

Your people once ruled the world but now rest in decadent pleasure on their enchanted islands. You, however, are filled with an unusual vigor for one of your kind and wish to see all the lands which were once yours.

You are educated and forceful. Your Intelligence and Charisma begin at 10, and all of your other ability scores begin at 8.

WHAT WAS YOUR CHILDHOOD LIKE?



1d12	From what eldritch family are you descended?	Gain
1	Your family dwelt in dreaming languor on a small island dotted with their decaying villas.	+2 Int, +2 Cha, +1 Con
2	Your father left the eldritch homelands to travel the world, taking you with him.	+1 Str, +1 Dex, +1 Con, +1 Wis, +1 Cha
3	Like many of the eldritch, you are the descendant of one of the numerous claimants to the crumbling imperial throne.	+2 Cha, +2 Con, +1 Str, Skill: Command
4	Your mother was one of the last remaining dragon masters, and would still rouse her serpentine mount once a decade.	+2 Str, +1 Con, +1 Int, Skill: Animal Ken
5	In the last remaining metropolis of the eldritch, you were raised believing that your people still ruled the lands of mortal men.	+1 Str, +1 Dex, +1 Int, +1 Wis, +1 Cha
6	You learned to craft beautiful things of little use in your grandparents' workshops.	+2 Dex, +1 Con, +1 Int, Skill: Gemcrafting
7	Perhaps forgotten by the rest of your family, you studied in solitude for most of your childhood in a distant tower.	+2 Int, +2 Wis, Skill: Ancient History
8	You were orphaned as a child and had to fend for yourself.	+2 Con, +2 Wis, Skill: Survival
9	At a very young age you became master of your house and oversaw all of its servants.	+2 Int, +2 Wis, +1 Dex
10	You were raised by the great horse lords of your people who bred sorcerous steeds.	+2 Dex, +1 Con, +1 Int, +1 Wis, Skill: Riding
11	Your parents left your rearing to a bound, demonic servant.	+1 Str, +1 Dex, +1 Int, +1 Cha, Skill: Forbidden Secrets
12	You were raised by strangely outward-looking parents who often traded with mortal folk.	+2 Wis, +1 Con, +1 Cha, Skill: Folklore

1d8	How did you distinguish yourself as a child?	Gain
1	You spent long hours in the caves of sleeping dragons.	+1 Str, +1 Con, +1 Int
2	There wasn't a game you couldn't win.	+2 Dex, +1 Int
3	You learned all you could of your people and their past.	+1 Dex, +1 Int, +1 Cha
4	No secret escaped you.	+2 Int, +1 Dex
5	You enjoyed wandering far on your own.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	Even as a child you sought adventure and excitement.	+1 Str, +1 Con, +1 Cha
8	Everyone has something to teach and you learned a little from them all.	+1 Dex, +1 Int, +1 Wis

You learned the arts of your ancient people. You become a level 2 warrior-mage. You gain the class abilities Weapon Specialization, Sense Magic, and Spellcasting. You learn the skill Command, the cantrip Second Sight, the ritual Summoning. The tables below will further define your class abilities.

HOW DID YOU COME INTO YOUR POWER?



1d6	Where did you begin your studies?	Gain
1	You learned from a talented master in a tower of sable. You learned the following magics: the cantrip Mage Light, and the rituals Arcane Experiment and Bind Familiar.	+2 Int, +1 Wis, Skill: Investigation, magic to left
2	One of many, you studied at the feet of one of the claimants to the eldritch imperial throne. You learned the following magics: the cantrip Glamour Weaving, and the rituals Steed of the Sorcerer and Wizard's Mark.	+2 Int, +1 Cha, Skill: Etiquette, magic to left
3	A demonic familiar spirit of one of your ancestors guided your studies. You learned the following magics: the cantrip Conjure Sound, and the rituals Bind Familiar and Circle of Protection.	+2 Int, +1 Con, Skill: Forbidden Secrets, magic to left
4	Following the texts of an ancient manual of your people, you planted an elaborate garden and learned to use what grew there. You learned the following magics: the cantrip Hexing, and the rituals Foresight and Sleep of the Innocent.	+2 Wis, +1 Con, Skill: Herbalism, magic to left
5	A bewitching and lonely sorceress took you in and taught you many secrets. You learned the following magics: the cantrip Beguilement, and the rituals Foresight and Witch's Watchman.	+2 Wis, +1 Int, Skill: Deceit, magic to left
6	On a deserted island you studied in a ruined library of your people. You learned the following magics: the cantrip Glamour Weaving, and the rituals Gather Mists and Steed of the Sorcerer.	+2 Int, +1 Con, Skill: Forbidden Secrets, magic to left

1d6	How did you come to the great city?	Gain
1	You were taken captive by a group of pirates but soon proved your worth. After many years of travel and adventure, they left you in the great city and went in search of further plunder.	+2 Dex, Weapon Specialization: Longbow
2	After growing tired of a life of decadence and dreams, you set off on your own into the lands of men, eventually making your way to the great city.	+2 Con, Weapon Specialization: Longsword
3	An eldritch noble gathered a small group of his people in a mercenary company. You journeyed with them for a time, but came to the great city after they were defeated in battle.	+2 Str, Weapon Specialization: Great Sword
4	You found a book which mentioned the locations of several ancient artifacts of your people. You have come to the great city seeking other clues.	+2 Int, Weapon Specialization: Great Sword
5	One of the claimants to the eldritch imperial throne convinced you to come to the great city, travel the world, and make contact with the mortals on behalf of your people.	+2 Cha, Weapon Specialization: Longsword
6	After an age with your people, you have come to realize that their time is over. You wish to study the mortals and learn what makes them so vigorous and prolific.	+2 Wis, Weapon Specialization: Short Sword

