence, and do not move on their own- Bone Dancers seem to 'awake' when living creatures come near, sparked to a strange state of semi-life by a sort of sympathetic resonance. Bones and bits of sand and dirt whirl into small tornados, whipping about randomly. Under normal conditions, Bone Dancers are relatively harmless, if frightening and unnerving. However, in Koryth, where bones often lay by the millions open to the air, the Bone Dancers can reach immense size and speed.

The exact size and speed varies by how many corpses are within a 50 foot radius. The dancer itself will appear in a random location within that range, and will move at 30 feet per round in a straight line until it has traveled more than 50 feet away from living creatures, at which point it collapses. A dancer is basically indestructible, although spells and effects which calm wind will stop one, and invisibility to undead will prevent them from becoming active (*even though a bone dancer is not properly undead*).

Dancers are not affected by turning attempts, and trying to deal physical damage to one is a lost cause.

SPRITES

If you were to ask somebody "what is an annoying thing", the odds are good that they won't answer 'sprites'. But if they did answer 'sprites', it's a perfectly accurate response. Because holy hell.

Sprites are minor elemental spirits which accompany extreme weather events. Although sprites can occur just about anywhere (*especially during blizzards, thunderstorms, and the like*), the sheer insanity of the conditions in Koryth mean that these little jerks are ubiquitous.

Sprites revel in causing chaos and spreading bad conditions as far as they can (*they find the release of elemental energies to be pleasurable*). The tiny creatures will gather in glimmering clouds, riding on the coattails of storms of all types. Sprites have basically intangible bodies that are completely immune to energy damage, and exist in such large swarms that trying to fight them is pointless. How they react to other sentient beings varies wildly, and seems to follow no logical pattern.

Sprites can be kept away by control weather, or any other weather-calming magic or effect. For purposes of interactions, Sprites are treated as Fey creatures.

NAS

An endless plain of tundra and ice, spending time in Nas unprepared will turn you as cold and white as the scenery. Travelers to Nas are well-advised to know exactly what they are doing and where they are going before braving this frozen wasteland.

CEREKK MOSS

There isn't a lot of flora around Nas. Even during the admittedly brief and cool summer, vegetation doesn't exactly flourish across the tundra. This has as much to do with the extreme climate as it involves another, more insidious culprit- the plant known as Cerekk Moss.

Cerekk Moss, by all appearances, is a moss like any other. It is a light green color, cool to the touch, and thrives in small patches on soil or even bare rock. However, a telltale method of identifying Cerekk moss is to look around it- if there are no other plants

SPRITES

% Chance	What the Sprites Do	Save DC (if applicable), or assorted effect
5%	Attack!! Sprites begin to fly rapidly about the party in an angry cloud.	None. The sprites don't deal any damage, they're too pathetic. But they do inflict blindness penalties.
10%	Parley!! They speak the various elemental tongues, and have the mentality or a gang of grade-schoolers.	Diplomacy checks for talking as per any normal encounter can be made.
15%	Harry!! The sprites have taken an interest in a party member, and try and land on him and follow him around. Hilarity ensues.	The character cannot sleep (<i>regains no hit points from rest</i>) due to the constant chatter, and is affected as per Glitterdust, due to being covered in Sprites. They lose interest after 1d4 days.
20%	Storm!! Oh lucky day! The Sprites call forth incredibly horrible weather conditions. You can hear them laughing.	Wind worsens to the next highest speed for 1d4 hours.
25%	Summon!! Oh No.	The Sprites have the ability to call forth elementals by performing an elaborate dance. The elemental is earth, air, or water, and can be of any size. This is not treated as a summon; the elemental cannot be dismissed. It is hostile towards the party.
25%	Ignore!!	Lucked out this time, eh?

growing within a 10 foot radius or so, you have Cerekk Moss on your hands, and you should make an effort to leave the vicinity if possible.

During the day, Cerekk Moss is photosynthetic, just like most plants. But in the nighttime, the moss takes on a more sinister quality- it drains life energy from all living things around it, with the exception of other Cerekk Moss. The Moss thus kills other plants in its immediate vicinity, and in so doing ruins any soil that could be developing in the region. The presence of Cerekk Moss has prevented the tundra from becoming any more fertile than it already is, by stunting the ecosystem to untenable levels.