1d8	Besides the other characters, who is your most valued contact or friend in the great city?	Gain
1	Another of the eldritch who lives among mortals in the great city.	+1 Dex, +1 Int, +1 Cha
2	One of the dancers who performs on the edge of the great market is a close friend of yours.	+2 Dex, +1 Wis
3	You meet often with a priest of one of the city's many gods.	+2 Wis, +1 Int
4	A librarian's assistant from the Great Library often meets you for drinks.	+2 Int, +1 Dex
5	You like to share stories of your travels with a retired pirate captain near the harbor district.	+1 Str, +1 Dex, +1 Cha
6	You are often found in a seedy inn near the temple district and are friends with the proprietor.	+2 Cha, +1 Con
7	A learned scholar from distant lands has taken a liking to you and tells you many stories.	+1 Con, +1 Int, +1 Wis
8	You pass your time with the master of one of the underground fighting pits.	+1 Str, +1 Con, +1 Cha



1d6	With an ally at your side, what dangerous and magical quest did you undertake? <i>The player to your right was there with you.</i>	Gain
1	You sailed the magical waters of the Eldritch Sea and investigated a lost temple of your people. The friend to your helped you follow the secret signs, and gains +1 Int.	+2 Int, Ritual: Call Storm
2	When a hidden cult of Law threatened your neighborhood in the great city, you infiltrated the group and ended them. <i>The friend to your right was able to sneak behind the high priest in the fray and help you slay him, and gains +1 Dex.</i>	+2 Dex, Ritual: Blade of Chaos
3	With your unbelieving friend in tow, you traveled deep beneath the waves to search out a sunken palace of your people. <i>The friend to your right alerted you to the ambush set by the underwater palace's degenerate inhabitants, and gains +1 Wis.</i>	+2 Wis, Ritual: Wave's Friend
4	One of the elemental lords of the waters convinced you to punish a wicked pirate who did not make his offerings. <i>The friend to your right came up with a clever plan to catch the captain unaware, and gains +1 Wis.</i>	+2 Wis, Ritual: Wave's Friend
5	You slew the terror of the great necromancer lord of a southern island. <i>The friend to your right disrupted the wizard's spell while you caused the elements to rebel against his rule, and gains +1 Int.</i>	+2 Int, Ritual: Call Storm
6	You traveled to a small and insignificant island and ended the reign of its tyrant. <i>The friend to your right climbed his palace walls while you attacked on the ground floor, and gains +1 Dex.</i>	+2 Dex, Ritual: Blade of Chaos

1d6	What token of the eldritch lands do you still carry?	Gain
1	The idol of an incomprehensible deity.	+2 Con, a bronze idol
2	The thin, peaked crown of your lands.	+2 Cha, a circlet
3	A book of eldritch rituals.	+2 Int, a leather tome
4	A cloak or wrap of otherworldly silks.	+2 Dex, eldritch finery
5	The horn of a dragon which sounds clear and loud.	+2 Str, a horn
6	A pendant bearing the sign of the Cosmic Balance.	+2 Wis, a pendant



FILL OUT YOUR SHEET!

- Record your name, class, and level.
- Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
- Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Eldritch Sorcerer King begins with the following equipment: an eldritch blade, breastplate and chain armor (+6 AC), a jeweled signet ring, the components to your rituals, a fine apartment in the city, and 4d6 silvers
- Pick an alignment. Your character may be lawful, chaotic, or neutral. If you can't decide, simply choose to be neutral; most people are.
- Your Base Attack Bonus comes from your class. As a level 2 warrior-mage, you have a BAB of +2.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 1 for being a warrior-mage.
- Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
- Your Fortune Points are 3.
- Your hit points are 8 plus your Constitution bonus to start, then 1d8 and your Constitution bonus for reaching level 2.
- Fill in your saving throws using the chart on the back of this booklet.
- Record the 'to hit' and 'damage' statistics for any weapons you think you might use. Your to hit bonus for a melee weapon is your BAB plus your Strength bonus, while you use your Dexterity bonus instead for any missile weapons. Your Strength bonus also adds to the damage of any melee weapon. Don't forget your weapon specialization!

REFERENCE

MAKING TESTS

Ability Score Checks: Roll a d20 and compare the result to your score in the relevant ability. If the number on the die is equal to your score or lower, you succeed. If it is higher, then you fail.

Saving Throws: Roll a d20. If the result is equal to the saving throw number or higher, the roll was a success.

Combat Rolls: Roll a d20 and add the relevant attack bonus. Compare the result to the enemy's armor class. If the number equals that armor class or exceeds it, the attack was successful. Otherwise, the attack missed.

CLASS ABILITIES

Hit Dice: d8

Initiative Bonus: +1

Armor: The Eldritch Sorcerer King may wear any armor.

Weapon Specialization: All warriors have a favored weapon with which they are particularly skilled. Your Playbook tells you your favored weapon. Your character receives a +1 to hit and +2 to damage while wielding that weapon.

Spell Casting: Mages may harness the power of magic in three different ways: cantrips, spells, and rituals. Your Playbook has given you your starting magics.

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

FORTUNE POINTS

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

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

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

Cheat Death: A dying character may spend a Fortune Point to stabilize at 0 hit points and not continue taking damage every round.

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

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