Cerekk Moss can affect animals as well as plants, although plants are in more danger because they can't leave an area where the moss has settled. A person who spends the night in the company of Cerekk moss loses a point of constitution, and seems to come down with flu-like symptoms. There is no saving throw to prevent this ability damage, and it will not recover as long as any trace of the moss still exists on a person's

clothes, skin, or gear. Bedding down when contaminated by moss will cause further constitution loss, with no readily apparent cause. It requires a DC 20 knowledge: nature check to identify the effects of the moss properly and a DC 21 heal check to properly clean a contaminated object. Failing this check means the gear cannot be properly cleaned and will have to be destroyed.

FROSTOUT

During the winter in Nas, the mountains get cold- probably colder than any other location in all of Exodus. If a traveler is exceptionally unlucky, he may run afoul of a Frostout.

Frostouts are rarely documented, due to the fact that they kill most people who experience them. They only occur during clear nights in the mountains, and have a few telltale signs. Areas prone to frostouts have glassy-looking snow cover, with small triangular pyramids of ice jutting outward in regular intervals.

First, a person's breath will seem to hang in the air far longer than normal. Intricate spirals and patterns of frost spread outward like lace, glimmering beneath the aurora. Second, there is a sensation of heaviness and an almost cottony slowness. Third, the frostout itself strikes, pulling the moisture from a traveler's body, which falls away from their form in crumbling sheets of ice. The damage dealt is sudden, a combination of dehydration, shock, and exposure. Exposure to Frostout requires a DC 21 Fortitude save. Success indicates that the frostout was mostly resisted, and deals only 4d6 cold damage. A failure is likely lethal- it still deals 4d6 damage, but this time it is constitution damage- which will almost certainly kill an average human. Under the conditions where Frostout develops, it is near impossible to protect from it- unless an open flame is carried, which seems to protect from the effect completely. But as soon as that flame goes out...

SAMETIA

The only constant in Sametia is the constant warmth. All else is open game, a riot of elemental forces which constantly battle for temporary dominance of the skies. Heavy rainfall or blazing sun shift across the horizon, bringing with them menace and destruction.

BARBSEEDS

There are a great many plants which rely upon hooked seed pods. These pods will attach themselves to the fur of a passing animal, to later be redeposited when the animal grooms its coat. Through this method, a plant is able to spread its young far and wide.

The barbseed follows a similar principle, but is actually a parasitic plant. As opposed to merely attaching itself to a host for transport, the barbseed seeks sustenance, and is designed to work its way towards skin, eventually piercing the surface. Since a barbseed is small, thin, and coated with an anesthetic, a host will usually not notice their presence until the telltale 'barbs' begin to erupt (*painfully*) from their flesh.

The Barbseed plant itself bears a succulent yellow fruit, but even touching it will garner a few dozen tiny barbseeds from the fronds surrounding the fruit. Contact with a barbseed plant requires a DC 17 reflex save (*rolled in secret*). Failure indicates that 1d10 seeds have been planted on the host's body.

In 1d4 days, the seeds have germinated, and can be seen, under close inspection, as tiny black bumps on the surface of the skin. A few hours after this point,

the seeds release a highly irritating chemical, designed to cause the host's body to reject and push the seeds outwards, as well as creating an itching, burning sensation which provokes scratching to help dislodge the sprouted seeds. During this phase, a DC 12 fort save applies, to completely remove the seeds. If this save fails, the results are unpleasant.

Barbseeds which are not removed during the scratching phase do not have the opportunity to plant themselves and return to the soil as regular barbseed plants. Instead, they follow an alternate growth pattern- spreading outward as a subcutaneous vine. Barbseeds in this state are painless, as they constantly produce anesthetic, but they can be dangerous. This type of infection is referred to as "Blackvein", because the plant resembles black veins tracing just beneath the skin. The plant constantly feeds on the host's blood, resulting in a permanent -2 penalty to constitution until removed (*DC 33 heal check*). However, the anesthetic properties of the plant do have their advantages- pain from any source is lessened, rendering the target immune to pain-based effects- and the mind is protected from fear due to a euphoric reaction- the target is also immune to all fear effects.

Due to these advantages, some warriors deliberately seek out Barbseed infestation.

FLOAT-SHELF

The broad swamps and marshes which dominate the lowlands of Sametia are largely inhospitable and difficult to traverse. Few travelers have any desire to see such places as the Serpent's Swamp or the Great Sametian Jungle; but if they did, they would likely be surprised by the float shelves.

Float shelves are actually a variety of different types of mushroom, which resemble circular shelf fungi, or the broad caps of a common toadstool. They vary in size from a few inches across, to roughly a two foot diameter. The key difference between a float shelf and a terrestrial mushroom is that they float, bobbing up and down, atop pools of water- with a preference for especially stagnant or unmoving lagoons. Float shelves may seem an interesting and even picturesque part of the landscape, but nothing could be further from the truth.

The Floatshelf requires fouled waters to survive, and it is an active hunter; though immobile, it releases clouds of paralytic spores. The spores are invisible and scentless, yet they certainly make their effects known. The first symptoms are a numbing of the lips, followed by euphoria, sluggishness, and even-

HOSTILE ENVIRONMENT

tual prostration, at which point the effected individual collapses into the water and drowns. Their body has become another source of nutrients enriching the swamp waters on which the Float Shelves thrive.

The intensity of the paralytic spores varies by the number of float shelves in an area.

Save DC (Fort)	# of Float shelves within 20 feet
DC 8	1
DC 10	2-5
DC 14	6-10
DC 22	11+

Float Shelves are sometimes harvested, and wrapped in special gauze which traps the spores. They are used as recreational narcotics and anesthetics.

WYDLANDS OF BAL

The sprawling, endless jungle is drenched in the heat of the sun. A realm filled with ancient mystery and dangerous beasts, few people have the strength or will to travel to such a place. The conditions in such a wild environment are horrific, but the hazards of the Wyldlands merely reflect the harsh reality of the jungle.

THE MADNESS

The Madness occurs with no warning, and no apparent cause. Some people who travel into the depths of the Wyldlands, especially in the region of the Eagle's Tower, simply seem to snap, becoming feral and crazed. Men taken by the Madness all present strange physical alterations- swollen hands and feet, a burning temperature, and a powerful magical aura- an aura of necromancy.

The Madness is the last vestige of a truly ancient animating spell, cast during a battle for control of the Wyldlands. The spell was intended to call forth the spirits of the dead to aid in a final defense against a vastly superior source, but the magic went askance, forcing mad, dead spirits into the bodies of the living. The result was a spectacular loss of life, as the necromancer and his allies were overcome by insanity and easily slain by their superior opposition. To this day, the Madness strikes those of human stock who pass nearby any of the thousands of funeral mounds in the region. The difficulty of resisting the effects of the madness increases with the purity of a target's bloodline.

Race	Will save DC
Human	DC 20
Half-human	DC 10
Other humanoid	DC 5

The effects start out mildly enough, with a -2 penalty to all wisdom checks and skill checks. But within 1d4 days, the effected character gradually worsens until the subjects finally snap. Their wisdom is penalized by -12 (*minimum 1*), their intelligence by -6 (*minimum 1*), and they become near-blind, raving lunatics, tortured with the memories of the dead spirit which is inhabiting their body.

During this time, speak with dead can be used to contact the possessing spirit, which has been very useful for those seeking rare arcane or historical lore. It is not unknown for susceptible individuals to be taken to the jungle, in the hopes that they fall prey to the Madness.

Curing the Madness is simple, dispel evil will force the spirit out. However, the creature has taken a piece of its host away forever- the previously mad character has taken 2 points of wisdom drain.

All mechanics on all pages is Open Game Content as defined by the Open Gaming License. See page 7 for more information.

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You

are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Hostile Environment Copyright 2007, Louis Porter Jr. Design, Inc.